

DIGITAL HERO #31

JULY 2005



In this issue:

- Normals
- Stuff



- Fighters
- Thinkers
- Leaders



- Superheroes
- Legends
- Gods

Table of Contents

HERO HIGHWAY

WHEN LAST WE LEFT OUR HEROES...

Keep up with the news from Hero Games. This issue – gear up with *The HERO System Equipment Guide*. 2

HEROGLYPHS

See how Steve Long himself answers rules questions. This issue – paying for all of those “free powers.” 3

YOU GOTTA HAVE CHARACTER

Flavius Belisarius was perhaps the world’s greatest military tactician. And loyal to the end. 4

MYTHICAL MAYHEM

MYTHIC HERO

The legends of Achilles and Hercules vary by the teller, so are presented here at two power levels. 12

CHAMPIONS CORNER

EUROGUARD

Someone has to stop Eurostar! And this team assembled for that task has a mighty good chance. 20



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Issue #31 (July 2005)

DIGITAL HERO

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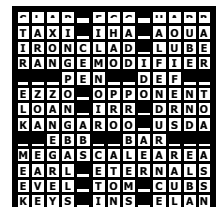
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CHAMPIONS CROSSWORD

Here is the solution for the crossword puzzle from *Digital Hero* #30.



When Last We Left Our Heroes...

by Steven S. Long

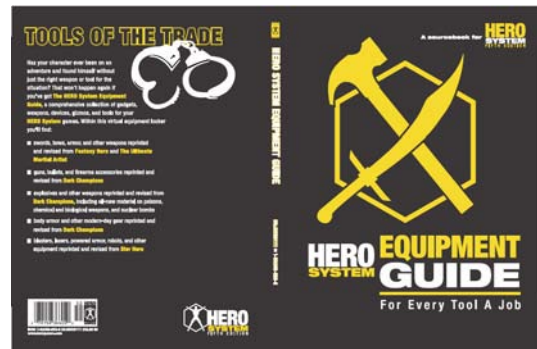
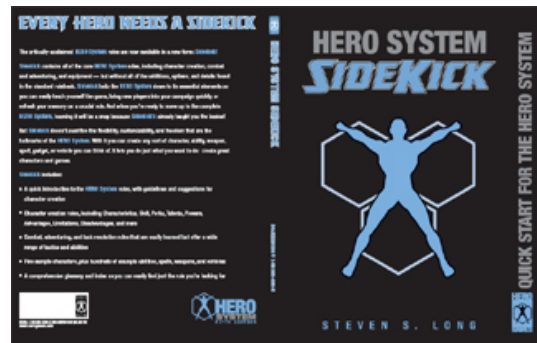
This month, if all goes according to schedule, we're going to be reprinting a couple of books (*Sidekick* and *The UNTIL Superpowers Database*) and printing one new one (*The HERO System Equipment Guide*).

The *Sidekick* reprint is just that – a reprint, nothing new and no corrections (since making corrections is tantamount to paying to print the entire book all over again, thanks to the screwy way the printing industry works). On the other hand, the USPD has some changes. Since we're no longer doing business with the company that first printed it, we had to move it to another printer – and since that meant having to pay for it all over again anyway, we took the opportunity to update it. In addition to correcting typos and errata and such, we've updated it for the *Revised* version of the Fifth Edition rules. For those of you who don't want to buy the book all over again just to get the “new” stuff, have no fear! The forthcoming *UNTIL Superpowers Database II* has an Appendix with all of the corrected/changed USPD powers. That way, when you buy the USPD2, you'll have the info you need to update your USPD as well.

You can distinguish the USPD Revised printing from the original printing by the cover. We've changed the UNTIL logo to incorporate the UNTIL “globe and laurel leaves” symbol, changed the orientation and size of the title words a little, and added the word “Revised” prominently.

Our new release this month is the *Equipment Guide*. Actually, I guess we should call it “sort of new,” since it mostly consists of weapons and personal gear reprinted from our books like *Dark Champions*, *The Ultimate Martial Artist*, *Fantasy Hero*, and *Star Hero*. (Sorry, it doesn't have any *Pulp Hero* material, since it was prepared a couple months before I got to work on PH.) However, it's not entirely reprinted stuff. It has a new section on weapons of mass destruction – a nuclear bomb, biological weapons, and chemical weapons – and a section on poisons. So, if you've ever wanted to know the *HERO System* effects of strychnine or mustard gas, this is definitely the book for you. ☺

— Steven S. Long
HERO System Line Developer



HEROglyphs by Steven S. Long

Zero to 210 in Sixty Seconds

BUILDING CHARACTERS FROM THE GROUND UP

The way the *HERO System* works, characters are assumed to start the game with certain things “for free” – they get Characteristics, Senses, movement, and the like without having to pay points for them.

Just as an experiment, suppose that wasn't the case? What if characters start with *nothing* for free, and have to buy whatever they want? That would definitely change how many Character Points you'd need to build a character! Here's how many:

Cost Ability

- 10 10 STR
- 30 10 DEX
- 20 10 CON
- 20 10 BODY
- 10 10 INT
- 20 10 EGO
- 10 10 PRE
- 5 10 COM
- 6 *Arms and Legs:* Extra Limbs (well, not really “Extra,” but bear with me), Inherent (+1/4)
- 12 Running 6”
- 2 Swimming 2”
- 25 Sight Sense Group
- 20 Hearing Sense Group
- 5 Smell/Taste Sense Group
- 15 Touch Sense Group

Total Cost: 210

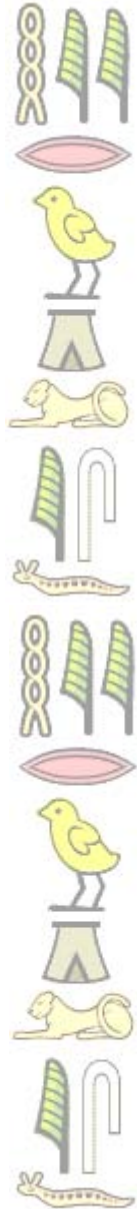
Assuming you want to keep things more or less equal in terms of character power and competence, this means you'll need to add about 200 Base Points to every character. Thus, a Standard Superheroic character would be built on $400 + 150 = 550$ Character Points, and a Standard Heroic character $275 + 75 = 350$ Character Points. In both cases it's assumed the person designing the character will spend roughly 200 of those Character Points buying the abilities outlined above; if he doesn't want something, he just doesn't buy it instead of taking a Physical Limitation or selling it back.

CHANGING LIFTING CAPACITY

If you use a system like this, you might want to consider how to adjust STR. In the *HERO System*, STR is unusual in that it retains a positive attribute – lifting capacity – even at extremely low levels (as low as -50, if you're using the Expanded Strength Table from *The Ultimate Brick*). (Comeliness has some effects when it's negative, but characters have to *pay* Character Points for negative COM, whereas they gain points by reducing STR into the negatives.) It might instead make more sense to assume that STR 0 is as low as a character's STR can go, and adjust lifting capacity to suit.

For strict consistency, technically you'd need to start with STR 1 as lifting some tiny amount (such as 0.025 kg), double that amount at 5 STR, and keep doubling every 5 STR thereafter. But that would cause difficulties in many games, since it would really diminish characters' lifting capacity (though the damage they do with STR, how far they can leap, and so forth would remain the same). A character would need STR 23 just to lift a single kilogram! That's far more granularity than most games need.

To get around the problem, you can alter the lifting capacity rules slightly at the lowest levels. STR 0 indicates *no* lifting capacity – the character cannot lift even the smallest mass. STR 1 allows a character to lift 1 kg or less (individual characters, such as birds and small animals, could define their lifting limit as less than 1 kg for purposes of accurate simulation). STR 2 can lift 2 kg; STR 3 can lift 4 kg; STR 4 can lift 8 kg; STR 5 can lift 25 kg. Thereafter lifting capacity doubles for every 5 points of STR. This results in characters having half the lifting capacity that they would using the standard rules (and is probably more “realistic,” in light of human weightlifting records, if realism's what you're after). If you prefer, define 5 STR as lifting 50 kg; everything remains the same as the regular rules from there.



BYZANTINE SOLDIERS OF THE SIXTH CENTURY

"[Our] archers are mounted on horses, which they manage with admirable skill; their head and shoulders are protected by a casque or buckler; they wear greaves of iron on their legs and their bodies are guarded by a coat of mail. On their right side hangs a quiver, a sword on their left, and their hand is accustomed to wield a lance or javelin in closer combat. Their bows are strong and weighty; they shoot in every possible direction, advancing, retreating, to the front, to the rear, or to either flank; and as they are taught to draw the bowstring not to the breast, but to the right ear, firm indeed must be the armor that can resist the rapid violence of their shaft."

— Procopius of
Caesarea, *History of
the Wars*

"The Byzantine cataphract (or knight) were armed with bow, lance, sword, and dagger. He wore a shirt of mail or scale armor, an iron helm, and carried a small round ironbound shield of wood that could be strapped to the forearm or slung from the waist. The foreheads and breaks of officer's horses and



You Gotta Have Character by Jason Walters

"Any fool can make history, but it takes a genius to write it." — Oscar Wilde

The general peered over the battlements, calmly appraising the army spread out before him like a well heeled epicure pondering an Easter feast laid out on his mother's country table. As was usual under such circumstances his features were bland, almost dull, revealing none of the boiling intellect beneath his brow or the furious calculations that were undoubtedly fermenting therein. To his left, Procopius, the scholar-soldier, stirred uneasily as he tried to memorize the minute details of the Ostrogoth army for posterity. To his right, Bloody John, his assistant commander, simply stared out at them with undisguised malice.

Of course, he stared at almost everyone that way.

Down below them 50,000 enormous Ostrogoth warriors were marching grimly forward, singing their pagan death songs like a chorus of demons straight from the book of Revelations. In their wake, hundreds of oxen pulled siege towers through the mud on giant wooden wheels constructed from tree trunks. Taller than the greatest Roman wall, these grim war machines were designed to protect crews armed with battering rams from potential missile fire.

"Looks like they believe their own hype about Rome not being able to withstand a siege," offered Procopius, "Their commander is throwing all of his men into a full assault, Flavius."

The bigger man grunted, then scratched his beard.

"They've never faced men of the Eastern Empire! The Goths are going to hit us there, there," the general hesitated for a moment as he pointed to the final location, "and there. Vittigis isn't stupid. He's going to wheel those siege towers to where he knows the weakest spots on the wall are. Procopius?"

The scholar raised an eyebrow at his commander.

"Scrape up as many light cavalry as you can find and head over to the tomb of Emperor Hadrian. I think that they will hit over there where the walls are crumbling, but I'm pretty sure that Valentineus and his men can hold it.

When I give the signal I want you to charge out and hit them from behind their lines. When they turn to face you, run like hell back to Rome. Sanguinarius?"

Bloody John stopped trimming his nails with a dagger.

"John, I want you to get about two thousand of our cataphracts armored up and ready to ride. When those blond idiots turn to meet our Huns, I want you to take them out of those two gates over there. Hit them with everything you've got; I want as much death and confusion as you can possibly create."

Sanguinarius smiled evilly at his general, then nodded.

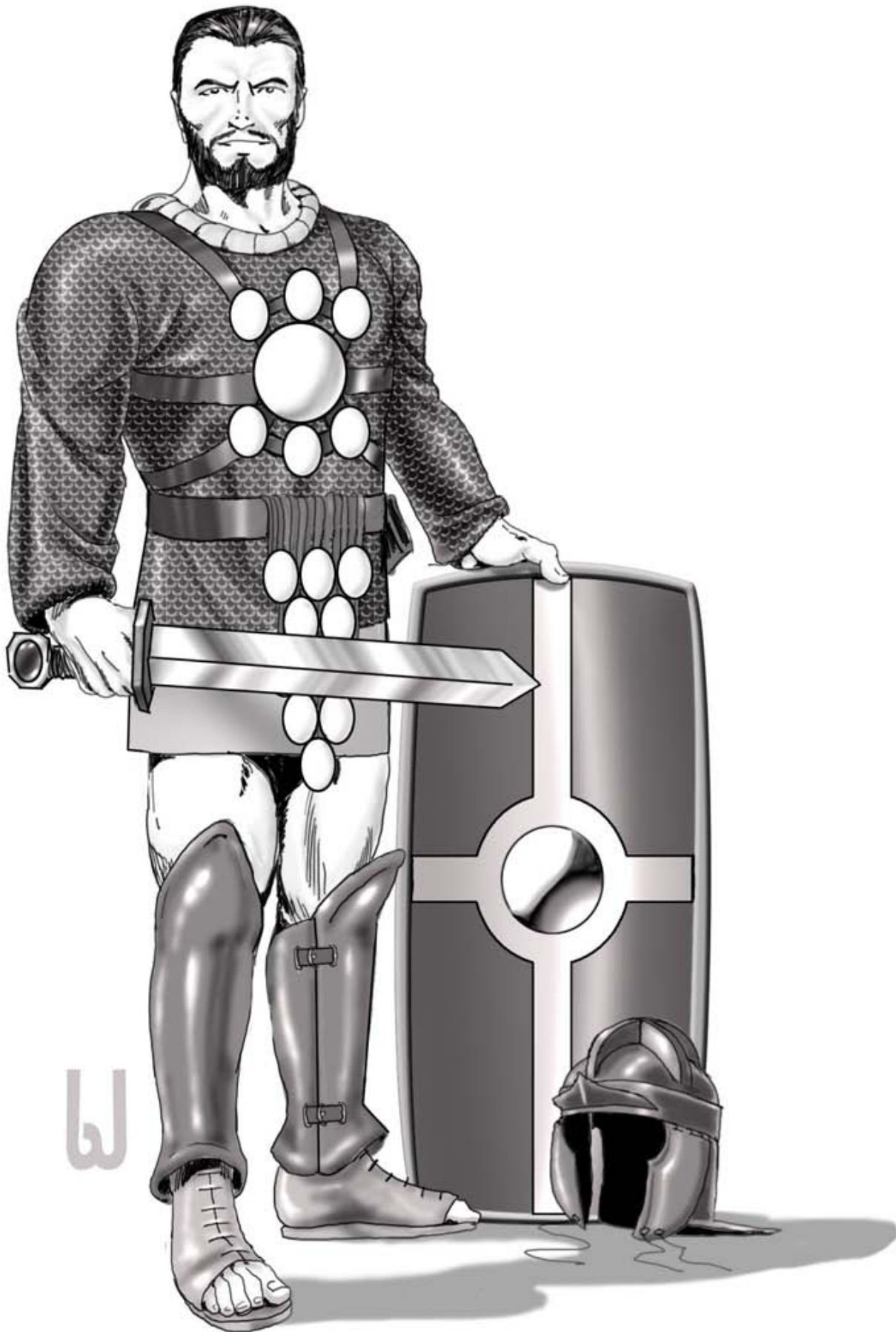
All along the walls the sounds of alarm were beginning to become audible. The Ostrogoths, who outnumbered Rome's defenders almost ten to one, were beginning to cause a panic amongst her defenders. Flavius smiled, shook his head sadly, and drew the mighty composite bow and yew wood bow he carried from his back. Nocking an arrow, he took careful aim over the battlements then let the arrow fly out over the heads of the city's would-be conquerors. It sailed faithfully through the air for hundreds of yards before burying itself in the breast of a man speaking to the Ostrogoth king Vittigis.

"An excellent shot, my lord!" cried Procopius as cheers erupted from the walls around them. The general simply sent a second arrow after the first, knocking another one of the Gothic commander's advisors from his saddle to lay lifeless in the mud. The first shot had been no fluke; he was one of the finest archers in his own army. The cheers around them grew ten times greater than they had been before.

"Belisarius! Belisarius! Belisarius!"

The Romans cried his name boldly at their attackers, as if it were some sort of magic talisman that could protect them from the fury of the vast German host beneath them. Then, with their cries of defiance answered by an incredible roar of anger like waves of violence beating against the shores of war, the battle began in earnest.

Flavius Belisarius



those of men in the front rank were protected with frontlets and pointrels of iron. The militia cataphracts were backed by units of similarly armed regulars and mercenary regiments of Teutonic heavy shock cavalry of the Imperial Guard. Although mercenary horse archers from the steppe continued to be used as light cavalry, the Byzantine cataphract were by far the deadliest fighting men of their era.”

— David Nicholle,
*Arms & Armour of the
Crusading Era*

BACK TO THE FUTURE

“Whoever wishes to foresee the future must consult the past; for human events ever resemble those of preceding times. This arises from the fact that they are produced by men who ever have been, and ever shall be, animated by the same passions, and thus they necessarily have the same results.”

— Nicolo Machiavelli
The Prince

Flavius Belisarius

Val	Char	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3½d6 HTH [2]
17	DEX	21	12-	OCV: 6/DCV: 6/7
18	CON	16	13-	
17	BODY	14	12-	
19	INT	9	13-	PER Roll: 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
9	PD	5		Total: 27 PD (18 rPD)*
9	ED	5		Total: 27 ED (18 rED)*
4	SPD	13		Phases: 3, 6, 9, 12
10	REC	4		
36	END	0		* Armor, Shield, and
40	STUN	5		Combat Luck added in

Total Characteristic Cost: 138

Movement: Running: 8"/16"
 Leaping: 3½"/7"
 Swimming: 4"/8"

Cost Talents

- 8 Combat Archery
- 18 Combat Luck (x3)
- 16 Crippling Blow
- 18 Evasive
- 14 Fearless
- 10 Fascination
- 11 Inspire
- 3 Lightning Reflexes: +2 DEX to act first with All Actions
- 4 Mounted Warrior (HTH Combat)
- 4 Mounted Warrior (Ranged Combat)

Perks

- 7 Contact: Emperor Justinian I (Extremely Useful, Institutions, Significant Contacts, Limited by Identity) 12-
- 10 Fringe Benefits: General, Low Justice, Member of the Lower Nobility
- 10 Money: Wealthy
- 9 Reputation: Greatest General in Known World 14- (Large Group), +3/+3d6

Skills

- 16 +2 with All Combat
- 9 +3 vs. Range Modifier with All Attacks
- 2 AK: Constantinople 11-
- 2 AK: Italy 11-
- 2 AK: North Africa 11-
- 2 AK: Persia 11-
- 5 Animal Handler (Bovines, Camels, Canines, Equines) 13-
- 3 Bureaucratics 13-
- 3 Climbing 12-
- 3 Conversation 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 5 KS: Military History 15-
- 3 KS: Military Weaponry 13-

- 3 Oratory 13-
- 3 Persuasion 13-
- 4 PS: Soldier/General 14-
- 3 Riding 12-
- 3 Seduction 13-
- 3 Streetwise 13-
- 10 Survival (Marine, Temperate/Subtropical, Desert, Mountain, Urban) 13-
- 13 Tactics 18-
- 3 Teamwork 12-
- 7 TF: Riding Animals, Carts & Carriages, Chariots, Large Rowed Boats, Large Wind-Powered Boats, Small Military Ships
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 3 Linguist
- 0 1) Language: Slavic (Dialects)
- 1 2) Language: Gothic (Conversation)
- 4 3) Language: Greek (Idiomatic, Literate)
- 3 4) Language: Latin (Fluent, Literate)
- 2 5) Language: Persian (Fluent, Literate)

Total Powers & Skills Cost: 272**Total Cost: 410****200+ Disadvantages**

- 25 DNPC: Wife and Children 11- (Incompetent, 2x DNPCs)
- 25 Hunted: Emperor 14- (Mo Pow, NCI, Public ID, Watching)
- 25 Psychological Limitation: Code of Honor (Very Common, Total)
- 20 Reputation: Greatest General in Known World 14- (Extreme)
- 15 Rivalry: Procopius of Caesarea (Professional: Angry Former Secretary Turned Historian), Significantly More Powerful, Seek to Outdo, Rival Aware
- 100 Experience Points

Total Disadvantage Points: 410

Weapon	Damage	STR	Min	Shots
Composite Bow	1½d6	9		10r
Sarrisa	2d6+1	15		
Spatha	1d6+1	12		
Armor	DCV	BODY	DEF	
Shield	+1	3		3
Chainmail/Greaves	+0	6		6

Flavius Belisarius

On December 7th of 536 AD, the Byzantine General Flavius Belisarius triumphantly entered Rome through the Asminarian Gate at the head of 5,000 troops as, simultaneously, 4,000 Ostrogoths disgracefully retreated through the Flaminian Gate on the other side of the city. For the first time since 476 AD, when the Germanic king Odoacer had deposed the last Western Roman Emperor Romulus Augustulus before crowning himself “King of the Romans,” the former capital was once again a part of the Roman Empire, although admittedly one ruled by the Greek-speaking Justinian I from his capital city of Constantinople.

Thus for a brief period of time in the 6th Century, the Eastern Roman Empire of Byzantium was reunited with portions of the defunct Western Roman Empire due largely to the bravado and strong leadership of Belisarius, the greatest military leader in the thousand year history of the Byzantine Empire. A man of humble origins, Belisarius rose through the ranks of the Eastern Empire’s military under two emperors using a combination of astute tactics, personal bravery, and total loyalty to his men as well as his lords. He fought the mighty Persian Empire to a standstill in the East, put down a dangerous coup by chariot racing fans in Constantinople, and restored North Africa, Italy, Sicily, Sardinia, Corsica, and southern Spain to the Roman Empire. The last general to receive a Roman Triumph, in the twilight of his years he returned from retirement to defeat an attack upon Constantinople by a Bulgur army. Although often subjected to persecution and attacks by jealous rivals during his lifetime, Belisarius is now revered by military historians as one of the greatest tacticians the Western world has ever produced.

Background/History: Flavius Belisarius was born in Thrace, an ancient nation now largely encompassed by Bulgaria, in 505 AD. An Eastern Roman of Slavic ancestry (his name means “white prince” or “Beli Tsar” in Thracian), he was the son of a minor nobleman who joined the Byzantine army at a very young age. Such a career choice would be logical for a younger son of a provincial lord, as he would be unlikely to inherit the family estate upon his father’s death. Moving quickly upward through the ranks, Belisarius served as a trusted bodyguard to the Emperor Justin I.

Upon the Emperor’s death in 527 his nephew and successor Justinian I appointed the 22 year old Belisarius to command the Byzantine army in the east, where he quickly found himself in a dangerous confrontation with the much larger Persian army. The Byzantines were at war with the Sassanid Dynasty over its attempts to

force the Christian Iberians to convert to Zoroastrianism, the state religion of the Persians (in his the defense, the Persian Emperor Kavadh I had attempted to make peace with the Byzantines, but Justinian firmly rebuked his offers). The first clash went poorly for Belisarius’ army, who were forced to pull back. Emboldened, Kavadh sent an army of 30,000 men to capture the critical frontier fortress of Dara at the head of the Bouron River. The Persian Emperor was taking no chances. When Belisarius returned with a smaller army of 25,000 to defend it, he dispatched general Firouz with an additional 10,000 troops as reinforcements.

Although outnumbered Belisarius knew his troops to be for the most part superior to those of his opponents. They were better armed, better trained, and had superior *esprit-de-corps*. Using a series of cleverly constructed ditches and blinds, Belisarius managed to funnel the bulk of the Persian forces into a series of traps that allowed him to constantly flank their army with unseen units of cavalry comprised of heavily armored *heruli* and fast moving Hun horsemen. In the end Belisarius split their army in two using a feint, sending the first half off on a wild goose chase while he trapped and slaughtered the second half. After killing their commander along with 5,000 of his men, Belisarius was politically astute enough to allow the remainder to escape (he wanted to cow the Persians, not infuriate them).

Shortly thereafter the Persians and Byzantines once again skirmished at Callinicum, a location in what is now Northern Iraq. Using what one Persian observer described as “odd formations,” Belisarius managed to basically confuse his more conventional opponents into a stalemate along the Euphrates River with very little loss of life on either side. The exhausted Persian forces chose to sue for peace and withdrew rather than continue the fight, which was fortunate for the Eastern Romans as they were preparing to do exactly the same thing. Callinicum brought Belisarius’ eastern campaigns to a successful conclusion. It also resulted in the two empires signing a treaty known as the Perpetual Peace (it lasted eight years) that, among other things, returned to Roman rule all lands lost to Persia during Justinian’s reign.

By 532 Justinian had made Belisarius the ranking military commander in Constantinople, the Byzantine capital, where chariot racing was an incredibly popular sport. There were four major factions of racing fans – the Blues, the Reds, the Greens, and the Whites – each of which was named after the color of the uniform of its favorite team (sound familiar?). These fan factions incorporated certain aspects of street

FLAVIUS BELISARIUS PLOT SEEDS

Lest Darkness Fall Again (*Champions*): Captain Chronos is certain that he has at last figured out how, where, and when the earth’s time stream will be wrecked. He’s also discovered that a vast, superhuman army lead by Dr. Destroyer will be the cause of it. Desperate to prevent the catastrophe that will lead to the creation of his own time line, he travels into the distant past to retrieve the greatest “squad tactics” thinker in human history: Flavius Belisarius. Together they approach the PCs with a plan to unite the Earth’s greatest heroes into a single force capable of defeating Destroyer and preventing a worldwide holocaust.

The Lesser of Two Evils (*Dark Champions*): One by one Hudson City’s gangs have been shattered, then absorbed into a new organization known as the Riverside Romans that are based in the neighborhood of the same name. The crimelords Charlemagne and Diomedes have been taken down and the Nubians and Warriors are finished. None of the city’s vigilantes are certain what the

Romans real goals are, only that they are led by a man who claims to be the reincarnation of an ancient general said to be dead for 1500 years....

The Last General (Alien Wars): With the cannibalistic Xenovores pressing ever further into human space and the navy of United Earth turned against them, the wealthy but desperate Spinward Union has decided to gamble on the power of a legend. Using all of the vast scientific knowledge at their disposal, they have created an unstoppable cyborg general to command their meager forces against the encroaching alien threat while simultaneously waging their civil war against the earth. That cyborg is known as Belisarius 2336.



gangs and political parties into their composition. The makeup of their membership generally centered on social class, place of birth, and religion. Byzantine Emperors were expected to favor one faction over the others. Justinian I, for example, was a Blue team supporter.

But in 531 several members of the Blues and Greens had been arrested for murder. Justinian commuted their death sentences to imprisonment, but both factions demanded that their members be entirely pardoned. Justinian refused, so on January 11th of 532 the two factions broke into the city's prison, freed their fellows, and began burning the city down amid cries of *nika* or "victory," their racing cheer. Several rebellious senators saw this "Nika Riot" as opportunity to overthrow Justinian, who had imposed new taxes and legal restrictions on the Empire's upper classes (the Emperor had been born a peasant). They armed and led the rioters, who began demanding that Hypatius, the nephew of the former emperor Anastasius I and a nobleman, be crowned in Justinian's place. Although the Emperor briefly considered fleeing, Belisarius and the Empress Theodora convinced him to stay. With the support of Mundus, the head of the militia, Belisarius suppressed the revolution on January 18th by trapping some 20,000 racing fans in the Hippodrome where he slaughtered them to the man. He then executed the would-be emperor Hypatius before exiling the rebellious Senators.

As a reward for his efforts, Belisarius was given command of an unprecedented land and sea expedition against the North African kingdom of the Vandals in 533. Justinian's reasons for this campaign were political as well as strategic. The pro-Byzantine Vandal King Hilderic had been usurped and murdered by a political opponent named Gelimer, giving the Emperor *casus belli* for expanding his domain. Control of the Vandal's territory would also guarantee Byzantine access to the Western Mediterranean. Late in the summer Belisarius landed near the city of Lepcis Magna. He marched along the coastal highway toward Carthage, the Vandal's capital. On September 13th, a mere ten miles from the city's walls, Gelimer's army ambushed the East Roman forces from a series of well-placed positions. Things looked grim for Belisarius and his men until Gelimer, upon hearing of his nephew's death in battle, became distraught, giving the Roman general a chance to regroup his men. He marched on to conquer Carthage. A second victory at Ticameron on December 15th resulted in Gelimer's surrender at Mt. Papua in early 534. The lost Roman provinces of North Africa had been returned to her after 105 years of absence. For this great accomplishment, Flavius Belisarius was given a Triumph upon his return

to Constantinople, the last ever to be gifted to a Roman commander.

With this phenomenal success under his belt, Justinian laid out plans that were even more ambitious. After the Empire's successes in Persia and North Africa he had begun to see himself, rightly or wrongly, as a grand conqueror on the scale of Julius Caesar, Augustus, and Constantine. He would settle for nothing less than the restoration of the entire old Western Empire, with Belisarius serving as the architect of this *reconquista*. He also expected the general to carry out this invasion with an almost ridiculously small force of some 5,000 men, including Hunnish and Moorish light cavalry. Obedient as always, Belisarius set out with his army in the spring of 536. He quickly captured Sicily from its Ostrogoth defenders and began conquering his way north, laying siege to the city of Naples in the summer of the same year. Its inhabitants stubbornly defended the city, especially the large Jewish population who expected to be persecuted by the Byzantines. He began to despair of taking the city until an inquisitive infantryman discovered a partially collapsed aqueduct that could be used to bypass Naples' walls. Once the Byzantine soldiers were inside the city, her fate was all but sealed; yet her citizens continued to fight fiercely on, resulting in a bloodbath as Belisarius' men gradually lost their tempers and martial discipline broke down. While the general was genuinely horrified by the massacre, it did help to avoid bloodshed for some time as word of the slaughter spread. Several other Italian towns simply opened their gates to the small army, and Pope Silverius sent word that they would be welcome in Rome.

The Ostrogoths, a Germanic people whose kingdom stretched from southern Italy to southern Germany, greeted all of this with undisguised horror. They quickly executed the decadent, Romanized King Theodatus and elected a hard-line warrior known as Vitigis as their new leader. Vitigis fully understood the Byzantine threat but was forced by circumstance to turn his attentions northward to where a border dispute with the Franks threatened his kingdom. Left to their own devices, Rome's garrison opted to leave rather than face Belisarius, retreating northward to the Ostrogoth capital of Ravenna. Only their commander, Leuderis, felt honor-bound not to abandon his post. Upon taking the city without a fight, Belisarius and his opposite number enjoyed a quiet dinner before he sent him back to a gleeful Justinian in Constantinople with the keys to the city's gates.

Then, much to the horror of her citizens, the Byzantines settled down to withstand the siege of Rome they knew would inevitably come. For hundreds of years the city had been considered

completely indefensible by attackers and inhabitants alike. Twelve miles of uneven walls surrounded it; an expanse considered too vast to properly defend without a hundred thousand men. Indeed, Vittigis had faced down the criticism of his generals by pointing out that the city had never withstood a siege. Why lose valuable men pointlessly defending a city that they would shortly retake? But Belisarius intended to hold the city that had given his empire its name and birthed its culture. Sensing somewhat tepid support from Rome's citizens, he sent a request to Justinian for reinforcements. He then walled up several of the gates lest they chose to open them to the Ostrogoths as they had done for him. He also fortified the Mulvian Bridge with a tower, knowing that a small force there could hold an enemy indefinitely.

On March 2nd, 537 Vittigis arrived at Rome with a force of 50,000 men, outnumbering Belisarius' men 10 to 1. Unable to encircle the city he established a series of six encampments near several of the city's main entrances. After a series of chaotic (if heroic) cavalry attacks and retreats in and out of Rome's gates by Belisarius himself, it took the Ostrogoths some 18 days to prepare their attack during which time Flavius prepared the city by installing catapults on her walls, digging a *fosse* (or defensive ditch) beneath them, and recruited a surprising number of local men into Rome's defense. Vittigis' men constructed four siege towers containing battering rams, built *fascinæ* (or large ramps) to allow the oxen-pulled towers to cross the fosse, and constructed ladders with which to scale her walls.

On March 20th, the Ostrogoths attacked in mass while East and West Roman alike watched in alarm. Belisarius, however, remained calm. Carefully taking up his bow he killed an enemy officer at a nearly impossible distance. When a cheer rang up from the walls he repeated the feat, killing a second enemy officer. He then commanded his men to shoot their bows at once, not at the enemy but at their oxen. As the siege towers ground to a halt, Hun and Moorish light cavalry charged out of the gate of Rome's vivarium to attack the Ostrogoth army from the rear. As Vittigis' men turned to face the new threat heavily armed Greek knights, or *heruli*, sallied out from various gates to attack them on three more sides. The Goth army retreated in total disarray with its siege towers burned and some 30,000 men killed or wounded.

It was an incredible victory for the Byzantine Empire's greatest general, but his men were nonetheless outnumbered 4 to 1. Still holding all the proverbial cards, the Ostrogoths settled down for a long siege while they looked for a lucky break such as the one that had allowed the Byzantine army into Naples.

Periodic raids staged by *heruli* knights, whose skill with the bow and lance the Goths could not match, interrupted this long wait with episodes of violent horror. Eventually reinforcements arrived in the form of some 3,000 Isaurian infantry and 800 Thracian cavalry. With fresh men at his disposal, Belisarius quietly dispatched one of his lieutenants Sanguinarius (or "bloody") John north with 2,000 light horsemen to embark on a campaign of guerilla warfare. Bloody John hit Ostrogoth garrisons, homesteads, and patrols up and down the Italian peninsula, spreading terror wherever he went before moving eventually on the Ostrogoth capital of Ravenna.

When word reached Vittigis that his capital was under attack he decided to make one final effort to retake Rome. It failed miserably with maximum casualties. On March 12th of 538 he withdrew his dispirited and starving men northward, where they drove Bloody John's tiny army away from Ravenna. Unfortunately for Vittigis, Belisarius also took the remainder of his force northward, where they met up not only with Bloody John's men but with a second Byzantine army under the command of the eunuch general Narses. Unable to stand against such superior numbers the Ostrogoths offered to make Belisarius Emperor of a restored Western Roman Empire, a position he pretended to accept until Ravenna surrendered. He then sent Vittigis back to the Emperor in chains. Unfortunately, this incident caused the already paranoid Justinian to doubt Flavius Belisarius' personal loyalty, so he was recalled to Constantinople in 541.

With the great general gone, the Ostrogoths rallied once more, managing to retake their kingdom under the leadership of Vittigis' nephew Totila. So in 544 Justinian sent Belisarius back to Italy with an even smaller army of 4,000 men with orders to retake the recently reacquired imperial territory. This he managed, even holding Rome against a second Ostrogoth siege in 546, but his success only made an increasingly unstable Justinian jealous once again. He was recalled and replaced with Narses, who to his credit was able to bring this second campaign to a successful conclusion. Belisarius was forcibly retired to his homeland of Thrace with an Imperial pension.

Yet in 559 a strong army of Slavs and Bulgars crossed the Danube River, invading East Roman territory and pushing toward their eventual goal of Constantinople itself. A panicked Justinian recalled Belisarius to Imperial service, where he successfully defeated the numerically superior combined army and drove them back across the river. Temporarily a hero once more, he was nevertheless accused of corruption on trumped-up charges in 562. Convicted by his old friend Procopius of

Caesarea of embezzling the Empire's funds, he was found guilty and imprisoned. However not long after this conviction Justinian pardoned him, ordered his release, and made him his personal advisor at court. Fittingly, these two headstrong men, whose often-strained partnership had doubled the size of the East Roman Empire, died within weeks of one another in 565.

Personality/Motivation: Integrity, bravery, loyalty, and cunning – these are the foursquare corners of the personality of Baron Flavius Belisarius. As a man blessed (as well as cursed) with that sort of effortless charisma and ability that mark them as natural leaders, Belisarius provokes considerable envy from other able, yet inevitably lesser, men. The Emperor Justinian, not exactly a man of meager talents himself, has been known to explode into periodic fits of paranoia and jealousy toward his most accomplished commander. Other capable leaders, such as the Armenian eunuch-general Narses, are understandably resentful of their colleague. Eventually even his close friend and advisor Procopius of Caesarea, the historian who immortalized Belisarius as the hero of his *History of the Wars*, will be transformed into a bitter enemy by the perverse imp of resentment.

Yet Belisarius seems oddly to be personally unaffected by the frail egos and vacillating temperaments of his fellow Byzantines. He never seems to grow bitter or angry in the face of adversity, simply soldiering on with whatever meager forces fate (and a fickle Justinian) provide him with to alternately expand or defend the Empire's borders as circumstances dictate. Possessed of an extremely flexible and devious intellect, as well as no small portion of martial skill, he is often able to snatch victory from the jaws of defeat through acts of remarkable personal bravery. One of his favorite tactics is to personally lead a surprise cavalry charge into the face of an enemy certain of their own "inevitable" triumph.

A loving husband and father, Belisarius is capable of considerable compassion toward conquered foes. He prefers to spare captured enemy leaders, such as the Vandal usurper Gelimer, whenever possible and to work with conquered populations rather than exploit them. He was horrified by his men's massacre of Naples' resisting civilians, though he was powerless to stop it once it started. Although personally ambitious within certain limitations, Flavius neither desires to replace his Emperor (even though he is more popular with the Byzantine populace) or take undue financial advantage of his position (even though everyone else in The Empire is swimming in graft). Many rightly see Belisarius, a singularly honorable

man in a corrupt world, as an example of the finest qualities embodied by the Eastern Roman Empire.

Which, of course, makes the Emperor *even more* suspicious of him!

Quote: "You! Take twenty men over there and defend that wall. You! Get together as many of those Berber cavalymen as we have handy then charge the Goths through that gate over there. Don't get carried away though; come back as soon as you reach the ditch. You! I need fifty archers, a sixty-gallon pot of boiling tar, and a dozen pigeons. Now!"

Powers/Tactics: First and foremost a tactician, Flavius Belisarius' greatest strength lies in his ability to effectively lead small, disciplined units of soldiers against much larger opponents who often have the additional advantage of fighting on their own ground. Flavius compensates for this in several ways. Firstly, as a career soldier and military commander (*PS: Soldier/ General 14-*), he is always mindful of his army's "tail" as well as its "tooth." Belisarius spends an inordinate amount of time planning out the delivery of supplies into territory he has captured, consulting with quartermasters about its distribution, and making sure that any captured "booty" is quickly and fairly distributed among his men. He actually has a portable mint that travels with his army, allowing captured gold, silver, and copper to be turned directly into Byzantine coin. Warriors who serve under him can look forward to being fed well and paid promptly.

Secondly, he is sparing of his men's lives. At all times and in all situations he looks for military solutions that will put his own soldiers at as little risk as possible. He always attempts to learn as much about the topography, geography, and previous battles fought in an area before he commits his forces to combat (*Tactics 18-* complemented by *KS: Military History* and an appropriate *Area Knowledge*). Like all great leaders he is capable of making rousing speeches before a battle, inspiring leadership during it by leading from the front, and congratulating his men *en mass* afterwards for a job well done (*Oratory 13-*, *Persuasion 13-* and *Talents Fearless, Fascination, and Inspire*). He also has a name (*Reputation: Greatest General in Known World (Large Group) 14-, +3/+3d6*) that can make opponents retreat before the battle has even begun!

On a personal level, Flavius Belisarius is as formidable a warrior as can be found anywhere in the world. Especially adept with the composite bow (*Combat Archery*), he has been known to kill enemy officers at distances thought to generally be impossible (*Penalty Skill Levels: +3 vs. Range Modifier with All Attacks*). Wickedly

competent with his *spatha* (*Crippling Blow*), a type of double-bladed medium-sized sword, he also carries a lance known as a *sarrisa* when in the saddle. He is as deadly in the saddle as on the ground (*Mounted Warrior Talents*), as comfortable fighting from the front line as leading from the rear, and is exceptionally competent with any almost weapon that he finds himself armed with (+2 with *All Combat* and *WF: Common Melee and Missile Weapons*).

Campaign Use: As one of history's most fascinating yet neglected figures, Flavius Belisarius has been the subject of a variety of works of literature, poetry, and art of the last seventeen hundred years. In his own time he was the hero of Procopius' *History of the Wars and Procopius, Belisarius, and Narses*. In the 17th Century he was the subject of an epic poem by Friedrich de la Motte Fouque as well as the dramatic play *Belian* by John Oldmixon. He later became the protagonist of the 18th Century play *Belasarius* (1724) by William Philips, the novel *Belisarius* (1742) by John Dowman, the novel *Belisaire* (1767) by Marmontel, and the 19th Century opera *Belisario* by Donizetti.

In modern times the eminent British historian and author Robert Graves made Belisarius the subject of his novel *Count Belisarius* (1938), which not only recounts the exploits of the great man but also details many of the colorful characters and startling events of his day. The early influential science fiction writer L. Sprague de Camp included him as the Byzantine foe (and later ally) of the time traveler Martin Padway in *Lest Darkness Fall* (1939), one of the first "alternate history" novels ever penned. In recent years popular sci-fi writers Eric Flint and David Drake have made him the protagonist of an ongoing series of novels exploring what might have happened had the Byzantine Empire and its foes been granted knowledge of future events and technologies.

With all of this said, it's not hard to imagine how Flavius Belisarius might be made useful in many a campaign. In a historical campaign set in the 6th Century the PCs could be trusted members of his colorful household retinue (which included heavily-armored Greek *catalarii*, fearsome Gothic swordsmen, bold Hun cavalymen, and cunning Arab scouts), dispatched out on secret, dangerous missions so that the great general can focus on more pressing military matters. Or, somehow thrown through the gates of time into the 21st Century, he could be used as an NPC hero in a *Champions* campaign: an ancient, honorable soldier determined to wage war on urban crime as he once fought foes on the battlefields of a world long dead (use blunt weapons and Super-Bow and Arrows II from page 42 of *Gadgets and*

Gear). Belisarius could easily be transported into a *Fantasy Hero* campaign as a virtuous enemy general determined to bring the PCs' freewheeling, chaotic homeland under Imperial control (for its own good, of course), thereby forcing them to take up arms against an enemy whom they essentially respect.

Appearance: Flavius Belisarius is a large, heavily muscled man with a closely cropped beard, straight black hair, and blunt (though not unattractive) Slavic features. He wears a practical looking helmet, iron greaves on his legs, and a long sleeve chainmail shirt. Belisarius possesses a distinct air of command that seems to radiate about him in a distinct aura, attracting some while disturbing others.

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Mythic Hero by John R. Ivicsek Jr.

Achilles

As we all know, if you ask 15 people how to write something up in HERO, you'll probably get 15 different answers. That's a strength of the system, but it can get a little frustrating for new GMs and players. This becomes even more prominent when you ask someone how to write up a character from some other media. Since no two campaigns are alike, this column offers a "high end" and a "low end" version of characters to provide (for example) an Achilles capable of duking it out with Eurostar and also one more suited to being the best warrior archetype in your Fantasy Hero campaigns.

First up is Achilles, the greatest warrior of his day. In one of the more popular tales, Achilles is dipped in the River Styx by his mother Thetis and thus gains invulnerability everywhere the water flowed across his skin, except at his heel where he was held. In an interesting variant, the earlier version of Thetis' efforts goes like this: Thetis anointed the infant with ambrosia and then placed him upon a fire to burn away his mortal portions; she was interrupted by Peleus, whereupon she abandoned both father and son in a rage.

When Achilles was a boy, the seer Calchas prophesied that the city of Troy could not be taken without his help. Thetis knew that if her son went to Troy, he would die an early death, so she sent him to the court of Lycomedes, in Scyros; there he was hidden, disguised as a young girl. During his stay he had an affair with Lycomedes' daughter, Deidameia, and she had a son, Pyrrhus (or Neoptolemus), by him. Achilles' disguise was finally penetrated by Odysseus, who placed arms and armor amidst a display of women's finery and seized upon Achilles when he was the only "maiden" to be fascinated by the swords and shields. Achilles then went willingly with Odysseus to Troy, leading a host of his father's Myrmidons and accompanied by his tutor Phoenix and his close friend Patroclus.

At Troy, Achilles distinguished himself as an invincible warrior. Among his exploits, he captured twenty-three towns in Trojan territory, including the town of Lyrnessos, where he took the woman Briseis as a war-prize. Later on Agamemnon, the leader of the Greeks, was forced by an oracle of Apollo to give up his own war-prize, the woman Chryseis, and took Briseis away from Achilles as compensation for his loss. This action sparked the central plot of the Iliad, for Achilles became enraged and refused to fight for the Greeks any more. The war went badly, and the Greeks offered handsome reparations to their greatest warrior, but Achilles still refused to

fight in person. However he agreed to allow his friend Patroclus to fight in his place, wearing his armor. The next day Patroclus was killed and stripped of the armor by the Trojan hero Hector, who mistook him for Achilles.

Achilles was overwhelmed with grief for his friend and rage at Hector. His mother obtained magnificent new armor for him from Hephaestus, and he returned to the fighting and killed Hector. He desecrated the body, dragging it behind his chariot before the walls of Troy, and refused to allow it funeral rites. When Priam, the king of Troy and Hector's father, came secretly into the Greek camp to plead for the body, Achilles finally relented; in one of the most moving scenes of the Iliad, he received Priam graciously and allowed him to take the body away.

After the death of Hector, Achilles' days were numbered. He continued fighting heroically, killing many of the Trojans and their allies, including Memnon and the Amazon warrior Penthesilia. Finally Priam's son Paris (or Alexander), aided by Apollo, wounded Achilles in the heel with an arrow; Achilles died of the wound.

So that's the tale of the greatest of Greek warriors. But we have been presented with two differing views of supernatural abilities. In the Iliad, when Achilles learns about the death of Patroclus, he is so overwhelmed with rage and grief that he almost stalks out to slaughter Hector right then and there, even without his armor. Thetis manages to calm her furious son long enough to get armor and a new shield from Hephaestus. But if he is invulnerable everywhere except his ankle, why doesn't he just need a leg guard and maybe a shield? This is touched upon in the movie "Troy" when a young boy says that he has heard that Achilles is invulnerable. Achilles replies "Well, I wouldn't be bothering with the shield then, would I?"

So that's our goal, two versions of Achilles. One is the greatest warrior of his day, perhaps of all time. The other is a demigod born of the nymph Thetis and the mortal king Peleus, invulnerable and nigh invincible unless the gods get involved. Now the main differences are going to be in his stats and powers, so the terms "High-End" and "Low-End" might be a bit misleading. Both versions should be fully capable of trouncing most opposition; they'll just do it in differing fashions. It should also be noted that in a standard heroic level campaign where the characters do not pay for equipment, Low end Achilles would save another 49 points.

artwork by Bill Jackson

Achilles (High End)

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll: 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
5	PD	0		Total: 40 PD (35 rPD)
10	ED	5		Total: 29 ED (19 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
50	END	0		
46	STUN	0		

Total Characteristic Cost: 178

Movement: Running: 9"/18"
 Leaping: 5"/10"
 Swimming: 2"/4"

Cost	Powers	END
54	<i>Dipped in the River Styx:</i> Armor (20 PD/10 ED), 2x Hardened (+½); No Coverage at Location 17 (-¼)	0
30	<i>Dipped in the River Styx:</i> Energy Damage Reduction, Resistant, 50%, Hardened (+¼); No Coverage at Location 17 (-¼)	0
72	<i>Dipped in the River Styx:</i> Physical Damage Reduction, Resistant, 75%, 2x Hardened (+½); No Coverage at Location 17 (-¼)	0
10	<i>Frailty is for Mortals:</i> Power Defense (10 points)	0
10	<i>Stubborn Beyond the Will of Gods:</i> Mental Defense (14 points Total)	0
6	<i>Well Conditioned:</i> Reduced Endurance (½ END, +¼) on 25 STR	1
9	<i>None Escape Achilles:</i> Running +3" (9" Total), Reduced Endurance (0 END, +½)	0
Equipment		
9	<i>Thracian Armor:</i> Armor (7 PD/7 ED); OIF (-½), Activation Roll 14- (-½), Real Armor (-¼)	0
7	<i>The Five Layered Shield:</i> Multipower, 15-point Reserve; OAF (-1), Real Armor (-¼)	0
1u	1) Missile Deflection (Arrows, Slings, etc.); OAF (-1), Real Armor (-¼)	0
1u	2) Armor (8 PD/2 ED); OAF (-1), Real Armor (-¼)	0
13	<i>Sword:</i> HKA 1d6+1 (2½d6 with STR), Reduced Endurance (0 END, +½); OAF (-1), Real Weapon (-¼)	0
18	<i>Spear:</i> HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END, +½); OAF (-1), Real Weapon (-¼) plus	

Stretching 1", Reduced Endurance (0 END, +½); OAF (-1), Only to Cause Damage (-½), Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Perks

- 12 Reputation: Greatest Warrior of All Time 14- (Medium-Sized Group), +6/+6d6
 5 Military Rank: General of the Greek Armies

Talents

- 16 Combat Sense 13-
 20 *Deadly Blow:* +2d6 (Any Circumstances, Any HTH Weapon)
 10 Follow-Through Attack
 8 Lightning Reflexes +5 DEX with All Actions
 5 Rapid Healing

Skills

- 80 +10 with All Combat

Martial Arts: Master of All Combat

Maneuver	OCV	DCV	Notes
4 Bind	+1	+0	45 STR Bind
4 Block	+2	+2	Block, Abort
4 Choke	-2	+0	1 Limb; 3d6 NND
4 Counter	+2	+2	+4 DC, Follows Block
4 Disarm	-1	+1	45 STR Disarm
4 Escape	+0	+0	50 STR Escape
3 Grab	-1	-1	2 Limbs, 45 STR
5 Grappling	+1	+1	Block, Grab 1 Limb
5 Passing	+1	+0	+2 DC +v/5, FMove
4 Reversal	-1	-2	50 STR Escape, Grab 2 Limbs
4 Strike	+0	+2	+4 DC
3 Takedown	+1	+1	+2 DC Strike, Target Falls
8	+2 Damage Classes (added in)		
9	Analyze Combat Technique 15-		
4	Animal Handler (Equines) 15-		
3	Breakfall 14-		
3	Climbing 14-		
5	Combat Driving 15-		
10	Defense Maneuver IV		
3	Fast Draw 14-		
4	KS: Greek Mythology 13-		
7	KS: Military History 16-		
8	KS: Small Unit Tactics 17-		
3	Language: Macedonian (Fluent, Greek is Native)		
3	Oratory 14-		
5	PS: Soldier 14-		
5	Rapid Attack (HTH)		
5	Riding 15-		
3	Stealth 14-		
11	Tactics 16-		

- 3 Teamwork 14-
- 7 TF: Carts & Carriages, Chariots, Large Rowed Boats, Large Wind-Powered Boats, Riding Animals, Small Rowed Boats, Small Wind-Powered Boats
- 10 WF: Common Melee Weapons, Common Missile Weapons, Nets, Off Hand, Siege Engines, Staffs, Thrown Sword

Total Powers & Skills Cost: 563

Total Cost: 741

200+ Disadvantages

- 15 Enraged: Friends Injured/Killed (Uncommon, Go 11-, Rec 11-)
- 15 Hunted: The Greek Gods 8- (Mo Pow, NCI, Very Easy to Find, Watching)
- 20 Hunted: The Trojan Army 8- (As Pow, NCI, Very Easy to Find, Harshly Punish)
- 15 Psychological Limitation: Overconfidence (Common, Strong)
- 10 Psychological Limitation: Short Tempered (Common, Moderate)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 20 Reputation: He's Got an Achilles Heel... Literally, 14- (Extreme)
- 5 Rivalry: Other Warriors (Professional, As Pow, Seek to Outdo, Rival Aware)
- 426 Experience Points

Total Disadvantage Points: 741

Achilles (Low End)

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [1]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll: 12-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
16	COM	3	13-	

25	PD	6	Total: 25 PD (15 rPD)
15	ED	2	Total: 15 ED (9 rED)
5	SPD	19	Phases: 3, 5, 8, 10, 12
8	REC	0	
40	END	0	
36	STUN	0	

Total Characteristic Cost: 137

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

Cost	Powers	END
5	<i>Stubborn Beyond the Will of Gods:</i> Mental Defense (9 points Total)	0
5	<i>Well Conditioned:</i> Reduced Endurance (½ END, +¼) on 20 STR	0
6	<i>None Escape Achilles:</i> Running +2" (8" Total), Reduced Endurance (0 END, +½)	0

Equipment

9	<i>Thracian Armor:</i> Armor (7 PD/7 ED); OIF (-½), Activation Roll 14- (-½), Real Armor (-¼)	0
7	<i>The Five Layered Shield:</i> Multipower, 15-point Reserve; OAF (-1), Real Armor (-¼)	0
1u	1) Missile Deflection (Arrows, Slings, etc.); OAF (-1), Real Armor (-¼)	0
1u	2) Armor (8 PD/2 ED); OAF (-1), Real Armor (-¼)	0
13	<i>Sword:</i> HKA 1d6+1 (2½d6 with STR), Reduced Endurance (0 END, +½); OAF (-1), Real Weapon (-¼)	0
18	<i>Spear:</i> HKA 1½d6 (3d6 with STR), Reduced Endurance (0 END, +½); OAF (-1), Real Weapon (-¼) plus Stretching 1", Reduced Endurance (0 END, +½); OAF (-1), Only to Cause Damage (-½), Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Perks

- 12 Reputation: Greatest Warrior of All Time 14- (Medium-Sized Group), +6/+6d6
- 5 Military Rank: General of the Greek Armies

DIGITAL HERO #31

Talents

- 12 Combat Luck (x2)
- 16 Combat Sense 13-
- 20 *Deadly Blow*: +2d6 (Any Circumstances, Any HTH Weapon)
- 10 Follow-Through Attack
- 8 Lightning Reflexes: +5 DEX to act first with All Actions

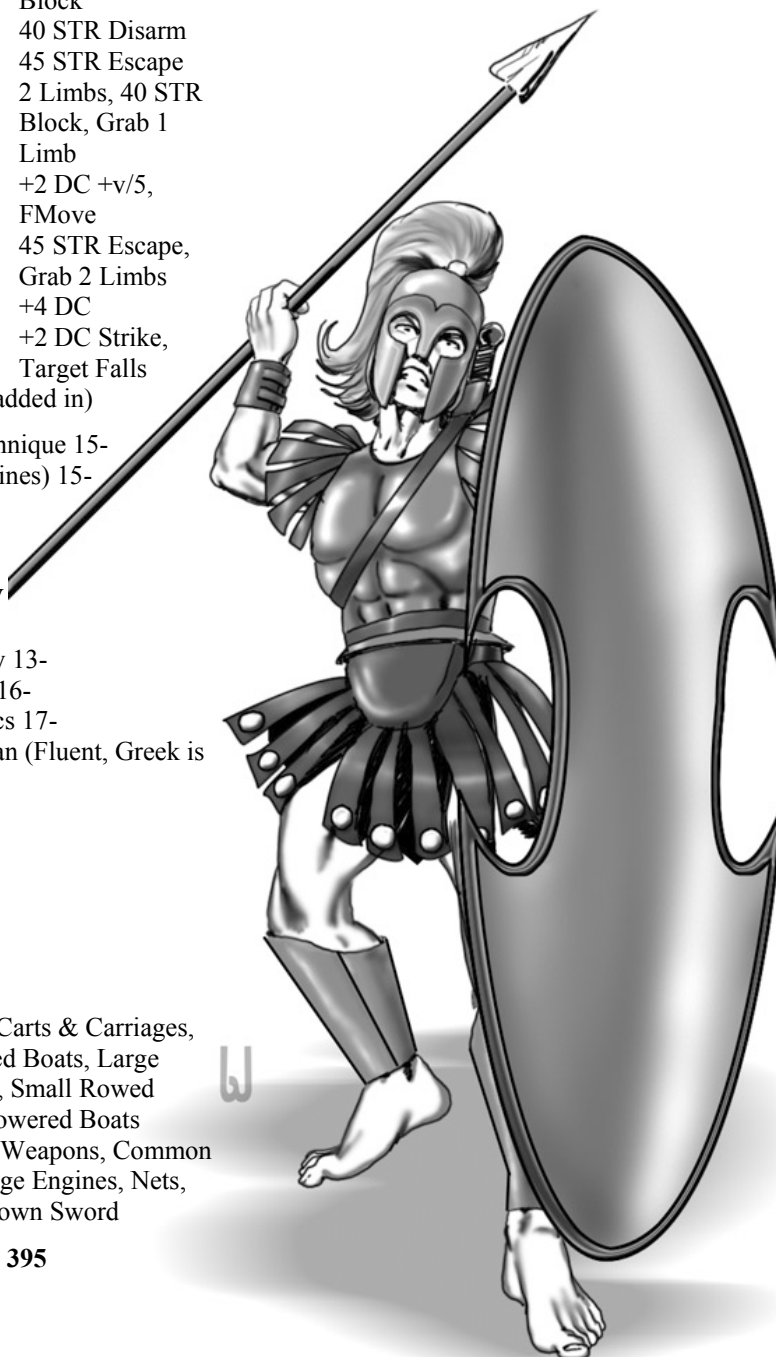
Skills

- 80 +10 with All Combat
- Martial Arts: Master of All Combat
- Maneuver OCV DCV Notes
- 4 Bind +1 +0 40 STR Bind
- 4 Block +2 +2 Block, Abort
- 4 Choke -2 +0 1 Limb; 3d6 NND
- 4 Counter +2 +2 +4 DC, Follows Block
- 4 Disarm -1 +1 40 STR Disarm
- 4 Escape +0 +0 45 STR Escape
- 3 Grab -1 -1 2 Limbs, 40 STR
- 5 Grappling +1 +1 Block, Grab 1 Limb
- 5 Passing +1 +0 +2 DC +v/5, FMove
- 4 Reversal -1 -2 45 STR Escape, Grab 2 Limbs
- 4 Strike +0 +2 +4 DC
- 3 Takedown +1 +1 +2 DC Strike, Target Falls
- 8 +2 Damage Classes (added in)
- 9 Analyze Combat Technique 15-
- 4 Animal Handler (Equines) 15-
- 3 Breakfall 13-
- 3 Climbing 13-
- 5 Combat Driving 14-
- 10 Defense Maneuver IV
- 3 Fast Draw 13-
- 4 KS: Greek Mythology 13-
- 7 KS: Military History 16-
- 8 KS: Small Unit Tactics 17-
- 3 Language: Macedonian (Fluent, Greek is Native)
- 3 Oratory 14-
- 5 PS: Soldier 14-
- 5 Rapid Attack (HTH)
- 5 Riding 14-
- 3 Stealth 13-
- 11 Tactics 16-
- 3 Teamwork 13-
- 7 TF: Riding Animals, Carts & Carriages, Chariots, Large Rowed Boats, Large Wind-Powered Boats, Small Rowed Boats, Small Wind-Powered Boats
- 10 WF: Common Melee Weapons, Common Missile Weapons, Siege Engines, Nets, Off Hand, Staffs, Thrown Sword

200+ Disadvantages

- 15 Enraged: Friends Injured/Killed (Uncommon, Go 11-, Rec 11-)
- 20 Hunted: The Trojan Army 8- (As Pow, NCI, Very Easy to Find, Harshly Punish)
- 15 Psychological Limitation: Overconfidence (Common, Strong)
- 10 Psychological Limitation: Short Tempered (Common, Moderate)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 5 Rivalry: Other Warriors (Professional, As Pow, Seek to Outdo, Rival Aware)
- 252 Experience Points

Total Disadvantage Points: 532



Total Powers & Skill Cost: 395

Total Cost: 532

Hercules

Hercules (the Latin spelling of Herakles/Heracles) is the greatest hero of Greek myth. Gifted with strength on a par with the gods, he was a protector of man and at the same time, a tragically flawed being.

Herakles was the son of Zeus and Alcmene. His jealous stepmother, Hera, tried to murder the infant Herakles by putting two serpents in his cradle. Luckily for Herakles, he was born with great strength and killed them both. When his mother came to check on him, she found him happily napping with a dead snake strangled in either hand. As he grew older, Hera's resentment of Herakles grew. She could not abide the living, breathing reminder of her husband's infidelity and she drove Herakles insane. During this time, he killed his wife, Megara, and their three children. Herakles exiled himself in shame when he recovered his sanity.

Herakles decided to ask the Delphic Oracle what he should do to regain his honor. The Oracle told Herakles to go to Eurystheus, king of Mycenae, and serve him for twelve years. King Eurystheus couldn't think of any tasks that might prove difficult for the mighty son of Zeus, so Hera came down from her palace on Olympus to "help him." Together, the twosome came up with twelve tasks for Hera's mortal stepson to complete.

These tasks are now known as the twelve labors of Herakles.

Herakles' first labor was to kill the menacing Nemean Lion. No blade could harm the creature, so Herakles strangled the creature and carried it back to Mycenae where he took its' hide as a vestment.

The second task was to overcome the nine-headed snake known as the Hydra. Herakles' cousin Ioloas helped him out by burning the neck stumps after Herakles cut off the heads. Since the ninth head was immortal, Herakles rolled a rock over it.

The third task was to find the golden-horned stag and bring it back alive. Herakles followed the stag around for one full year before he finally captured the stag and took it back alive.

The fourth labor was to capture a wild boar that terrorized Mycenae's people. Herakles chased the boar up a mountain where the boar fell in to a snow drift. While it was partially immobilized, Herakles subdued it.

The fifth task of Herakles was to clean the Augean stables, where thousands of cattle were housed, in a single day. Herakles proved he had some brains to match his brawn as he diverted two rivers so that they would flow into the Augean stables and clean them in a day.

The sixth labor was to destroy the man-eating Stymphalian birds. Herakles drove them

out of their hiding places with a rattle and shot them with poison-tipped arrows.

The sixth task was for Herakles to capture a Cretean savage bull. Herakles wrestled it to the ground and took it back to King Eurystheus.

The eighth labor was to capture the four man-eating mares of Thrace. Herakles threw the master of the mares to them. After a quick snack, the horses became very tame, so Herakles safely led them back to Mycenae.

Herakles' ninth labor was to obtain the girdle of the fierce Amazon warrior queen, Hippolyta. Hippolyta willingly gave her girdle to Herakles, but Hera convinced the Amazons that Herakles was trying to take Hippolyta from them, so Herakles fought them off and returned to his master with the girdle.

The tenth labor was to capture the cattle of the monster, Geryon. Herakles killed Geryon, claimed the cattle, and took them back to the king.

The eleventh task was to get the golden-apples of the Hesperides. Herakles told Atlas that if he would get the apples for him, he (Herakles) would hold the heavens for him. When Atlas returned from his task, Herakles again proved he was more than just muscles when he tricked Atlas into taking back the heavens.

The final labor of Herakles was to bring the three-headed watchdog of the underworld, Cerberus, to the surface without using any weapons. Herakles seized two of Cerberus' heads and the dog gave in. Herakles took the dog to his master, who ordered him to take it back.

Finally, after twelve years and twelve tasks, Herakles was a free man.

Herakles went to the town of Thebes and married Deianira. She bore him many children. Herakles continued as a hero, joining Jason and the Argonauts on their epic quest for the Golden Fleece. Some time later, the male centaur, Nessus, abducted Deianira. Herakles came to her rescue and shot Nessus with a poison tipped arrow. The dying Nessus told Deianira to keep a portion of his blood to use as a love potion on Herakles if she felt that she was losing him to another woman. A couple of a months later, Deianira thought that another woman was coming between her and her husband, so Deianira washed one of Herakles' shirts in Nessus' blood and gave it to him to wear. However Nessus had lied to her, for the blood really acted as a poison and killed Herakles. On his funeral pyre, the dying Herakles ascended to Olympus, where he was granted immortality and lived among the gods. Hera was none too pleased, but by then, her husband Zeus had told her to accept it or she'd be facing his wrath.

So there's our next hero. Again, we have him in two versions, one to play tag with the Superhumans, and one to be the epitome of an

DIGITAL HERO #31

ideal in a Heroic setting. It should be noted that in the second version, Herakles is interpreted as a man who has become legend and most of the more fantastic aspects have been removed. Both

present Herakles as mortal. To make him a true immortal, add the Full Life Support package at 50 points and Universal Translator 20- for 28 points.

Hercules



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Hercules (High End)

Val	Char	Cost	Roll	Notes
75	STR	65	24-	800 tons; 15d6 HTH
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
25	PD	10		Total: 25 PD (22 rPD)
20	ED	14		Total: 20 ED (18 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
21	REC	0		
60	END	0		
78	STUN	0		

Total Characteristic Cost: 239

Movement: Running: 6"/12"
 Leaping: 15"/30"
 Swimming: 2"/4"

Cost	Powers	END
36	<i>Nemean Lion Skin:</i> Physical Damage Reduction, Resistant, 75%, Hardened (x2; +1/2) (90 Active Points); Activation Roll 14- (-1/2), OIF (-1/2), Only Works Against Limited Type of Attack (Blades/Cutting/Piercing; -1/2)	
20	<i>Heroic Durability:</i> Damage Resistance (22 PD/18 ED)	0
15	<i>Heroic Durability:</i> Physical Damage Reduction, Resistant, 25%	0
15	<i>Heroic Durability:</i> Energy Damage Reduction, Resistant, 25%	0
37	<i>Vigor of a Demigod:</i> Reduced Endurance (0 END; +1/2) on 75 STR	0
10	<i>Hero's Luck:</i> Luck 2d6	
71	<i>Massive Bow with Poison Arrows:</i> RKA 2 1/2d6, Increased Maximum Range (1000", +1/4); OAF (-1), Real Weapon (-1/4), 12 Charges (-1/4) plus RKA 3d6, No Normal Defense (Immunity to Poison or Arrow Fails to Do BODY Damage, +1); No Range (-1/2), 12 Charges (-1/4)	0
12	<i>Big Club:</i> HA +4d6 (19d6 with STR), Reduced Endurance (0 END, +1/2); OAF (-1), HA Lim (-1/2)	0
10	<i>Cunning:</i> +2 to INT and PRE Rolls; When He's Being Tricky (-1)	

Perks

- 18 Reputation: Hero and Protector 14- (Large Group), +6/+6d6

Talents

- 8 Combat Archery
 4 Rapid Archery
 5 Rapid Healing

Skills

Martial Arts: Greco-Roman Wrestling

Maneuver OCV DCV Notes

- 4 Choke -2 +0 Grab 1 Limb, 3d6 NND
- 4 Escape +0 +0 100 STR Escape
- 3 Grab -1 -1 Grab 2 Limbs, 95 STR
- 4 Reversal -1 -2 100 STR Escape, Grab 2 Limbs
- 3 Slam +0 +1 17d6+v/5, Target Falls
- 3 Takedown +1 +1 17d6, Target Falls
- 8 +2 Damage Classes (added in)
- 16 +2 with All Combat
- 10 +2 with Hand-to-Hand Combat
- 6 +2 with Wrestling
- 2 +1 with Bow
- 4 Animal Handler (Bovines, Canines, Equines) 14-
- 3 Breakfall 13-
- 7 Climbing 15-
- 3 Conversation 14-
- 13 Hoist 17-
- 4 KS: Greek Mythology 13-
- 5 KS: Monsters of Greek Mythology 14-
- 3 Language: Macedonian (Fluent, Greek is Native)
- 2 Navigation (Land) 12-
- 3 Persuasion 14-
- 4 PS: Hero 15- (PRE-Based)
- 3 Riding 13-
- 3 Seduction 14-
- 4 Survival (Mountain, Temperate) 12-
- 3 Tactics 12-
- 3 Teamwork 13-
- 4 TF: Carts & Carriages, Chariots, Riding Animals
- 5 Tracking 13-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skill Cost: 404**Total Cost: 643****200+ Disadvantages**

- 15 Enraged: Hera Inteferes in His Life (Common, Go 8-, Rec 11-)
- 30 Hunted: Hera 11- (Mo Pow, NCI, Easy to Find)
- 10 Psychological Limitation: Brash (Common, Moderate)
- 10 Psychological Limitation: Overconfidence (Common, Moderate)
- 15 Psychological Limitation: Skirtchaser (Common, Strong)
- 10 Social Limitation: Famous (Frequently, Minor)
- 353 Experience Points

Total Disadvantage Points: 643

Hercules (Low End)

Val	Char	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 HTH [2]
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
19	PD	5		Total: 19 PD (7 rPD)
15	ED	4		Total: 15 ED (5 rED)
4	SPD	12		Phases: 3, 6, 9, 12
13	REC	0		
56	END	0		
52	STUN	0		

Total Characteristic Cost: 155

Movement: Running: 6"/12"
 Leaping: 7"/14"
 Swimming: 2"/4"

Cost	Powers	END
10	<i>Heroic Durability:</i> Physical Damage Reduction, Resistant, 25%; STUN Only (-1/2)	0
9	<i>Vigor of a Hero:</i> Reduced Endurance (1/2 END, +1/4) on 35 STR	0
10	<i>Hero's Luck:</i> Luck 2d6	0
15	<i>Massive Bow:</i> RKA 2d6, Increased Maximum Range (750", +1/4); OAF (-1), Real Weapon (-1/4), 12 Charges (-1/4)	0
8	<i>Nemean Lion Hide (Cuir Boilli Armor):</i> Armor (7 PD/5 ED); OIF (-1/2), Real Armor (-1/4), Activation Roll 14- (-1/2)	0
12	<i>Big Club:</i> HA +4d6 (11d6 with STR), Reduced Endurance (0 END, +1/2); OAF (-1), HA Lim (-1/2)	0
10	<i>Cunning:</i> +2 to INT and PRE Rolls; When He's Being Tricky (-1)	

Perks

18 Reputation: Hero and Protector 14- (Large Group), +6/+6d6

Talents

8 Combat Archery
 12 Combat Luck (x2)
 4 Rapid Archery
 5 Rapid Healing

Skills

	Martial Arts: Greco-Roman Wrestling	
	Maneuver OCV DCV Notes	
4	Choke	-2 +0 Grab 1 Limb, 3d6 NND
4	Escape	+0 +0 100 STR Escape
3	Grab	-1 -1 Grab 2 Limbs, 95 STR
4	Reversal	-1 -2 100 STR Escape, Grab 2 Limbs
3	Slam	+0 +1 17d6+v/5, Target Falls
3	Takedown	+1 +1 17d6, Target Falls
8	+2 Damage Classes (added in)	
16	+2 with All Combat	
10	+2 with Hand-to-Hand Combat	
6	+2 with Wrestling	
2	+1 with Bow	
3	Animal Handler (Bovines, Canines, Equines)	8-
3	Breakfall	13-
5	Climbing	14-
3	Conversation	14-
9	Hoist	15-
4	KS: Greek Mythology	13-
3	Language: Macedonian (Fluent, Greek is Native)	
2	Navigation (Land)	12-
3	Persuasion	14-
4	PS: Hero 15- Note: Works off of PRE	
3	Riding	13-
3	Seduction	14-
4	Survival (Temperate/Subtropical, Mountain)	12-
3	Tactics	12-
3	Teamwork	13-
4	TF: Carts & Carriages, Chariots, Riding Animals	
5	Tracking	13-
5	Tracking	13-
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skill Cost: 252**Total Cost: 407****200+ Disadvantages**

10 Psychological Limitation: Brash (Common, Moderate)
 10 Psychological Limitation: Overconfidence (Common, Moderate)
 15 Psychological Limitation: Skirtchaser (Common, Strong)
 10 Social Limitation: Famous (Frequently, Minor)
 162 Experience Points

Total Disadvantage Points: 407

AUTHORS' NOTE

The authors would like to thank Steve Long and Hero Games for permission to use Eurostar and Fiacho. Text from the background of Monsieur Lefèvre was taken from Fiacho, featured in *Conquerors, Killers, and Crooks*.

EuroGuard

by Bill Keyes and Denver Mason

EuroGuard

Membership: Watchman, AngelFire, Bielo, Passion, Purple Juggler, Speed, Tick Tock

Background/History: While only officially “ready to go” a little over a year ago (and taking into account years of building, recruiting, and preparing), EuroGuard has existed in one sense since 1988. It was born in the mind of Monsieur Mathieu Lefèvre, when he and the rest of the world were introduced to the horror of Eurostar. He was not alone. As the depredations of Fiacho and his group increased, an increasing demand for an organized defense against their attacks began to rise. Established superhero teams of various nations acquitted themselves well enough, but their own countries were, of course, their first priority. UNTIL had limited resources, with which they had to police the whole world.

Finally, those pushing for an EU-sponsored superteam won the day. Mathieu Lefèvre was put in charge of the project as official liaison and unofficial recruiter. His first candidate was Bielo, “The White.” When the barbaric deity was caught on television stopping a natural disaster and saving dozens of lives, Lefèvre realized he had found a fellow with a similar vision of Europe, and a cornerstone upon which build the rest of the team.

One of the last superheroes one would have expected soon stepped forward after that. The Watchman was well known as a nationalist who had serious misgivings about the EU. The Pole felt it his duty to volunteer for service, and in doing so remind everyone that each member state was its own nation first and a part of the Union second. Despite this differing point of view, his technological expertise proved to be absolutely essential for many of the future team’s resources.

Soon, others joined the ranks. The popular Spanish AngelFire, and Speed (the embittered hero from Malta) brought a better public image and hard-won experience against Eurostar, respectively. Tick Tock, by its own request, was released into EuroGuard’s custody after a brief sojourn as a villain in the United Kingdom. Der Purpurjongleur was hardly the most prominent or respected German hero around, but he was the first to try and meet the training requirements. A mentalist was badly needed, and Passion of France was accepted – despite her grating attitude.

Some nations treated the EuroGuard project as a dumping ground for their less desirable heroes, wanting to keep the crème de la crème for their own national teams. Others strove to send their best, and many countries let the heroes

decide for themselves if they wanted to try. The team might look very rag-tag indeed if it weren’t for a mandatory and intense six-month training course and evaluation for each applicant. And still the trainees come.

Applications also meant rejections. Some personalities were too volatile, too unwilling to work in a team environment. Politics and bureaucracy reared its ugly head in the selection process. There was tremendous pressure from within the EU to push certain candidates through, while rejecting others. The media played its part as well, and at times it seemed the public was ready to demand reality TV-style call-ins to see who would be admitted. Fortunately, somewhere in this mix, some good men worked with the heroes to establish standards and stick to them.

Bastion-1 was built in the North Sea, and at last the EuroGuard had a home. Of course, someone pointed out that half the team had no way to get there; the request for a team vehicle had never gotten EU approval. A plan in which the latest in European transport vehicles would be showcased was set into motion. Everything from combat-ready mega-copters to swift hydrofoil yachts has been used by the team.

It was a sleek jet by UK-based Corporation Sky-Buss that brought EuroGuard into their first encounter with Eurostar. Fiacho had ordered the destruction of the American Embassy in Brussels. No super-powered American forces were present (or could be called in time), so a request for assistance was sent out. This incident, later known as “the Brussels Situation,” turned out to be the defining moment for EuroGuard. With the element of surprise on their side, and knowing their foes better than their foes knew them, EuroGuard not only saved the embassy, but they managed to capture an enraged Durak! Of course, at least one EuroGuardsmen would have died if not for Bielo’s healing that day... but that was neither here nor there – the mission was considered a roaring success.

This victory was fleeting, for the rest of the villains escaped and Durak would later be freed from an UNTIL installation by his teammates – but it had proven a point. EuroGuard could hold its own against Eurostar. Europeans everywhere hailed it as a triumph. Members of the EU congratulated themselves on their foresight, and the plans for further development were suddenly a bandwagon everyone wanted to jump onto. By 2010, the team is expected to triple in size, and to have at least one other base completed.

photography by Bill Keyes

For now though, the relatively new team of heroes patrols Europe and responds to any call it can. They face not just Eurostar, but the likes of Gravitator, ARGENT, and more. They often put on public appearances, and have increasingly been seen as Europe's ambassadors to the superheroic world. They are often sent to greet superheroes who visit from other nations. They combat disasters, natural and otherwise. While they often seem tied by procedure and paperwork, the greatest bonds upon them are self-imposed shackles of honor and a love for their nations – and Europe as a whole.

Group Relations: The members of EuroGuard get along with one another quite well, with a few notable exceptions. For the most part, they all realize that they are a part of something larger than themselves, and work to fulfill their mission with a professionalism worthy of the cause.

EuroGuard maintains cordial relations with UNTIL and, of course, the member nations of the European Union. They often count on UNTIL's European branch for support in high-profile missions. Their relations with the United States (particularly PRIMUS) are a little more tenuous – though this is seen as more of a friendly rivalry than overt hostility. They consider the superteams of the US (at least, those who obey international law) to be allies. They have contacts among several other national teams and solo heroes in Europe, such as the New Knights of the Round Table, the London Watch, and Vanguard.

At any given time, at least half of EuroGuard is “on duty” at their North Sea base. They hold meetings at least once a week, which all members are required to attend (unless an emergency calls one of them away). All the members of EuroGuard are expected to be “on call” 24 hours a day, 7 days a week. They also have regular training sessions, sponsored by the nations of the EU, which are usually held at a military base somewhere on European soil.

Campaign Use: EuroGuard is meant to be the answer both to Eurostar and to the often bewildering lack of non-American super teams in a very big world. Its open-ended recruitment means a GM can bring in an entire group of new characters (PC or NPC) pretty much any time he likes, to either work with the characters described here or to replace them. Naturally, while all power levels aren't equal, players could take the various EuroGuard mentioned here as their own, and alter to taste.

This is not to say that superhero games based in America won't gain anything from this group. With a bit of tweaking, EuroGuard could make fine allies, contacts, rivals, or even opponents (due to misunderstanding or manipulation) for a group of American superheroes visiting Europe. For that matter, EuroGuard could head to the US for some public relations. One could even play on the old “Hero Exchange Program” for good comedic (or serious) effect.

A glance at the individual write-ups will show that each member shares certain skills, gear, and of course, disadvantages with the others. This is meant to reflect the common training required by Project: EuroGuard. The EU and the team are both in total agreement that one should not go up against the likes of Eurostar unprepared, and insist on it. Trainees are not ever going to be sent out on official missions unsupervised, and solo heroes who are not government-sponsored may find EuroGuard pulling rank. Each member of EuroGuard has international police powers, and they make sure the laws and citizens of Europe's nations are treated with respect.

EuroGuard should technically hunt anyone the European Union tells them to hunt. However, they are still superheroes, and even the most organized and duty-bound superheroes have a bit of maverick in them. No one on the team would hunt apparently innocent people without further explanation; at the very least, their hunt would be lackluster at best. However, anyone suspected of super-terrorism or murderous activity in general would find many members of EuroGuard coming after them with great efficiency. They would gather as much information on their target as they could, then devise the best way to take their foe down before doing so with great vigor. Read individual entries to determine how each would likely hunt, and the best way to increase or decrease their power levels.

GMs may notice that not everything seems “paid” for – the team has multiple bases, followers, and vehicles. This indicates that EuroGuard is not autonomous from the European Union, which sponsors and provides for them. If they should ever cross a line, they will surely find many of their benefits (listed and otherwise) revoked – or at least temporarily suspended. Just what that “line” might be depends on which age (Golden, Silver, Bronze, or Iron) the GM wants to play it.

Tactics: EuroGuard has trained and worked together extensively, and they have their tactics honed to a fine edge (this is particularly important when dealing with professional super-powered terrorists like Eurostar). Watchman is indisputably their battlefield chief – his experience coupled with his keen mind and forceful personality make him a natural leader, and they have all grown to trust his judgment. Bielo is the team’s leader when Watchman is not available. Though he does not have the Pole’s tactical mind, his presence and power make him the one the others look to in times of trouble.

Generally speaking, Speed is assigned to act as the team’s scout. He will race into an area, take a quick look to assess the situation, then report back. If possible, he will remove civilians from the area to keep them from getting caught in the battle. Speed is smart enough not to try to take out supervillains on his own.

Bielo, AngelFire, and the Purple Juggler are the team’s main line. Bielo will cheerfully wade into any fight, and is usually assigned to take out the biggest, baddest threat. AngelFire provides air support while Der Purpurjongleur moves quickly around the battlefield, harassing their foes. Passion stays toward the back of the fight, remaining unseen if possible, defending her team against hostile mentalists and otherwise manipulating the enemy with her powers. She knows she’s not the most durable of the team, and her powers work better when she’s not in the thick of things. Tick Tock fades out of visibility and uses its time manipulation powers to erode the enemy’s ability to fight. Watchman, the team’s tactician and leader, will hold his actions while he analyzes the situation and directs his team. When he is ready to finally strike, he strikes hard and fast.

Despite the “standard operating procedure” which they favor and have trained in, EuroGuard is not adverse to improvising when the situation calls for it. Also note that their main *raison d’être* is to protect the people of Europe; therefore rescuing civilians is their primary goal on any mission.

EuroGuard has practiced a series of battlefield code phrases in order to communicate the plan to the team without alerting their enemies. Though none of them speak Latin, they have memorized a handful of words to use in emergency situations. A few examples:

Contego (“Defense”): The entire team drops what they are doing to protect civilians in the area.

Chelonii (“Turtle”): EuroGuard forms a defensive barrier around a fallen team member, captured enemy, helpless civilian, or important object.

Iaculum (“Wedge”): Bielo attacks the strongest foe with everything he has; the others in the team keep all other opposition away from him.

Aranea (“Spider’s Web”): Everyone who has an Entangle attack uses it on their opponent.

Ioco/Aeternus (“Joke/Time”): Der Purpurjongleur attempts to enrage and distract a particular opponent, drawing him off from his objective and the enemy team; while that foe is distracted, Tick Tock drains away his DEX and END.

Caecus/Oppugno (“Blind/Assault”): AngelFire uses her Flash attack to blind the opposition, then Speed attacks the helpless foe with Rapid-Fire punches.

Metus/Curis (“Fear/Spear”): Passion hits a foe with Paralyzing Fear, then Watchman hits the foe in the weakest spot with his most effective attack.

EUROGUARD PLOT SEEDS

BetaGuard: As either a fun one-shot, or the start of a new campaign, all of EuroGuard end up missing – and at the worst possible moment, too! When news gets out of this absence, Europe becomes swamped with villains feeling unrestrained. UNITY is busy saving Bogotá from giant radioactive salamanders. So, with reluctance, the EU activates the trainees months before they are considered ready. Their mission? Find the real EuroGuard, keep the chaos to a minimum... oh, and good luck.

Yankee Go Home: It is no secret that Americans are the favored target of Eurostar. Their disdain for the “last remaining superpower” is clear. As the years have gone by, more and more Americans have lost loved ones to the super-terrorists. Finally, one American superhero has had enough. Not willing to wait for EuroGuard to get the job done, he assembles a new team – which has decided to hunt down and destroy Eurostar one by one, whatever it takes. While individual members of EuroGuard may have some sympathy, the fact remains they can not allow any group of unsanctioned individuals to go wholesale vigilante across Europe. The Yanks must either be talked out of it, or if they cannot be, defeated by force. EuroGuard is ordered to see to it.

Into the Hole: After Eurostar seizes several prominent world leaders (a black eye on EuroGuard, to be sure) our heroes receive a mysterious transmission identifying exactly where Eurostar’s secret base is located – in Switzerland. This leads to several problems; for one thing, Switzerland is not part of the European Union. Besides, who is the source of

the information? Dare they trust it? Even if they survive the deadly labyrinth that is the Eurostar base, what if they are merely being used to soften up Eurostar so VIPER, Mechanon, or Dr. Destroyer can come in and finish the job?

EUROGUARD TRAINEES

As of this writing, there are 25 nations in the European Union, with several more in the process of joining. The member states are Austria, Belgium, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, The Netherlands, Poland, Portugal, Slovenia, Spain, Slovakia, Sweden, and the United Kingdom.

Many nations (notably the smaller ones) have not yet sent a candidate to EuroGuard for training. Other nations (particularly the larger ones) have sent more than one. Almost every nation in the EU plans to have a presence in EuroGuard – though how they will coordinate so large a team is not yet known. Here is a list of those members who have been accepted into EuroGuard, but are still in the training process:

Doc Giant – Dwarfism in a land known for “wee folk” can be living hell. Doctor Ray Garvey became one of Ireland’s leading biochemists until the accident that granted him the ability to solve his problem... sort of. Still short normally, he can nevertheless grow to tremendous sizes.

Dragonwing – A citizen of the UK, Lian Wei was born in Hong Kong and relocated with her parents to London when she was a child. Dragonwing can fly and shoot fiery blasts from her hands. She is unsure of her power as of yet, and still sometimes suffers from crises of confidence – which her EuroGuard trainers hope she gets over before she is officially inducted onto the team.

Fortunata (Lucky) – Donna Artalé is an Italian heroine with the ability to alter probability in her favor. Cocky and confident, she is as quick with her wit as she is on her feet.

Okeanoz (Ocean) – Epifanio Wendgrovius is a Greek hero with the ability to manipulate liquids. Though he is quite potent when near large bodies of water, his abilities suffer when he is in a dry environment. The son of a sailor, he loves the ocean and dislikes being away from it for very long.

Schaduwster (Shadowstar) – Jan Vanderveer is a citizen of the Netherlands. His powers over shadows and darkness are as of yet relatively weak, but growing. Schaduwster is also an avid student (though no master) of Tae Kwon Do. Given AngelFire’s fear of darkness,

there are some who think he should be held back until Bastion-2 is ready.

Volva – Cecilia Jenson of Sweden is a mystic specializing in the area of divinations. Her only offensive power thus far is the ability to show someone their “fate,” which often leaves them stunned and gibbering, but is very draining for her.

WATCHMAN PLOT SEEDS

Who Watches the Watchman?: After a long mission, Watchman returns to Poland to discover he is under arrest for a chaotic crime spree. Few doubt that it was a frame-up, but the Watchman is determined to prove he is not above the law, so he turns himself in. The real culprit needs to be brought in before the case goes to trial and the Watchman's identity becomes public knowledge (and who knows what Eurostar will do then?). Perhaps Fiacho is the one at the bottom of this? Whoever or whatever is behind this faux Watchman, Oles is understandably concerned that someone may have stolen his technology. While he waits in jail, he needs any help he can get to find the answers.

Job Security: Deciding to borrow an idea from Dr. Destroyer and destroy a city with a giant laser, Fiacho orders Eurostar to kidnap leading scientists and technicians. Irony of ironies, Oles Lesefski is on the list and is captured without a chance to get near his suit. Eurostar has Watchman prisoner and doesn't even know it! Oles manages to devise a

The Watchman (Strażnik)

Background/History: Wojciech Lesefski glanced down at his son Oles as they walked through the streets of Krakow. The boy was so young. Would he understand?

The Henryel played, as it always did, ending in an abrupt note eternally unfinished.

Oles seemed intrigued by what his father had said, "So the watchman gave his life so the tartars couldn't invade the city? But... couldn't he have just called down?"

"His voice would not have carried," Wojciech shook his head, "So he played the horn, over and over again... until an arrow pierced his throat. It was how he was found, and that is why the song now ends where it does."

"But that's not fair!" Oles lamented the no win scenario, "The horn made him a target, but it was his only way to warn the city!"

This, thought the boy's father, was it, the point he had to drive home in case... well, just in case. The man set the boy up on the fountain edge so they could lock eyes, "Sometimes, Oles, the only way to stop evil is to call attention to it so the people may act. Sometimes, a man who loves his land has to put himself up high, make himself a target. He can't pretend that he doesn't see the evil. Life is not fair and it is not just; until good men strive to make it so." And sometimes not even then, his thoughts amended.

The boy sniffed, and nodded, saying, "And that's why you have to go to the solidarity meeting..."

Wojciech answered, "Yes, my son. I must sound my trumpet, and warn others. Come what may."

"I love you, papa," Oles said, and hugged his father fiercely. Wojciech was not a man given to great displays of affection. In these times, it often felt as if he had to be hard or he'd break, but he hugged his son back anyway. Oles had understood him, and the man had never been prouder.

Years passed, and many good men were taken into custody for daring to stand up to the Soviets. Some, it is said, suffered worse than that, they and their families.

Where some saw a clash of forces, others saw a demand which could be used to profit in ways that still foiled the Soviets. One of these was Oles' Uncle, Lechoslaw. A proud black marketer, he was the one who "found" all that military gear... including some state-of-the-art infrared binoculars. Oles was a bright lad. A very bright lad.

First, the Poles would have a lookout extraordinaire. As Oles adapted more and more gear, they would have a superhero (though the Soviets would call him a villain instead). Oles jury-rigged a crude sonic weapon, thinking to

call himself "Trumpeter," but he soon was using other devices and new armaments beyond that. Eventually he incorporated them into body armor (broken ribs made him appreciate the protection), and the people of Krakow took to calling him something else: Strażnik – the Watchman.

But of course, by the time his superhero career had really taken off, Poland was free again. The people were able to shape their own destiny, make their own choices, and face dangers alone. Watchman and other supers of Poland were kept very busy, even going as far as to join together to push back an invasion by Eurostar in '93.

When Poland voted to join the EU, Oles was stunned. It wasn't so long ago that Poland had escaped the Soviet Union's influence, and now they were trying to place themselves under the sway of a new European empire? It seemed a good way to better the nation, but something about it rankled. What would guarantee that this grand palace the pan-Europeans were building wasn't going to rot into something horrid? Just how much would each nation be expected to give up, "for the greater good?" Was anyone watching out for this (to his mind) very real danger?

In the end, Oles decided that yes, *he* was, and other nationalists who loved their homelands. So when the EU called for superheroes to step forward, he did just that. Due to his experience, technical expertise, and support from both his government and countrymen, he was a shoo-in. He's been the voice of patriotic dissent of the group ever since.

Personality/Motivation: Oles Lesefski is a patriot in the best sense of the word. He loves his country, yet does not for one minute think less of people who love their own as much. He has taken his father's lessons of self-sacrifice without giving up ideals to heart, and would gladly give his life to protect his nation and his countrymen. He is determined to shield innocents from the atrocities of would-be tyrants, and their protection, even at cost of his own life, is his first priority. Poland has been the target of Eurostar more than once, and despite his grievances with the EU itself, Watchman is totally committed to helping EuroGuard stop the terrorist supervillains.

Unfortunately, the flip side of Oles' idealism is a sort of stubbornness that drives friends and foes alike insane. He doesn't make his mind up quickly, but once he does he clings to his view with great tenacity and refuses to change his mind. He calls this "standing by his beliefs," friends confess he is "a determined fellow," and foes (and sometimes those who work with him) complain that he is simply a royal pain in the... well, you know. Still, given his intellect, his

courage, and his good nature, he brings more pluses than minuses to the team.

Beyond stopping Eurostar once and for all, his goals are simple and honest. He wants each and every free nation of Europe to have a chance to partake of the European Union's benefits without having to give up what makes each unique. He wants to make sure national sovereignty and identity is maintained and respected whenever possible. He would love to see Poland's fortunes rise, and sees no shame in that – as long as it is by honest effort rather than deceptive politics.

Quote: “Each nation, each person, is a precious gem. We should protect such treasures, but never grind them so fine ‘for the greater good’ that they become lusterless powder. Each must be allowed to shine in its own way.”

Powers/Tactics: Watchman started out as a Gadgeteer, and then ended up putting all his gear into his armor. One too many broken bones and one too many times having a weapon knocked out of his hand taught him the value of that. He still can whip something up in the lab if need be (and often does) but if he has time, he'll just incorporate it into his armor. In fact, his weapons array is very versatile, and given time and foreknowledge, he can prepare for almost any foe. On one occasion, he set up a hydro-blast option and wiped the floor with Feurmacher. Of course, some things science can not emulate, but not much. While the practical effects of his weapons remain the same, he has gotten into the habit of changing them around even when he doesn't know what he will be facing, just so any foes hoping to anticipate him will have a harder time of it.

While the armor is protected and shielded very well, its visual sensory capabilities are truly amazing. Over time, the very lenses and surveillance gear Oles developed were refined more and more into the helmet. Now, Watchman can see in the dark, track footprints by the heat they make, act as a human microscope or telescope, and even see through walls. The ultimate expression of this, however, is his spectral analyzer which bathes a target in multiple waves of energy and seeks out any structural weak points. Unfortunately, because the scan is full spectrum, the target will be aware that *something* is going on as a harmless but visible grid pattern light washes over them.

Watchman's tactics rely on versatility. His flight, his weaponry, and any “extra surprises” he may have, he tries to tailor to both the situation and the opponent he will be facing. Due to this, he prefers to have as much information on hand as possible about a foe. He has a fine tactical mind, and although he is one of the more powerful members of EuroGuard, he has no

problem playing support or backup if someone else's powers are more suited to a task. He firmly believes in the right tools for the right job. While he dislikes sneak attacks, he realizes sometimes they're needed. If a body of water is about, he may switch his Variable Advantage Flight to use underwater, and hide there until the moment is right to rise out and strike.

Campaign Use: Watchman is an old hand at the superhero biz. Perhaps those outside of Poland won't know him well, but anyone expecting a rookie is in for a world of hurt. While one could portray him as a “flagsuit” with outdated ideas, or for that matter, the only one trying to hold back the dangers of globalization, it's not quite that simple. He is meant to be a positive symbol of Nationalism without necessarily being the enemy of European unity. If a GM wants to run a campaign where issues like these are explored, Watchman makes an excellent spokesman for one side of the sometimes complicated issue.

Not to be overlooked are his technical skills and scientific expertise. While Watchman is often busy with EuroGuard, any superhero who had proven himself to him (Poles would either have an easier time, or have higher standards to live up to; GM's pick) would find a possible ally and mentor who would be happy to help with high-tech needs. Indeed, this array of knowledge is one of the reasons his “differences of opinion” are overlooked by EU officials who would otherwise agitate for his dismissal from the team.

Watchman is already powerful, but against the likes of Eurostar it may not be enough. Perhaps the most logical way to increase his power would be to give him tech designed specifically against Eurostar's unique (and deadly) attacks. Increase his gadget pool, and perhaps raise his SPD.

If a GM wants to reduce Watchman's power level, removing his Find Weakness is an excellent way to start. It takes away a major advantage without sacrificing the scientific versatility of the character. If that's not enough, reduce the Gadget Pool or lower his defenses.

Watchman does not have a public identity; he sees no reason to endanger his family and friends. Some officials and other heroes know his real name, but they are the exception to the rule. This doesn't mean he's aloof – he is happy to answer questions and acts as a good role model. He tries to get along with the team, but like any group there are points of contention. Mostly however, he strives to be on good terms with them even when they disagree.

AngelFire is something of a paradox to him. While also a Catholic, he is not as devout as she, but admires how she does not hide her beliefs. However, sometimes her love of the limelight and vanity make him wonder if she has not

crude communicator, just hoping it can reach EuroGuard. The PCs receive a message in Polish that switches to English just long enough to give a general location and a plea for help before the signal gives out. Can the PCs save Oles and the other scientists? And more importantly, can they prevent Fiacho from using the ultimate magnifying glass on some of those “red and black ants” he's always ranting about?

Poland: Empire!:
In order to better help Tick Tock should he be injured (and to sate his own scientific curiosity), Watchman decides to study temporal technology. He is swallowed by the time stream into ancient history. Meanwhile, the PCs find modern Europe shifting to a technological utopia gone horribly wrong. A Europe has formed where technology outpaced social reform by so much that the Empire of Poland sees non-Slavs as little more than second-class citizens. It would break Oles' heart to see his people fall to power like this. A quick glance at history shows that a young Slavic Prince was saved from death by a mysterious “Iron Angel,” thus showing his great destiny to

all. Can the PCs go back in time and convince Watchman that whatever happens, he must not save an eight-year-old boy?

missed a few virtues – like humility. He finds her powers fascinating, but doubts very much they were given directly by God. He’s also annoyed with himself whenever she is around – her beauty is distracting.

Bielo is another matter entirely. Watchman finds he both respects and disagrees with him more than many of the others. In Oles’ opinion, while the land of Europe may indeed be one (as the Slovak claims), the peoples are another matter entirely, and the mythological being is a bit clueless in that regard. On the other hand, there’s no denying The White is a truly noble being, and Watchman is honored to fight beside him.

Passion annoys him greatly. He can take the insults to himself, but her slurs against Poland cross a line as far as he’s concerned. If she weren’t a woman, he’d probably invite her to “step outside.” When his temper cools, he admits to himself that her powers are invaluable to the team and she puts her life on the line just like the rest of them. He still considers her bad for morale though.

Der Purpurjongleur’s jokes amuse more than irritate, and while there are times the Watchman wishes he’d shush up and focus on the mission at hand, for the most part he thinks the kid (and that is how the Polish hero sees his Deutsch compatriot sometimes) is good for the team. He sees great potential in the German, but is sometimes frustrated by Stefan’s apparent disregard for that potential. He still hopes to bring the fellow around to his own view, but he knows the young man considers him outdated.

Watchman finds Speed to be their most resolute member in the war against Eurostar. He worries the young man’s hatred for those terrorists might overcome his need to shelter the innocent when the battle starts, but so far it has not. He hopes to convert Speed’s desire for revenge into something grander, but fears he’s not up to the task. Speed is very hard to reach.

Tick Tock both delights and worries the Watchman. Oles is not as insatiably curious as some other scientists (nor, indeed, as curious as Tick Tock itself), but he still finds the robot fascinating. Not only is it sentient, but it deals with an area of science that for many is purely hypothetical: Temporal Physics! Alas, Watchman fears his explanations of why each nation is special fall on deaf receptors. What’s more, the ethical ramifications of a being that can be “reprogrammed” against its will bother Oles. Tactically, he realizes Tick Tock may one day be used against them; ethically, he wonders if EuroGuard isn’t taking advantage of the robot, request to join or no. For now, he seeks to learn as much as he can about Tick Tock. If it *is* a person, he’ll be damned if he’s going to treat it like a toaster.

Mathieu Lefèvre and Watchman are in a perpetual state of opposing orbits. Oles sees the Frenchman as a “congenial and well-intentioned man who may yet send us all to hell.” To say they do not agree on which way Europe should go is putting it mildly. Still, both are gentlemen and have settled comfortably into the roles of each other’s “worthy adversary.” While it seems like they are always busy arguing or avoiding each other; they are united in the opposition to Eurostar and their love of Europe.

Appearance: Strażnik’s armor is bulkier than that of many western powered-armor heroes, but the appearance in no way hinders the performance – and some find it more imposing for all that. The helmet has an owl-like look to it, which isn’t surprising considering the incredible array of lenses, sensors, and such. The wrist guards are thick and often change from mission to mission depending on the alterations Oles has made to it. The armor’s coloration is designed to mimic the Polish flag. The helmet is a deep crimson while the torso and arms are non-reflective white. The legs are the same crimson as the helmet. The back of the armor has three main thrusters, and the boots have less obvious mechanisms for flight to add extra control.

Out of the armor, Oles is naturally much shorter, standing just above 1.7 meters. He has short dark hair and a mustache he keeps well groomed. His eyes are a deep and very inquisitive blue.

The Watchman (Strażnik)



The Watchman (Strażnik)

Val	Char	Cost	Roll	Notes
15+20	STR	15#12/16-	3200 kg; 7d6 HTH [4]	
18+6	DEX	33#13/14-	OCV: 6(8)/DCV: 6(8)	
18+10	CON	26#13/15-		
13	BODY	6	12-	
23	INT	16	14-	PER Roll: 14-/19-
12	EGO	4	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
5	PD	2		Total: 25 PD (20 rPD)
5	ED	1		Total: 25 ED (20 rED)
4+1	SPD	19*		Phases: 3, 6, 9, 12
8	REC	2		(3, 5, 8, 10, 12)
36	END	0		* OIF (-½)
30	STUN	3		# OIF (-½), No Figured (-½)

Total Characteristic Cost: 139

Movement:	Running:	6"/12"
	Leaping:	7"/14"
	Swimming:	2"/4"
	Flight:	20"/40"

Cost	Powers	END
20	<i>Power Supply:</i> Endurance Reserve (150 END, 15 REC); OIF (-½)	0
35	<i>Armor Arsenal "Trumpet":</i> Multipower, 53-point Powers; OIF (Power Armor, -½)	
4u	1) <i>Primary Setting:</i> EB 10d6	5
4u	2) <i>Explosive Setting:</i> EB 7d6, Explosion (+½)	5
4u	3) <i>Power Conservation Setting:</i> EB 7d6, Reduced Endurance (0 END, +½)	0
4u	4) <i>Entrapper Mode:</i> Entangle 5d6	5
4u	5) <i>Kinetic Manipulation:</i> Telekinesis (35 STR)	5
4u	6) <i>Counter Tech:</i> Dispel 14d6, Any Technology-Based Power, One at a Time (+¼)	5
14	<i>While I Was at the Lab I:</i> Variable Special Effects on Any Power Up to 53 Active Points (Any, +½); OIF (-½), SFX Can Only be Changed in Lab or Other Properly Equipped Area (-½), GM May Insist Appropriate Skills be Possessed to Construct Certain FX (-0)	0
56	<i>While I Was at the Lab II:</i> Variable Power Pool, 45-point Reserve, Control Cost; Focus (-½), Can Only be Changed in Lab or Other Properly Equipped Area (-½)	0
50	<i>Battle Armor:</i> Armor (20 PD/20 ED), Hardened (+¼); OIF (-½)	0
5	<i>Air Supply:</i> Life Support (Self Contained Breathing); Costs Endurance (-½), OIF (-½)	1
7	<i>Shielded Circuitry:</i> Power Defense (10 points), OIF (-½)	0

20	<i>Vari-Mode Flight:</i> Flight 20" (40" Noncombat), Variable Advantage (+¼ Advantage, +½), OIF (-½)	4
23	<i>Combat Spectral Analyzer:</i> Find Weakness with All Attacks 13-; OIF (Helmet, -½), Visible (-¼)	0
10	<i>Microscopic Lenses:</i> Microscopic (x1000) for Sight Group; OIF (Helmet, -½)	0
3	<i>Nocturnal Scopes:</i> Nightvision; OIF (Helmet, -½)	0
9	<i>Protective Lenses:</i> Sight Group Flash Defense (10 Points), Hardened (+¼); OIF (Helmet, -½)	
7	<i>Telescopic Lenses:</i> +10 versus Range for Sight Sense Group; OIF (Helmet, -½)	0
7	<i>Thermal Register and Tracking:</i> Infrared Perception (Sight Group); OIF (Helmet, -½) plus Tracking for IR Perception; OIF (Helmet, -½)	0
3	<i>UV Lenses:</i> Ultraviolet Perception (Sight Group); OIF (Helmet, -½)	0
7	<i>Visual Enhancers:</i> +5 PER with Sight Group; OIF (Helmet, -½)	0
7	<i>X-Ray Sight:</i> N-Ray Perception (Sight Group, Blocked by Lead, Gold, or Force Fields); OIF (Helmet, -½)	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -½), Affected as Sight, Hearing, and Radio Sense Groups (-½)	0

Perks

5	Base Contribution
1	International Driver's License
5	International Police Powers
1	Passport
3	Reputation: Protector of Poland (In Poland) +2/+2d6

Talents

8	<i>Handy Helmet Indeed:</i> Absolute Range Sense, Absolute Time Sense, Bump of Direction, and Lightning Calculator; OIF (-½)
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Skills

6	+2 with Multipower
3	AK: Poland 14-
3	Breakfall 13-
3	Computer Programming 14-
3	Electronics 14-
3	Inventor 14-
2	KS: EuroGuard 11-
2	KS: Polish History 11-
2	KS: The Superhuman World 11-
2	KS: Supervillains 11-
2	Language: English (Fluent, Polish is native)
1	Language: French (Fluent)
1	Language: German (Fluent)

DIGITAL HERO #31

- 2 Language: Russian (Fluent)
- 3 Mechanics 14-
- 15 Gadgeteering (Power Skill) 20-
- 2 Security Systems 11-
- 2 Systems Operations 11-
- 1 Streetwise 8-
- 3 Tactics 14-
- 3 Teamwork 13-
- 2 Weaponsmith (Energy Weapons) 14-
- 3 Scientist
- 3 1) SS: Alternative Energies 15-
- 3 2) SS: Chemistry 15-
- 3 3) SS: Mathematics 15-
- 3 4) SS: Mechanical Engineering 15-
- 3 5) SS: Metallurgy 15-
- 3 6) SS: Optical Technology 15-
- 3 7) SS: Physics 15-

Total Powers & Skills Cost: 426

Total Cost: 565

400+ Disadvantages

- 5 DNPC: Lechoslaw Lesefski (Uncle) 8- (Normal, Useful Skills)
- 15 Hunted: Eurostar 8- (Mo Pow, Kill)
- 10 Hunted: Former Soviet Partisans 11- (Less Pow, Kill)
- 10 Hunted: Lord Tech 8- (As Pow, Kill)
- 20 Hunted: Project EuroGuard 14- (Mo Pow, NCI, Watching)
- 20 Normal Characteristic Maxima
- 15 Psychological Limitation: Loves Poland, Believes in National Sovereignty (Common, Strong)
- 20 Psychological Limitation: Protective of Innocents (Very Common, Strong)
- 10 Psychological Limitation: Stubborn Once Mind is Made Up (Common, Moderate)
- 10 Reputation: Nationalist Super among Pan-Europeans 11-
- 20 Social Limitation: Secret Identity (Oles Lesefski)
- 10 Experience Points

Total Disadvantage Points: 565

EXAMPLE POWERS FOR *WHILE I WAS AT THE LAB* POWER POOL

Counter Wave Cascade: Too often, some supervillain sits smugly behind a force field and gloats about his “invincibility.” By sending a counter-wave set to the field’s frequency, Watchman diminishes his opponent’s protection.

Suppress Force Field 9d6 (45 Active Points); OIF (Armor, -1/2). Total Cost: 30 points.

G-Force Compensators: This option was not developed to increase the odds against Eurostar, but instead help Watchman against Gravitar. While she still wiped the floor with him, Watchman did survive – so by that measure it was a success.

Life Support (Safe Environment: Low Pressure/Vacuum and High Pressure) (3 Active Points); OIF (Armor, -1/2) plus Physical Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Gravity Effects (-1), OIF (Armor, -1/2). Total Cost: 14 points.

Hush Field: While preparing for battle against Ultrasonique, Watchman devised this optional addition to his armor in order to render the odds more in his favor. It worked very well indeed, as it essentially renders sonar (and other sound-based senses) useless. It’s handy on stealth missions as well, but it is a pain for team communication.

Darkness to Hearing Group 3” Radius (15 Active Points); No Range (-1/2), OIF (Armor, -1/2). Total Cost: 8 points.

Psychic Dampener: Watchman lacks true understanding of psychic energy, but as he has learned, the usefulness of this device against Mentalla and other enemy mentalists can’t be overlooked.

Mental Defense (10 points) (10 Active Points); Activation Roll 14- (-1/2), OIF (Helmet or Helmet Attachment, -1/2). Total Cost: 5 points

FUEGO DEL ANGELA PLOT SEEDS

True Love: After a battle with Eurostar, AngelFire unwittingly attracts the amorous attentions of Durak. Now she is forced to fend off the clumsy (and devastating) advances of one of the strongest and most reviled (not to mention, ugliest) men in all of Europe. She is far too humiliated by the whole thing to ask EuroGuard for help, so instead she approaches the PCs. Can they help her “convince” Durak to turn away his roving eye?

The Angel and the DEMON: DEMON decides to make an example of AngelFire, as a sign of its power and its disdain of the faiths of this world. They kidnap her and begin a sacrificial ritual, broadcast across all of Spain. Can the PCs rescue her before the Priests of Edom use her powerful soul to open a portal to the pits of hell?

Scandal!: AngelFire’s father and uncle are implicated in a governmental scandal. Disgraced, she is forced to quit EuroGuard, and now she is determined to find out the truth – are her father and uncle really guilty, or is one of her enemies attempting to get to

Angelfire (Fuego del Angela)

Background/History: Monique Bonita Anna Maria Velesquez always knew she was something special. She had beauty, talent, and brains. What’s more, she was the daughter of General Juan Batiste Velesquez, one of the highest-ranking officials in the Spanish armed forces. She grew up in the best part of Madrid, attended the best schools, and grew up surrounded by the most well-heeled of Spanish society.

When her powers manifested themselves during her late teens, she took them as a blessing from God and decided to use them to help those who weren’t as fortunate as she had been. She took the name Fuego del Angela (AngelFire) and it wasn’t long before she was recognized as one of Spain’s foremost heroes. She was both powerful and charismatic, and the people, the media, the government, and even the church loved her. The fact that she didn’t bother to hide her identity only made her more popular.

So when the nations of the European Union decided to create their own superteam, it was only natural that Spain would send AngelFire as its representative. She is proud to serve her nation, yet deep down she knows that EuroGuard is only the means to an end; it is merely a stepping-stone in her career.

AngelFire has not yet attracted the attention of the likes of DEMON and Black Paladin yet – but with her very public statements of faith, it is probably only a matter of time before they notice her.

She has a very large extended family, which because of her public activities (and her father’s high position in the government) sometimes attracts unwanted attention from her fans, the media, and occasionally even her enemies. Apart from her father, she also has a mother (Maria Adonia), a grandmother (Alegria Felicia), two older brothers (Gabriel and Joachim, both officers in the Spanish army), two younger sisters (Evita Inez and Margarita Josephina), and an uncle (Marquez Enrique, a minor government official).

Personality/Motivation: AngelFire is one of the most beautiful women in the western hemisphere, and (unfortunately) she knows it. Though a devout Catholic, she frequently stops to preen and pose for her army of admirers. Her membership in EuroGuard is certain to make her even more famous! Many people – including many in her own faith – think she is a cynical huckster trading lip-service about her faith for time in the spotlight. Others think she is one of the true faithful, using the powers granted to her by God to make the world a better place. As is usually the case, the truth lies somewhere between these two extremes.

Because of her faith, she will not suffer to let innocents be harmed, and would never jeopardize her own soul by killing another human being. Even though darkness does not harm her in any way, she remains deathly afraid of the dark – a holdover from her superstitious childhood.

Quote: “I am the answer to your prayers.”

Powers/Tactics: AngelFire controls light. Whether her powers are heaven-sent or simply the result of her mutant genetics is not fully known. For all her vanity, in a fight AngelFire is strictly business. She has learned that the media is not kind to superheroes who lose fights, so she always sets out to win, no matter what. She works well with the rest of EuroGuard and follows Watchman’s orders without hesitation. Her role on the team is air support; she flies above the battlefield and tries to catch as many foes as possible with Heaven’s Blinding Light. She then uses Heaven’s Flame to take down the enemy. If faced with a foe who uses light as a special effect, she gleefully attempts to redirect his energy back at him.

Campaign Use: Fuego del Angela is one of the members of the EuroGuard who isn’t interested in politics whatsoever. A united Europe or untrammelled national sovereignty, these issues don’t concern her. What concerns her is looking good on camera and perhaps eventually segueing this gig into a career in show business.

There is quite a bit of controversy surrounding her membership in EuroGuard. A large number of secular Europeans are cautious about her public statements of faith and her devotion to her church. This has not harmed her career in any way, but there have been a lot of column-inches in the papers devoted to concerns about where her true loyalties lie – to the church or to the EU. Of course, these questioners have it all wrong – while she does have faith in her religion, and while she does not have strong feelings for the EU, she’s mainly in this for herself.

Apart from her huge fan club in Spain (and burgeoning ones elsewhere in Europe), quite a few members of EuroGuard and its support staff have crushes on her. Der Purpurjongleur in particular has been quite forward in pursuing her. Unfortunately for them, she is not particularly interested at this time in any of them.

Her insistence that her powers came from God tends to drive the more scientifically minded members of the team (like Watchman) crazy. She is quite clearly a mutant, though she steadfastly refuses to accept this explanation. The Catholic Church has not made any official statements regarding AngelFire, but privately many Spanish bishops believe that her powers

are indeed a blessing from God. This is a question that the GM may have to answer for himself: against villains like Black Paladin, do her powers count as “Holy”?

AngelFire is unlikely to Hunt anyone unless ordered to do so by EuroGuard, or unless they harmed her family. In the latter case, she would be a ruthless and determined hunter, stopping at nothing (except murder) to revenge herself on her malefactor.

To make AngelFire more powerful, increase her Multipower and all corresponding powers, and add a few more slots – different types of Flash attacks would be appropriate, but given her Code Against Killing, RKAs would not be. To tone her down, decrease her Multipower and remove her Redirect Light power.

AngelFire is not interested in the whys and wherefores of the team, and she absolutely despises politics, so she’s managed to avoid getting between Bielo and Watchmen when they argue. She doesn’t care to socialize with the other members of EuroGuard – frankly, most of them are not “her type” of person, and are not interested in going to the types of places she likes to go to; the feeling is mutual for the most part.

AngelFire really wants to dislike Bielo – he’s a large, uncouth, sweaty barbarian from the hinterlands of some nation that no one has ever heard of. Even worse, there are those who claim that he is some sort of ancient pagan god come back to life, and she considers this to be sacrilege. But still, there’s something about him that makes her smile. His zest, his verve, his joy of life is contagious, and she can’t help but laugh when he’s around.

She dislikes Passion immensely. She believes the Frenchwoman is uncultured and disrespectful. Her powers make her arrogant and haughty (not at all like the humble and faithful AngelFire!), and she has the gall – the gall! – to berate AngelFire in public! AngelFire would like nothing more than to see Passion leave the team, but until that time comes she has agreed (reluctantly) to work alongside her.

It is obvious that Der Purpurjongleur has a crush on AngelFire. While she is flattered by the attention, she is not interested in him. The way he dotes on her, she finds it hard to not abuse his feelings by asking him to do her “favours.” She doesn’t want to encourage him, and she definitely doesn’t want to toy with his emotions, but he really sets himself up for it. Since they have to work so closely together she’s not sure how to let him down easily. He does make her laugh, though, and he has one of the gentlest souls that she’s ever known.

Speed is a mystery to her. She understands neither his uncompromising drive for perfection, nor his dark and brooding demeanor. She does

not think he is a good fit in the team, which is supposed to highlight all that is great about Europe. However, she cannot find fault in his dedication to EuroGuard.

AngelFire is not certain what to think of Tick Tock. It often teases her, but this is not what disturbs her. Much more important than its rudeness is the unanswered question: is it nothing more than a machine, or does it have a soul? She frequently finds herself in prayer, seeking an answer to this problem. She hopes it does indeed have a spirit; it is a loyal teammate and could someday be a good friend.

Although she thinks he takes himself and his mission far too seriously, AngelFire thinks the Watchman makes an excellent team leader. His grasp of tactics is second to none and his personal charisma makes him an easy man to follow. She has caught him staring at her more than once (which is only appropriate, after all), and if there were a man among the EuroGuard that she found attractive, he would be the one. The fact that he is a Roman Catholic is a good sign. It’s a pity he’s from the lower classes.

Mathieu Lefèvre is a true gentleman who knows how to treat a lady. He is respectful of AngelFire’s honor, and is grateful for her presence on the team. How could she not like him?

Appearance: Tall, sleek, and brunette, with dark eyes and smooth, creamy skin; AngelFire’s beauty is extraordinarily noteworthy, and even those who don’t care for “her type” often develop strong feelings, based simply on her appearance. She has been described as angelic, an appellation which she wears with pride. When she manifests her powers, a glowing aura floats about her as if she had wings and a halo made of golden light. In her heroic identity, AngelFire wears a skin-tight pearlescent body suit; as a civilian, she wears expensive, fashionable clothing and jewelry. She doesn’t bother to conceal her identity behind a mask; her lovely face is known across Spain and much of Europe.

her through her family? With nowhere else to turn (and precious few skills in investigation), AngelFire asks the PCs for their aid. Can they clear her name without getting caught up in the middle of an international brouhaha?

| Angelfire (Fuego del Angela)



Angelfire (Fuego del Angela)

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
26	COM	8	13-	
10	PD	8		Total: 26 PD (16 rPD)
10	ED	5		Total: 26 ED (16 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
10	REC	6		
60	END	7		
26	STUN	0		

Total Characteristic Cost: 133

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"
	Flight:	16"/32"

Cost	Powers	END
60	<i>Heavenly Light:</i> Multipower, 60-point Powers	
6u	1) <i>Heaven's Flame:</i> EB 12d6	6
6u	2) <i>Heaven's Fire:</i> EB 9d6; Reduced Endurance (½ END, +¼)	3
4u	3) <i>Heaven's Blinding Light:</i> Sight Group Flash 6d6; Area Of Effect (7" Cone, +1); No Range (-½)	6
4u	4) <i>Heaven's Penetrating Light:</i> Sight Group Flash 12d6	6
20	<i>Angelic Powers:</i> Elemental Control, 40-point Powers	
20	1) <i>Heaven's Blessings:</i> Force Field (16 PD/16 ED); Reduced Endurance (½ END, +¼)	1
20	2) <i>Wings of Light:</i> Flight 16"; Reduced Endurance (½ END, +¼)	1
10	3) <i>Angelic Glow:</i> Sight Group Images, 16" Radius (+1), Reduced Endurance (0 END, +½), Persistent (+½); Only to Create Light (-1)	0
8	4) <i>Redirect Light:</i> Missile Reflection (All Ranged Attacks, Back at Attacker); Only versus Light-Based Attacks (-1), Costs Endurance (-½)	4
19	<i>Part of Heaven's Radiance:</i> Sight Group Flash Defense (15 Points), Hardened (+¼)	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -½), Affected as Sight, Hearing, and Radio Sense Groups (-½)	0

Perks

- 5 Base Contribution
- 1 Money: Well-Off
- 1 International Driver's License
- 5 International Police Powers
- 1 Passport
- 3 Reputation: Spain's Favorite Hero (in Spain); +2/+2d6

Skills

- 3 +1 with Multipower
- 3 Acrobatics 14-
- 1 Acting 8-
- 2 AK: Europe 11-
- 5 Angelic Blessings (Power Skill) 15-
- 3 High Society 14-
- 2 KS: The Superhuman World 11-
- 2 KS: EU 11-
- 2 KS: EuroGuard 11-
- 2 Language: English (Fluent, Spanish is Native)
- 2 Language: French (Fluent)
- 3 Oratory 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 232**Total Cost: 365****200+ Disadvantages**

- 10 Distinctive Features: Angelic Beauty (Easily Concealable, Major)
- 10 Distinctive Features: Mutant (Not Concealable, Unusual Senses)
- 25 DNPC: Large Extended Family 11- (Normal, Useful Noncombat Skills, 8 Members)
- 15 Hunted: Eurostar 8- (Mo Pow, Kill)
- 20 Hunted: Project EuroGuard 14- (Mo Pow, NCI, Watching)
- 10 Psychological Limitation: Afraid of the Dark (Uncommon, Strong)
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 10 Psychological Limitation: Devout Catholic, Believes Her Powers Come From God (Common, Moderate)
- 10 Psychological Limitation: Vain (Common, Moderate)
- 20 Social Limitation: Public Identity (Monique Velesquez)
- 15 Experience Points

Total Disadvantage Points: 365

BIELO PLOT SEEDS

After Summer, Winter Comes: A sudden, unexpected coup puts Bielo's homelands in the hands of an evil dictator. He begins to feel the darkness in his soul growing strong again. His personality begins to change – at first in barely perceptible ways, but soon he grows haughty, arrogant, and cruel. Can the PCs help restore his homeland's legitimate government before this mighty hero once more becomes Chernobog the Black?

You've Got to Have Faith: A new religious movement springs up, proclaiming Bielo's divinity and attracting followers from all across the globe. A major cult temple opens up in the PCs' home city, and recruitment is high – especially among the young, the poor, and the disaffected. Is this merely a collection of sincere believers searching for meaning, or do the leaders of this modern cult have an ulterior motive?

Hammer Will Fall: Bielo's hammer is somehow taken from him. Though ostensibly not a magical artifact in and of itself, it may still retain a spark of his divinity. An evil cult

Bielo (The White)

Background/History: Once, the universe was empty but for a great egg. The egg sat alone in the cold silence for too long to tell, but then a crack appeared. The crack split, and widened, and opened, and from the egg was born the first god, who was known as Bielobog, the White God. The fragments of the egg splintered across the universe, forming the stars, the sun, the moon, and the earth, and thus did creation come into being. The newborn world was nothing but a howling wilderness of jagged rock and blistering wind. Bielobog flew like a bird over the face of the earth and was lonely. Longing for someone to keep him company, he noticed his shadow flitting across the rocks below him. He named his shadow Chernobog, the Black God, and rejoiced – he now had a brother.

"Let us remake the world," Bielobog said, and Chernobog agreed. "But how will we tame the wind?" Chernobog asked. Bielobog raised his hands and said, "By Chernobog's power and mine, let the wind be tamed." At that moment, the wind ceased its incessant blowing.

Chernobog then asked, "How will we smooth out all these jagged rocks?" Bielobog raised his hands and said, "By Chernobog's power and mine, let the rocks all be piled up in one place." All the rocks obediently moved and piled themselves up in one place, forming the mountains.

Chernobog then asked, "Where will we find water?" But this time, Bielobog did not have an answer, so Chernobog spat upon the ground. Where he spat, the oceans began to form, growing and covering the whole of the earth.

Bielobog worried that the ocean would grow too great, so he asked Chernobog to stop it, but Chernobog was jealous that Bielobog had tamed both earth and sky, and so refused. Bielobog was greatly concerned that soon the ocean would cover the entire world, so he disguised himself and went to Chernobog, bringing along with him a jug of beer. The two sat together and drank, and soon Chernobog was drunk. Bielobog, in disguise, asked what Chernobog thought of his brother. "My brother is stupid," Chernobog said. "He doesn't even know that all he has to do is take a stick, make a cross to the four directions and say, 'That is enough water.' Instead he wonders what to do."

Bielobog immediately grabbed a stick and did as his brother said, and sure enough the oceans stopped growing. This greatly angered Chernobog, who stood and said, "Everything that you have done, all that you created, will someday come to ruin. The wind will break from its chains and once again come roaring across the world. The rocks you so neatly piled up will spill

forth across the land in a great avalanche, and the oceans will freeze solid forever. This I swear."

Bielobog could not stand to hear such a thing, even from his own brother, so he jumped to his feet and grabbed Chernobog. The two of them wrestled and fought across the length and breadth of the earth. Sometimes one of them would gain the upper hand, and sometimes the other, and thus has the war between light and darkness, warmth and winter, good and evil gone on forever.

Bielobog and Chernobog were worshipped extensively throughout Eastern Europe for many centuries, even after Christianity fully penetrated the deep mountains where their followers had built their strongholds. In the highest mountains and the deepest valleys, the twin gods lived on in the hearts of their most devout worshipers, and the old prayers were never completely forgotten.

During the last century, these mountainous lands have seen horrors too numerous to count – invasions, wars, dictators, racial pogroms, and genocide. It seemed as if a permanent winter had settled over the hearts and minds of the people and had locked their souls in a thick layer of the darkest ice. There were rumors during this time, terrible rumors of an incredibly powerful, viciously evil man – a man who roamed the hills in the darkest parts of the night, inciting wars and hatred wherever he went. They said he was the leader of the secret police, who could make people simply disappear without a trace. They said he was the chief torturer of whichever dictator ruled the lands. Some even said that he was the dictator himself, who ruled these once-pleasant mountains from his secret palace with an iron fist and an ice-cold heart. Those who dared speak his name aloud called him Chernobog, and all feared him.

But winter, no matter how long and dark, eventually turns to spring – and so it was in the mountains of Eastern Europe. The people rose up to depose of their cruel leaders and tasted, for the first time in generations, the fresh air of freedom. Chernobog – if indeed he ever truly existed – was no more. In his place was a hero, a hero of the people, a hero who valued peace and prosperity and despised war and hatred. He was a man who stood strong for all the people of his mountainous homelands – who stood strong for all the peoples of Europe. He called himself Bielo ("The White"). Since he came on the scene, he has worked without letup to prevent wars, stop crime, and put an end to corruption all across his lands. Now, with the coming of EuroGuard, he is extending his message of brotherhood all across Europe.

The long winter is over, and springtime has finally arrived.

Personality/Motivation: Bielo is a cheerful and boisterous man with a love of life as great as the mountains of his homeland. He has a rough and sometimes crude sense of humor, but the twinkle in his eyes lets all who see him know he means no offense. He is constantly on the move, never resting for long, and his energy, like his humor, is infectious.

Bielo is a tireless advocate for European unity. He knows that the people of Europe are stronger when they work together, and he believes that stark national division only drives them apart and causes suspicion and hatred to fester. He believes that the Europeans, despite their diversity, are one people, and this makes them great. His advocacy of EuroGuard is one of the things that helped get the team off the ground. Many people consider him the backbone of the team – not just because he is one of its most powerful members, but also because he is one of its most enthusiastic advocates. His debates on the subject with Watchman are very nearly the thing of legend among members of the EuroGuard.

Bielo knows about the darkness in his own past, but it is not in his nature to dwell on it. Summer must follow winter and winter comes hard upon summer again, as it has always been and always will be. He is a man who is slow to anger and quick to forgive, and he always grants those who have done wrong a second chance to make it right.

It is said that wherever Bielo strides, the air becomes crisper, the sun brighter, the flowers more colorful, crops healthier, and babies are born stronger. There are many who truly believe that Bielo is the earthly incarnation of one of the ancient gods, though Bielo himself will neither confirm nor deny this. This has caused no small amount of friction between Bielo (and his sponsors in EuroGuard) and several churches across Europe, who keep a careful eye on his activities. Thus far, they have found nothing to fault him with, but they are certain it's only a matter of time before this would-be "god" slips up.

Quote: "We are all children of Europe; sadly, some children behave poorly and must be disciplined."

Powers/Tactics: Bielo is one of the strongest supers in Europe – indeed, he is among the strongest beings in the whole world! He is completely confident in his strength and his abilities, and tends to approach combat as something akin to a game. He rarely uses his full strength unless his foe has proven himself to be either strong enough to take it, or evil enough to warrant it. Against particularly recalcitrant enemies Bielo will unleash the power of his great war-hammer, which is strong enough to shatter

mountains, but for the most part he prefers to use the power of his weapon to heal rather than to destroy.

Note: Because Bielo and his hammer are mystical in nature, it is extraordinarily difficult to take it away from him, hence it is bought as an Inaccessible Focus. He can hurl the hammer at his enemies with great strength, giving it Range. The hammer is a personal focus – in anyone else's hands, it is merely a huge hunk of metal – and it is not a unique artifact. If Bielo were somehow to lose it or have it taken from him, he could forge a new one. There are many who believe, after all, that he was once worshipped as the patron of blacksmiths.

Bielo is a front-line fighter, always willing to get into the thick of things and mix it up with the enemy. However, he also has a gentle soul, and will happily risk his own life to help others (particularly the small, weak, and helpless). Bielo is extremely fond of children, the elderly, and expectant mothers.

Campaign Use: Bielo is one of the most outspoken pan-Europeans of EuroGuard. However, he is not one to trample on the individual rights of the people or the nations of Europe. He, like his opposite number Watchman, is meant to be a positive symbol of the benefits of unity while not ignoring the importance of cultural and national differences. If a GM wants to run a campaign which explores these complicated issues, Bielo makes an excellent spokesman for one side of this topic.

Bielo's role as the (supposed) avatar of an ancient pagan deity can also make for some interesting roleplaying opportunities, especially in campaigns which feature magic as a centerpiece. Is he truly the reincarnation of an ancient god? If so, what ramifications does that have for the faithful in this world? Will there be a resurgence of people who follow the old faiths, and will they look to Bielo to be their savior? And what will the established religions of the world think about all of this? Finally, the White can make an excellent contact or ally for mystic heroes, particularly those who travel to (or are based in) Europe.

Something for the GM to keep in mind is that many people believe Chernobog and Bielo are (or were) different facets of the same person. Just as winter and summer are merely different aspects of the year, so too are Chernobog and Bielo – one representing the depth to which the human soul can plummet, the other indicating the heights to which it can climb. This can have interesting roleplaying implications. Is Bielo responsible for the crimes which Chernobog once committed? What happens if the dual nature of this hero becomes widely known? And what if evil were once again to assume control of

(like DEMON) or individual (like Black Paladin) may have plans to use this energy to wreak havoc on the mortal world, and the PCs are the only ones in any position to do anything about it!

his homeland – would he too turn back to his wicked ways?

Bielo would make a dangerous and determined Hunter. If someone were guilty of a crime that he could not countenance, he would go to the lengths of the Earth to track them down and make them pay for their transgression. However, the criminal would have to be particularly sadistic, murderous, and remorseless to arouse this level of anger in Bielo. Fiacho or Scorpia might very well fit the bill.

Bielo is already among the most powerful heroes in Europe, but to make him stronger, increase his physical Stats until they are more than a match for Ripper or Grond. You may also consider giving him Extra-Dimensional Movement so that he might travel effortlessly between the world of mortals and the realm of the gods. The easiest way to decrease his power would be to eliminate his *God of the Springtide* Elemental Control. An alternate way to lessen his power is to assume his strength is tied to the lands of Europe itself. If Bielo were, for example, to travel to America or Africa, the GM could reduce his stats as a way of showing that he no longer has a “home turf” advantage.

Bielo loves being part of EuroGuard, and is its most enthusiastic supporter. While his personality may sometimes clash with the other members of the team, he loves all of them and views them as a family. When not at Bastion-1, he is roaming the lands of Europe, righting wrongs and demonstrating the good that comes of working together.

Bielo wants EuroGuard to be strong, and AngelFire’s attitude does not help this goal. Bielo is not happy with the fact that she sees EuroGuard as a stepping stone for her own career, rather than as a movement towards European unity. While she is a charming woman, and full of verve, Bielo feels she needs to grow up before she can become more than the team’s window-dressing.

Passion may have the rest of the team fooled, but not Bielo. He sees beyond her cynical and sarcastic exterior to the heart within, and knows her to be a truly caring woman. He also sees she is hiding some sinister secret, and this is tearing her up inside, but he recognizes her strength and heroism and knows someday she will be strong enough to come clean. Until that time, he intends to keep a fatherly eye on her so when the day comes, he will be there for her.

Bielo looks at Der Purpurjongleur as a father might look upon one of his sons: with pride and a high hope for the boy’s future. The Juggler has the potential to be a great hero – perhaps the greatest of heroes – if only he could get past his own insecurities and doubts. He sees the Juggler as a good addition to the team, with a variety of powers and a zest for life that can be contagious.

The two of them have also connected on a personal level, sharing a love of good times (and strong drink!).

Bielo is greatly concerned with Speed – the youngster has so much power and potential, but it is trapped inside an ice-cold shell. Bielo feels it is his duty to help Speed break out of that shell, that springtime might once more enter his soul, and so The White has taken this young man under his wing. He knows only too well what might happen if Speed allows the darkness to settle in and take root, and Bielo wants to head off the problem before it gets worse.

Tick Tock drives Bielo mad. It is obvious that he – it – is a sentient being, but there is something about it that defies explanation. A living machine? Impossible! And yet, there it is for the world to see. Bielo has a very hard time dealing with the creature. He wants very much to like it – it has proven itself to be a loyal, capable teammate on many missions, and it has a sharp intellect and a great sense of humor. But the strangeness of the situation still frustrates the mighty Slovak to no end.

Bielo likes Watchman. He finds the man to be intelligent, articulate, and dedicated to the principles of freedom and justice. Although the two of them argue constantly about the desirability of European unity, Bielo does not begrudge Watchman his opinions. In fact, he relishes the fact that Watchman is so stalwart an advocate for nationalism. His individualism serves to make the whole stronger. Many people wonder, which of them is the team’s leader? Bielo does not wonder – he looks to Watchman for battlefield direction and tactical advice, recognizing the young man’s experience and talent.

Monsieur Lefèvre and Bielo get along quite well. They both share the dream of a unified Europe, and Bielo was the first hero to join the newly-formed team. However, Bielo sometimes thinks the man is too indebted to the political movers and shakers of Europe. Bielo does not care for affairs of state, nor for the silly social games that too often come with them.

Appearance: Bielo is a huge, bear-like man with a bald head, a thick blonde beard, and a long moustache. He stands well over 7’ tall, with a barrel-chest and arms as thick as posts. He dresses in leather and steel armor and carries a massive war-hammer which he wields effortlessly in one hand. He smells faintly of springtime flowers and fresh mountain air. Bielo is quite friendly and is always smiling and laughing, with a joke or a friendly word for everyone – unless he is faced with senseless bloodshed and mindless violence, which brings his slow wrath to a boil. His anger is fearsome to behold!

Bielo (The White)

Val	Char	Cost	Roll	Notes
70	STR	60	23-	400 tons; 14d6 HTH [3]
21	DEX	33	13-	OCV: 8/DCV: 8
40	CON	60	16-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
28	PRE	18	15-	PRE Attack: 5½d6
14	COM	2	12-	
15	PD	1		Total: 35 PD (20 rPD)
15	ED	7		Total: 35 ED (20 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
22	REC	0		
80	END	0		
75	STUN	0		

Total Characteristic Cost: 220

Movement: Running: 6"/12"
 Leaping: 14"/28"
 Swimming: 2"/4"
 Flight: 20"/40"

Cost	Powers	END
13	<i>God of the Springtide:</i> Elemental Control, 40-point Powers; OIF (Hammer, -½)	
12	1) <i>Mighty Blow:</i> HA +6d6 (20d6 with STR), Ranged (+½); HA Lim (-½), OIF (-½)	4
13	2) <i>Touch of Rejuvenation:</i> Healing 4d6; OIF (-½)	4
37	3) <i>Dismiss Winter:</i> Dispel 20d6 (Any Cold Special Effect, One at a Time, +¼); OIF (-½)	7
13	4) <i>Summon Spring:</i> Change Environment, ±5 Temperature Levels, 8" Radius, Long-Lasting (1 hour); OIF (-½)	4
10	5) <i>Fly Like the Birds:</i> Flight 20"; OIF (-½), Increased Endurance (2x END, -½)	8
50	<i>Armor of the Mountains:</i> Armor (20 PD/20 ED), Hardened (+¼); OIF (Armor, -½)	0
10	<i>Godlike Physique:</i> Lack of Weakness -5 (Normal and Resistant Defenses)	0
20	<i>Godlike Posture:</i> Knockback Resistance -10"	0
14	<i>Godlike Immunities:</i> Life Support (Safe in Heat, Cold, Vacuum, Pressure, and Radiation; Does Not Age)	0
17	<i>Godlike Endurance:</i> Reduced Endurance (½ END, +¼) on 70 STR	0
10	<i>Luck of the People:</i> Luck 2d6	0
3	<i>Observant:</i> +1 PER with All Senses	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -½), Affected as Sight, Hearing, and Radio Sense Groups (-½)	0

Talents

50 *At One with the Land and Its People:* Danger Sense 11- (Mystic, in All Europe)

Perks

1 International Driver's License
 5 International Police Powers
 1 Passport
 3 Reputation: Pagan God (Among Pagans); +2/+2d6
 3 Reputation: Great Slovak Hero (Among Slovaks); +2/+2d6

Skills

15 +3 with Hand-to-Hand Combat
 2 AK: Europe 11-
 3 Breakfall 13-
 7 Brick Tricks (Power Skill) 14-
 3 Conversation 15-
 2 KS: The Mystic World 11-
 2 KS: The Superhuman World 11-
 2 KS: EU 11-
 2 KS: EuroGuard 11-
 3 KS: Slovak History 12-
 2 Language: English (Fluent, Slovak Native)
 2 Language: French (Fluent)
 2 Language: German (Fluent)
 2 Language: Greek (Fluent)
 2 Language: Italian (Fluent)
 2 Language: Russian (Fluent)
 1 Language: Spanish (Conversation)
 3 Oratory 15-
 2 PS: Blacksmith 11-
 3 Teamwork 13-
 2 Weaponsmith: Muscle-Powered Melee

Total Powers & Skills Cost: 355**Total Cost: 575****400+ Disadvantages**

15 Distinctive Features: Godlike Aura (Not Concealable, Extreme, Unusual Senses)
 10 Distinctive Features: Huge and Powerful Man (Concealable)
 15 Enraged: Senseless Violence and Bloodshed (Uncommon, Go 11-, Rec 11-)
 15 Hunted: Eurostar 8- (Mo Pow, Kill)
 20 Hunted: Project EuroGuard 14- (Mo Pow, NCI, Watching)
 5 Hunted: Religious Authorities 11- (Less Pow, NCI, Watching)
 15 Psychological Limitation: Overconfident (Common, Strong)
 10 Psychological Limitation: Personal Code Against Killing (Common, Moderate)
 20 Psychological Limitation: Strongly Protective of People (Common, Total)
 10 Reputation: Barbarian from a Backwards Country, 11-
 20 Social Limitation: Public Identity (Bielo)
 20 Social Limitation: Terrible Secret (was once Chernobog) (Frequently, Severe)

Total Disadvantage Points: 575

Bielo (The White)



Passion

Background/History: Beatrice Boulanger was never a spy... but she worked for a few indirectly. It was not as glamorous as the movies portrayed; after all (more polite titles aside) a secretary is a secretary, whether she is working for a corporation or the government. If there was anything of true value in the papers that passed through *her* hands, Beatrice didn't notice. She dutifully handled them in the way that was proscribed by the book, and dealt with the drudgery that the routine brought. Beatrice, like many French, was proud of her nation, and being a part of serving it, even in such a small capacity, made the tedium feel worthwhile. This job might have gone on for many years without change if it weren't for the man with the piercing eyes.

To this day, she still does not know what happened. She is unsure if she was seduced into a whirlwind romance where she dropped everything, or mentally overwhelmed, altered, and taken against her will. The answer to that is something she is not sure she wants to know. Whatever happened, it had three consequences. One, Beatrice vanished for two weeks, and was fired when she repeatedly failed to show up for her job. Two, when she awoke, she began to realize she could sense the emotional states of those around her; she had gained powers that would grow as time went on. Thirdly, and most shocking, she was pregnant. Though torn for a time, she decided to keep the child.

André Boulanger would soon enter the world. A healthy and bouncing baby boy, André was the apple of his mother's eye, and the gem of his grandparents' – unknown father or no. Beatrice moved back with her mother and father as she tried to get a new life in order. It wasn't easy. With Beatrice unable to explain just what had happened, her parents assumed their grandson was the result of some sort of one-night stand gone awry, an opinion that embarrassed (and hurt) Beatrice deeply. Furthermore, her surfacing powers kept acting up at the oddest times. She couldn't pretend to be indifferent to the suffering she could feel, or the power she now wielded. When a few crimes racked the city of Orleans, she slipped on a costume and put her abilities to good use. She still loved France after all, and what excuse did she have *not* to help? The media quickly dubbed her "Passion," though she found herself rolling eyes at the name.

It was then that the DGSE – or at least men claiming to work for the DGSE – would return into her life. Her country had need of her. A superhero team was forming, one untried, untrained, and rather ignorant of how the real world operated. If left unchecked and unsupervised, these yokels could cause a lot of headaches for Europe, and most especially for

France. The men were very convincing, and when assurances of a better life for her and (most importantly) her son were thrown in, she accepted.

So now Beatrice Boulanger is a spy as well as a superhero. She has to keep secrets from super geniuses and gods, fight side-by-side with speed demons and angels, and hope she lives long enough to watch her son grow up healthy in a secure and strong France. Well, no one can say this job is boring.

Personality/Motivation: Passion sometimes resents her media-dubbed superheroine name. French women often are stereotyped (especially abroad) as seductive sirens of great appetite. It gets old, especially to those French women themselves. Beatrice is one of these. She'd rather people realize she's efficient, practical, and dedicated. She is far more at home sorting files and organizing data on a screen than she ever would be under Parisian moonlight with the latest wannabe stud du jour. Her newfound empathy has only reinforced her view that people are messy things, and at her heart Beatrice prefers a little order in her life.

Of course, that's seldom an option for a superhero. It is doubly hard for a superhero who is spying on other superheroes. Beatrice believes her nation is the "First Among Equals" in Europe, and trusts her government to do its best to guide the EU. If it needs her to spy on EuroGuard to make sure all is going smoothly, well then, it must have good reasons.... Or so she keeps telling herself. Truthfully, she's beginning to have doubts. EuroGuard seems to be full of good people, and she finds herself caring for them against her better judgment.

This news would surprise her teammates. Passion does her best to keep them at a distance, even resorting to rudeness and a cool demeanor in order to drive them away. The less attached they are to her, the less guilt she feels for spying on them, so despite the fact it is "bad spying," she does her level best to make sure they never get too chummy with her. In the end, she's only fooling herself. While her son and country come first, there isn't a teammate Beatrice wouldn't risk her life for.

Quote: "Why darling, I'm French and I control hearts... Naturally *everyone* hates me." (Usually followed by a roll of eyes)

Powers/Tactics: There is a pragmatic, even ruthless quality to Passion's tactics. She tries to use her powers efficiently and to best advantage. She plans to live long enough to see her son fully grown, and is not above "playing dirty" if need be to ensure that. She has no problem with gripping one foe in paralyzing fear, then turning about and having another foe strike out with

PLOT SEEDS FOR PASSION

Old Flame forgotten? A male PC mentalist (or NPC mentalist if no PCs are available) encounters Passion on a mission, and when he tries to set up telepathic contact with her, suddenly it is as if floodgates have opened. Memories rush in of a love affair with Beatrice years ago, but are they real? Is this a trick of Mentalla, or her brother Menton, or even some subconscious manipulation by Passion herself, who has grown lonely in her life of lies and wants a father for her son? What if André really is the mentalist's son?

Overwhelmed: After a particularly intense battle, Passion finds her powers growing to a magnitude she can't control. Both slave and enslaver against her will, she can't help but succumb to the emotions of those around her, and project those (and her own) onto hapless individuals nearby. The PCs must try to figure out if there is a way to return her to normal, and solve the mystery of whether this sudden power boost is natural or not. But for now, they have to stop her before she causes a

French city to fall screaming into madness.

Spying on Spies: A stealthy PC ends up stumbling onto a meeting between Passion and her bosses. They have a new mission, a particularly unpleasant one. She balks and protests; they remind her of her duty, and of what they've done for her, and of her son. A scowl on her face, she walks off. What will the PC do?

newly generated hatred against his now helpless ally. If she is told (or finds on her own) a weakness of some villain, she will exploit it. Anyone who thinks all Empaths are sympathetic – even to foes – will find Passion destroying their illusions. She realizes she is not the leader of EuroGuard, and heeds those more experienced in tactics than she is.

The powers at her disposal are limited to emotional manipulation and detection chiefly, but are quite formidable for all that. She can, of course, evoke a new emotion in a target until it overwhelms him, or alter an existing emotion as she chooses. Passion can literally paralyze an opponent with fear, or lash out with such a jumble of emotional turmoil that a target will be overwhelmed and pass out. She can even fortify the emotional (and indirectly, mental) self-discipline everyone has by granting a burst of confidence to her teammates, one and all. She can even single out a foe to vex, making her that much harder to hit as her enemy is overcome with frustration. Passion is skilled at detecting the emotions of those around her, and can even search a mind for images and thoughts related to a specific emotion. A search for love might get a flash of someone's DNPC, for example. Many of her powers are taxing however, and cutting loose with all her powers wears her out quickly.

She's not averse to being properly equipped. Passion has been blinded too many times, so insisted on a set of polarized lenses to help prevent that. Also, the term "protective costume" speaks for itself.

Campaign Use: Passion is the "spy among us" for EuroGuard, but for all her deception she's no less willing to put her life on the line and be a hero. A GM can make her as sympathetic and as deep as he likes, and pretty much take her in any direction. She can come clean with the team and cause a major stir, try to quit when she feels she can no longer keep doing this, or events may unfold that convince her EuroGuard needs to be watched even more tightly. Her bosses could ask her to take her work another step. They might ask her to act friendlier still, or even manipulate the emotions of one of the men on the team to make him love her... just to get secrets. That would not be an order that Beatrice would care for, but would she do it?

And just who are these bosses anyways? It is entirely possible that Passion is having the wool pulled over her eyes, and the gentlemen who visit her have nothing at all to do with the French government, or may even be working against it – and against Europe. If that is the case, Passion is an unwitting traitor and a pawn in a greater game than she realizes. If she found out, well, she'd move heaven and earth to bring them down.

Passion's other open-ended situation is her beloved son, André. All signs point to Beatrice having been mind-controlled for sex, then her memory of those two weeks wiped clean. Could André's father be a villain such as Menton? How would "Auntie Mentalla" react to that? What if it is quite the reverse? Perhaps, the normally-practical Beatrice fell in love with a mentalist superhero and tried to help him out on his missions, only to get way over her head. Perhaps the father really does love her, but is unaware that his tampering with her memories to "keep her safe" has released her own latent powers, and that he has a son! Or maybe this mysterious figure is dead, a hero now forgotten even by the woman who loved him; a cruel joke by Mentalla or other villainous mentalist. Eventually it seems likely that Passion will remember, and the truth will come out. The GM just needs to decide what that truth will be beforehand.

Passion's pragmatic nature means she doesn't Hunt anyone unless told to, or it seems a must. However, as mentioned above, certain situations could certainly provoke her to go full tilt on the prowl. Even then, Passion would first put prudent paperwork searches into motion, and verify what she could through research... then she'd track the target down and make him pay.

If Passion isn't powerful enough for a campaign, the GM should feel no shame in bumping her up. Giving her more END or an Endurance Reserve for her mental powers would be a great start, and a good way to overcome her biggest limitation. More slots with more emotion related effects (PRE Drains and so forth) would also be an excellent idea. One could even rationalize a sudden "radiation accident" in game play, where not only does Passion suddenly get those two weeks of memory back, she also taps into even more power that was previously blocked.

If she is, for some reason, too powerful, bring her Multipower down to 60 Active Points, or add some side effects so that she is vulnerable to the emotions of those she is in touch with. If you really plan to throw the poor gal at Eurostar and the like, it's not recommended you whittle her down unless they are getting a similar pruning.

As mentioned above, Passion cares for her teammates more than she'd admit, even to herself. Her treatment of them and her true feelings for them are often worlds apart.

AngelFire is often on the receiving end of subtle sarcasm from Passion. Passion often refers to AngelFire as "The Paris Hilton of the Catholic Superheroines," and has berated her once or twice for a lack of maturity given their missions. Inwardly, it is not scorn that Passion feels for her, but concern. Passion worries that

AngelFire's high profile is not an advantage at all, and may end up endangering the Spaniard's family. She fears that a great tragedy awaits the angel if she doesn't grow up – and fast. For this reason, Passion isn't above looking out for AngelFire when she's sure no one is watching. While she'd be aghast to admit it, Passion has adopted something of a "big sister" role to AngelFire, and acts accordingly.

Bielo disturbs Passion on many levels. His emotions are so raw, so primal, and so ...good, it almost frightens her. She feels wonderful in his presence, almost carefree, and she's not sure how to deal with that so she hides it as best she can. Referring to him as "The Barbarian" and "The Overgrown LummoX" when all is well, she's quick to rally to him when things get serious. She recognizes the Watchman's tactical acumen, but, to her, Bielo is clearly the heart of the team and she turns to him for true leadership, all the while hoping he doesn't notice.

Der Purpurjongleur's constant quips and patter really get on Passion's nerves sometimes. However, she knows him better than he thinks. Being an empath means knowing what people really feel, even when the way they act doesn't match. She's learned to gauge his jests. When he just won't shut up is when she knows he's terrified. It is at times like this she makes herself a target, becoming the butt of his jests, and pretends to be outraged in order to take his mind off whatever is worrying him. After all, he does the same for her, which she appreciates (even if she can't show it). Really, the most annoying thing to her about the quipster is his inability to be more direct about his interest in AngelFire. Passion is no romantic, but she thinks they'd be good for each other.

Speed has her pity, an emotion that doesn't endear her to him, so she doesn't bother to hide it. There are some buttons that even she doesn't dare push, though, and she can't imagine how she'd react if similar had been done to her or her loved ones. Passion sometimes wonders if her powers could help him cope somehow, but is sure he doesn't want her help. Along with the pity she feels, there's admiration for the great intensity of the wounded man.

Tick Tock is a robot, a type of being that mentalists don't usually fare too well against, so Passion wasn't thrilled when it joined the team. To top it off, "The Robot" (also dubbed "Tin Man" and "Overgrown Stopwatch") doesn't seem fazed by her insults in the slightest. Passion has no idea what to make of the darn thing, but can't deny its usefulness. More frightening than Tick Tock's robotic nature is its curiosity; Passion realizes that if the overly curious creation starts to pry into her affairs, the jig will be up.

Watchman is someone she can admire for his efficiency, and turn to for tactical genius. Nevertheless, there are times she thinks *he* is the reason a spy in the group wasn't a bad idea. Such people bear watching or they'll turn into zealots. Passion is pragmatic and often conflicted on her duties to the team and her nation, whereas Watchman is so damn certain of himself and so idealistic it makes her just want to bounce a rock off his helmet. His comments are often greeted by her with a haughty and dry, "Poland speaks. Huzzah," but she also knows a lot of her distaste is driven by envy. She wishes she could be as certain of her place in the world.

Monsieur Lefèvre, while not a member of the team technically, is not to be ignored or discounted. Passion doesn't spare him a bit of sniping despite his power over the team, and has referred to him as "the dreaming bureaucrat." She can sense his suspicion, but is unsure what to do about it. She does find his promotion of Europe as a whole even over his native country naïve, and possibly even a betrayal. Then again, she tells herself sardonically, who is she to badmouth betrayal?

Appearance: Passion's costume is a dove gray full body outfit with dark gray gloves, a half mask and high boots. It has dark blue lining on the edges, and fits to her form tightly, leaving little for foes to snag or grab. Others have suggested a more colorful (or even revealing) costume, but Passion sees such as impractical. Her dark brown hair is kept free or tied up in a ponytail. Her polarized lenses make her hazel eyes look brown, further protecting her identity.

Out of costume, she keeps her hair up and out of the way. Her clothes vary to the situation of the moment. Either way, she is an attractive woman.

Passion

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll: 13-
24	EGO	28	14-	ECV: 8
15	PRE	5	13-	PRE Attack: 3d6
16	COM	3	12-	
5	PD	2		Total: 15 PD (10 rPD)
5	ED	0		Total: 15 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
50	END	2		
30	STUN	0		

Total Characteristic Cost: 129

Movement: Running: 8"/16"
 Leaping: 3"/6"
 Swimming: 2"/4"

Cost	Powers	END
75	<i>Empathic Projection/Reception:</i> Multipower, 75-point Powers	—
7u	1) <i>Confusion:</i> Suppress 7d6 Any Mental/Psychic Power, One at a Time (+1/4), BOECV (Target's Choice of Defense, +3/4)	7
5u	2) <i>Empathic Manipulation I:</i> Mind Control 12d6, Telepathic (+1/4), Only to Alter/Inflict Emotional States (-1/2)	7
5u	3) <i>Empathic Manipulation II:</i> Mind Control 10d6, Reduced Endurance (1/2 END, +1/4), Telepathic (+1/4), Only to Alter/Inflict Emotional States (-1/2)	3
6u	4) <i>Emotional Turmoil:</i> Ego Attack 6d6, Reduced Endurance (1/2 END; +1/4)	3
8u	5) <i>Fortify:</i> Aid EGO 3d6, Area Of Effect (3" Radius, +1), Selective (+1/4), Delayed Return Rate (5 per Minute, +1/4)	7
4u	6) <i>Paralyzing Fear:</i> Entangle 3d6 BODY, 3 DEF, BOECV (+1), Takes No Damage from Physical Attacks (+1/4), Work Against EGO, not STR (+1/4); Mental Defense Adds to EGO (-1/2), Cannot form Barriers (-1/4)	7
4u	7) <i>Restoration:</i> Telepathy 15d6, Only to Oppose Other Mentalist's Power (-1)	7
5u	8) <i>Share Emotional State:</i> Telepathy 10d6; Reduced Endurance (0 END, +1/2), Empathy (Any Emotion, -1/2)	0
10	<i>Empathic Glance:</i> Detect Emotions (Mental Group), Discriminatory	0
10	<i>Mental Shields I:</i> Mental Defense (15 points Total)	0

7	<i>Mental Shields II:</i> Power Defense (10 Points); Only versus Mental/Psychic Powered Effects (-1/2)	0
7	<i>Frustration:</i> +4 DCV; Costs END (-1/2), Only versus Designated Person's Attacks (-1), Only versus Beings with Minds and Emotions (-1/2)	2
20	<i>Protective Costume:</i> Armor (10 PD/10 ED); OIF (-1/2)	0
8	<i>Polarized Contacts:</i> Sight Group Flash Defense (10 points); IIF (Contacts, -1/4)	0
4	<i>Not Too Stupid to Run:</i> Running +2" (8" Total)	1
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -1/2), Affected as Sight, Hearing, and Radio Sense Groups (-1/2)	0

Perks

5	Base Contribution
4	Contact: Mysterious "Bosses" 8- (Very Useful Resources, Significant Contacts)
1	International Driver's License
5	International Police Powers
1	Passport

Skills

3	Acting 13-
2	AK: France 11-
3	Bureaucratics 13-
2	Computer Programming 11-
1	KS: The Espionage World 8-
2	KS: EuroGuard 11-
2	Language: English (Fluent, French is Native)
2	Language: German (Fluent)
1	Language: Italian (Conversation)
2	PS: Personal Assistant/Secretary 11-
1	Tactics 8-
3	Teamwork 13-

Total Powers & Skills Cost: 231**Total Cost: 360****200+ Disadvantages**

20	DNPC: Louis, Paulette, and André Boulanger (Parents and Son) 8- (Group, Normals, Unaware)
15	Hunted: The DGSE 11- (Mo Pow, NCI, Watching)
15	Hunted: Eurostar 8- (Mo Pow, Kill)
15	Hunted: Project EuroGuard 11- (Mo Pow, NCI, Watching)
10	Mystery Disadvantage (GM's Choice)
15	Psychological Limitation: Believes She is Obligated to Family and Country (and Lastly Team) (Common, Strong)
15	Psychological Limitation: Drives Others Away if They Get Too Close (Very Common, Moderate)

DIGITAL HERO #31

- 10 Psychological Limitation: Ruthless if Friends/Family/Nation Endangered (Uncommon, Strong)
- 15 Social Limitation: Dangerous Secret (Spy Among EuroGuard) (Frequently, Major)

Passion

- 20 Social Limitation: Secret Identity (Beatrice Boulanger)
- 10 Experience Points

Total Disadvantage Points: 360



PLOT SEEDS FOR DER PURPURJONGLEUR

*The Greatest Death
Trap on Earth!:*

Stefan's sister gives him a call, mentioning that the circus has been sold under mysterious circumstances. She's concerned, and wonders if her big brother superhero could check things out. Stefan can't move fast enough and by the time any other heroes realize it, he's already gone. What is waiting for him? Eurostar doesn't know his secret identity, but they are sure to remember this was the circus where that upstart juggler first dared to tangle with them. This has ambush written all over it and Stefan is going to need help.

Sis has a hobby?:
A lovely new cat burglar is dancing over the rooftops of Bonn and stealing a fortune. Der Purpurjongleur gets on the case, only to find when he catches her that her moves are exactly like his sister's! Could Annette finally gotten bored with the circus and turned to crime? Is someone forcing her to steal? Or is it even her at all? Until Stefan is sure, he'll fight tooth and nail to keep other heroes from arresting her.

Juggling Power:
The Examiner appears



The Purple Juggler (Der Purpurjongleur)

Background/History: Just a word of advice: if you can get your drunken father to laugh, sometimes he forgets to hit you. Actually, even better advice would be to get help for yourself, and him. Still, Stefan was young and confused, so instead he tried to make his father laugh. It worked, sometimes. Even when it backfired and Stefan's smart mouth angered instead of humoring, it at least kept the attention on him rather than his sister, Annette. Father never hit Annette. However, as she grew older and started to become a woman, a new danger arose. Their father began to see her in a new, unhealthy light. When Stefan found his sister crying, clutching at a torn blouse and discovered their father had gotten so drunk that he'd tried to – well, Stefan didn't want to think of what the old man had tried – he took her and ran.

They went to the circus, of course. Isn't that where any young person wants to run away to? It was actually Annette's idea. She had always loved the circus. She dreamed of being a princess of the sky, an acrobat. Stefan didn't care as long as it kept his sister safe. None of the big circuses wanted them, but finally the Wilderstern Circus, an organization long past its glory days, gave them a chance – starting at the bottom. They changed their last names to throw any search by authorities off. They soon discovered that somehow, the circus didn't seem so glamorous when you were working at the business end of an elephant – a point Stefan often lamented.

Still, through hard work and a lot of luck, they got their chance. To everyone's surprise (including Stefan's) they were naturals. Each had a natural agility and fitness that blossomed under the tutelage of the more experienced entertainers. Annette was soon literally above it all. Her brother, while he learned some of the basics of acrobatics, discovered his own interest: juggling. It was fascinating, it mesmerized him, it looked fun, it was more dangerous than people knew (you try playing catch and toss with pointed objects at high speeds!), and he was good at it. Good? He was great! They both were.

With such rising stars (especially Annette), the Wilderstern Circus began to reclaim some of its past luster. They toured Europe, and Stefan might have found happiness in his quest to become the greatest juggler in the world. He got to double as a knife thrower or a clown, whatever was needed. Sure, acrobats got all the attention, but he took pride in what he did. Then Eurostar appeared.

That's not a figure of speech. Eurostar literally appeared in the middle of the big top, and they looked as confused as everyone else. Panic ensued. The super terrorists began to drive

the townies away from the tent like cattle, all the while demanding to know who had done this to them! Stefan found himself trying to bring order to the chaos and get folks out of there safely. Soon the entire crowd was gone, save one.

He was an odd man. If he hadn't been sitting alone, Stefan is sure he wouldn't have noticed him. Every time Stefan blinked, the man's appearance seemed to shift. One moment, he was an old man in a rumpled suit. The next, he was a small child. And every once in a while, he was a purple-skinned being in elaborate robes!

"Ah... sir, unless you're a hallucination, you might want to get out of here," Stefan suggested (some folks needed common sense advice).

"Why should I leave?" the man asked. "The experiment is not concluded."

"Concluded?" Realization dawned in Stefan's mind. "You did this? Why?"

"I study, I probe. I examine. It is not merely what I do, it is what I am. Now, I test these 'villains,' bringing them to a place they did not expect. We shall see if the forces of 'good' can discover and stop them."

"Ever consider a different hobby? Stamp collecting is very soothing, I hear." Stefan watched in horror as the still-enraged supervillains set another tent on fire. "You bastard! No heroes will make it in time, and no one has the power to stop them! What did you *think* would happen?"

The being shrugged, uncaring, then arched a brow at a thought. "Had you the power, would you try to stop them?"

"Oh sure... give me a costume and super juggling powers and I'll kick their butts for you," Stefan retorted snidely.

"Victory is not required; I merely wish to see if you'd even make the attempt," the being replied. "I accept your challenge."

There was a dizzying sensation, and for a moment Stefan's world was full of stars and threads and spirals. He inhaled nebula, and exhaled galaxies. Then it was over, and he was wearing a costume and standing before Eurostar. What the heck?

"A superhero!" Fuermacher noticed the new player on the field. A blast of fire streaked towards the purple-clad figure.

Instinct and training are funny things. Do the latter long enough, and it becomes the former. In a panic, Stefan followed his instincts. He leapt to the side and caught the flame! What should have killed him was instead thrown back at the villain group, hitting Fiacho square in the face. The fun had begun.

In a desperate gambit of hit, taunt, and run, Stefan somehow managed to stay alive long enough to prevent any innocents from getting hurt. To his amazement, he discovered he could

now create juggling equipment out of thin air – and he used it for all it was worth.

When finally Durak had this costumed juggler by the neck and was about to snap it like a twig, UNTIL and several superheroes arrived. The Russian threw Stefan to the side and Eurostar departed rather than risk being overwhelmed.

Der Purpurjongleur! was born that day, and Germany had a new hero.

Personality/Motivation: Stefan only feels really secure when he is either practicing his craft, or joking around. Humor was (and is) his shield against his fears, and his way of trying to quiet the fears of others. The more nervous or out of his depth he feels, the lighter he makes of it. Folks who don't know him often mistake this for callous frivolity or even arrogance. Nothing could be further from the truth. Der Purpurjongleur is just laughing to prevent tears and fears from overwhelming him.

Beneath the surface, Stefan has great intensity. He is proud of his skills; he earned them. He's likely to get very competitive against anyone who seems better at similar stunts. The powers wig him out sometimes, but usually he just shrugs this off – he thinks of his gifts as being provided with some very useful juggling equipment. Those who are abusive and cruel, especially those who remind him of his father, are likely to find themselves overwhelmed with cutting taunts and beaten down by a good thrashing. Nothing makes him angrier than bullies.

It is for that reason he finds himself continuing his adventures as a hero. The world is full of costumed thugs and abusers who think the masses owe them a living; the people need protection from them. Besides, it's not like his sister needs him anymore. Annette's gymnastic skills are so good she could probably be a hero herself, if she wanted.

Having traveled and performed for so many people all over Europe, Stefan has come to the conclusion that people are people, period. Nationality isn't really that important. When EuroGuard called, he answered happily. Besides, he's had a crush on AngelFire since the day he first saw her. The hopes of getting a girl to notice you may not be the noblest reason for joining a super team, but it is very human.

Quote: “Skin grafts, implants, muscle boosters, and world conquest? *Someone* around here is over-compensating...” (to a soon-to-be enraged Fiacho)

Powers/Tactics: Even before being empowered by the mysterious being, Stefan was no pushover. Over a decade of training honed his natural talent to an expertise seldom equaled.

Der Purpurjongleur can turn almost anything into a thrown weapon, and his aim is uncanny. Trick shots, unwieldy instruments, and so on; it's all the same to Stefan. He can lob things around corners, bounce them off walls (as evidenced by his Indirect Advantage), and he throws a mean curve ball. Furthermore, he received a lot of training as an acrobat and can tumble and dive with the best of them. Couple that with an extremely fit body, and you're dealing with one formidable young athlete.

The powers don't hurt, either. Der Purpurjongleur can create a multitude of objects out of nowhere; link them with his amazing accuracy and you get some incredible effects. He can produce balls to throw with bone-crunching force, knives far sharper than they should be, and torches that burst on contact. He can club someone in the head to subdue them, or toss rings that drop around a foe and snare him. Increasingly, his items are getting weirder and weirder. For example, he has learned how to cause one ball to start out at regular size, and then grow at the last minute to hammer a foe by surprise. The ability to catch anything – even energy – and return it to its source has turned the tide of more than one battle, and he uses it liberally.

What Stefan doesn't realize is that his powers are far more extensive than he knows. He is tied to the very power cosmic of the universe itself, and has the potential to create *any* matter or energy with a thought. In short, he is limited only to juggling effects because he *thinks* he is limited to juggling effects. Even if told otherwise, his subconscious would probably shy away from and reject that level of power. The downside to this link with the fabric of reality is manifold. He is very vulnerable to cosmic energy, and those who can sense such energies will realize instantly there is more to him that meets the eye. This also explains, in part, the weirdness that seems to come his way. On some level, his powers alter probability patterns and the unusual becomes likely. Aliens may land on his roof seeking his protection, a wormhole may form in his microwave; that sort of thing.

Still a bit of a rookie compared to other heroes in the EuroGuard, Der Purpurjongleur's tactics are simple: coordinate with others as best he can (which he does well), taunt the foes (which he does well, even when he shouldn't), and dazzle them into surrender with his amazing array of juggling prowess (which needs work).

Campaign Use: As stated above, Der Purpurjongleur has no idea of the power he really possesses. Couple this with the typical joking superhero who some have trouble taking seriously, and a GM has an interesting dichotomy to play with. His “Weirdness

again, and this time pushes Stefan in a new direction of self-awareness. If Stefan “passes,” he will realize his potential and become nigh-godlike in his power; if he fails, his gift will be stripped from him. Both outcomes are likely to shake the young hero badly.

Magnet” effect is a great way to rationalize many screwy or surreal adventures that otherwise would be extremely unlikely. Some results may endanger his life, others just lead to odd conversations (“Quickly human! Our ship is out of Kryl Krystals – what you would call Coffee! We need several hundred kilos or we will never be able to return home!”) This is why the balance of Mildly Punish as given as an average.

As for his niche in EuroGuard, Der Purpurjongleur’s own politics are pretty simple. He supports the European Union, and considers himself progressive about it. He’s played to too many crowds in too many places to really respect geographical boundaries as anything but artificial. He leaves the debate about it to others, though. He knows he’s not always taken seriously, so he figures being vocal about supporting it might hurt more than help.

If a GM wants to reduce Der Purpurjongleur’s power, a good start might be to make his Missile Deflection/Reflection cost END. Other options might be to get rid of his Lightning Reflexes and lower his SPD by 1. That slow-down should make him much less of a combat threat.

If instead the GM wants to boost him, the options are endless. One method might be to grant a Find Weakness ability. Another would be to add even more slots to his Multipower or to make his Multipower Reserve higher. Eventually, in the course of a campaign, a GM has perfect rationale to drop the Multipower altogether and give him one heck of a Variable Power Pool.

For the most part, Stefan feels pretty outclassed by his teammates. Powers or no, he wonders if he can hang with the big dogs. This insecurity only makes him all the more quick to quip. He can be good for morale, as he reminds the rest of the team of the fun of being a superhero.

AngelFire is a special case. As silly as it sounds, Stefan fell for her at first sight, and nothing he’s seen or experienced since has dissuaded him from his crush. She’s beautiful, intelligent, and confident – three traits he admires in a woman. Sometimes he thinks folks are so caught up in what they see as her vanity that they forget she’s also a generous soul with a great capacity for kindness. He loves to make her laugh most of all, and while Stefan would secretly love to be her gallant knight riding to the rescue, he resigns himself to being her court jester. As long as he can bask in her glow, he’s happy.

Bielo is one of those guys who makes Der Purpurjongleur feel not quite up to the task. “There I am; a hero. Enter Bielo, and bam! I’m an instant sidekick...” is how he phrases it (with a smile, for he doesn’t blame The White for his

own insecurities). Besides, Bielo is a great guy. Stefan has often taken the big guy drinking, an event that normally leads to some good times and an unconscious juggler being carried back home by the deity.

In Stefan’s opinion, Passion’s sour attitude just begs for a little poking, so she ends up playing his straight man sometimes – like it or not. Her scathing remarks against him don’t really faze him much; at least not that he lets show. Instead he cheerfully fights fire with fire and is happy to show her how it’s done, a smile on his face all the while. Her slights to AngelFire are another matter. He knows that AngelFire gets angry with Passion, so he’s quick to interpose himself and defend the bright lady when it gets too heated.

Speed is the very definition of a “tough crowd.” The juggler tries his best to cheer the morose speedster up, to no avail. At least, to no avail that Der Purpurjongleur notices. He’s tried coaxing Speed out for some fun because he doesn’t think all that brooding is healthy. It’s been an uphill battle, but Stefan has vowed to make the gent from Malta laugh. That aside, Speed has, in Stefan’s opinion, the coolest power there is.

At first Tick Tock freaked Der Purpurjongleur out, but as he’s grown to know the robot, they’ve become good friends. As far as Stefan is now concerned, Tick Tock is just one of the guys. Sure, there have been a few misunderstandings (like the whole “room of magnets” prank gone wrong), but for the most part the robot is someone he relies on for “normalcy” – which shows just how weird Stefan’s life can get.

Der Purpurjongleur and the Watchman are separated by a generation, nation, ideologies, and life experiences. Perhaps due to his own poor experience with his father, Stefan finds himself acting even younger than his true age when he’s around Watchman. A mix of defiance (good natured though it is) and respect influence his stance towards the Pole. The man’s intellect and drive are amazing. However, Stefan sees it as his personal duty to point out (loudly and humorously) just when he thinks Watchman’s stubborn nature has hit the level of absurdity. If Watchman announces something akin to “Never!” the juggler’s usual rejoinder is, “Until the stars turn cold!” or some other hyperbolic lampooning.

Lefèvre would probably be shocked if he knew just how much Der Purpurjongleur respected him. Stefan is astounded by the vision and commitment the pan-European advocate has. As is typical, Stefan hides his hero worship behind jokes and jibes at the very man he admires.

DIGITAL HERO #31

Appearance: With platinum blonde hair, ice blue eyes, and an incredibly fit body that would do an Olympic gymnast proud, Stefan is definite eye candy for the ladies – even more than he realizes. His costume is a body stocking that covers his legs and most of his torso (Though it does show off his chest nicely) and came with two snug gloves and a half mask that opens at the top. The outfit is deep purple with a fire-blue symbol over his heart that looks like three

spheres in orbit around a larger one...whatever *that* means. Most folks just assume it's a symbol for juggling, though Stefan is quick to point out any decent juggler can handle a lot more than that! The gloves and mask share the fire-blue color.

Out of costume, Stefan prefers to wear whatever finds the balance between trendy, cool, and comfortable.

The Purple Juggler (Der Purpurjongleur)



The Purple Juggler (Der Purpurjongleur)

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 200 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
7	PD	3		Total: 19 PD (12 rPD)
7	ED	3		Total: 19 ED (12 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
48	END	4		
35	STUN	5		

Total Characteristic Cost: 132

Movement: Running: 7"(11")/14"(22")
 Leaping: 4"(10")/8"(20")
 Swimming: 2"/4"

Cost	Powers	END
48	<i>Greatest Juggler in the Cosmos:</i> Multipower, 60-point reserve; Range Based on STR (-1/4)	—
5u	1) <i>Balls-a-Plenty:</i> EB 8d6 (vs PD), Indirect (Originates from the Juggler But Can Be Fired in Any Direction, +1/2); Range Based on STR (-1/4)	6
5u	2) <i>Biggest Balls of Them All:</i> EB (vs PD) 6d6, Area Of Effect (One Hex, +1/2), Indirect (+1/2); Range Based on STR (-1/4)	6
5u	3) <i>Too Many Balls for One Man:</i> EB (vs PD) 6d6, Autofire (5 Shots, +1/2), Indirect (+1/2); Range Based on STR (-1/4)	6
4u	4) <i>Let's Go Clubbing:</i> EB 4d6; NND (Defense is Lack of Weakness on Defenses Covering the Head or Innate rPD Protecting the Head, +1), Indirect (+1/2); Range Based on STR (-1/4)	6
4u	5) <i>Rings, sans Onion:</i> Entangle 4d6, 4 DEF, Indirect (+1/2); Range Based on STR (-1/4), Cannot Form Barriers (-1/4)	6
4u	6) <i>Sharp Pointy Things:</i> HKA 1d6+1 (2 1/2d6 with STR), Armor Piercing (+1/2), +1 Increased STUN Multiplier (+1/4), Range Based on STR (+1/4), Indirect (+1/2)	4
5u	7) <i>Torches:</i> EB 8d6 (vs ED), Indirect (+1/2); Range Based on STR (-1/4)	6
3u	8) <i>Toss What's Handy I:</i> EB 6d6, Reduced Endurance (1/2 END, +1/4), Indirect (+1/2); Range Based on STR (-1/4), OIF (Appropriate Objects of Opportunity, -1/2)	3

3u	9) <i>Toss What's Handy II:</i> RKA 2d6; Reduced Endurance (1/2 END, +1/4) Indirect (+1/2); Range Based on STR (-1/4), OIF (Appropriate Objects of Opportunity, -1/2)	3
60	<i>I Can Juggle Anything You Throw at Me!:</i> Missile Reflection (All Ranged Attacks), +5 OCV	0
4	<i>Circus Moves I:</i> Leaping +6" (10" Total); Requires an Acrobatics Roll (-1/2)	2
7	<i>Circus Moves II:</i> Running +1" plus Running +4" (11" Total); Requires an Acrobatics Roll (-1/2)	2
25	<i>Lucky Bastard!:</i> Luck 5d6	0
9	<i>Nice Costume!:</i> Armor (6 PD/6 ED); Activation 14- (-1/2), OIF (Costume, -1/2)	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -1/2), Affected as Sight, Hearing, and Radio Sense Groups (-1/2)	0

Perks

5	Base Contribution
1	International Driver's License
5	International Police Powers
1	Passport

Talents

9	<i>I Shall Fight Left-Handed!:</i> Ambidexterity (No Offhand Penalty)
12	<i>Nimble, Aren't I?:</i> Combat Luck
6	<i>Fast Hands, Feet, and Mouth!:</i> Lightning Reflexes: +4 DEX to Act First with All Attacks

Skills

5	+1 DCV (Already Added in)
6	+2 OCV with Thrown Weapons
9	+3 versus Range Modifier for All Attacks
12	<i>Targeting Skill Levels:</i> +4 versus Hit Location Modifiers for All Attacks
8	<i>Throwing Skill Levels:</i> +4 versus Unbalanced/Non-Aerodynamic Penalties for Throwing Attacks
3	Acrobatics 14-
2	AK: Europe 11-
3	Breakfall 14-
3	Climbing 14-
3	KS: Circus Culture 12-
2	KS: EuroGuard 11-
2	Language: English (Fluent, German is Native)
2	Language: French (Fluent)
1	Language: Spanish (Conversation)
7	PS: Juggling 18-
3	Sleight of Hand 14-
3	Teamwork 14-
8	WF: Thrown Spears, Knives, Axes, Darts

Total Powers & Skills Cost: 318

Total Cost: 450

DIGITAL HERO #31

300+ Disadvantages

- 10 Distinctive Features: Tied to the Primal Forces of the Cosmos (Not Concealable, Major, Unusual Senses)
- 10 DNPC: Annette Herzog (Sister) 11- (Normal, Slightly Less Powerful)
- 5 Hunted: "Weirdness Magnet" Encounters 8- (Averages to As Pow, Mild)
- 15 Hunted: Eurostar 8- (More Powerful, Kill)
- 15 Hunted: Project EuroGuard 11- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Hates Bullies and Abusive People (Common, Strong)
- 15 Psychological Limitation: In Love with AngelFire (Common, Strong)
- 20 Psychological Limitation: Uses Humor and Jokes to Cover Up Fear and Insecurities (Very Common, Strong)
- 10 Reputation: Jokester Juggler Hero 11- (Not Always Taken Seriously)
- 5 Rivalry: Professional (Other Costumed Throwing Experts)
- 20 Social Limitation: Secret Identity (Stefan Herzog)
- 10 Vulnerability: 2x STUN from Cosmic Attacks (Uncommon)

Total Disadvantage Points: 450

SPID PLOT SEEDS

Failure Is Not An Option: Speed does the unthinkable – he fails, and an innocent suffers for it. In his shame, he quits EuroGuard, hangs up his costume, and seeks out the PCs (for training, advice, atonement, or something else). Can they convince him to become the hero he once was?

Speed Sink: All over the world, super speedsters are finding their powers failing. At the same time, Speed keeps getting faster and faster, more and more powerful. Is he somehow tapping into their power, absorbing it to make himself stronger? Is he doing it deliberately or unconsciously? Can his body keep up with the influx of power, or will it eventually kill him? Whatever is happening, can the PCs stop it? Or, since this means the elimination of villains such as Slick, Thunderbolt II, and Vibron, do they even want to stop it?

Ghosts in the Machine: Eurostar stages an assault on the University of Malta in an attempt to force a group of leading scientists to build a mysterious weapon. EuroGuard stops them, but even as Speed rushes in to save the scientists, bombs planted against

Speed (Spid)

Background/History: Malta is a tiny island nation south of Sicily, with a small population and little in the way of international fame. It only ever needed one hero – the courageous speedster known simply as Speed. Dressed in a flashy costume reminiscent of the Maltese flag (his right side white and emblazoned with a red George Cross, his left side red), he would appear whenever trouble struck his beloved homeland, and with a devil-may-care laugh he would always put things right.

That is, until Eurostar decided to make an example of this insignificant place. When they attacked the Central Bank of Malta, Speed was there to stop them as always. But he was no match for these ruthless, experienced terrorists. Durak broke his legs, laughing, “You don’t run so fast now, do you?” Scorpia sliced his face with her blades, “Such a shame. He was once such a handsome boy, too.” Then the true torture began, as Fiacho ordered every person on the street killed to set an example: If you stand against Eurostar, you will pay the price.

Speed was a broken man – not just physically, but spiritually. He was forced to watch as Eurostar coldly murdered over a dozen of his countrymen for the crime of simply being in the wrong place at the wrong time. After that horrible event, Speed disappeared. Some guessed he was dead. Many others thought he hung up his costume in shame and left his homeland forever.

Those people were mistaken. One year after he vanished, Speed returned to Malta – but he was different. No longer the young, flashy, happy-go-lucky hero, Speed had become dark, humorless, and cold. He changed his costume – it was no longer the proud red and white of his nation. Now it was mourning black. His once-handsome face was now completely covered by a black helmet.

He had grown stronger, too. In his time away, he had not only been healing from his injuries, he had been practicing – pushing his powers to their limit and beyond. He tested himself constantly, never accepting the slightest hint of weakness. Despite his injuries, he became one of Europe’s more powerful heroes. He went about his business – protecting Malta – with a dark efficiency, rarely speaking and never accepting thanks. It was as though the old Speed had been completely obliterated by the horror he had witnessed, and the new Speed was doing penance for the shame of his failure.

When the EU announced its EuroGuard project, Speed was among the first European metahumans to sign up. He was waiting for his chance to face Eurostar again, and this would afford him the perfect opportunity. This time,

things would be different. He would see to that. There are many who wonder if Speed is a good match for the team. His drive for vengeance may someday distract him from EuroGuard’s mission. However, thus far his membership has been above reproach, and no one has found cause to question his dedication to its success.

Personality/Motivation: Speed used to be a “typical” speedster – cheerful, confident, and hyperactive. After his defeat by Fiacho’s team, he has fallen into a deep depression from which nothing can lift him. These days, he never laughs and rarely smiles, and about the only thing that makes him happy is the thought of Eurostar’s eventual downfall. To that end, he has extensively studied Eurostar’s members, their powers, and their tactics. He has even gone so far as to teach himself Esperanto, so he can understand their battlefield commands. They will not catch him by surprise a second time.

Speed is a perfectionist in the worst way. He fears failure – having seen the direst consequences of not being strong enough. He pushes beyond his limits, and never accepts weakness in himself. He knows innocent people are depending on him, and he will not let them down a second time.

Speed is generally unconcerned with the stated mission of EuroGuard – a united, strong, and free Europe. He is on the team for one reason only – to see the end of terrorism in general, super-powered terrorism in specific, and Eurostar in particular. While he distantly believes that the nations of Europe must retain their independence, he does not let personal opinion stand in the way of his life’s goal.

Quote: “If you harm them in any way, I will make it my duty to see you suffer.”

Powers/Tactics: Speed is a very powerful mutant with the ability to move at hypersonic velocities. He has spent an enormous time training himself to use these powers in combat. He prefers to end a fight quickly, using his mobility and suite of attacks to bring down his foes swiftly and efficiently. He does not banter or joke while in a fight, and rarely speaks. He is, however, a good team player, and he will follow Watchman’s tactical instructions without complaint or question.

Because of his quickness, Speed is EuroGuard’s scout, often sent ahead to assess the enemy before the rest of the team engages. He is alert and observant and very good at this job. A little-known fact is that Speed can both run and fly at super speeds. Speed does not often take advantage of this, and EuroGuard has kept it very close; it’s a secret weapon they only use when the situation is desperate. Because of his old injuries, Speed is particularly vulnerable to Killing Attacks.

Campaign Use: Speed is the vengeance-minded member of EuroGuard, the one who hates terrorists with an unyielding intensity. Though he is smart and loyal to his team, this particular flaw in his character can lend itself to many interesting roleplaying opportunities. Though dark in outlook, Speed is a hero in every sense. He would give his own life to protect innocents and put an end to injustice, and he is dedicated to his comrades in EuroGuard.

Speed makes a determined and dangerous Hunter. Though he reserves a special hatred for Eurostar, anyone who engaged in terrorism (especially super terrorism) in Europe may quickly find themselves on his list. It is unlikely Speed would make any special preparations; he would simply wait until the target presented itself and then attack with everything he had.

Speed is already pretty powerful, but to make him stronger increase his Incredible Quickness Multipower and give most of his powers the Reduced Endurance Advantage. To reduce his power, shrink the size of his Incredible Agility Elemental Control, or eliminate it entirely.

Speed does not feel close to any of his teammates. He considers what they do to be a duty or a calling, not a social gathering. He expects everyone on the team to do their job, and to do it well.

Perhaps, at another time, in another life, Speed would see AngelFire as others do – a great beauty and an object of desire. Once, he may have even tried to court her. These days, such things no longer concern him. He is blind to her charms, her beauty, and even her vanity. He sees AngelFire as an ally in the battle against treachery and evil, and nothing else.

It seems these days, Bielo is the only one who can make Speed smile. Speed can sense the great man's concern for him, but he does not know how to reach out. If Speed had any friends among Euroguard, Bielo would be it.

He can sense that Passion pities him, but he doesn't care. He no longer has time for pity. However, whenever he feels her eyes upon him, he pushes himself much harder. He does not know why, but something about her drives him to demand more from himself. Could she be using her powers on him? He does not know, and he suspects he wouldn't care even if she were.

Der Purpurjongleur is a clown, pure and simple. He has no business attempting to be a serious superhero. People's lives are at risk, and the Juggler makes jokes, bounding around the battlefield like a child who's eaten too much cotton candy. If his powers weren't so useful, Speed wouldn't work alongside him. As it is, the Maltese hero barely tolerates the Juggler.

Tick Tock is a machine. A tool can be useful when it serves the greater good. Tick Tock serves the forces of law and order, so Speed accepts it as a member of the team. He does not give the robot much thought beyond that.

Speed thinks of the Watchman as a powerful, capable leader, and takes everything he says seriously. Watchman is the tactical leader of the team, and Speed respects his intelligence and experience. Speed is on Watchman's side in that he agrees each nation in the EU should maintain its sovereignty, its character, and its independence – but until the menace of super-powered terrorism is finally wiped out, the countries of Europe must band together to stop them.

Monsieur Lefèvre is a bureaucrat and a politician who stays out of the team's business as much as he is able, and who prevents other bureaucrats and politicians from getting in their way. In these capacities he is capable and efficient, traits which Speed admires.

Appearance: Speed is a tall, lean, wiry, dark-skinned man who wears a skin-tight outfit that looks like black leather. A black helmet (much like a motorcycle racer's helmet) covers his head and face. He accents his uniform with a small Maltese flag on the left side of his chest, just over his heart. Outside of his costume he is a young man who was once quite handsome, but now his face is covered with horrendous scars. He cuts his hair very short, and has a dark, haunted look about his eyes.

the experimental weapon go off, destroying the machines and vaporizing the innocents. The speedster is clearly distraught at his failure – and with just cause – but finds himself unable to articulate his frustration in a way that anyone can understand. Soon, Speed begins to rant about “ghosts” plaguing him. The speedster begins to steal various bits of high technology from all over Europe, acting as the “ghosts” bid him. Actually, the “ghosts” are the scientists; the destruction of the weapon shifted them into a different vibrational plane, one that only Speed can see. Can the PCs figure this out, before they agree to help the authorities bring the “madman” in?

Speed (Spid)

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
33	DEX	69	16-	OCV: 11/DCV: 11
28	CON	36	15-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
6	PD	3		Total: 20 PD (14 rPD)
7	ED	1		Total: 20 ED (13 rED)
7	SPD	27		Phases: 2,4,6,7,9,11,12
20	REC	22		
100	END	22		
31	STUN	0		

Total Characteristic Cost: 182

Movement:	Running:	25"/100"
	Leaping:	2½"/5"
	Swimming:	2"/4"
	Flight:	25"/100"
	Teleport:	14"/28"

Cost	Powers	END
50	<i>Incredible Quickness:</i> Multipower, 50-point Powers	—
3u	1) <i>Velocity Punch:</i> HA +10d6 (12½d6 with STR); HA Lim (-½)	5
3u	2) <i>Rapid-Fire Punches:</i> HA +6½d6 (9d6 with STR), Autofire (5 Shots, +½); HA Attack (-½)	5
3u	3) <i>Armor-Puncturing Punch:</i> HA +6½d6 (9d6 with STR), Armor Piercing (+½); HA Lim (-½)	5
3u	4) <i>Inertia Punch:</i> HA +5½d6 (8d6 with STR), Double Knockback (+¾); HA Lim (-½)	5
2u	5) <i>Area Punches:</i> HA +5d6 (7½d6 with STR), Area Of Effect (6 Hexes, +1); HA Lim (-½), Linked (to Running, -½)	5
54	<i>Incredible Speed:</i> Multipower, 54-point Powers	—
5u	1) <i>Fastest Man in the Mediterranean:</i> Running +19" (25" Total), 4x Noncombat, Usable as Flight (+¼)	4
5u	2) <i>Fastest Man in Europe:</i> Running +18" (24" Total), MegaScale (1" = 1 km, +¼), Usable as Flight (+¼)	4
5u	3) <i>Didn't See Him Move:</i> Teleport 14", No Relative Velocity, Position Shift, Safe Blind Teleport (+¼); Must Pass through Intervening Space (-¼), Restrainable (-½)	3

20	<i>Incredible Agility:</i> Elemental Control, 40-point Powers	—
20	1) <i>Artful Dodger:</i> Force Field (14 PD/13 ED), Reduced Endurance (0 END, +½)	0
13	2) <i>Too Fast:</i> +8 DCV; Costs Endurance (-½)	4
13	3) <i>Way Too Fast:</i> +4 SPD; Costs Endurance (-½)	4
15	<i>Incredible Control:</i> Variable Advantage on 13 STR (+1 Advantages, Limited Number of Advantages Based on Multipower; +1 ¾), Only Usable with Multipower (-½)	0
1	<i>Ever Alert:</i> Life Support (Diminished Sleep, 1 hour per day)	0
10	<i>Hypersight:</i> Rapid Sight Group, x100	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -½), Affected as Sight, Hearing, and Radio Sense Groups (-½)	0

Perks

5	Base Contribution
1	International Driver's License
5	International Police Powers
1	Passport
1	Reputation: Malta's National Hero (in Malta); +1/+1d6

Skills

3	+1 with Multipower
2	AK: Europe 11-
2	KS: EU 11-
2	KS: EuroGuard 11-
2	KS: Eurostar 11-
2	KS: The Superhuman World 11-
2	Language: English (Fluent, Maltese is Native)
2	Language: French (Fluent)
1	Language: Esperanto (Conversation)
3	Speed Tricks (Power Skill) 16-
3	Teamwork 16-

Total Powers & Skills Cost: 268**Total Cost: 450****300+ Disadvantages**

5	Distinctive Features: Badly Scarred Face (Easily Concealed)
10	Distinctive Features: Mutant (Not Concealable, Unusual Senses)
15	Hunted: Eurostar 8- (Mo Pow, Kill)
20	Hunted: Project EuroGuard 14- (Mo Pow, NCI, Watching)
10	Psychological Limitation: Depressive, Emotionally Flat (Common, Moderate)
20	Psychological Limitation: Fear of Failure, Must Continually Prove Himself (Very Common, Strong)

DIGITAL HERO #31

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|----|---|----|---|
| 10 | Psychological Limitation: Hatred of Eurostar (Uncommon, Strong) | 20 | Social Limitation: Secret Identity (Eduardo Gonzi) |
| 20 | Psychological Limitation: Protective of Innocents (Common, Total) | 15 | Vulnerable: 1½x STUN from Killing Attacks (Very Common) |
| 5 | Reputation: Badly Beaten by Eurostar and Looking for Payback, 8- | | |

Total Disadvantage Points: 450

Speed (Spid)



TICK TOCK PLOT SEEDS

Little Lost Robot:

During a fight, Tick Tock takes a bad blow to the head. His circuits are scrambled, and suddenly its personality reverts back to its original programming – to destroy the New Knights! The robot is clever enough to disguise its new goals from EuroGuard, but somehow the PCs find out its plans. Can Tick Tock be stopped without causing permanent damage, and can its heroic persona be restored?

Every Good Bot

Deserves Favour:

After a particularly deadly Mechanon attack, a rising wave of anti-robot hysteria grips Europe. Though Tick Tock has proven himself time and again, many people are calling for its head. EuroGuard closes ranks around their teammate, which causes them to lose support. Several governments threaten to pull funding from EuroGuard unless they give up the “rogue” robot. Can EuroGuard continue to support their friend, even if it means losing all the good things they’ve accomplished?

Temporal

Mechanic: “Oh dear oh dear! This technology is completely

Tick Tock

Background/History: Mechanon has more than once attempted to wipe out the people of the Scepter’d Isle, but has been foiled time and again by those insufferable do-gooder organics known as the New Knights of the Round Table. Mechanon realized that those imbeciles must be destroyed once and for all, and when they were gone the British Islands would fall to his might and quickly be purged of the organics which infected it. To this end, Mechanon built a robot servant which the New Knights could not possibly defeat – a robot which moved effortlessly through time and could kill without its victim even being aware that he was under attack!

However, this scheme failed (as all his schemes seem destined to do) when the Knights realized they were being attacked by an unseen assailant. Using teamwork and experience, they discovered the killer robot and disabled it by removing its batteries (a design flaw that Mechanon did not anticipate). The now powerless robot was brought to the Knights’ labs and, after months of research, was reprogrammed. No longer was it a merciless being whose only desire was to kill – now it was a friendly, jovial, helpful robot that wished to put its talents into the service of humankind.

The Knights removed the robot’s most lethal armaments, then kept a careful eye on it for over a year to make sure they had well and truly purged Mechanon’s programming. Soon they were satisfied that its actions and motivations were that of a true hero, but they had no real place for it on their own team. The robot, though it had established close ties with the Knights, wanted to see more of the world – to go someplace where it could make a real difference. With this in mind, they sponsored it as a potential member for EuroGuard.

There was some hesitation in allowing an artificial construct on the team, but with such high-profile sponsors as the New Knights of the Round Table, its membership on the team was almost a certainty. The robot, now calling itself Tick Tock, has since become a valued member of the international team.

Personality/Motivation: Though it is “only” a robot, Tick Tock has most of the thoughts and emotions that make up a human being. In particular, it cares for the well-being of people, and it is intensely curious about the world around it. It hasn’t had the opportunity to experience many of the world’s wonders, and it wants to make up for lost time.

Tick Tock is not a stereotypical robot. In addition to the basic suite of human emotions, it has a droll and sarcastic sense of humor (possibly picked up from its stay in England) and

often makes fun of itself and the impressions that people have of it. Tick Tock is neither a “he” nor a “she,” and it refers to itself as “it.” Several members of the team (Bielo in particular) have a hard time using the proper pronoun; Tick Tock takes no small amount of glee in correcting them.

Tick Tock is an enthusiastic supporter of EuroGuard’s agenda. It believes that a united Europe would not only assure a better life for its people, but it would also make a strong force for good in the world. It understands Watchman’s arguments about individual sovereignty, but does not comprehend the emotional attachment that so many people have for their own nations. It isn’t that it can’t feel emotions, it’s just that since it has never really had a “home,” it has not experienced the type of national loyalty that many have.

Quote: “Query: What is this thing humans call “Love”? ...No, I’m kidding. What I’d really like to know is where you got your costume? It looks great on you. The colors really bring out the red in your eyes.” (to a soon-to-be enraged Scorpia).

Powers/Tactics: Tick Tock has the ability to manipulate the very forces of time. It can shift itself slightly out of synch with the rest of the world, effectively becoming completely invisible to nearly every sense (Mental senses can still spot it, however, as they work on a different frequency). When invisible, Tick Tock leaves a faint “shadow,” a hazy afterimage of where it was standing just one half of one second ago, and observant foes may be able to target it from this.

Tick Tock can also stop time for a few seconds, move to another place, and restart time again – to someone watching, it seems as if Tick Tock simply vanished from one spot and then reappeared in another! It can pull a person “out” of time, freezing him completely, or it can slow time around him, making him incredibly slow in comparison with the rest of the world. Also, with a gesture, Tick Tock can make him feel as if they aged a year in just a few seconds, or it can drain his energy and make him exhausted.

In battle, Tick Tock’s main strategy is to become invisible and then move around the battlefield at will, draining strength and energy from its foes so that the rest of EuroGuard will have an easier battle. It knows that it is not the toughest or most powerful team member, so it rarely if ever engages in a straight fight. It knows that its strength is its stealth.

Tick Tock’s main weakness is its reliance on two large battery packs it wears on its back. This was a design flaw that Mechanon was too impatient to fix before he set Tick Tock loose on the New Knights. If those batteries are removed, it can no longer use its powers, and it will barely have enough energy to walk. This is how the

New Knights of the Round Table managed to defeat it the first time. Tick Tock's ferrous body is also susceptible to magnetism.

Though Tick Tock is a robot, it has a very complicated electronic brain with the ability to learn new information; therefore, it needs to shut down for a few hours each night to process all the data that it gathered that day. In other words, Tick Tock "sleeps." It is also not immune to the effects of high doses of radiation, which can scramble the delicate circuitry in its brain. Similarly, it is not immune to mental powers, though it is a machine and therefore only mental powers which affect computers work against it.

Campaign Use: If the GM wants to run a campaign in which the limits of artificial intelligence are explored, Tick Tock makes an excellent foil. In a game where Mechanon is a major threat and where robots in general are seen as advanced tools (at best) or as mechanical monstrosities (at worst), Tick Tock can challenge the players' expectations. Here is a robot every bit as sympathetic as any living creature, with a sense of humor and a heroic motivation that drives him to risk his life to help those around it.

Tick Tock is not likely to Hunt anyone. If it were to do so, it would likely be out of curiosity, merely to watch and study the other person, to learn everything it could about what makes him special and unique. It would stalk its target from a distance, taking in everything about him and possibly learning his most closely-guarded secrets.

To make Tick Tock more powerful, increase its Time Control Multipower and add more slots. Tick Tock had its most lethal weapons removed or disabled, but there is no reason a GM couldn't change that fact. Look through the *Until Superpowers Database* to find more time-manipulation powers (or even speed tricks) that would be appropriate for the robot.

To take away some of Tick Tock's power, remove its Time Synchronization power. Without the ability to Teleport and turn Invisible, the robot is considerably less effective.

The robot is delighted to be counted among the august personnel of EuroGuard, and greets each new day as an opportunity to learn something new. His enthusiasm and willingness to work with the others make him an excellent team-player.

Tick Tock is greatly amused by AngelFire. In its mind, her vanity and her faith are completely incompatible – and yet, both are undeniably part of her! It sees great humor in her everyday life, and it often wishes it could be more like her – so utterly self confident and assured.

Biolo is a constant source of humor. The big man has no real idea of how to deal with a

sentient machine, and his frustration is often fun to watch. It's not often that anyone can put the Slovak at a loss for words, but Tick Tock has been known to lay him low with an off-hand remark or cutting comment.

As a teammate, Tick Tock has no complaints about Passion. She does her job and she does it well. She, like it, is not a mainline fighter, but still she manages to pull her weight on the team. She has a caustic sense of humor which it appreciates. It would like to get to know her better as a friend, but she seems resistant to letting it get close to her.

Tick Tock thinks Der Purpurjongleur is an excellent companion with a great sense of humor and more bravery than the young man realizes. Sometimes the Juggler likes to play pranks on the robot – which is just fine, because Tick Tock can give as well as he gets. When in battle, the two of them are the most likely to make jokes and antagonize their opponents.

On the other hand, Tick Tock is the one who is frustrated when it comes to Speed. The Maltese speedster does not seem to recognize Tick Tock as a sentient being, with thoughts, emotions, and aspirations of its own. He seems to think of the robot as little more than a tool to be used in his never-ending quest for vengeance. Tick Tock believes that the man is mentally unstable, and although Speed has never given the team cause to doubt his dedication, Tick Tock still thinks he bears close watching.

Tick Tock stands in awe of the Watchman. Though it does not comprehend the Pole's loyalty to his nation, it sees his dedication to protecting people and is greatly impressed. Tick Tock knows that Watchman is arguably the most intelligent of the EuroGuard and is therefore the one most likely to understand the robot's inner workings and programming. Watchman is a logical thinker and the team's best tactician as well, and Tick Tock enjoys working alongside him.

Monsieur Lefèvre is nearly as curious about Tick Tock as Tick Tock is about the world around it. The Frenchman keeps a close eye on the robot, though Tick Tock has learned not to take this personally. Tick Tock feels that Lefèvre does not entirely trust it yet, but this only means that Tick Tock must work harder in order to earn the man's confidence.

Appearance: Mechanon was not thinking about aesthetics when it built Tick Tock, so it is quite ugly. It stands just over 6' tall, a gunmetal gray, man-shaped robot. Thick black cables are visible under its joints. Though it looks clumsy and unwieldy, Tick Tock actually has a cat-like grace to its movements. Tick Tock's head has two large, round, green eyes and a small oval speaker grill where a human's mouth would be. There are

inappropriate! I'll have to do something about that..." Captain Chronos discovers that Tick Tock has the power to manipulate time, and he doesn't like it one bit! He attempts to take away Tick Tock's powers; failing that, he attempts to destroy Tick Tock; failing that, he attempts to completely remove Tick Tock (and anyone who tries to stop him) from history!

two large cylinders on its back, which function as its batteries. It speaks in a low (and rather pleasant) voice, not at all like the cold, harsh

monotone of its creator. Since joining EuroGuard, Tick Tock has painted a large clock symbol on its chest plate.

Tick Tock



Tick Tock

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll: 13-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
10	PD	7		Total: 20 PD (10 rPD)
10	ED	5		Total: 20 ED (10 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
2	END	-24		
35	STUN	0		

Total Characteristic Cost: 93

Movement: Running: 6"/12"
 Leaping: 2½"/5"
 Swimming: 2"/4"
 Teleport: 14"/28"

Cost	Powers	END
11	<i>Battery Powered:</i> Endurance Reserve (70 END, 10 REC); OIF (Battery Packs, -½)	0
60	<i>Time Control:</i> Multipower, 60-point Powers	—
6u	1) <i>Slow Time:</i> Drain DEX 2d6, Delayed Return Rate (5 per Minute, +¼), Ranged (+½), Fully Invisible (+1)	6
6u	2) <i>Make to Feel Ancient:</i> Drain BODY 2d6, Delayed Return Rate (5 per Minute, +¼), Ranged (+½), Fully Invisible (+1)	6
6u	3) <i>Tire Rapidly:</i> Drain END 2d6, Delayed Return Rate (5 per Minute, +¼), Ranged (+½), Fully Invisible (+1)	6
4u	4) <i>Stop Time:</i> Entangle 2d6 BODY, 2 DEF, Takes No Damage From Attacks (+½), Cannot Be Escaped with Teleportation (+¼), Affects Desolidified (Not against Time, Dimension-Shift, or Astral Projection Special Effects, +¼), Fully Invisible (+1); Cannot Form Barriers (-¼), Can Be Dispelled (-¼)	6
20	<i>Time Synchronization:</i> Elemental Control, 40-point Powers	—
17	1) <i>Move Through Time:</i> Teleportation 14", Position Shift, Safe Blind Teleport (+¼); Must Pass through Intervening Space (-¼)	3
20	2) <i>De-Synchronization:</i> Invisibility to Sight, Hearing, Radio, Touch, and Smell/Taste Groups	4

30	<i>Armor Plating:</i> Armor (10 PD/10 ED)	0
40	<i>Robotic Body:</i> Life Support (No Need to Breathe or Eat, Safe in Cold, Heat, Pressure, and Vacuum, Immune to All Terrestrial Diseases, Biowarfare Agents, Poisons, and Chemical Warfare Agents)	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -½), Affected as Sight, Hearing, and Radio Sense Groups (-½)	0

Perks

5	Base Contribution
1	International Driver's License
5	International Police Powers
1	Passport

Talents

3	<i>Built-in GPS:</i> Bump of Direction
3	<i>Calculator:</i> Lightning Calculator
3	<i>Internal Clock:</i> Absolute Time Sense
5	<i>RAM Chip:</i> Eidetic Memory
4	<i>Text Recognition:</i> Speed Reading

Skills

2	AK: Europe 11-
3	Electronics 13-
2	KS: EU 11-
2	KS: EuroGuard 11-
2	KS: The Superhuman World 11-
2	Language: French (Fluent)
3	Mechanics 13-
3	Time Manipulation (Power Skill) 13-
2	SS: Robotics 11-
2	SS: Temporal Physics 11-
3	Teamwork 14-

Total Powers & Skills Cost: 282

Total Cost: 375

200+ Disadvantages

15	Distinctive Features: Robot (Not Concealable, Major Reaction)
15	Hunted: Eurostar 8- (Mo Pow, Kill)
15	Hunted: Mechanon 8- (Mo Pow, Kill)
20	Hunted: Project EuroGuard 14- (Mo Pow, NCI, Watching)
10	Physical Limitation: Cannot Be Healed By Normal Means, Must Be Repaired if Damaged (Frequently, Slightly)
20	Psychological Limitation: Code Against Killing (Common, Total)
10	Psychological Limitation: Intensely Curious (Common, Moderate)
20	Psychological Limitation: Protective of Organic Life (Common, Total)
20	Social Limitation: Robot (Very Frequently, Major)
5	Vulnerability: 1½x STUN from Magnetic Attacks (Uncommon)
25	Experience Points

Total Disadvantage Points: 375

PLOT SEEDS FOR MATHIEU LAFÈVRE

Old Friends Are Not Forgotten: When EuroGuard succeeds in thwarting Eurostar once too often, Fiacho does more serious research into them. To his surprise he learns that Mathieu Lefèvre is not only the go-between for the team and the EU, but that EuroGuard was his idea in the first place. Enraged at this “betrayal,” he prepares for a very public and deadly execution. What’s more, he lets EuroGuard know beforehand. When EuroGuard fails to stop Eurostar from taking his former friend’s life, the point will have been made: Mathieu put his faith in the wrong vision of a united Europe.

Rising Anew: Monsieur Lefèvre has seemed to be content with his loss in station, but suddenly, he begins to promoting himself with a vengeance. Any of EuroGuard’s victories become *his* victories, and he exploits this mercilessly. He calls in favors and seems to be setting himself up as head of all superhuman affairs in Europe. What’s more, even his old foes seem to be acquiescing, but why? Has he too, gone mad, or is he being

Mathieu Lafèvre

Background/History: “Danar, you can’t be serious!” Mathieu was stunned. He knew Danar Nicole had been under a tremendous amount of pressure, but he’d never seen him like this before.

“I am very serious. You might even say, *deadly* serious,” Danar replied. The man’s handsome face was contorted with a new passion, one replacing his love for Europe. In Mathieu’s opinion, hatred did not look good on Danar; not good at all.

The Frenchman pleaded in Danar’s native tongue, “But... but, your career! You’ve spent years becoming one of the best-known politicians of Europe! You’re one of the leaders of the European Parliament. There’s no stronger, more eloquent voice for the cause of European Unity than yours!”

Mathieu Lefèvre meant every word. Danar Nicole was his role model and, he had thought, his friend. They were allies in the struggle to forge a new destiny for Europe full of hope and opportunity for all. He reached out and clasped Danar’s shoulder.

Danar smacked the hand away, “And has it worked? Have the fools stopped squabbling, stopped dredging up centuries’ worth of supposed wrongs, started working together to build a better future? Have they done *anything* to put Europe in the position of world pre-eminence that it deserves? No!” Danar spat. “They have done nothing! All my words have been meaningless, and my career has been wasted!”

“You can’t mean that,” Mathieu said, disbelieving. Yet he did not reach for the man again. The eyes of Danar Nicole, eyes that once held a vision that glowed with the hope they once shared, now instead burned with madness. Mathieu imagined he could see all of Europe burning in those insane eyes.

“I have never been more serious in my life. After years of blinding myself to reality, I can finally see clearly. The peoples of Europe will only come together for their common good if someone *makes* them. And I intend to do just that!”

That was the last Mathieu Lefèvre saw of Danar Nicole for quite a while. In some ways, it was the last time anyone ever saw Danar. While Danar began the process of transforming himself into a super-terrorist, Mathieu and others like him continued to hoist the banner of a united Europe through peaceful means. Somewhere, a bitter man with a snapped mind and hate-filled heart lay on the operating table having cybernetics implanted; elsewhere, one who still believed planted seeds and built as many bridges as he could. Alas, sometimes it felt like the seeds were falling on barren ground.

When the *Eurostar Manifesto* was released in 1988, Mathieu was as shocked as anyone. When Eurostar’s atrocities began in earnest, Mathieu played damage-control as the cause of a united Europe was tarnished by Fiacho’s sins. Fiacho – there was a name that took some getting used to, but it became abundantly clear to Mathieu that Fiacho was very real. Danar Nicole was now the fantasy, and it was time for Mathieu to accept that and step into the real world.

As the European Union – founded through peaceful ambition – formed in earnest, Monsieur Lefèvre began to take steps to ensure this infant child would not be killed in its crib by the man who’d once been its champion. Eurostar had to be stopped, and it had to be Europe – not NATO, not the United Nations, not anyone else – that stopped them. There had to be a EuroGuard.

He played every political card he had. He traded in every favor to get his ambition passed. Lefèvre pointed out that if the European Union didn’t support a team, eventually someone else would – one either unsupervised, or supervised by a foreign power. Every corpse Eurostar left behind was another grisly stepping stone towards convincing the EU he was right. He appealed to regional pride – that a united Europe deserved a superhero team of its own. All his work got him to the edge of achieving his dream.

Then he made an offer that no one, even his enemies and rivals – *especially* his enemies and rivals – could refuse. He would act as liaison to this team and make them his priority and responsibility. He would abandon his more influential posts.

As the vote was tallied and Project: EuroGuard approved, Monsieur Mathieu Lefèvre thought silently that they at last had a chance. *Congratulations, Danar. You have what you’ve wanted; we seem to be united at last... against you.*

Personality/Motivation: Monsieur Mathieu Lefèvre is the lover of a dream, and in many ways EuroGuard is their mutual child. He was pan-European long before such ideals seemed possible (or popular), and the fire certainly hasn’t gone out of his romantic notions now that Europe seems to be facing a new horizon. There is little he would not give of himself for a united Europe. He has already sacrificed a promising career in exchange to see Europe granted the team of protectors he feels it must have. Shoved to the sidelines of power, he is content to see the younger blood carry the day and have the spotlight... as long as they get the job done.

The gentleman is an odd mix of pragmatist and dreamer, willing to compromise to reach the dream, but never willing to compromise the ideals of the dream itself. Nor will he be so consumed by ego to think the dream can only

come about by his hand. He has seen one who thought such, and that way lies madness. In his heart, some part of him realizes that he is now Fiacho's greatest adversary, and he worries that Fiacho may know it too. If so, then Mathieu Lefèvre is a walking dead man. Ah well, if that is to be his fate, "martyr" has a nice ring to it.

Quote: "I do not care who says my dream is impossible; my God, how can you know how far your reach goes until you extend your hand?"

Powers/Tactics: Mathieu has no superpowers, and that may be a good thing, for he's done more good in this world speaking before assemblies and making backroom deals than many heroes ever will. He is eloquent, knowledgeable, and determined. He tries to stay in good shape, despite a damaged leg (ironically hurt in one of Eurostar's terrorist acts), but the strength of his spirit is the only thing one could call superhuman. He refuses to be in awe of anything, and those seeking to intimidate him will find they are facing a man who is so firmly in the grasp of purpose that very little will shake him from it. Some days it seems like destiny has a special plan for him, for he has an odd protection at the most opportune moments.

Not that he leaves everything up to fate. With Watchman's help, Monsieur Lefèvre has had his walking cane altered so it carries a potent electrical charge that should be enough to stun a foe and buy him time to call for help. It also makes a handy club. Hopefully, neither will ever be needed. If battle comes, Mathieu's first priority is to stay calm, get EuroGuard on it, then make sure he doesn't get in their way or make their job any harder. His part will come later, when reports are needed or the media must be handled.

Campaign Use: Without Mathieu Lefèvre, there would be no EuroGuard. He is not the glue that holds the team together, but he is the one who makes sure they are protected from the corrosive effects of agendas, bureaucracies, and political games. Any PC meeting him may wonder what he's up to, because... well, the man is a politician. But they'll find him of that rarest breed – an honest but effective one.

He makes an excellent contact for any European superhero; he would make an equally good DNPC (there is no doubt he's made his share of enemies, and not all of them play fair). No mention of his family is made in this write-up, but he could easily be a character's father. European PCs who are not in the EuroGuard may find themselves facing a recruiting pitch. Those in it will find themselves held to the highest standards, even as they discover that the fellow is in their corner.

With his many skills and his devices, Mathieu ends up in the "hero" category, point-wise, but obviously he isn't cut out for scenes from an action movie. Still, if he seems too powerful, a GM should feel free to remove the cane's combat potential entirely, or whittle down some of his languages.

If you wish to make him more powerful, it might be fun to saddle him up with more high-tech goodies. More realistically (and to Mathieu, useful) would be to improve his Skills and Perks. There is no doubt that he will spend much of his time trying to gain favors and contacts to help EuroGuard.

Mathieu Lefèvre helped recruit many of the candidates for this project and was the main force behind getting the EU to fund it, so while not part of the team, he feels a personal responsibility to and for every member of EuroGuard.

Having AngelFire sign up was a windfall for the project as far as Mathieu is concerned. While he wishes she had joined more for the cause of a united Europe and less for fame, Lefèvre can't deny that getting her on the team practically guaranteed Spanish support – as well as the support of the youth of many nations. True, her faith has some worried, but in the end, as far as Mathieu is concerned, she's a charming woman who enjoys being young and using her abilities for a good cause. He is happy to treat her like the lady she is, and grateful for her eager assistance in presenting EuroGuard in the best light to the public.

Bielo was the first hero he successfully recruited. The being may claim to be a deity and look like a barbarian, but his earnest vision of a united Europe is a dream Mathieu has been fighting for all his life. Lefèvre relies on "The White" as a foundation, a cornerstone to build the rest of the guard around. On a personal level, he finds Bielo's primitive ways both refreshing and alarming. Drinking from fingerbowls is bad enough, but the time the giant informed a group of EU observers to "Stop whimpering like children frightened of the dark and let us do our jobs," took weeks to manage – though Mathieu has to admit they had it coming. Mathieu now tries to keep Bielo away from social functions.

Speaking of embarrassing countrymen, Lefèvre watches Passion very closely. If it weren't for the fact the team desperately needs a mentalist to counter (or at least hold against) the likes of Mentalla, it is very possible she wouldn't have gotten onto EuroGuard at all – shared nation or no. She is rude, deliberately so, and there is something about her Lefèvre does not fully trust. Her efficiency aside, he has decided to keep an eye on her.

manipulated?

Standing Alone?:
When one of EuroGuard's attempts to stop Eurostar goes completely wrong, foes of the program demand it disband. Mathieu prepares to fall on his sword (career-wise) and takes full responsibility for the failure – even though this may lead to his imprisonment. Eagerly, his political adversaries agree. The PCs get a clue that Eurostar had some foreknowledge of the situation that gave them every advantage. Could it be the EU has someone working with Eurostar, just to take down Mathieu?

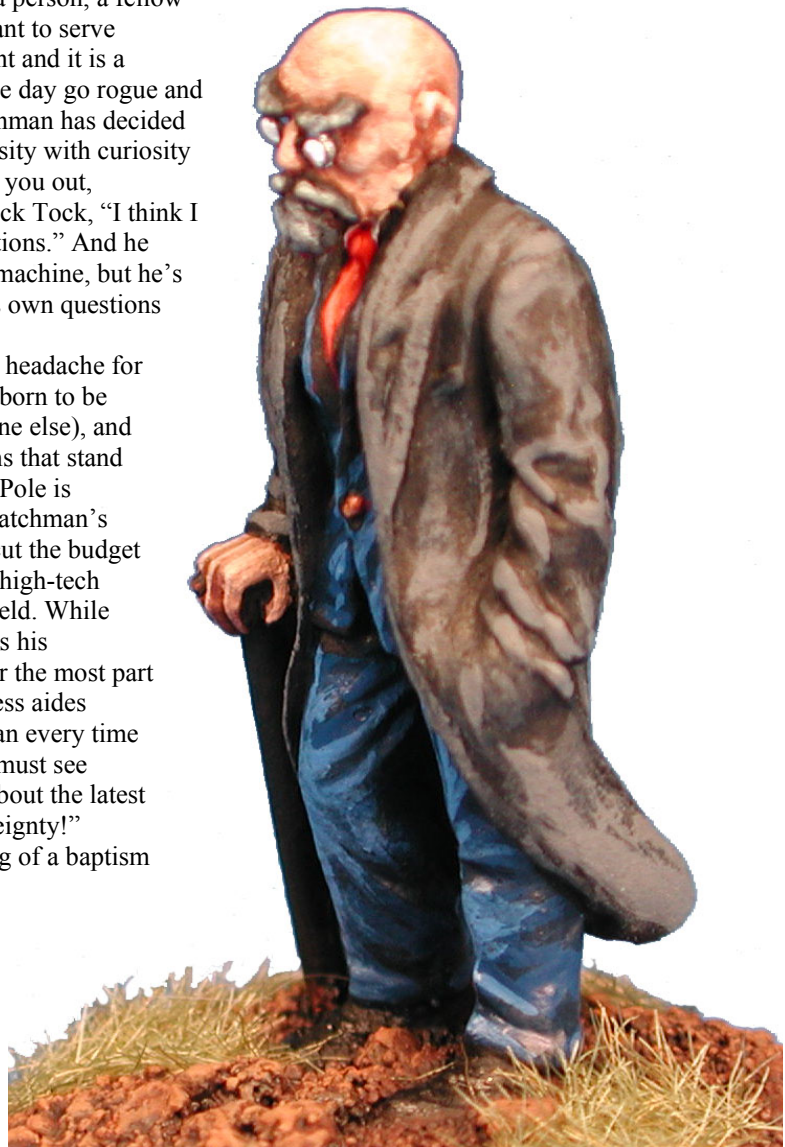
Der Purpurjongleur is the joker of the group. To Mathieu, this is a mixed blessing. It presents a friendly face to the world, but the bald jokes and constant bounding around can get tiring after a bit. Some German officials think the Juggler doesn't reflect well on their country and have come close to accusing Lefèvre of admitting the hero as some sort of slight. Nothing could be further from the truth; Mathieu has pointed out that this "clown," whatever others may think of him, has fought Eurostar more than once, foiled them, and lived – and that is the sort of record that counts!

In Speed, Mathieu sees the face of a terrorized Europe that refuses to stay a victim. He is proud of this hero from Malta, but at the same time worries how dangerous the obsession may grow. Still, he finds it ironic that Fiacho has a positive knack for planting the seeds of his own downfall. Speed was once a minor superhero, now he is top tier – a fact that is going to cost Eurostar, dearly.

Tick Tock is a robot, and Lefèvre is unsure exactly what that means. Is it a person, a fellow European? Is it a machine meant to serve Europe? Perhaps some are right and it is a ticking time bomb that will one day go rogue and endanger them all? The Frenchman has decided to respond to the robot's curiosity with curiosity of his own. "Until I can figure you out, Monsieur," he often says to Tick Tock, "I think I will be asking you many questions." And he does. He's grown fond of the machine, but he's still no closer to answering his own questions about it.

The Watchman is another headache for Mathieu. Too old and too stubborn to be "guided" by Mathieu (or anyone else), and clinging to nationalistic notions that stand against pan-Europeanism, the Pole is nevertheless indispensable. Watchman's technological know-how has cut the budget for the project in half, and his high-tech skills are of great use on the field. While there are days he almost enjoys his arguments with Watchman, for the most part Lefèvre is happy to fling hapless aides between himself and Watchman every time the armored hero decides he "must see Monsieur Lefèvre right now about the latest erosions of our national sovereignty!" Mathieu considers it something of a baptism by fire for them.

Appearance: Neither handsome nor homely, Mathieu is a bald man (a lifetime of trying to get people to listen to you leads to hair loss) with a distinguished and well-trimmed goatee and silver-rimmed glasses covering his deep brown eyes. He would be seen unremarkable by looks alone, except for the inner fire that animates him when he speaks. His voice is well trained for oratory and a joy to hear. He wears the finest suits and knows the difference between popular fashion and quality. The silver-tipped cane that supports his bum left leg appears to be crafted of fine oak, but the inner core is steel.



Mathieu Lafèvre

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
10	DEX	0	11-	OCV: 3/DCV: 3
12	CON	4	11-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll: 13-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	12-	
4	PD	2		Total: 7 PD (3 rPD)
4	ED	2		Total: 7 ED (3 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	0		
24	END	0		
23	STUN	0		

Total Characteristic Cost: 58

Movement: Running: 5"/10"
 Leaping: 2"/4"
 Swimming: 2"/4"

Cost	Powers	END
6	<i>Functional Cane:</i> HA +3d6 (5d6 with STR); HA Lim (-½), OAF (Cane, -1)	1
13	<i>More Functional Than It Looks:</i> EB 9d6, 1 Charge (-2), Stun Only (-0), IAF (Cane, -½)	[1]
6	<i>"Oui, Very Nice Monsieur; What is it You Wanted?":</i> PRE +12; Only for Defense (-1)	0
6	<i>EuroGuard Radio:</i> High-Range Radio Perception; OIF (Radio, -½), Affected as Sight, Hearing, and Radio Sense Groups (-½)	0
-2	<i>Limps:</i> -1" Running	1

Perks

- 5 Base Contribution
- 25 Contacts: Various throughout National Governments and the EU; Increasingly Among the Superhero World as Well
- 6 Fringe Benefit: Liaison between EU and EuroGuard
- 1 International Driver's License
- 5 Money: Well Off
- 1 Passport
- 2 Reputation: Honorable Politician and EU Supporter (Among Europeans); +1/+1d6

Talents

- 6 *Somebody Likes Dreamers:* Combat Luck

Skills

- 5 +1 with All Interaction Skills
- 3 Acting 13-
- 3 AK: Europe 13-
- 3 Bureaucratics 13-
- 3 Conversation 13-
- 3 High Society 13-
- 3 KS: EuroGuard 13-
- 3 KS: European History 13-
- 6 KS: European Politics 16-
- 3 KS: Eurostar 13-
- 2 KS: Superheroes 11-
- 2 KS: Super Villains 11-
- 3 Oratory 13-
- 7 Persuasion 15-
- 3 PS: Diplomat 13-
- 3 PS: Politician 13-
- 3 Linguist
- 1 1) Language: English (Fluent, French is Native)
- 1 2) Language: Danish (Fluent)
- 1 3) Language: Esperanto (Fluent)
- 1 4) Language: German (Fluent)
- 1 5) Language: Greek (Fluent)
- 1 6) Language: Italian (Fluent)
- 1 7) Language: Russian (Fluent)
- 1 8) Language: Spanish (Fluent)

Total Powers & Skills Cost: 142**Total Cost: 200****100+ Disadvantages**

- 20 Hunted: Project EuroGuard/EU 14- (Mo Pow, NCI, Watching)
- 20 Normal Characteristic Maxima
- 10 Physical Limitation: Limps (Frequently, Slightly)
- 5 Physical Limitation: Nearsighted; Needs Corrective Lenses (Infrequently, Slightly)
- 15 Psychological Limitation: Believes in a United Europe and the Good It Can Do (Common, Strong)
- 10 Psychological Limitation: Feels Committed to and Responsible for EuroGuard and its Members (Common, Moderate)
- 5 Reputation: Former Rising Star, Now Just a Go-Between 8-
- 15 Social Limitation: Must Answer to European Union (Frequently, Major)

Total Disadvantage Points: 200

Bastion-1

History/Background: When it came to EuroGuard's HQ, the European Parliament debated for weeks over where to build it, who would design it, and what to name it. Eventually, they settled on putting it far out at sea, away from heavily populated areas, in the international waters of the North Sea, about 90 km east of England and 40 km north of Belgium.

They named it Bastion-1 (a name which not all members of the EU are happy with, especially since "Bastion" is not a word in many languages). They intend to build Bastion-2 in the near future, probably somewhere in the waters of the Mediterranean.

The greatest architects and engineers from across Europe submitted designs, and eventually they settled on a classical, Romanesque design, reminiscent of the great strength and history of Europe. Construction was completed just last year, and the base is now fully up and running.

Several member nations think Bastion-1 is a huge boondoggle, especially since most of the EuroGuard don't live there full-time. However, it has enough popular support that despite cost overruns and setbacks almost too numerous to count, it is still fully funded. Many Europeans like to point proudly to it – "The Americans may have their Millennium City, but we have Bastion-1!"

Some people are unhappy with Bastion-1 for a different reason. They say it is too far removed from the lands and people of Europe, and its ancient design is too reminiscent of the decadent Roman Empire. "What if these heroes get it in their heads to rule over us, as the Caesars did with the Roman Republic?" they ask. So far, the EU and EuroGuard have waved off these complaints, but the voices of dissent may grow yet louder as time passes....

Appearance: Bastion-1 is an aesthetically-pleasing mix of classical European architecture and modern science. Though it appears to be made of stone, every section is in fact reinforced with Questonite, making it incredibly durable. It was built to withstand storms as well as the forces involved in a superhuman battle.

Bastion-1 is quite large and consists of 3 main sections: the *Fanum* (which has facilities for landing, parking, and refueling small planes and helicopters, including EuroGuard's planned jet), the *Templum* (a command and control facility for monitoring emergency situations all over the continent which may call for EuroGuard's intervention), and the *Castorum* (living areas for the staff, as well as quarters for EuroGuard itself).

Though the basic concept behind Bastion-1 is an offshore derrick, there is little resemblance between this conception and reality. Bastion-1

looks like nothing less than a great Roman temple standing proudly over the deep blue ocean. Soaring arches, towering columns, wide steps, and bas-relief sculpture over nearly every surface invoke a feeling of awe and humility in the visitor. Flags of every nation in the EU flutter proudly over the *Castorum*. The entrance to the *Templum* is inscribed (in French, German, and English) with the values of the European Union: Dignity, Freedom, Democracy, Equality, The Rule of Law, and Respect for Human Rights.

All EuroGuard members have living quarters here and full access to the base. Trainees have limited access. Monsieur Lefèvre keeps an office and can be found there most of the time – many members of EuroGuard joke that he's a workaholic, which isn't too far from the truth. The base has a full-time staff of 32 people, twelve of which are guards, twelve of which are command and control staff, and the rest are support personnel. Personnel can be doubled at any given time if there is an emergency. Half the staff is rotated out of Bastion-1 every 14 days, replaced by a fresh crew.

Bastion-1 is equipped with the latest high-tech monitoring and communications equipment, much of it designed and built by Watchman himself. It is armed with point-defense systems and sophisticated alarms. However, it is not intended to be a martial outpost so it is not as heavily armed as it could be (many members of the European Union were against "militarizing" the base); for the most part it relies on EuroGuard for protection. EuroGuard is in negotiations with UNTIL to license their teleportation technology, but UNTIL is (understandably) hesitant about revealing its secrets.

As more members join EuroGuard (and as the team acquires more and better funding), Bastion-1 will expand. More labs, faster computers, better defense systems, and an official team jet are all in the planning stages. They are currently designing Bastion-2, a second base to help defend the southern part of Europe. Since there are currently no training facilities at Bastion-1, preparations are also being made to create a training center for new members – probably hidden away in an undisclosed location in one of the EU states – which will be known as Bastion-3.

The Fanum: The *Fanum* ("Temple Grounds") stands about 60 feet above the water, suspended on eight huge pylons driven deep into the bedrock below the ocean floor. It is a large, flat deck with facilities for landing aircraft (small jets and helicopters). On the north end of the deck stands a hangar, large enough to fit two small aircraft. This hangar doubles as a maintenance bay, and has the facilities to repair minor damage

to EuroGuard's air transports – though Bastion-1 does not have the capacity to perform major repairs.

The team does not yet have their own aircraft. Right now, they get by with borrowing vehicles from their sponsor countries. Monsieur Lefèvre is working very hard to rectify this problem.

The hangar is the least obtrusive structure on Bastion-1 (architecturally-speaking), though even it is designed with aesthetics in mind. Its high, arched roof is made of a clear but durable material that admits sunlight. The huge hangar doors are flanked by great Roman columns, and above them is a quote from Aristotle, carved into the faux-stone façade: "We are what we repeatedly do. Excellence is not an act, but a habit."

The Castorum: On the west side of the *Fanum* stands the *Castorum* ("Encampment"). This is by far the largest building on Bastion-1, and perhaps the most impressive. It is a large, semi-circular structure, the front of which is decorated with a large fountain, a great staircase, large Roman columns, and a huge Questionite door. Despite the imposing exterior, the inside of the *Castorum* features all the comforts of home. All EuroGuard staff and EuroGuard itself have rooms here.

Half of the first floor is the public area. There is a large recreation room that features a big-screen TV, a pool table, video games, pinball machines, and other diversions. Huge windows (made of a clear but nearly unbreakable substance) provide a stunning view of the ocean. A cafeteria provides 3 meals a day (Europeans generally take their largest meal at mid-day, so lunch is the "main event" here). The kitchen staff is kept quite busy making sure EuroGuard's variety of nutritional needs are met.

The second half of the first floor has barracks for EuroGuard's staff. Personnel sleep two to a room in small but comfortable dorms, and share rest facilities (separated by gender).

The second and third floors are where the members of EuroGuard stay, when they are on base. Each member has his or her own private room, which they decorate according to their tastes. Since most EuroGuard members often have business in their home countries, they seldom sleep here except when on call or in times of emergency. There are 15 rooms on each of the third and fourth floors; currently, only half the rooms on the 3rd floor are occupied – but they expect the rooms to fill up quickly as more heroes join EuroGuard.

The Templum: The *Templum* ("Temple") is a one-story building that sits on the southeast corner of the *Fanum*. Though smaller than the *Castorum*, it is no less impressive in its own way. The *Templum*, appropriately enough, is

designed to look like an ancient temple from the outside. A large, square building, it is flanked by columns. On each corner is a statue of the four cardinal virtues of humanity – Wisdom, Justice, Courage, and Temperance. The main door is much smaller than that of the *Castorum*, but is also made of the nearly impregnable Questionite. This building does not have any windows.

It is in the *Templum* that the main business of Bastion-1 gets done. There is a large monitor room known as the *Lumen* ("The Clear Eye"), which keeps a watch over Europe (and the rest of the world, if necessary), scanning radio and television frequencies, the Internet, UNTIL broadcasts, and any other information that comes in. This room acts as the security station for the facility, and can be locked down in the case of an emergency. Anyone approaching Bastion-1 by air or water will be hailed and warned to steer a different course. They do not welcome visitors in anything other than an official capacity.

Monsieur Lefèvre keeps his office in the *Templum* near the *Lumen*. This building also contains several labs, specifically designed by the Watchman, where he can run his experiments, and an advanced infirmary.

Above the *Templum* is the *Propugnaculum* ("Tower"), a control tower which monitors incoming air and sea traffic. The tower also contains the Eye of the Sun, which on inspection appears to be little more than a very large, very heavy lump of iron, perhaps a meteorite of some sort. Bielo, who gave it to the base, claims it is an ancient and powerful artifact. While little else is known about it, what is certain is that mental senses become clouded when within about a 1-kilometer radius around the Eye. While Passion finds this annoying, it has been deemed a good defense mechanism against the likes of Menton and Mentalla.

Beneath the *Templum* is Bastion-1's heavily-guarded experimental cold-fusion power source, which supplies power to the entire base. This also acts as a working lab for any visiting scientists who wish to study the power source.

Bastion-1

Val	Char	Cost	Notes
14	SIZE	20	40"x20" (800 Hexes)
22	BODY	20	
12	DEF	30	

Total Characteristics Points: 70**Cost Feature**

- 15 *Location:* At Sea
- 2 *Grounds (Fanum):* 160"x80" (12,800 Hexes)
- 45 *Personnel:* 64 Competent Normals

Power **END**

- 16 *Cold Fusion Power Plant:* Endurance Reserve (200 END, 20 REC); OIF (Immobile, -1½) 0
- 25 *Blaster Point Defense:* RKA 3d6, 4 Blasters (One at Each Corner of the Derrick), Autofire (5 shots, +½); Limited Arc of Fire (180°, -¼), OAF (Immobile, -2) 4
- 7 *Eye of the Sun:* Darkness to Mental Group 1" Radius, MegaScale (1 km, +¼), Reduced Endurance (0 END, +½), Persistent (+½); Always On (-½), OAF (Bulky, -1½) 1
- 53 *Long-Range Missiles:* RKA 5d6, Penetrating (+½), Line of Sight (+½), No Range Modifier (+½); 8 Charges (-½), OAF (Immobile, -2) [8]
- 10 *Radio Communications Tower:* High-Range Radio Perception, Megascale (10,000 km, Can Be Scaled Down to 1 km, +½); OIF (Immobile, -1½), Affected as Sight, Hearing, and Radio Sense Groups (-½) 0
- 8 *Long-Range Radar:* Radar, Megascale (1 km, +¼); OIF (Immobile, -1½) 0
- 6 *Short-Range Radar:* Radar; OIF (Immobile, -1½) 0
- 5 *Sonar:* Active Sonar; Only Usable Underwater (-¼), OIF (Immobile, -1½) 0
- 5 *IR Cameras:* Infrared Perception (Sight Group); 360° Perception (Sight Group); OIF (Immobile, -1½), Affected as Sight and Radio Sense Groups (-½) 0

Skills

- 2 SS: Alternative Energies 11-
- 2 SS: Chemistry 11-
- 2 SS: Communications Technology 11-
- 2 SS: Mechanical Engineering 11-
- 2 SS: Mathematics 11-
- 2 SS: Optical Technology 11-
- 2 PS: Aircraft Repair 11-
- 3 Paramedic 11-

Total Powers & Skills Cost: 212**Total Cost: 282****200+ Disadvantages**

- 15 Distinctive Features: Classical Architecture on a Derrick (Not Concealable)
- 20 Hunted: Member States of the European Union 14- (Mo Pow, NCI, Watching)
- 15 Hunted: Eurostar 8- (Mo Pow, Destroy)
- 20 Social Limitation: Public Identity (Frequently, Severe)
- 5 Unluck: 1d6
- 7 European Union Donation

Total Disadvantage Points: 282