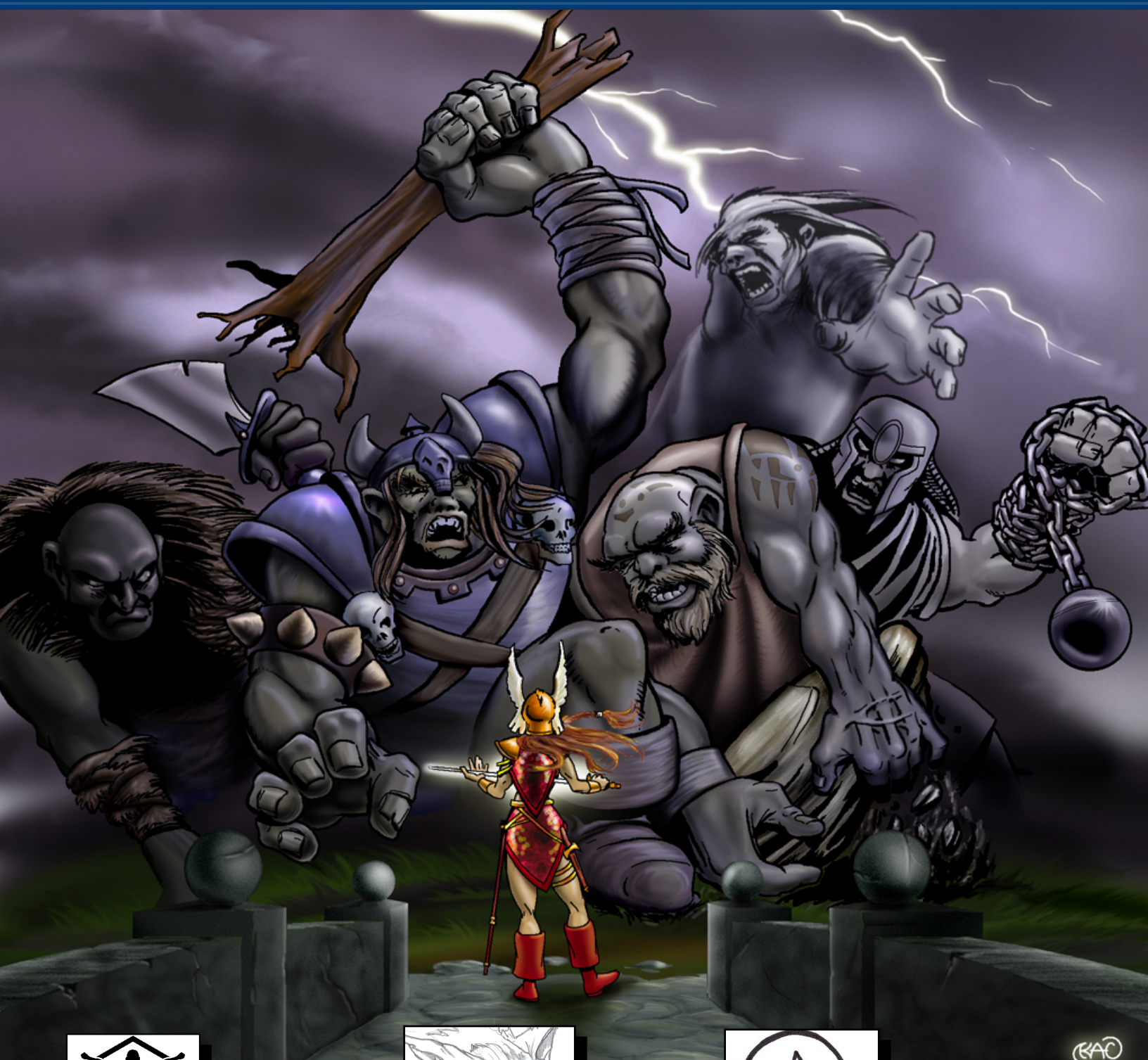


DIGITAL HERO

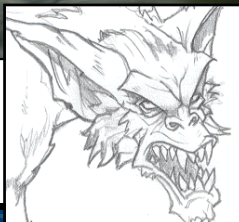
#17

FEB 2004



In this issue:

- An Adventure!
- And Another!



- Hex
- Pix
- Wax



- Spiders
- Snakes
- Scorpions

KAO

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DIGITAL HERO

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Issue #17 (February 2004)



When Last We Left Our Heroes...

by Steven S. Long

We've got two books coming out this month – or so the schedule says – so I'll talk about them both briefly to let you know what's coming up!

Back into the Serpent's Den...

First up is *Sharper Than A Serpent's Tooth*, an adventure written by our very own Allen Thomas. If you liked *Shades Of Black* (and there's no reason you shouldn't have), you'll find that STAST is every bit as good. Our plan, as usual, is to include something in the adventure with lasting value, so that the product remains useful to you after you play it. In *Champions Battlegrounds*, that something was maps. In STAST, it's the premier of a new master villain... the insidious King Cobra!

Well, OK, he's not entirely new. Long-time *Champions* fans will recall him from *Classic Enemies* and some other 4E products. But up until now he's never been featured in the 5E *Champions Universe*, because we wanted to give him a big debut. And what a debut!

STAST opens with *Showdown At Snake Gulch*, in which King Cobra (recently transformed into a supervillain from his original identity, Dr. Timothy Blank) "recruits" the PCs to help him cover his tracks as he defects from VIPER. The PCs are in for a fight against a VIPER Nest, and if they're fast and clever they can gather some clues that may tip them off that there's more going on than meets the eye.

King Cobra launches his plot to take over VIPER, and the world, in Chapter Two, *The Ophidian Plague*. He plans to start transforming people into serpent-men, and then blackmail the world into making him Emperor of Earth. But there are a few loose strings the PCs can use to track him (and the plague's cure). Can the heroes stop the rampaging serpent-men *and* stay on King Cobra's trail?

Let's hope so, because that trail leads to his lair – an underground jungle called The Hothouse. There, they not only have to contend with King Cobra's giant serpent pets, but agents of his organization, the COBRA Imperial Legion: COIL. After fighting their way past all that, they confront King Cobra and his superpowered bodyguards... with the fate of millions of people in the balance!

The final chapter of the book provides character sheets and other information about King Cobra, his super-flunkies, and COIL itself. It's an all-new organization, ready for you to drop right into your *Champions* campaign as you see fit. And of course we round out the book with combat record sheets, extra maps, and other stuff to make the GM's job easier. Give STAST a try – you won't be disappointed.

Vroom, Vroom!

Toward the end of the month, or perhaps early in February depending on how things shake out at the printer, we'll release *The HERO System Vehicle Sourcebook*. In virtually all gaming campaigns, characters have to travel – sometimes every game, sometimes just to reach the scene of the action in a particular adventure. And that usually means they need vehicles. Even in *Champions* campaigns, where many characters have the ability to move at high velocity on their own, teams of PCs use vehicles to get from one place to another as a group. And if the PCs don't need vehicles, their enemies probably do...

The HERO System Vehicle Sourcebook is a collection of over 140 vehicles of all types from many different time periods. While the emphasis is on modern-day vehicles, there are also many vehicles suitable for earlier periods and lower levels of technological advancement (such as those depicted in many *Fantasy Hero* campaigns). Except for the Space Shuttle, HSVS doesn't include starships or space vehicles; *Star Hero* and the products supporting it already contain dozens of starships suitable for your games.

The HSVS contains four chapters. The first chapter covers ground vehicles – everything from everyday automobiles, to sportcars, to tanks and other military vehicles. Chapter Two focuses on air vehicles, with planes and helicopters ranging from the most advanced jetfighters to one-man small civilian craft. Chapter Three features water vehicles: boats, submarines, and sailing ships from the Age of Sail to the Cold War.

Chapter Four departs from the realms of "reality," and features Fantasy and superheroeic vehicles like the ones you might read about in novels or comic books. Whether you need an enchanted ship to sail through the clouds or a mole machine to tunnel to the center of the earth, you'll find it in "Husvee" (as we're calling it).

Most vehicles in Husvee include at least a couple of options, so that you can customize them to suit your character or campaign. A few have a dozen or more options... and of course, if you have *The Ultimate Vehicle*, you've got plenty of equipment you can attach to these fine vehicles.

Pulp-era and World War II fans should take particular note of Husvee. The book contains plenty of vehicles suitable for games set in both periods, such as Model As or Model Ts, Cierva autogyros, Panzer tanks, u-boats, and a Spitfire.

— Steven S. Long
HERO System Line Developer



HEROglyphs by Steven S. Long

A Proportional Response Rules For Proportional Powers

A while back, a fan on the Hero message boards, a newcomer to the *HERO System* I believe, posted a question for me concerning the *Limited Power* Limitation. He referred to the Limited Power Guidelines table on page 194 of the *HERO System 5th Edition*, which helps you determine the value of a *Limited Power* Limitation based on how much of its effectiveness the power tends to lose. For example, if a *Limited Power* Limitation causes a power to lose about half of its effectiveness, the rules suggest a value of -1.

The person posting the question wanted to know if that meant a power with that sort of Limitation would have only half effect when the Limitation applied. I answered no, because that's not how Limitations work; if, for example, a power *Only Works In Twilight*, then it has no effect in daytime or full night, not half effect.

However, his question got me to thinking. Creating "proportional" powers in the *HERO System* – powers that only have partial effect in some situations, or increased effect in some situations – is a relatively complicated matter. It involves buying the power in sections, with varying levels of Limitation. For example:

Example: *Sir Gwethon is a knight in a Fantasy campaign. Thanks to a birth-gift from the faerie-folk, Sir Gwethon becomes twice as strong as normal in the hour before and hour after noon, but correspondingly weaker in the hour before and hour after twilight (defined as occurring at 6:00 PM for game purposes). Assuming the player wants Sir Gwethon to normally have STR 20, and that the campaign uses the Normal Characteristic Maxima rules, here's how you'd build that ability:*

Cost Power

- 5 *Weakest Between 5:00 And 7:00 PM:*
STR 15
- 4 *Normal STR: +5 STR (5 Active Points);*
Does Not Apply Between 5:00 And 7:00 PM (-1/4)
- 3 *Strongest Between 11:00 AM And 1:00 PM: +5 STR (10 Active Points); Only*
From 11:00 AM To 1:00 PM (-2)

Total cost: 12 points.

Now, that power construct definitely gets the job done – but it's complicated, and it takes up a lot of space on the character sheet.

Similarly, players often want to build abilities for a character that reflect the fact that the ability becomes more powerful in certain circumstances. For example, maybe a character with magnetism powers wants his Magnetic Blast to be more powerful when he's exposed to cold temperatures. Either the character has to buy extra dice of effect with the Limitation *Only In Temperatures Below 40 Degrees Fahrenheit* (-1), or buy an Aid that's Triggered by being in such temperatures (for example, see the *Cold Weather Enhancement* power on page 138 of *The UNTIL Superpowers Database*). Again, this works just fine, but it's not necessarily intuitive (especially to relatively inexperienced *HERO System* players) and perhaps more complicated than it needs to be.

Rather than forcing characters to jump through these sorts of hoops, it might be worth considering devising a Power Modifier that allows for proportionally better or worse effect based on defined conditions or circumstances. Here's my take on the concept:



Proportional

Value: Varies

This Power Modifier – sometimes an Advantage, sometimes a Limitation – makes a power more or less effective in certain defined circumstances. For example, a power might be twice as effective at nighttime, or only have half effect against dwarves.

The value of Proportional depends on two factors: first, the commonality or frequency of the circumstance which triggers the proportionality; second, the extent to which the ability gains (or loses) power.

THE PROPORTIONAL ADVANTAGE

The accompanying table lists the suggested values for Proportional as an Advantage.

THE PROPORTIONAL ADVANTAGE

Value Increase In Power Of Ability

- +½ Ability has up to 1½ times as many Character Points' worth of effect
- +1 Ability has two times as many Character Points' worth of effect
- +2 Ability has three times as many Character Points' worth of effect
- +3 Ability has four times as many Character Points' worth of effect
- +4 Ability has five times as many Character Points' worth of effect

...and so on

Value Commonality/Frequency of Increase

- 2 less Very Uncommon Advantage (character rarely, if ever, gets the increase in power)
- 1½ less Uncommon (character Advantage gets the increase in power about a fourth of the time)
- 1 less Common (character Advantage gets the increase in power about a third of the time)
- ½ less Very Common (character Advantage gets the increase in power about half the time)

The minimum value of the *Proportional* Advantage is +¼, regardless of the subtraction applied for commonality/frequency.

For example, suppose a werewolf has 20 STR (cost: 10 Character Points). He wants to have twice as much effect – 20 Character Points' worth of STR, or STR 30 – at night. That's a two times increase in power (+1 base Advantage) which applies about half the time (½ less Advantage). That's a total of a +½ Advantage on his STR, so his STR with Proportional increase costs $(10 \times (1 + \frac{1}{2})) = 15$ points.

As indicated in the Commonality/Frequency section of the table, a Proportional Advantage should not apply more than about half the time. Otherwise, it's too similar to being at greater power all of the time. The better approach in that case is to buy the power at its maximum desired effect, then use the *Proportional* Limitation to define those few circumstances in which the ability works at lesser effect. If the application of the Commonality.Frequency modifier would mathematically turn the Advantage into a Limitation, that's a good indication you ought to use the *Proportional* Limitation instead. See the continuation of the werewolf example below for further discussion.

THE PROPORTIONAL LIMITATION

The accompanying table lists the suggested values for Proportional as a Limitation

THE PROPORTIONAL LIMITATION**Value Decrease In Power Of Ability**

-1/4	Ability loses up to 20% of its Character Points' worth of effect
-1/2	Ability loses 21-33% of its Character Points' worth of effect
-3/4	Ability loses 34-49% of its Character Points' worth of effect
-1	Ability loses 50-59% of its Character Points' worth of effect
-1 1/2	Ability loses 60-69% of its Character Points' worth of effect
-2	Ability loses 70-79% of its Character Points' worth of effect
-3	Ability loses 80% or more of its Character Points' worth of effect

Value Commonality/Frequency of Decrease

2 1/2 less Limitation	Very Uncommon (character rarely, if ever, suffers the decrease in power)
2 less Limitation	Uncommon (character suffers the decrease in power about a fourth of the time)
1 1/2 less Limitation	Common (character suffers the decrease in power about a third of the time)
1 less Limitation	Very Common (character suffers the decrease in power about half the time)
1/2 less Limitation	Extremely Common (character suffers the decrease in power over half the time)
1/4 less Limitation	Ubiquitous (character almost always suffers the decrease in power)

Normally, the minimum value of the Proportional Limitation is -1/4, regardless of the subtraction applied for commonality/frequency, but the GM may decrease this to -0 if appropriate.

For example, suppose a werewolf has 30 STR (cost: 20 Character Points), but that full level of STR only applies during the full moon. The rest of the time, he has 20 STR. The 20 STR costs half what 30 STR does, so he's losing half of his Character Points' worth of effect for a base -1 Limitation. He suffers this decrease almost all the time; he's only got the extra STR about three days out of the month. Thus, the final value of the *Proportional* Limitation is -3/4, so the STR costs him $(20/(1 + 3/4)) = 11$ points.

Multiple Proportionality

A character might want to have multiple levels or types of proportionality. For example, a character's STR might wax and wane as the moon waxes and wanes – he'd be his strongest at the full moon, then slowly become weaker until the new moon (when he'd be at his weakest), then get stronger again as the moon became larger in the sky. Or, like Sir Gwethon above, the character might be more powerful in some circumstances, and less powerful in others.

In this case, the player and GM should work together to decide two things: first, whether the power is overall stronger or weaker than just having an unmodified ability; second, the degree to which it's better or worse. Then determine the value of the *Proportional* Modifier in the usual way.



AUTHOR'S NOTE

The write-ups for the Sentinels in this and following articles represent the heroes after they've had a few years of experience under their belts. If portraying them at the beginnings of their careers, you may want to lop off some skill levels or secondary powers. Later in their careers, you may want to buy up their skills, levels, and possibly add some new powers to represent tricks they've learned over the years, while diminishing some of their physical stats slightly to represent their advanced age (especially those who served into their late forties and even early fifties).

Hero Universe by Darren Watts

Bore da, my friends and countrymen, and Happy New Year from your humble columnist! Welcome to Part Four of our chronicle of the life and times of the Sentinels, America's Favorite Superhero Team.

After their formation in the summer of 1961, the Sentinels formally decided to use Dr. Phantom's Connecticut mansion as their base of operations, even though Rocketman and MeteorMan lived well outside of the New York area. They agreed to hold regular monthly meetings to discuss ongoing threats and concerns and to coordinate their crimefighting, as well as exchanging contact information in case of emergencies. Microman and Dr. Phantom installed several mini-labs in the mansion, and though Ted Spaulding was less enthused about the partnership than his alter-ego Beowulf, he grudgingly agreed to continue participating in the team's efforts.

Over the next few years, the Sentinels continued to work together semi-regularly, gathering to battle menaces too powerful for individual heroes to face on their own or to take on particular projects (like the New York City organized-crime wave that followed Mocker's unsuccessful attempt to unify the city's gangs in 1962).

Some of their most memorable adventures included the Guru's attempt to discredit the team in December of 1961 by using his illusions to make it appear the team had turned to crime; the return of the futuristic conqueror Korrex (though from his perspective, the encounters predated his efforts to conquer the world in the 1940s, a paradox that led to some confusion among the heroes involved), and the first appearances of villains like Revenger, Lady Iron, the Crab, and VIPER. The Sentinels also first encountered other heroes during this period, working with the enigmatic Dr. Scarab against a demon who was attempting to drive him insane, and meeting the Hornet when Revenger attempted to form an alliance with him (having read about him in the Post, Revenger had joined much of the world in assuming Hornet was a villain). The team also visited Atlantis for the first time when a trio of angry demigods were accidentally freed from their undersea tomb, and staunchly defended New York against a wave of monsters created by Dr. Dekkar in March of 1965, one of the key events leading to the creation of UNTIL. They also had time for some happiness, as well; in 1966, after an extended engagement, Microman and Dr. Phantom were wed, in a ceremony attended by dozens of superheroes (and crashed by the Chaos Combine).

In 1964, the Sentinels added their first new recruit, the swashbuckling adventurer Scarlet Archer II, who had worked with Rocketman on a couple of occasions in the previous year. The gregarious Archer had a profound effect on the team's interactions, moving into the mansion and creating a friendlier, more familial atmosphere with his weekly poker nights and impromptu parties. Under his influence, the team grew closer together as individuals and both MeteorMan and Rocketman spent increasing amounts of time in New York. In 1966, Beowulf and Ted were separated by a strange spell, and took an extended leave from the team to travel in Geatland. The team continued with five members, but by late 1967 both MeteorMan and Rocketman found outside influences limiting the time they could spend on Sentinels business; Rocketman was devoting more time to pursuing a band of Soviet infiltrators, and MeteorMan was battling VIPER on the West Coast. When Dr. Phantom suffered several torn ligaments in her knee that promised to keep her out of the field for months of rehabilitation, Scarlet Archer and Microman went on an active membership drive, the first in the team's history. Their efforts bore two fruits: the teenage sorceress Hex, who had met the team on a previous adventure, and Ranger, who had begun an effective solo career as a crimefighter in Dallas but was persuaded to move to the Northeast. Though the entire team would make themselves available for major threats, this quartet became the core of the team for 1967 and 1968.

Next: The late '60s, internal strife, and three new members!

Scarlet Archer

Background/History: Bradley Winston was born into a wealthy Wisconsin family in 1941, the oldest of three children. Outgoing, vivacious, and athletic from an early age, Bradley excelled in school, and participated in several sports. His favorite from the time he picked it up as a young teen was archery, and he won several statewide competitions in high school. Before his graduation in 1959, however, both of his parents were killed in a car accident. In the days that followed this tragedy, it was discovered that the Winston's business holdings had been nearly drained by a series of bad business dealings. Bradley suspected foul play on the part of his father's accountant, Max Nordlund, but the police were never able to prove anything. He began to investigate Nordlund himself, and soon uncovered evidence linking him to the Palencia mob, which ran most organized crime in Milwaukee.

Nordlund, who had discovered Winston was nosing around his business, sent a couple of legbreakers to the Winston home, but Bradley was able to slip away from them and then used his old bow and some blunt arrows to disarm and capture the thugs without them seeing him. The story of how the thugs were defeated by a mysterious bow-wielding "guardian angel" made it out to the press, who played up the story. Winston was further inspired by both his own success and reports of other costumed vigilantes around the country, so fashioning a mask, he began to hunt down and capture several more of Palencia's crooked employees. However, when Bradley attempted to capture Nordlund himself, he found himself severely outnumbered and barely escaped with his own life.

Deciding he needed more of an edge, Bradley contacted the original Scarlet Archer, Sir Peter Tanfield, a British superhero during World War II who had revealed his own secret identity upon his retirement in 1948. He traveled to Britain, where Tanfield, after a long evening's discussion, agreed to train Winston further in the arts of archery, as well as assisting him in devising and using the arsenal of "trick arrows" Tanfield himself had wielded against the Nazis. After three months of intensive training, Tanfield pronounced Winston ready to begin his new career of crimefighting, and gave his blessing for Winston to use the name of "Scarlet Archer." Winston returned to Wisconsin, where his various trick arrows enabled him to smash the Palencia organization once and for all in 1960, bringing his parents' killers to justice.

Scarlet Archer continued his crimefighting career, moving from Milwaukee to Chicago in search of more activity in 1962. He met Rocketman in 1962 while both were working on the case of a kidnapped little girl, and they

became friends. In 1964 Rocketman sponsored Scarlet Archer for membership in the Sentinels, an honor he readily accepted. Over the next two decades, Scarlet Archer was one of the most steady and stalwart members of the team, serving almost continuously until his retirement in 1983. He maintained a fairly active solo career over that period as well, clashing with such villains as the Highwayman, Stinger, and the Raptor Gang.

Upon his retirement, Bradley revealed his own secret identity to the world, and then attempted to start an acting career, which died a quick death after the commercial failures of his first two movies. He then opened a super-hero-themed restaurant (Scarlet Archer's) in Chicago, which was open for over a decade despite never-ending financial problems, and then moved it to Millennium City, where he finally had to file bankruptcy in 2001, though the restaurant itself remains open as he deals with creditors. He is only now beginning to suspect that his financial problems over the last decade have been the result of subtle harassment by his old enemy the Highwayman, and he's been working long evenings in his basement, sharpening his skills and designing one last, perfect arrow....

Personality/Motivation: During his Sentinels career, Scarlet Archer is a friendly *bon vivant*, swinging from rooftops and trading quips with enemies with a jaunty smile. He genuinely loves his work and enjoys the company of his fellow heroes, many of whom he socializes with "after hours." He has a soft spot for "sob stories," the victims of bullies and oppressors, and orphans, and will go out his way to help "the little guy" whenever possible. He's hardly a saint, though; his "wandering eye" for the ladies is legendary, and he greatly (perhaps too much) enjoys the adulation of the crowds. His closest friends on the team are Rocketman and Rainmaker, though he makes a point of getting to know each of his teammates, especially when young newcomers join.

Quote: "Not to worry, gang, my net-arrow's up to the job of bringing that fruitcake down!"

Powers/Tactics: Scarlet Archer is an expert archer and designer of "trick arrows," most of which are high-tensile plastic shafts with assorted devices carried on the heads. He's quite good at improvising new uses for his arrows besides the obvious, a skill which comes in handy whenever he's stuck in an extended fight, as he has a limited number of each arrow type. He's got a fair grasp of tactics, enough to know that his most useful position in most fights is high up and to the rear, where he can blast opponents at range or tie up opponents so his more powerful teammates can bring their attacks to bear.

Scarlet Archer

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
16	CON	12	12-	
13	BODY	6	12-	
16	INT	6	12-	PER Roll: 12-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
7	PD	4		Total: 15 PD (8 rPD)
7	ED	4		Total: 15 ED (8 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
6	REC	0		
32	END	0		
34	STUN	5		

Total Characteristics Cost: 120

Movement:	Running:	6"/12"
	Swinging:	10"/20"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost	Powers	END
33	<i>Bow and Trick Arrows:</i> Multipower, 75-point reserve, all slots: OAF (Bow and Arrows, -1), Gestures (-¼)	—
2u	1) <i>Sharp Arrow:</i> RKA 2½d6 (versus PD), Armor Piercing (+½); 12 Charges (-¼), Can Be Missile Deflected (-¼), OAF (Bow and Arrows, -1), Gestures (-¼)	[12]
1u	2) <i>Blunt Arrow:</i> EB 7d6 (versus PD); Can Be Missile Deflected (-¼), 12 Charges (-¼), OAF (Bow and Arrows, -1), Gestures (-¼)	[12]
2u	3) <i>Net Arrow:</i> Entangle 6d6, 6 DEF, Area Of Effect (One Hex, Nonselective; +¼); 4 Charges (-1), OAF (Bow and Arrows, -1), Gestures (-¼)	[4]
1u	4) <i>Glue Arrow:</i> Entangle 3d6, 3 DEF, Sticky (Standard; +½), Area Of Effect (5" Radius; +1); 2 Charges (-1½), Set Effect (Hands Only/Feet Only) (-1), Cannot Form Barriers (-¼), OAF (Bow and Arrows, -1), Gestures (-¼)	[2]
1u	5) <i>Bolo Arrow:</i> Entangle 4d6, 8 DEF; 4 Charges (-1), Entangle Has 1 BODY (-½), Cannot Form Barriers (-¼), OAF (Bow and Arrows, -1), Gestures (-¼)	[4]
2u	6) <i>Knockout Gas Arrow:</i> EB 5d6, Area Of Effect (5" Radius; +1), No Normal Defense (Need Not Breathe, +1); 4 Charges (-1), OAF (Bow and Arrows, -1), Gestures (-¼)	[4]
2u	7) <i>Blinding Gas Arrow:</i> Flash 6d6 (Sight and Smell/Taste Groups), Area Of Effect (4" Radius, +1); 4 Charges (-1), OAF (Bow and Arrows, -1), Gestures (-¼)	[4]

- 2u 8) *Smoke Arrow:* Darkness to Sight Group 6" Radius; 4 Charges (-1), OAF (Bow and Arrows, -1), Gestures (-¼) [4]
- 2u 9) *Flare Arrow:* Flash 10d6 (Sight Group), Area Of Effect (One Hex, +½); 6 Charges (-¾), OAF (Bow and Arrows, -1), Gestures (-¼) [6]
- 2u 10) *Grenade Arrow:* EB 10d6 (versus ED), Explosion (+½), Nonselective Target (-¼); 8 Charges (-½), OAF (Bow and Arrows, -1), Gestures (-¼) [8]
- 1u 11) *Swingline and Grapnel Arrow:* Swinging 10"; 12 Charges (-¼), OAF (Bow and Arrows, -1), Gestures (-¼) [12]
- 35 *Archer's Eye:* Find Weakness 14- with Bow and Arrow 0
- 10 *Costume:* Armor (5 PD/5 ED); OIF (-½) 0

Martial Arts: Brawling

Maneuver	OCV	DCV	Notes
5 Defensive Strike	+1	+3	4d6
4 Martial Block	+2	+2	Block, Abort
4 Martial Dodge	—	+5	Dodge, Abort
3 Martial Grab	-1	-1	2 Limbs, 30 STR to Hold
5 Offensive Strike	-2	+1	8d6

Martial Arts: Archery

5 Distance Shot	+0	-2	Strike, Extra Segment
4 Ranged Disarm	+0	+0	Disarm, 30 STR
5 Ranged Trip	+1	-1	3d6 + v/5, Target Falls

Perks

- 3 Fringe Benefit (Membership: Sentinels)
- 40 Vehicles: Jet-car (200 Base, 0 Disads)

Talents

- 3 Absolute Range Sense
- 6 Combat Luck

Skills

- 20 +4 with Ranged Combat
- 6 +2 with Bow and Trick Arrows
- 9 +3 with Acrobatics, Breakfall, Stealth
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 CK: Milwaukee 12-
- 3 Climbing 14-
- 5 Combat Driving 15-
- 3 Concealment 12-
- 3 Contortionist 14-
- 3 Criminology 12-
- 3 Electronics 12-
- 5 Fast Draw 15-
- 3 High Society 13-
- 3 Inventor 12-
- 4 KS: Cooking 13-
- 3 Lipreading 12-

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- 3 Lockpicking 14-
- 3 Paramedics 12-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Streetwise 13-
- 2 Survival (Urban) 12-
- 3 Tactics 12-
- 2 WF: Common Missile Weapons
- 8 Weaponsmith (Muscle-Powered Ranged) 15-

Total Powers & Skills Cost: 305

Total Cost: 425

200+ Disadvantages

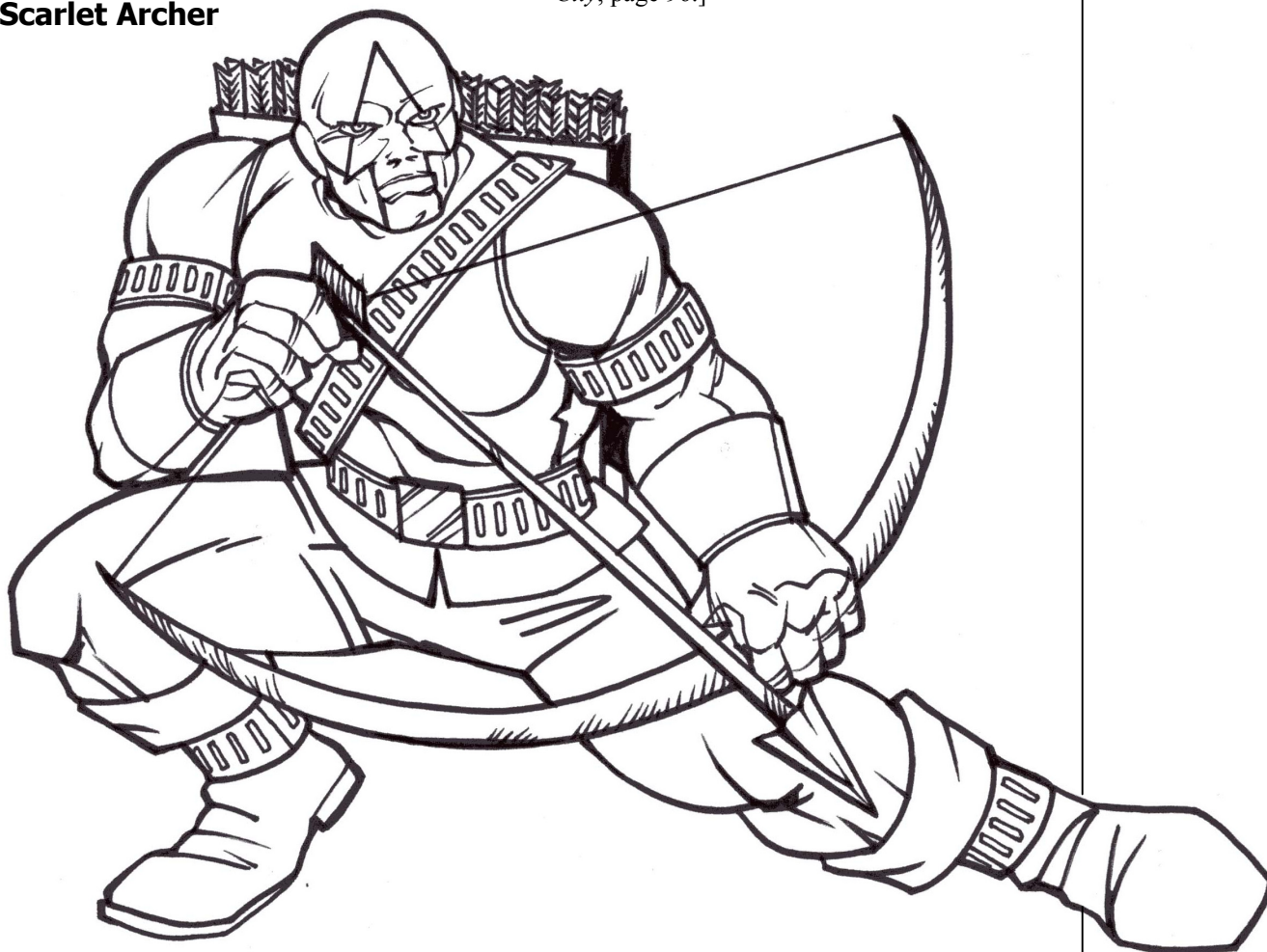
- 15 DNPC: Various Girlfriends, 8- (Normal, Unaware of Character's Adventuring Career/Secret ID)
- 15 DNPC: Younger Siblings, Michael and Sara Winston, 8- (Normal)
- 10 Hunted: Highwayman 8- (As Pow)

Scarlet Archer

- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Flashy and a Showboat (Common, Moderate)
- 10 Psychological Limitation: Friendly and Outgoing, a Chatterbox (Common, Moderate)
- 20(10) Psychological Limitation: Protects the Little Guy and the Oppressed (Very Common, Strong)
- 15 Social Limitation: Secret ID (Bradley Winston, Frequently, Major)
- 5 Unluck: 1d6
- 115 Experience Points

Total Disadvantage Points: 425

Appearance: Scarlet Archer wears a solid scarlet, sleeveless body suit with a thick black belt and black bracers on his forearms. He carries a large longbow and has a squared-off quiver on his back. His hair is dark brown and his eyes are vividly blue. He wears a cap with a single white feather on the side. [NOTE: See *Millennium City*, page 96.]



Hex

Background/History: Jennifer Wiley was born in a small Pennsylvania town in 1949, the daughter of John “Will O’ Wisp” Wiley, a costumed superhero of the 1940s, and his wife Anne. John, a former stage magician and world traveler, had used his powers of hypnosis to battle criminals and cultists since 1939, but had settled down to a happy retirement with his new bride the year before. Not long after Jennifer’s third birthday, however, John and Anne were attacked by members of the pseudo-Satanic cult known as DEMON, who John had first encountered a couple of years previously. The local Morbane, a former student of Luther Black’s named Ernesto Dalle, had determined through his spells that Jennifer had the potential to be an extremely powerful mage, perhaps one who could help DEMON bring about their desired goal of bringing the Kings of Edom to our dimension. In the attack, Anne was killed and Jennifer was abducted, while John was left unconscious and unaware of his daughter’s fate.

Jennifer was given to two junior DEMON members to raise as their own daughter while they trained her in basic magicks and observed her abilities, while otherwise pretending to live an ordinary life in a suburb of Philadelphia. Though her parents were generally cold and uncaring towards Jennifer, they were not directly cruel, and she was allowed to live a relatively ordinary childhood over the next several years. In 1961, Dalle returned and told Jennifer he was her real father, and took over her mystical tutoring himself. Though she had by that time manifested remarkable abilities of illusion and spells related to the senses, she did not seem to have any particular talent for cross-dimensional magicks, and Dalle decided that if she was not the one to free DEMON’s horrifying masters, she could at least serve the cult as a dangerous assassin against their enemies. Jennifer was horrified by these revelations and Dalle’s plans for her, and ran away from home early in 1962, with agents of DEMON hot on her tail.

Over the course of the next several weeks, Jennifer found herself swept up in a tremendous battle between the forces of DEMON and Dr. Scarab, who rescued her from their clutches and determined the truth of her background. She was returned to John Wiley, who had been searching for her since her abduction but had been unable to penetrate the spells that hid her from his powers. When DEMON returned once more to claim her in 1964, they were again thwarted by John with the assistance of several of the Sentinels. In 1967, with her studies now complete and going by the name Hex, she accepted the offer of Sentinel membership from Microman and Dr. Phantom, and remained with

the team without interruption for over twenty-two years, the second-longest in the team’s history.

She retired from active superheroing in 1989, when she married PRIMUS agent Jack Welch. She now works as an ally of the Trismegistus Council while raising her two sons, Kurt and Neil.

Personality/Motivation: Hex is the Mistress of Misdirection, using her illusions to baffle, confuse, and deceive her enemies. Despite this, she is in her personal life a remarkably direct and straightforward individual, well known for her bravery and loyalty to her teammates. Having spent so much of her childhood around forces of pure, supernatural evil, she is utterly devoted to the sanctity of life and light and is intimately familiar with the consequences of not carrying on the good fight. That said, she also has the instincts of a born entertainer, and gets along well with the press and public. Her father’s magical powers largely manifested through his own training in stage magic, and so the years he spent helping her finish her training also gave her a solid grounding in that field as well.

Over her years with the Sentinels she had several romantic relationships and entanglements, beginning with a fierce crush on MeteorMan, and later including a several-years-long romance with Tiger.

Quote: “Hard to fight when you don’t know which way is up, isn’t it?”

Powers/Tactics: Hex’s powers all come from her mystical mastery of illusions, which she is able to project directly into her target’s minds (so they don’t show up on video or other mechanical media). Her illusions are frequently so intense and believable that victims suffer real damage from illusionary attacks, as their own bodies cannot distinguish between her powers and reality. However, she prefers to use her powers as a distraction or to take an individual target out of a fight. She’s an excellent team player with a solid sense of tactics, and she follows directions from even better teammates like Mantis or Dr. Phantom with alacrity. Against targets immune to her powers, such as robots, she relies on her acrobatics and judo training, concentrating on staying out of reach.

Appearance: Hex is an absolutely stunning redhead, standing 5’9” and weighing 125 pounds, with green eyes. She is notorious for changing her costume every few months, but most frequently wears some variation of a tight bodysuit in a bright, primary color, frequently with matching cape and gloves, and knee-high boots.

DIGITAL HERO #17

Hex

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 175 kg; 2½d6 HTH
20	DEX	30	13-	OCV: 7/DCV: 7
17	CON	14	12-	
11	BODY	2	11-	
16	INT	6	12-	PER Roll: 12-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
22	COM	6	13-	
7	PD	4		Total: 11 PD (4 rPD)
7	ED	4		Total: 11 ED (4 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	2		
42	END	4		
28	STUN	1		

Total Characteristics Cost: 117

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

Cost	Powers	END
100	<i>Mistress of Illusions:</i> Multipower, 100-point reserve	
6u	1) <i>Illusion Mastery:</i> Mental Illusions 15d6, Reduced Endurance (½ END; +¼); Does Not Provide Mental Awareness (-¼), Stops Working If Mentalist Is Knocked Out (-¼)	4
7u	2) <i>The Grand Show:</i> Mental Illusions 8d6, Reduced Endurance (½ END; +¼), Area Of Effect (10" Any Area; +1¼); Does Not Provide Mental Awareness (-¼), Stops Working If Mentalist Is Knocked Out (-¼)	4
8u	3) <i>Taking Your Senses:</i> Flash 10d6 (Sight, Hearing, Mental, Radio, Smell/Taste Group, Touch, and Unusual Groups)	8
4u	4) <i>Veil of Mystery:</i> Invisibility to Sight, Hearing, and Unusual Groups, No Fringe	4
1u	5) <i>True Sight:</i> Detect Illusions 13- (Discriminatory, Sense)	0
9	<i>Difficult to Target:</i> +4 with DCV; Activation Roll 13- (-¾), Costs Endurance (Costs END Every Phase; -½)	2
8	<i>Padded Costume:</i> Armor (4 PD/4 ED); OIF (-½)	0

Martial Arts: Judo

Maneuver	OCV	DCV	Notes
5 Defensive Block	+1	+3	Block, Abort
4 Martial Dodge	—	+5	Dodge, Abort
4 Martial Escape	+0	+0	29 STR versus Grabs
4 Nerve Strike	-1	+1	2d6 NND
4 Martial Strike	+0	+2	4½d6 Strike

Perks

- 5 Contact: John "Will O' Wisp" Wiley, Dad, 11- (Useful Skills or Resources, Very Good Relationship)
- 3 Fringe Benefit (Membership: Sentinels)

Talents

- 6 Ambidexterity (Reduce Off Hand Penalty to -1)
- 4 Double Jointed
- 3 Simulate Death 11-

Skills

- 10 +2 with Hand-to-Hand Combat
- 6 +2 with Illusions Multipower
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Concealment 12-
- 3 Disguise 12-
- 2 Gambling (Card Games) 12-
- 3 High Society 13-
- 4 KS: Stage Magic 13-
- 4 KS: Golden Age Superheroes 13-
- 3 Language: French (Completely Fluent, with Accent)
- 2 Language: Spanish (Fluent Conversation)
- 3 Lockpicking 13-
- 3 Oratory 13-
- 3 Power (EGO-based) 12-
- 3 PS: Stage Magician 13-
- 9 Sleight Of Hand 16-
- 3 Stealth 13-

Total Powers & Skills Cost: 258

Total Cost: 375

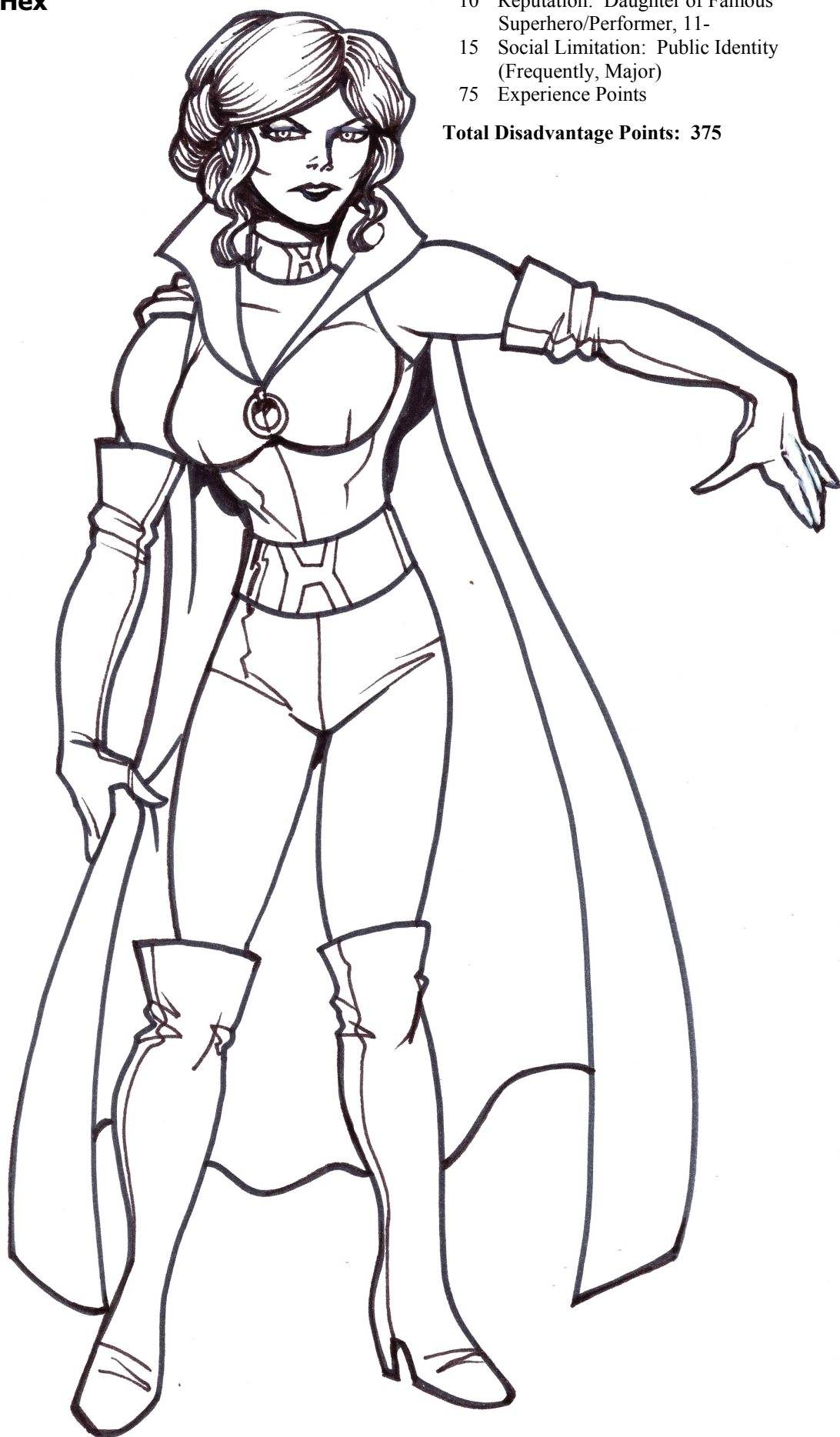
200+ Disadvantages

- 5 Distinctive Features: Stunning Redhead (Easily Concealed)
- 5 Distinctive Features: Mystic Aura (Not Concealable, Unusual Senses)
- 15 Hunted: Organized Crime of Philadelphia, 8- (As Pow, NCI, Limited Area, Public ID)
- 20 Hunted: DEMON, 8- (Mo Pow, Public ID)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Trying to Live up to Dad's Standards (Common, Moderate)

Hex

- 10 Reputation: Daughter of Famous Superhero/Performer, 11-
- 15 Social Limitation: Public Identity (Frequently, Major)
- 75 Experience Points

Total Disadvantage Points: 375



Ranger

Background/History: Craig Borden was born in Plano, Texas in 1942. An excellent athlete and decent student, Craig had scholarship offers from several top colleges, but all his life he'd wanted to be a policeman, so he could give back to the community and earn the respect of his fellow citizens. After high school he attended the Dallas Police Academy, and upon graduation in 1962 joined the force as a uniformed patrol officer. His record as a cop was mixed – while he received a pile of commendations for bravery and had an impressive record of apprehending criminals, his stack of warnings for ignoring procedure or arguing with his superiors was nearly as high.

One summer afternoon in 1964 he and his partner were answering a security alarm that had been activated at the Dallas Museum of Antiquities, when they came across a robbery in progress by the supervillain known only as Misfit. Borden was struck by one of the misshapen villain's bizarre energy blasts, but rather than being disintegrated immediately (as he fully expected), he was only mildly dazed. Misfit knocked his partner down and escaped. Borden was given a cursory examination by the local paramedics, pronounced fine, and released.

Over the next several days, Craig noticed his body beginning to *change*, in inexplicable but wonderful ways. He was stronger and faster than he'd ever been, and his body was buzzing with extra energy. His senses seemed sharper, as though throughout his entire previous life he'd been half asleep. Whatever the creature had done to him, Craig had to admit it was the best thing that had ever happened to him.

At first Craig tried to keep his powers hidden, using them secretly while continuing his career as a policeman, but eventually he determined that he should create a costumed identity for himself as a superhero. Throwing together a costume and calling himself Ranger, he began to spend his nights patrolling the city of Dallas, battling villains like Sidestep and Rattler. He soon developed an impressive reputation, and when Scarlet Archer and Microman offered him membership in the Sentinels, he leapt at the opportunity.

From his earliest days with the team, however, he had difficulty working in a team atmosphere. He frequently sparred verbally with MeteorMan and Microman, challenging their authority and pushing for the team to be more aggressive. While he was committed to fighting evil and saving the lives of innocents, he found it hard to always be fighting defensively, and also frequently felt his limited powers were overshadowed by his more “cosmic” teammates. In the end, he realized that the only reasons he

was staying with the team were the “cachet” of being a Sentinel and his unrequited amorous feelings for Hex. Deciding he could do better on his own, Ranger quit the Sentinels in 1970, returning to his solo career and eventually working closely with the FBI as a special operative. Ranger was killed by the villain Dark Seraph in 1979.

Personality/Motivation: Ranger, while a brave and heroic soul, had great difficulty taking orders from people he disagreed with, and was far too concerned with how much credit and respect he garnered personally from his crimefighting efforts. Despite these flaws, he was well-respected by his fellow heroes for his utter fearlessness and dedication, even if they didn't care for him personally. He was far more effective as a solo street-level crimefighter in the greater Dallas area, and it was there that he himself was happiest.

Quote: “When I'm through with you, you'll be wishing you'd run into one of those other Boy Scout heroes.”

Powers/Tactics: Exposure to the strange energies within the Misfit enhanced Ranger's physiology to borderline-superhuman levels. His speed, strength, endurance, and reaction time were all greatly increased, and his senses, especially his vision, were all remarkable. As a hand-to-hand fighter, Ranger relied on his speed and a blatant disregard for his own safety, hurling himself headlong into fights and relying on his rapid healing ability to keep himself alive. Many of the Sentinels' battles during his tenure opened with somebody shouting, “Ranger, wait!”

Appearance: Craig Borden stood 6'1” and weighed about 200 pounds, most of it solid muscle. He had brown hair, brown eyes, and a quirky, attractive smile when he wasn't upset about something. His costume was a blue and gold bodysuit, with a half-cowl that left the top of his head exposed, bare arms, and a white star emblem on his chest.

Ranger

Val	Char	Cost	Roll	Notes
28	STR	18	15-	1200 kg; 5½d6 HTH [3]
29	DEX	57	15-	OCV: 10/DCV: 10
23	CON	26	14-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll: 15-
16	EGO	12	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
10	PD	4		Total: 16 PD (16 rPD)
10	ED	5		Total: 16 ED (16 rED)
7	SPD	31		Phases: 2,4,6,7,9,11,12
11	REC	0		
46	END	0		
39	STUN	0		

Total Characteristics Cost: 181

Movement: Running: 16"/32"
 Leaping: 10½"/21"
 Swimming: 7"/14"

Cost	Powers	END
20	<i>Runs Like the Wind:</i> Running +10" (16" Total)	3
5	<i>Swims Like a Fish:</i> Swimming +5" (7" Total)	1
5	<i>Boundless:</i> Leaping +5" (10½" Total)	2
10	<i>Tough Skin:</i> Damage Resistance (10 PD/10 ED)	0
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)	0
6	<i>Alert:</i> Enhanced Perception: +2 to PER Rolls for All Sense Groups	0
5	<i>Cat's Eyes:</i> Nightvision	
3	<i>Hawk's Eyes:</i> Telescopic +2 to Sight PER Rolls (to offset the Range Modifier)	0
7	<i>Swift Healer:</i> Healing 2 BODY; Extra Time (Regeneration-Only) (1 Turn (Post-Segment 12); -1¼), Self Only (-½)	2

Martial Arts: Wrestling

Maneuver	OCV	DCV	Notes
5 Grappling Block	+1	+1	1 Limb, Block
3 Grappling Throw	+0	+2	9½d6, Target Falls, Must Follow Grab
4 Martial Strike	+0	+2	9½d6 Strike
5 Offensive Strike	-2	+1	11½d6 Strike
3 Sacrifice Throw	+2	+1	7½d6 Strike, Both Fall

Perks

- 3 Fringe Benefit (Membership: Sentinels)

Talents

- 3 Lightsleep

Skills

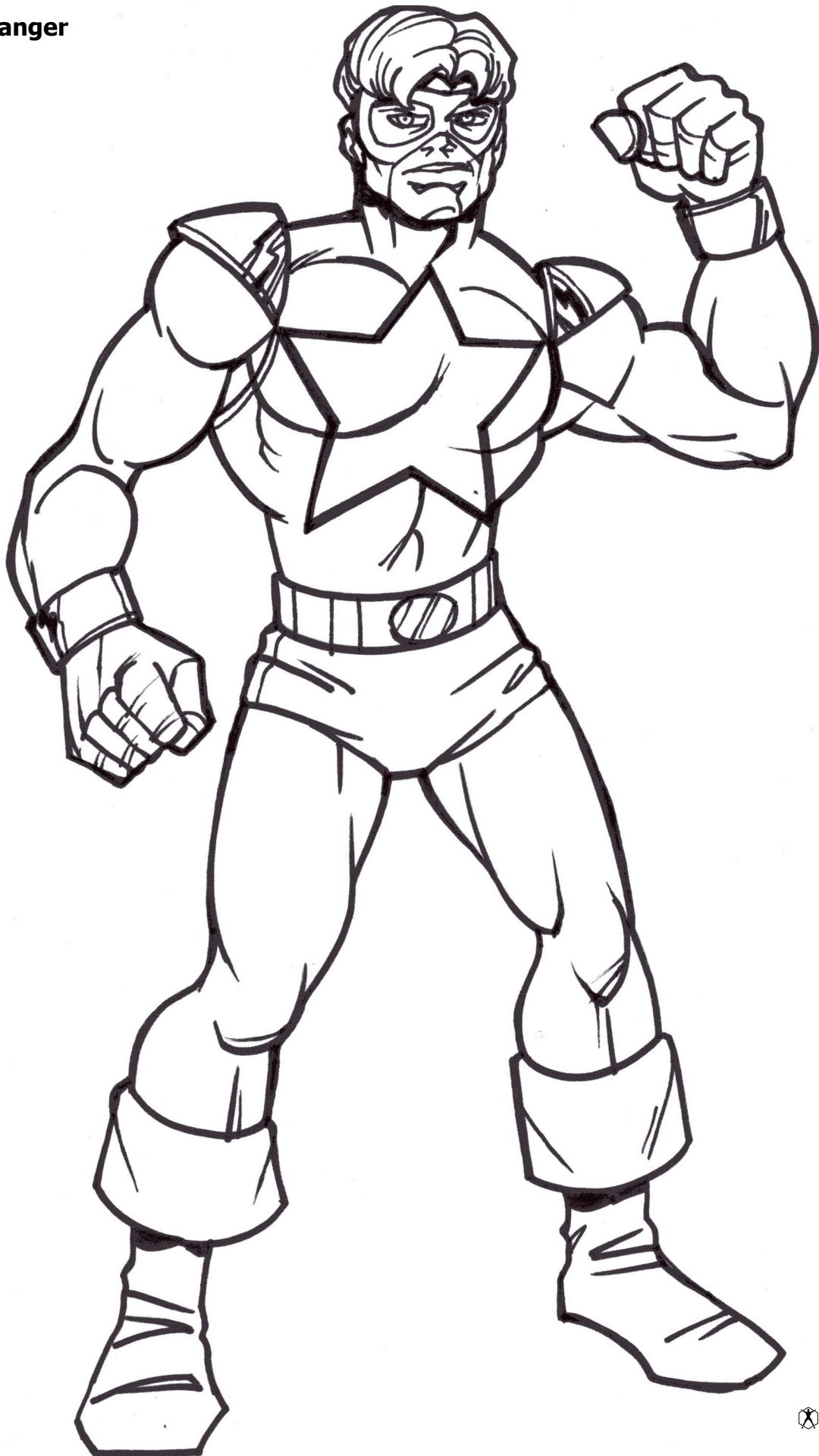
- 10 +1 Overall
 16 +2 with All Combat
 3 Acrobatics 15-
 3 Breakfall 15-
 3 Climbing 15-
 3 AK: Texas 13-
 3 KS: Law 13-
 2 KS: Organized Crime in the American Southwest 11-
 3 PS: Policeman 13-
 3 Shadowing 13-
 3 Stealth 15-
 3 Streetwise 13-
 5 Tracking 14-
 2 WF: Small Arms

Total Powers & Skills Cost: 169**Total Cost: 350****200+ Disadvantages**

- 10 DNPC: Dallas Police Commissioner Aaron Treadway 8- (Normal, Useful Noncombat Position or Skills, Unaware of Character's Adventuring Career/Secret ID)
 10 Enraged: When cheated or betrayed (Uncommon, go 11-, recover 14-)
 10 Hunted: Texas Mob 8- (Less Pow, Harshly Punish, NCI)
 10 Hunted: Sidestep 8- (As Pow, Harshly Punish)
 15 Psychological Limitation: Seeks Justice (Common, Strong)
 10 Psychological Limitation: Persecution Complex, Doesn't Get His "Due" (Uncommon, Strong)
 15 Psychological Limitation: Unpredictable, Tends to Improvise (Common, Strong)
 15 Rivalry: MeteorMan (Professional, Mo Pow, Seek to Outdo, Rival Aware of Rivalry, Rival is a Player Character)
 15 Social Limitation: Secret Identity (Frequently, Major)
 5 Unluck: 1d6
 35 Experience Points

Total Disadvantage Points: 350

Ranger



AUTHOR'S NOTE

The historical Weegee was not, of course, a drinking companion of the Champion's Universe Golden Age character Bulletproof. He did, however, regularly hang out at Sammy's at 107 Bowery along with Pruneface, Horseface, Shorty the Dwarf, photographer Lisette Model, and other eccentric fixtures of the 1940s Lower East Side. Oh, and Optimus does have more going for him than a high PRE score.

You Gotta Have Character

by Jason Walters

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

The handsome man in shining silver Romanesque armor stands in front the assembled reporters, his teeth gleaming as his face is bathed in the occasional sharp radiance of flashbulbs. Behind him lies a scene of urban devastation which would have been unheard of in a simpler, more innocent age: cars thrown through shop windows, manhole covers stuck in third story balconies, brick buildings half shattered as if the hand of some wrathful young god had struck them. Flanked by two of New York's finest, the man clears his throat before speaking into an enormous duck-egg sized microphone.

"Gentleman," he begins affably to the reporters, "this is exactly the sort of behavior we don't need here at home while our brave boys are fighting the Nazi menace overseas. New York is America's glorious gateway, not its doormat, and as free citizens of this great republic we can't allow it to be overrun by would-be superpowered criminals...."

The armored man gestures behind him.

"...whose choice in clothing would make Mussolini blush."

The crowd of assembled reporters chuckle, quickly jotting down the armored adventurer's words in shorthand on their notepads. Behind them another much larger costumed figure with a fin on his head is attempting to pull an even more massive man dressed up like a bull of some kind out of a hole in the wall. It's quite a struggle. Standing exactly ten feet from them a small, rumped looking fellow with an enormous camera takes a never-ending stream of photographs, stopping only to change film with a quick ripping motion.

"That Optimus has always been good for a byline," comments the little man, chomping out his words around a soggy unlit cigar as he changes his film. His battered fedora has a large card with the word PRESS tucked into its brim.

"You bet, Weegee. His puss looks good in print too." The man with the fin on his head grunts as he finally manages

to pull his massive adversary out of the side of the J.C. Penny building, laying him carefully face down on the street. Two uniformed police officers immediately begin to bind the man's enormous arms in steel manacles. The costumed figure steps gingerly out of their way, wiping brick dust off of his outlandish outfit as he does. He lights up a Lucky Strike cigarette, lifts the bottom of his cowl up, and begins to puff contentedly away.

"With the Defender's of Justice away on a top-secret mission, we of the Justice Battalion are more than happy to...."

"I dunno Bulletproof," Weegee comments as he leans over the horned man, snapping pictures of his unconscious body as the police chain him up, "it looks like you gave The Ox as serious blow to the biscuit this time. He's jiggered as a jaybird. You think he's going to be ok? Not that I have THAT much sympathy for the big psychopath."

Bulletproof nods in agreement before making a smoke ring.

"Indeed I do my short photographically obsessed friend," Bulletproof comments in a heavily Brooklyn-accented voice while raising a large finger dramatically into the air. "That mook's built like a brick factory. He'll sleep it off for a few days, catch up on his hot meals, then bust out again before he even standiates trial. Heck, if they didn't feed him so well at the sixth precinct maybe he would work harder at not gettin' caught. We need a better prison around here or worse cooks, one or the other."

"...as long as the values and beliefs we cherish are threatened by malefactors at home or overseas...."

"Hey, Bulletproof, how come it's always Optimus that does all the talking when you two are fighting crime together?" the small man asks as he stops to change the film in his oversized camera once again. "I never hear you, Scarlet Archer, or that good looking ginch what dresses like a bird speechifying away like he does. There's nothing wrong with the way you talk."

"...as noble an ally as our British cousins...."

"Never really thought about it. I always supposiated that talking 'n' looking good on film were a big part of his superpowers. Say, Weegee, where are you headed off too? I was thinking that we could grab a couple of cold ones at Sammy's once I pulled these cars free and stuck those manhole covers back into the asphalt. I hear the city gave them their cabaret license back."

The brash little man waves affably to the costumed hero as he meanders towards his car.

"Sorry buddy but you supertypes caught me early. I'm not usually even up yet. I've got to sell these prints to the rags so that I can get started with my actual work. The Mob's been real active in Hell's Kitchen lately. Where the Mob is, the murders are. Where the murders are, the news is. Where then news is in this town, well, that's where you'll find Weegee."

Weegee the Famous a.k.a. Arthur Fellig was the greatest freelance crime photographer in the history of New York. The only city "shutterbug" to ever be issued an official police radio, he elevated the spontaneous, gritty, and often harsh genre of newspaper photography to a recognized art form almost singlehandedly. Eccentric and brave to a fault, he roamed the night in his specially equipped 1938 Chevy Coupe looking for the perfect shot to sell. To this end he treated vice-squad raids, riots, fires, disreputable nightclubs, political rallies, and high society gatherings with exactly the same nonchalant attitude. In doing so Weegee became an accepted fixture of WWII-era Manhattan nightlife.



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THE PUBLIC EYE

This 1993 film by noted director Howard Franklin is a remarkably effective fictionalization of Weegee's life, capturing not only his spirit but that of the time and place he lived in. It stars Joe Pesci as relentless freelance photographer Leon "Bernzy" to his friends. On good terms with both the police and the mob, Bernzy will stop at absolutely nothing to get a perfect shot of murder victims. But he never takes sides, just pictures, until a mysterious woman (played by the lovely Barbara Hershey) embroils him in a dangerous plot involving organized crime, the FBI, and gasoline rationing. This film climaxes with an ultra-violent mob hit which Bernzy must plunge himself into in an effort to save his life, professional reputation, and the woman he loves.

**WEEGEE'S
WORKDAY**

"I would drop into Police Headquarters at around 7:00 p.m. If nothing's stirring and my elbow don't itch – and that's not a gag, it really does itch when something is going to happen – I go on back to my room across from Police Headquarters and go to sleep. At the head of my bed I have a hook-in with the police alarms and fire gongs so that if anything happens while I'm asleep, I'm notified...When I get my pictures I hurry back to Headquarters. There is always a follow-up slip on an accident (or crime) with all the names and details coming in over the teletype. I found out who were injured, where they lived, and on what charges they have been arrested, so that I can caption my pictures correctly. Next I go back to my darkroom and develop my prints. By this time it is around six in the morning and I start out to sell my prints."

— Weegee quoted in
"Free-Lance
Camerman," by Rosa
Reilly, *Popular
Photography*,
December issue 1937

Weegee

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

Total Characteristics Cost: 52

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

Cost Perks

- 3 *Police Station:* Access
- 27 *Manhattan Police Department:* Contact 13- (Access to Major Institutions, Extremely Useful Skills or Resources, Good Relationship, Organization)
- 18 *The Mob:* Contact 12- (Significant Contacts of Its Own, Useful Skills or Resources, Good Relationship, Organization)
- 2 Favor: Police Chief
- 2 Favor: Mob Boss
- 2 Favor: City Alderman
- 3 Fringe Benefits: Local Police Powers (Radio Only), Press Pass
- 3 *Infamous Shutterbug:* Reputation 8- (Medium Sized Group) +3/+3d6

Talents

- 3 Lightsleep
- 3 *Immovable:* +3 to Resist Persuasion

Skills

- 5 AK: New York 14-
- 5 Bribery 13-
- 3 Bureaucratics 12-
- 3 Combat Driving 12-
- 5 Criminology 13-
- 3 Disguise 12-
- 3 Forensic Medicine 12-
- 3 High Society 12-
- 5 Inventor 13-
- 6 KS: Photography 15-
- 5 Persuasion 13-
- 6 PS: Photographer 15-
- 9 Streetwise 15-
- 3 Shadowing 12-
- 3 Linguist
 - 1 1) Language: Yiddish (fluent)
 - 1 2) Language: German (fluent)
 - 1 3) Language: Russian (fluent)
 - 1 4) Language: Polish (fluent)

Total Powers & Skills Cost: 137

Total Cost: 189

100+ Disadvantages

- 15 Psychological Limitation: Obsessively Self-Promoting (Common, Strong)
- 10 Psychological Limitation: Fearless (Uncommon, Strong)
- 15 Reputation: Aggressive Shutterbug 11- (Extreme)
- 5 Rivalry: Professional (wants to be more famous than every other freelance photographer in New York), Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
- 10 Social Limitation: Shutterbug (Frequently, Minor)
- 34 Experience Bonus

Total Disadvantage Points: 189

Weegee

Background/History: Weegee was born Usher Fellig in 1899 in Zloczew, Austria (which later became part of the Ukraine), the son of an aspiring Rabbi who also worked in the import/export business. To escape the vicious pogroms waged against Eastern European Jews in the early nineteenth century Usher, along with his father, mother, and three brothers, emigrated to America in 1909 where his name was Americanized to Arthur at Ellis Island. He attended school until the eighth grade when he had to quit in order to help support his family. He worked with his father running their family pushcart business (a common occupation for new immigrants) while moonlighting as a clerk in a local candy store.

In 1913 young Arthur had a revelation while having his picture taken for the first time by a street photographer. From that moment on he knew exactly what he wanted to do with his life. He immediately ordered a primitive tintype camera rig from a mail-order catalogue. Within a few weeks he had managed to obtain his first job as an assistant to a commercial photographer, but after a few years he grew tired of his employer and left to try out a business idea he had schemed up. Renting a pony from a local stable, he set out each weekend with a secondhand 5x7 view camera to photograph adolescents. Families dressed their children up in their best clothes on these days of the week, so Arthur would photograph them on the pony's back, develop the negatives, then sell them back to their families for a quarter a shot.

In 1924 Arthur got his first big break, landing a job at Acme Newspictures (later United Press International or UPI) working as a darkroom technician. Occasionally he would get to go out at night to work as an emergency photographer while the staff Acme employees were at home in bed. After a few years of working part time, he began to work steadily on assignments and cover stories. His reputation for knowing where disaster would strike became so infamous that the girls in the Acme office pool nicknamed him "Weegee" after the board game. This is what Arthur had always wanted except for one problem: as an Acme staff photographer he received absolutely no public credit for his work.

Weegee left Acme in 1935 to attempt a career as a nocturnal freelance photographer, a calling which he was pursue with unparalleled gusto for the next ten years. With his camera in his hand and a cheap cigar planted in his puggish face he would begin his evening by arriving at the Manhattan Police Headquarters around midnight, where he would hang out around the Teletype machine and wait for stories to break.

But after a few years he decided that he didn't want to hang around the station anymore; he bought a 1938 Chevy Coupe, got a press card, and became the first and only New York photographer to be allowed to have a police radio in his car. Amusingly, it had no "off" button – every time he turned the ignition he was at work. He then specially modified his vehicle to include a miniature dark room built into the trunk, and removed to back seats to make room for extra cameras, flash bulbs, loaded holders, and a mounted typewriter. He also kept cigars, salami, and a change of clothing in his car so that he wouldn't need to stop by his apartment – itself basically a giant darkroom. Thus equipped he was consistently able to beat competing photographers, known as shutterbugs, to vice-squad raids, murders, riots, fires, celebrity gatherings, brawls, and political events. He sold prints from these shots nightly to such newspapers as the Herald Tribune, the World Telegram, the Daly News, the Post, and the Sun.

Weegee became a well known fixture of New York's nightlife, going to far as to stamp the back of his photographic prints with the moniker "Credit Photo: Weegee the Famous." An accepted part of the evening scenery in America's greatest city, he was on equally excellent terms with beat cops, detectives, mobsters, prostitutes, bouncers, socialites, and city politicians. His trademark was hard-flash frontal shots that captured, for better or ill, the raw emotion of his subjects. He often used infrared flash and film which allowed him to work as unobtrusively as possible in sometimes dangerous situations. His reputation for being completely unconcerned with his personal safety garnered him respect from both law enforcement and organized crime.

His technique, now considered by photographers to be amongst the most influential of his period, produced a result very different from the complex, planned out, and "socially conscious" magazine shots which were considered the artistic standard of the time. None of Weegee's photos were thought out in advance. His 4x5 Speed Graphic camera with its linked Graflex synchronized flash was simply preset to a focal distance of ten feet... where he made it is business to stand in every situation. He worked at point-blank range in a desperate, fevered pitch to produce the most raw and unplanned photographs he could possibly manage. Style, texture, and film quality mattered very little to him; they were incidental to his goal of capturing history as it happened. His main concern was making sure that the camera captured people's post-traumatic responses to life altering or defining events. Nothing else counted. This gave his work the gritty intimacy for which it is best remembered today.

WEEGEE PLOT SEEDS

Through his underworld connections Arthur has caught wind of a major bank heist being planned by The Ultimates using Ogre and Ankylosaur as extra muscle. He alerts the PC heros but there's a catch: they have to bring Weegee along with them.

Holocaust, who is planning to take over the world (again) by singlehandedly kidnaping the chairman of the Federal Reserve, wants to make sure that his actions are visually well documented. He's notified Weegee about the where's and when's (but not the how's or who's) of his plan. Arthur has, reasonably enough, contacted the PCs to warn them about this "master" villain's plans. But to make things even more interesting he has also contacted VIPER and UNTIL....

For reasons which are unclear Foxbat has abducted the owner of Kountry Komics, a popular comic book store chain. This is the known unknown of the situation. The unknown unknown is why he will only negotiate with infamous crime photographer Weegee. Arthur is

delighted. The PCs are not.

QUOTES ABOUT WEEGEE

“He will take his camera and ride off in search of new evidence that his city, even in her most drunken and disorderly and pathetic moments, is beautiful.”

— William McCleery
in *Naked City*

“The best newspaper photographers have understood intuitively that it is not their function to interpret the news; they have left this task to the caption-writers, who ascribe to pictures whatever moral, political, social, or historical meaning seems appropriate in light of the temper of the moment. The function of a news photographer is to give us the look and smell of events that we did not witness.”

— John Szarkowski,
Looking at Photographs

“....an impressive collection of pictures, the photography of which was uniformly poor. But however bad they were technically, what was in them was true and alive.”

— Bruce Downes,
Weegee - A Tribute

Weegee was embraced by New York's artistic community relatively early in his career. By 1943 his work was being shown in the Museum of Modern Art as well as at the Photo League. The same year saw the publication of an incredibly influential collection of his crime photography entitled *Naked City*, the rights to which were later bought by Hollywood for a successful film and television series. Yet by the end of the 1940s Arthur had abandoned the crime photography which made him famous to concentrate on well-paid advertising assignments for such magazines as *Vogue*, *Holiday*, *Life*, *Look*, and *Fortune*. He moved to Hollywood for five years, working as a consultant and bit part actor while he experimented with a wide variety of photographic techniques. He began to produce a series of distorted celebrity photographs based on a lens he had devised for his 1948 film *Weegee's New York*. He also investigated a variety of innovative darkroom techniques. For example, he placed squares of textured glass between an enlarger lens and photographic paper to alter the image of the negative to varying degrees depending on the texture of the material he used. He manipulated copy negatives by placing them in boiling water or melting them with an open flame.

Arthur later designed a system in which he affixed a kaleidoscope to the end of his camera lens, allowing the refractive designs to multiply what the camera would normally have recorded as a single image. He produced a series of short films in the 1950s using this and other distorting techniques. He also composed his autobiography *Weegee by Weegee* before embarking on lecture tours throughout the United States, Europe, and the Soviet Union. He died, obscure but artistically satisfied, of a brain tumor in 1968.

Personality/Motivation: Weegee is an artist possessed by a desire to capture history as it happens by grasping explosive, revealing moments out of the air. Nothing else matters to him. He believes in a kind of pure holy intensity, a *Zeitgeist* that *only* photographs can ever possibly capture for posterity – and that he alone is the *one man* tasked by God almighty to take them. To this singular end Arthur travels a tough, hazardous, an unpredictable road. He will unerringly risk his life, the PCs' lives, his fortune, and everyone's reputation without a second thought if it means getting the perfect photograph. He'll even smile while doing it. Weegee's conscious is bulletproof.

On a personal level, Arthur is a pretty ordinary if obnoxious guy with simple wants and needs. He enjoys good cigars, decent bourbon, well-cooked meals, and expensive hookers with about the same level of gusto. He lives in a moderately hip portion of town in a small three-

room apartment stuffed with photographic equipment. Most of his friends are cops, thugs, or newspapermen. The two great intertwined loves of Arthur's life are his work and the people who give birth to it; namely, the inhabitants of his city. Weegee can almost be thought of as a peeping tom, constantly spying on people so that he can catch them in their most revealing moments. Which often means catching them at their most petty, terrified, violent, or self-absorbed.

The great Achilles' heel of Weegee's personality is his relentless self-promotion. It's so ingrained into his psyche, so innate and innocently executed that it's almost charming. Almost. Arthur wants *everyone* to know that his photographs are uniquely his; obsessing about it to the point that he stamps the back of every photograph he takes with his pretentious moniker. Anyone wanting to get a handle on Weegee needs look no further than this to manipulate him.

Quote: “What is this? You asked me for help; the next thing I know a mobster is mopping the floor with me and the FBI is accusing me of being a communist. You people had better have something good for me next time around!”

Powers/Tactics: Weegee is a fearless, hard-bitten gadgeteer/photographer built as a heroic level character. His primary purpose in life is to a) take extremely dangerous pictures from a ridiculously short distance and b) to get in the PCs way whenever possible. Although he is small, loathes firearms, and has no physical combat abilities worth mentioning Arthur does have a few interesting tricks that he's learned over the years on the mean streets of the city. He carries several special bulbs in his jacket pocket in case of emergencies: two extra-powerful flash bulbs which can be used as Sight Group Flash 2d6, one continuous bulb which runs off his camera's batteries like a spotlight, and one infrared bulb which allows him to see characters invisible to normal sight when he looks through his camera. If you are using him as a 21st Century NPC his camera becomes digital (although it will still *look* like a 1938 Speed Graphic) and he will also carry a cell phone/1 megapixel digital camera combination, two ELF miniature cameras, and an Internet enabled PDA with a webcam mounted on the top. Oddly, none of his high tech equipment will take images in color. Everything is still uniformly photographed in gritty *film noir* black and white.

Weegee's automobile was a James Bond-like marvel by the standards of its time. To update it to the modern day, replace his trunk-mounted portable darkroom with a powerful computer which runs off his car's deep-cycle batteries, allowing him to relay his photographs

through a wireless network from his portable digital camera directly to the offices of various newspapers, television networks, and websites instantaneously via a satellite modem at 5 megapixels. Replace his typewriter with a dashboard-mounted laptop (which still *looks* like a 1930s typewriter) linked via wireless to his car's files server for constant blogger news access. A scanner, cell phone, and miniature television are also built into the dashboard. The car, however, is still a classic black 1938 Chevy Coupe with whitewalls.

Campaign Use: Weegee is the quintessential annoying NPC photographer who constantly sticks his nose into the PCs' business – if he thinks there are some good photos to be gotten out of it, that is. There's not very much they can do about it either. He's on such good terms with the police that they'll allow him to wander about crime scenes at will, taking pictures of whatever he pleases regardless of how much noise the PCs make about it. If that wasn't bad enough, he's got an excellent reputation amongst criminals as *the* photographer to have around when a crime is being committed. Many infamous mobsters have made a point of having their picture taken specifically by "Weegee the Famous" before, during, and after they were arrested.

Arthur is right at home in a Pulp Hero, Golden Age, or Danger International campaign that is set in the Second World War (he was at the height of his fame during those eras). Yet Weegee can be relocated to the late 20th or 21st Centuries with little effort. If you are playing a modern day Champions campaign, it isn't unreasonable to assume that self-important, media conscious, megalomaniacal, or just plain loony supervillains like Bulldozer, Foxbat, and Holocaust would want the city's best photographer to visually document their crimes for posterity. In fact these types villains will go out of their way to attract Weegee's attention, broadcasting their intentions at great length over the city's police radio system in the hopes that he will show up to document their "magnificent" exploits. Weegee can then make a total nuisance of himself during combat by charging straight onto the battleground without any regard for his own personal safety, risking falling objects, eye beams, and ping-pong balls alike in his never-ending quest to take every shot from a distance of ten feet. The PCs should be made to rescue him again and again and again....

Weegee is a remarkably well-connected and well-informed NPC. He has strong ties to the worlds of law enforcement, organized crime, politics, high society, and the arts. His connections can be purchased too... but not for money. In return for any favor, Arthur will demand the right to be present at the scene of the

PCs' next daring exploit where, camera in hand, he will try to stand ten feet away from their apocalyptic battle with Doctor Destroyer – regardless of whether or not he promises to keep a safe distance. The ends always justify the means to a true artist.

Arthur does have some sense of honor, though. If the PCs keep him informed about their activities, or somehow tip him off to a crime in progress, he will return the favor periodically by warning them if he stumbles across rumors of a supervillain's master plan, corruption within the police department, or some other noteworthy underworld gossip. Players can acquire *Contact: Weegee the Famous* 13- (*Access to Major Institutions, Significant Contacts of His Own, Good Relationship*) 13- for 7 Character Points.

Appearance: Weegee is a pugnacious looking little man with closely cropped black hair. He always looks completely unkempt and disreputable: his suits are crumpled, his fedoras are battered, and his shoes are unpolished. It's almost as if he's been in some way cursed by nature to forever look seedy. A five o'clock shadow creeps across his face mere moments after he shaves, new clothing wrinkles as soon as it touches his body, and his hair becomes unkempt before he even leaves the barber shop. His small, cynical mouth is invariably clamped around the nub of a cheap, long-extinguished cigar.

In the rainy season Arthur wears a long heavy black trench coat rather than carry an umbrella (which would fill one of his hands). In the summer he wears a lighter jacket, but both of them have special extra-deep pockets sewn into the lining for cigars, flashbulbs, small cameras, matches, and other such tiny sundries. Although he owns several rather nice suits, for obvious he usually prefers to wear clothing that somewhat understandably has a "second hand" look to it rather than ruin his best duds. Weegee always has his press pass with him, jammed either into his hat or his front pocket with the word "press" predominantly displayed so there can be no mistaking who he is and why he is there.



"It is a mistake to see Weegee's bold, harsh, often chaotic-seeming nocturnal police-call photographs as somehow *accidental*.... This is nonsense. These photographs, whose brilliant framings and masterful command of flash illumination, whether by day or night, bespeak an enormously disciplined and gifted artist."

— Jane Livingston,
The New York School: Photographs, 1936-1963

THE FURTHER ADVENTURES...

Below are some plot seeds you can use for adventures stemming from the events in *Your Horoscope For: Scorpio*.

Who is... Dr. X?:

While looking into Project Scorpio, the superheroes discover the only known photograph of the Dr. X from the Fifties... and the man is the spitting image of Teleios, the Perfect Man. How is this possible? Could it be that Teleios – or maybe his deranged clone, Dr. X – discovered a means of traveling back in time, perhaps by sending his consciousness back through the genetic material passed on from parent to child? Or could it be there's some connection between the mysterious source of Teleios' genetic knowledge, described in the villain's background, and the origins of the Dr. X from the Fifties?

Brad and Janet in the Modern World:

After the adventure Brad and Janet are left to their own devices in the modern world. Though designed solely to fight Giant Scorpions while espousing the principles of their creators, both are young adults with normal intelligence



Your Horoscope For: Scorpio by Allen Thomas

This month's installment of *Your Horoscope For:* presents a one-night adventure involving Teleios, the master of genetics described on pages 134 through 138 of *Champions Universe*, a top secret government project from the '50s dedicated to defending the nation from a Communist uprising, and a mess of giant scorpions.

ADVENTURE BACKGROUND

During the 1950s movie-goers thrilled to on-screen mayhem in the form of monster movies. Giant ants, giant tarantulas, giant women... all these monsters and more terrorized hapless Americans, as experiments in atomic science went awry and radiation mutated usually harmless creatures into colossal versions of themselves.

During this same time the Cold War raged between the United States and the Soviet Union, and some Americans became deeply worried about the threat of Communist infiltrators. One of their greatest fears was that Communists would take control of parts of society and spark a revolution. Not only did the military have to concern itself with the Soviet Union's encroachments abroad, but some among leadership focused on ensuring a Communist-free domestic tranquility here at home – they even felt this was the greatest threat the Communists of Soviet Russia posed to the United States. Thus was born Project Scorpio, a government program so secret not even the President knew of its existence.

Project Scorpio took a page from the popular movies of the time. Its goal was simple: to create giant monsters that would terrorize a seditious populace, and then provide the true-blue, red-blooded Americans who would save the day, while espousing the principles the project leaders felt all-important to defending American freedom from Communist tyranny.

As it turned out, creating giant monsters was the easy part, and with the proper application of radioactive dust, Project Scorpio created plenty of giant scorpions, chosen because their monstrous appearance and ornery nature, to unleash if Communists ever threatened domestic tranquility. However creating the hero and heroine, code-named Brad and Janet, was more difficult. The task proved impossible until a mysterious scientist who called himself Dr. X volunteered his services to the project leaders.

Possessing knowledge of genetics far in advance of his contemporaries, Dr. X soon manufactured Brad and Janet, a young man and woman, blond hair and blue-eyed, created from the genetic materials of several Hollywood

actors and actresses including John Agar and Mara Corday. At the request of leadership, he created two pairs, the primary unit and the back-up unit. Not only did Brad and Janet have the ability to move through physical space at will so they could appear wherever the scorpions attacked, but they were also immune to the scorpions' attacks. With his job finished, Dr. X disappeared, seeming to vanish into thin air according to the men assigned to watch the doctor and track his movements, and the project leaders awaited a Communist uprising that never came. In the end, the project was mothballed.

Over the decades those involved with Project Scorpio passed away until only a paper trail pointed to the project's existence; and recently Teleios, the Perfect Man, stumbled on the records of the project and its experiments. Curious about these early efforts at bio-engineering, Teleios decided to investigate. Unable to locate any of the project's former scientists for interrogation, the villain realized he would have to take a more direct approach. Using his own genetic material, he created a clone to act as his agent and investigator; and never one to pass up an ironic moment, he gave the clone's genome a subtle twist, providing it with a the proper amount of derangement for a mad scientist and dubbing the clone Dr. X.

The new Dr. X traveled to the project's underground facility on the outskirts of your campaign city and soon defied his orders from Teleios. Rather than simply gather information for his creator, he unleashed the giant scorpions. Now the monstrous creations of atomic science threaten the city, and only your PCs stand between the giant scorpions and certain destruction and widespread panic – that is, the superheroes and the heroic, all-American couple Dr. X unwittingly freed along with the scorpions, Brad and Janet!

Scene One: Science Fiction Double Feature

The Giant Scorpions first reveal themselves at a drive-in movie theater in the suburbs called the Rock 'n' Roll Drive-In. An outdoor movie theater like those often frequented by teenagers in love during the '50s, the Rock 'n' Roll Drive-In shows a science fiction double feature every Tuesday and Thursday beginning at sundown. Just as the film *Them!* approaches its thrilling conclusion, the Giant Scorpions come chittering forth, murderously clacking their colossal claws, to terrorize the hapless movie-goers.

How the PCs hear of the giant scorpion attack is up to you. Maybe a news team was reporting on the theater for a special interest feature when the attack takes place and broadcasts the mayhem citywide. Maybe a DNPC or two are at the drive-in when the scorpions emerge from the night. Or maybe even the PCs themselves were taking in some R&R.

Also left to you is the precise number of scorpions that attack, but two or three Giant Scorpions per 350-point PC should be enough to challenge the superheroes – the goal of this fight is to make it difficult for the PCs to prevail unless they determine the monsters' Susceptibility, namely a ring of fire.

As the superheroes approach the drive-in theater, they see cars rushing away from the theater; and once they arrive, they see only one car still remains. The car holds a family of four (although in true drive-in tradition, they only paid admission for three – the father hid the younger boy in the trunk until the family was in the theater): James and Katherine Tomasky, and their two sons Adam and Les, ages 9 and 7 respectively. The panicked driver, Mr. Tomasky, continues to turn the key in the ignition, but all that results is a clicking noise. The Rock 'n' Roll Drive-In broadcasts the sound for the movie via a car's radio, and it seems someone didn't put their key in the accessory position when the movie started, so their car battery has drained.

GIANT SCORPIONS

When the PCs arrive on the scene, at least one Giant Scorpion should be in the hex adjacent to the Tomasky's stalled car.

You can find a complete character sheet for the Giant Scorpions on page 90 of the *HERO System Bestiary*, but here's a quick reference you can use which provides the information most often referenced in combat – simply print this page, clip out the following stat block, and attach it to your GM screen.

GIANT SCORPIONS

40 STR	14 DEX	25 CON	19 BODY
4 INT	5 EGO	25 PRE	4 COM
10 PD	8 ED	3 SPD	
13 REC	50 END	52 STUN	

Abilities: *Pincers:* HKA 2d6 (4d6 with STR); *Exoskeleton:* Armor (6 PD/6 ED); *Long Legs:* Running +18" (24" Total); *Sting:* HKA ½d6 (1d6+1 with STR); *Venom:* Drain CON 4d6, Delayed Return Rate (5 per Hour), NND, Personal Immunity; 4 Charges, HKA/Sting Must Do BODY, Extra Time (Onset 1 Minute after Victim Stung), Gradual Effect (4 Minutes; 1d6 per Minute) **plus** RKA 4d6, NND, Does BODY, Personal Immunity; No Range, 4 Charges, HKA Must Do BODY, Extra Time (Onset 1 Minute after Victim Stung), Gradual Effect (4 Minutes; 1d6 per Minute); +2 with Hand-to-Hand Combat.

Disadvantages: Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive)

In addition to the above, the scorpions created by Project Scorpio have two Disadvantages you should add to their character sheets. One is a result of the radioactive dust used in their creation; the other, a "self-destruct mechanism" put in place by project scientists so Brad and Janet can save the day:

Distinctive Features: Radioactive Green Glow (Not Concealable; Extreme Reaction [fear])

Susceptibility: to ring of fire, 2d6 BODY every Phase Giant Scorpion is Surrounded by Fire (Uncommon)

The Giant Scorpion's Susceptibility is that it stings itself to death when surrounded by a ring of fire with no way out. It takes the BODY damage on each of its Phases as its stinger plunges deep into its back, penetrating through cracks in its carapace, until finally the monster is reduced to 0 BODY and dies.

Tactically, when fighting superheroes, the Giant Scorpions suffer a severe disadvantage: they can't fly. Here are a couple of things you can do to deal with this. The scorpions can throw various objects (and superheroes too!) at flying PCs. Any scorpion not engaged in Hand-to-Hand Combat can proceed to the near-by subdivision to wreak havoc on unsuspecting civilians; it only stops if a superhero engages it *mano a mano*. You can give a Giant Scorpion some inches of Stretching with its claws and tail stinger; this, in addition to its huge size, should give it some reach with its attacks. Alternately you can give the Giant Scorpion additional inches of Leaping. If the majority of your PCs can fly, you might

(although with decidedly strange view of the world). How will they adapt to the America of the 21st century? Will the PCs take the couple under their wing and teach them the ins and outs of modern society? And when Janet shows up wearing a mini-skirt and showing off her new navel piercing, how will Brad react?

Attack of the Giant Scorpions, the Movie: A big-name Hollywood producer had decided the movie-going public is hungry for the monster movies of old, and he decides the events of *Your Horoscope For: Scorpio* will make a great basis for a new movie. The PCs are hired to act as freelance consultants. How will they deal with a mercurial screenwriter, temperamental director, and prima donna actors? And when the film crew discovers a deeper level to the complex that once housed Project Scorpio, what dangers await the heroes?

want to add a further mutation – radiation not only caused the scorpions to grow huge, but also gave them a set of insect-like wings that emerge from under their chitinous exoskeleton (likely much to the surprise of the superheroes!) and allow the monsters to fly erratically but well enough to engage airborne superheroes.

BRAD AND JANET

After the fight with the Giant Scorpions begins, at the end of the first Segment 12, the PCs discover that the Tomaskys aren't the only civilians at the drive-in. From out of the darkness come running Brad and Janet. Fleeing while holding hands, Brad pulls Janet (who seems to stumble a lot) along. Brad wears a red letterman's jacket with white leather sleeves and a blue 'A' stitched to the left breast. Janet wears a poodle skirt and pink cashmere sweater; her blonde hair is tied back in a ponytail with a pink ribbon. It seems the young couple really likes to get into the spirit of going to the drive-in....

As they flee, the two talk to each other, speaking very loudly and enunciating clearly almost as if they were bad actors, and any PC nearby can easily hear their words over the clacking claws and chittering legs of the Giant Scorpions. They say things like:

"But, Brad, who could be responsible for unleashing these terrible monsters on us?!"

"Well, Janet, I bet it was dirty Communists that did it!"

"What are we going to do, Brad? This could mean the end of civilization as we know it!"

"Not if Ike and the US military have anything to say about it!"

"How are going to stop these giant scorpions, Brad?"

"I'll bet our top scientist are working on that right now! Don't worry, Janet – American ingenuity and know-how will beat out Communist atomic science six days a week and twice on Sundays!"

For character sheets, Brad and Janet are both Average Persons, as described on page 223 of *HERO System 5th Edition*, with 14 COM and the following Powers:

Can't Keep an All-American Boy/Girl

Down: By some unknown means, Dr. X instilled an immunity to the attacks of Giant Scorpions in his creations, Brad and Janet. Is it a psychic ability to foresee danger and avoid it? Is it an ability to alter time? Or is it just plain old dumb luck? Perhaps the power is somehow tied to their ability to keep their hair perfectly combed and faces clean-scrubbed, free of dirt, no matter what the circumstances. No one knows for sure, but whatever the case Brad and Janet always seem to jump, push each other, fall, trip, and stumble just the right way to avoid the

scorpion's crushing grip and deadly stinger dripping with virulent venom.

Luck 12d6 (60 Active Points); Only Versus Attacks From Giant Scorpions (-2). Total cost: 20 points.

+12 DCV (60 Active Points); Only Versus Attacks From Giant Scorpions (-2). Total cost: 20 points.

Always in the Middle of Trouble:

Somehow (the Power's means and methods as mysterious as the couple's immunity to the attacks of Giant Scorpions) Brad and Janet always seem to turn up just in time for Giant Scorpions to attack them. And no matter how far they run, they're always nearby where the Giant Scorpions can try to kill them. They only show up if Giant Scorpions attack someplace in the forty-eight contiguous states in the United States. (Giant Scorpions attacking other countries, even NATO members, were of no concern to Project Scorio; Alaska and Hawaii didn't become a states until after the project's completion, so those two are on their own in case of atomic monster attack.) They show up approximately 1 km away from the monsters and must travel the remaining distance on foot, running all the way. No one ever notices them disappear or reappear – they come out of the darkness, or out from behind a piece of wreckage, or when everyone is looking the other way. No matter how far the PCs remove Brad and Janet from the threat of the scorpions, they appear a few Segments later running right back into the thick of things.

Teleportation 5", Megascala (1" = 1,000 km; +1), Invisible Power Effects (all senses; +1), Reduced Endurance (0 END; +½) (35 Active Points); No Conscious Control (only to where Giant Scorpions attack within the forty-eight contiguous states; -2). Total cost: 12 points.

But more than just these uncanny abilities, Brad and Janet know the Giant Scorpions' secret weakness. If a PC talks to the young couple, Brad says: "Say... you know what, my pa used to say if a scorpion fell into a ring of fire, it would sting itself to death. I bet these monstrous creations of Communist atomic science would do the same thing!"

Scene Two: “Dr. X Will Build a Creature....”

The Rock ‘n’ Roll Drive-In is located in a large empty field, and following the trail of the Giant Scorpions back to their point of origin only requires a pair of eyes and a light source. The trail of crushed crops and churned up mud leads to the nearest structure – a complex of abandoned warehouses surrounded by a rusty chain link fence topped with barbed wire. A dummy corporation that acted as a front for the United States Air Force once owned the warehouses, but they have been abandoned for decades.

Inside one of the ruined warehouses, the PCs find a large pit leading down into the earth. The pit is circular with a diameter of 15” (30 meters), and every 10” (20 meters) down is a level with two womb-like cavities placed on opposite sides of the shaft. Each of the cavities opens up into the pit, and the insides are lined with a pink fleshy material, dripping with green juices – these are obviously where the Giant Scorpions were stored, and the PCs can discover gouges in the metal wall from where the Giant Scorpions climbed out of their “wombs” to the surface. (How many levels are in the pit depends on how many Giant Scorpions you used in the proceeding scene, one level for every two monsters plus at least one more for the Giant Scorpion Dr. X used to create the Brad-and-Janet Monster described below.)

The pit ends at a large square chamber with a high ceiling. In the middle of the room, set in the floor, is a lift platform that rises to the surface. Analog dials and read-outs, along both walls and connected to the womb cavities above, monitor and regulate the Giant Scorpions when in storage – each station has one dial turned to the “Unleash Giant Scorpions” position. In the east wall are four cavities, similar to the ones in the pit above but smaller – each is just the right size for a human, in fact. It’s obvious to the PCs this is where Brad and Janet were stored... but not so obvious: who was stored in the other two cavities. Next to each man-sized cavity is a metal closet. Inside the closet are hangers; clothes only hang from two of the hangers though – on one is a pair of slacks; on the other, a poodle skirt. In the west wall is a sliding door that leads large lab... where Dr. X has just completed creating the Brad-and-Janet Monster!

Dr. X

For Dr. X’s character sheet use Teleios’ from page 134 of *Champions Universe*. Dr. X dresses similarly, but to hide his perfect features, he wears a black surgical mask over his nose and mouth. On the surgical mask is a red X. You can assume he has used the points in his *Biochemical Wizardry* VPP to create the Brad-and-Janet Monster. If you need to increase the challenge of the encounter, you can provide Dr. X with two or more Cloned Soldiers (described on page 137 of *Champions Universe*) dispatched by his creator, Teleios, to serve as bodyguards. If knocked out or killed, Dr. X disintegrates into dust over the course of 5 Minutes – Teleios inserted a self-destruct sequence in the cloned genome to ensure Dr. X doesn’t lead heroes to Teleios’ secret hideout. However, this still provides plenty of time for the PCs to learn Dr. X is the spitting image of Teleios if they think to look and move quickly.

THE FIGHT

When the PCs exit the pit and enter the chamber immediately below, give them a moment to investigate the entrance area. Then they hear a crack like lightning striking nearby, from behind the sliding doors – even though they are a hundred or more feet underground.

Inside the lab, Dr. X has just finished creating the Brad-and-Janet Monster. Dr. X stands on a catwalk, 6” (12 meters) above the floor, waving a bloody scalpel and laughing maniacally. Below him the Brad-and-Janet Monster scuttles down from the operating table (currently 2” above the floor) to attack the superheroes. The room itself is immense: 15” high and filled with esoteric lab equipment with numerous wires and cables crisscrossing the ceiling, all of which hum with power and crackle with Jacob’s ladders and jolts of electricity.

The fight itself is a straightforward brawl. Dr. X spends most of the time laughing unless attacked by the PCs, then he attacks in kind. Early on, Brad and Janet show up to espouse the principles that Project Scorpio’s leaders felt made America great, and if given the opportunity they enter into a lengthy discussion with the Brad-and-Janet Monster which espouses the same principles while trying to kill them. Once Brad and Janet do show up, Dr. X takes a more active role in combat, attacking the couple with an insane fury, and promising to carve them up so he can create a second Brad-and-Janet Monster... and Brad and Janet are not immune to the attacks of deranged mad scientists!

Brad-and-Janet Monster

Val	Char	Cost	Roll	Notes
55	STR	45	20-	50 tons; 11d6 HTH [5]
14	DEX	12	12-	OCV: 5/DCV: 5
30	CON	40	15-	
22	BODY	24	13-	
8	INT	-2	12-	PER Roll: 12-
8	EGO	-4	12-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
15	PD	4		Total: 35 PD (20 rPD)
10	ED	4		Total: 30 ED (20 rED)
3	SPD	6		Phases: 4, 8, 12
20	REC	6		and (2, 6, 7, 11)
60	END	0		
100	STUN	35		

Total Characteristics Cost: 187

Movement: Running: 24"/48"
Leaping: 5"/10"
Swimming: 2"/4"

Cost	Powers	END
30	<i>Pincers:</i> Multipower, 30-point reserve	
3u	1) <i>Rendering:</i> HKA 2d6 (4d6 with STR)	3
1u	2) <i>Grasping:</i> +20 STR, Reduced Endurance (0 END; +1/2); Only To Grab (-1)	0
75	<i>Radiation Blast:</i> Energy Blast 6d6, NND (defense is LS [Safe Environment: High Radiation]; +1), Reduced Endurance (0 END; -1/2)	0
15	<i>Sting:</i> HKA 1d6 (2d6 with STR)	1
65	<i>Venom:</i> Drain CON 4d6, Delayed Return Rate (5 per Hour; +1), NND (LS [Immunity to Scorpion Venom]; +1), Personal Immunity (+1/4); 4 Charges (-1), HKA/Sting Must Do BODY (-1/2), Extra Time (Onset 1 Minute after Victim Stung; -1/2), Gradual Effect (4 Minutes; 1d6 per Minute; -1/2) plus RKA 4d6, NND (LS [Immunity to Scorpion Venom]; +1), Does BODY (+1), Personal Immunity (+1/4); No Range (-1/2), 4 Charges (-1), HKA/Sting Must Do BODY (-1/2), Extra Time (Onset 1 Minute after Victim Stung; -1/2), Gradual Effect (4 Minutes; 1d6 per Minute; -1/2)	[4]
60	<i>Exoskeleton:</i> Armor (20 PD/20 ED)	0
15	<i>Two Heads and Three Brains (Counting The Scorpion's) are Better than One:</i> Mental Defense (17 points total)	0
15	<i>Radioactive Physiology:</i> Power Defense (15 points)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
2	<i>Radioactive Monster:</i> Life Support [Safe in High Radiation]	0
36	<i>Long Legs:</i> Running +18" (24" total)	4

- 8 *Scorpion Sense:* +4 PER with Touch Group
- 38 *Sense Vibrations:* Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting 0
- 6 *Eight Legs and Stinger Plus the Torsos of Brad and Janet:* Extra Limbs, Inherent (+1/4) 0
- 20 *Brad and Janet Attack!:* +4 SPD; Only with Radiation Blast (-1)

Skills

- 4 +2 with Radiation Blast
- 20 +4 with Hand-to-Hand Combat

Total Powers & Skills Cost: 431

Total Cost: 618

150+ Disadvantages

- 20 *Distinctive Features:* Radioactive Green Glow (Not Concealable; Extreme Reaction [fear])
- 10 *Physical Limitation:* Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 *Physical Limitation:* Reduced Leap, Can Only Leap Half as Far as STR Indicates (Infrequently, Slightly Impairing)
- 20 *Psychological Limitation:* Slavishly Devoted to Dr. X (Common, Total)
- 213 *Experience Points*

Total Disadvantage Points: 618

Description: Created from the "material samples" on hand in the laboratory by Dr. X, namely one of the Giant Scorpions and the back-up Brad and Janet, the Brad-and-Janet Monster has the lower body of a Giant Scorpion; and the upper bodies, from the waist on up, of Brad and Janet emerge from right between the monster's gigantic pincers. In the throes of his derangement, Dr. X has even given Brad his trademark letterman's jacket and Janet her pink cashmere sweater to wear.

In combat, the creature attempts to Grab its foe with its pincers, then Brad and Janet unleash Radiation Blasts at the immobilized foe, firing the glowing green blasts from their hands. They can fire on Phases 2, 6, 7, and 11 (the scorpion body takes its action on Phases 4, 8, and 12). During the fight, Brad and Janet carry on the conversation as programmed by their original creators, the gist of which is described above.

Unlike the Giant Scorpions, the Brad-and-Janet Monster does not kill itself if surrounded by a ring of fire – it is only annoyed by the flames. (However, for the purposes of Brad and Janet's extraordinary abilities, the monster is considered a Giant Scorpion.)

Brad-and-Janet Monster



BOB J⁰³
CRAM JR



Forced Evolution by W. Jason Allen

Introduction

Forced Evolution is an adventure designed for 4 to 6 superheroes of approximately 350 points. A sample hero team is provided for players who wish to begin play quickly, or for GMs running a demonstration game. The action begins swiftly so players can become familiar with their characters' combat abilities and preferred tactics, and to demonstrate the game mechanics to new players.

While the sample team provided is especially suitable for this adventure, and the adventure is written with the assumption they will be used, GMs are encouraged to allow players the opportunity to create their own characters. Keep in mind, however, that adventure hooks and lead-ins may need to be altered to suit custom characters. Also, if characters are built with significantly more than 350 points, they may be too powerful for this adventure unless the villains have been revised.

Adventure Background

Dr. Henry Knovekstein was working late one night in the Genetics Lab at Odyssey Research Institute when he made a very interesting discovery. While performing research into the genetic basis of mental powers in mutants, he learned of a way to introduce the mutant element into his own DNA. The procedure was reasonably safe and completely non-invasive, so in the interest of science he performed the experiment on himself. Unfortunately, the procedure was not as safe as the good doctor believed. While completely successful in giving him incredible mental powers, the procedure shattered his sanity and transformed him from a mild-mannered genetic researcher into a power-mad egomaniac bent on making the world his personal laboratory.

Having lost none of his scientific genius, Dr. Know, as his colleagues often called him, realized he would need help in achieving his power-hungry goals. Desiring to create an army of genetically altered soldiers to do his bidding, he acquired "volunteers" from the homeless and poor of the city. He quickly discovered that crafting genetically altered super-soldiers to do his bidding was difficult work. After a dozen failed attempts resulting in the deaths of his subjects, he knew the authorities would soon begin noticing the disappearances, even of homeless people. Dr. Know finally succeeded with the creation of Wildcat, and used the results of that success to create Bat, Falcon, and finally Spider. Several more subjects were slain during the process, and Dr. Know heard on the news

about the mysterious disappearances of dozens of homeless people. His time was running out, but he had enough successful subjects to begin his plans.

Operation: Forced Evolution is about to begin.

Prelude: Electro-Bomb Explodes!

This is a lead-in encounter designed to start the adventure with a bang. It gives players the opportunity to get familiar with pregenerated characters and combat rules when this adventure is used for demonstration purposes.

Electro-Bomb's target is First City Bank, one of the most secure banks in Campaign City. Backing him up are several thugs he's hired with the promise of a share of whatever they get from the bank's vault. Electro-Bomb has 3 Street Thugs per 2 heroes, +1 if there are an odd number of heroes (i.e., 6 thugs for 4 heroes, 7 thugs for 5 heroes, 9 thugs for 6 heroes). For the thugs, use Competent Normals on 5E 224 (with their Skill Level as Ranged Combat), armed with Uzis and .44 Magnum on 5E 332.

When Electro-Bomb blows the front doors, the bank's silent alarms immediately alert Campaign City PD. Electro-Bomb downs the nighttime guards without any trouble, and quickly moves to crack the vault. It actually takes him a few minutes to find it, as he and his thugs have never been in the bank before. That and the fact that the vault is fairly tough to crack give the heroes enough time to arrive.

If using the sample hero team, the heroes learn of the robbery almost as soon as it occurs. Diviner, Feedback and Stat are in the team's office taking care of paperwork, Hollowpoint is teaching Knave how to shoot at the gun range, and Mechanoid (as the only team member who can fly) is out on patrol. They arrive moments apart from each other.

Electro-Bomb and his gang, of course, object to the interruption and are happy to show their displeasure by attacking the heroes shortly after they arrive.

GMs who have a copy of the *HERO System Resource Kit* can use the modern street map.

BUILDING CHARACTERISTICS

Exterior walls: 7 DEF, 6 BODY
Interior walls: 5 DEF, 4 BODY
Windows: 2 DEF, 2 BODY
Doors: 3 DEF, 3 BODY
Vault: 16 DEF, 10 BODY

Chapter 1: Homeless No More

Captain Henson calls the Vindicators into her office late in the afternoon on the day after Electro-Bomb tries to rob First City Bank. After mentioning their success or failure, she says:

“Alright team, I imagine you’ve all heard about the disappearances going on in Chinatown, Eastside, and North Downtown. If not, several homeless people and a few other street-dwellers have gone missing over the past few weeks. Last night we got our first real clue.

“One of our street-sneaks overheard a couple of gang-bangers from Chinatown at a bar talking about how a bat-like man swooped down and took off with one of their buddies. They shot at the thing, but it got away, and they haven’t seen their buddy since. Other sources are reporting that many of the homeless are going into hiding, fearing a wave of death amongst them. This is starting to get out of hand.

“Here’s what we know so far. The report about the bat-thing is the first confirmed kidnapping among street folk, but it’s not unreasonable to think the earlier disappearances were also kidnappings as well. One more thing – all of the disappearances took place at night in the poorer section of these three districts only, which leads us to believe that whoever’s behind this is trying to avoid attention and either has a hideout convenient to those districts or the ability to move swiftly and quietly between them.

“The mayor has handed this one to you, Vindicators. It’s gonna be a tough one. Don’t let us down.”

Chapter 1 is an opportunity for the heroes to gather information on the kidnappings. Whichever district they decide to investigate, they will happen across a group of homeless people discussing the disappearances. If approached, they will plea for help from the heroes. One of them will tell the heroes he saw someone taken by a large cat-man, but was afraid to say anything for fear he’d be next, but he’s not so afraid now with superheroes on the case. He doesn’t know where the cat-man went, but does think he recognized something in the cat-man’s face, almost as if he looked familiar.

If the heroes are out on the streets at night, they will have the chance to meet one of the creatures doing the kidnappings. Falcon is out tonight, getting another subject for Dr. Know’s experiments. The doctor has been going through them more quickly as he nears completion of his project.

To begin the encounter, one of the heroes hears a crash in a nearby alleyway. It’s Falcon trying to kidnap a homeless person, a Chinese female if in Chinatown, otherwise it’s an African-American male. Once Falcon is aware of

the heroes, she’ll attack once with her blaster pistol and then try to flee, with the homeless person if possible. Escape, however, is her primary concern, especially when facing multiple heroes.

Falcon will try to discourage any pursuers with her blaster pistol. She will not return to Dr. Know’s hidden lab until she is certain she is not being followed.

If captured, Falcon says nothing and will escape at the earliest opportunity. Only telepathy will get any answers from her. She doesn’t know the details of Dr. Know’s plans, only that he is her creator, that he plans to mutate the entire city, and where his hidden lab is. However, Dr. Know has planted a mental trap in the minds of his mutates; see the mutate’s character sheets for details.

If a map is needed, GMs who have the *HERO System Resource Kit* can use the modern street map and change the name of the buildings when describing the scene.

Chapter 2: Broadcast Invasion

Frequently monitoring police channels while his mutates are acquiring subjects, Dr. Know is aware that the heroes are onto his plans. Therefore, he has decided to implement his plans without fully testing the mutagenic agent. It will kill many instead of mutating them, but enough mutates will be created to serve Dr. Know’s plans. After Falcon escapes or while the heroes are bringing her in, they learn of Dr. Know’s next move.

A call comes over the police band radio about a robbery in progress at WBTC, paranormal perpetrators confirmed. If using the Vindicators, they are specifically called on to respond immediately. There’s no time to take Falcon to jail if they have captured her; anywhere they try to keep her locked up, she will manage to escape when no one is watching.

Dr. Know and his mutates (except Falcon unless she escaped) are invading WBTC, planning to use its communication and broadcasting equipment to announce his grand scheme to extort the city. When the heroes arrive, they see that the front doors have been blown off. Several station workers are down from Dr. Know’s mental twist and Bat’s blaster. Others are wrapped up in webbing.

By the time the heroes arrive, Dr. Know has already broadcast his message of extortion to the city and left. Fiendish GMs are encouraged to have Dr. Know hang around long enough to zap a hero with his Ego Attack once or twice from a well-hidden location before departing to complete his plans.

Again, GMs with the *HERO System Resource Kit* can use the modern street map, designating one of the buildings as the television station.

DR. KNOW'S BROADCAST

"Citizens of Campaign City, a dark day has dawned before you. My name is Dr. Henry Knovekstein, and I was once an ordinary citizen like you. But I have awakened! I see the useless government of our once-great nation and it saddens me. Worse, it angers me! And I now have the power to make us great again. Under my leadership, first of the city, then of this nation, we shall truly become a world power. Then we shall know peace. We shall know prosperity.

"As some of you know, I was a geneticist at the Odyssey Research Institute. I have discovered the secret of genetic reconstruction. As you can see, I have created genetic mutates, combining human and animal DNA. I have even augmented myself with genetic reconstruction, activating the genes responsible for great mental power. With me guiding the destiny of humanity, there is no limit to what we can do! But I must start somewhere, and I cannot do it alone.

"I require \$1 billion to be delivered to the Central Water Distribution Station. If my demand is not met, I will mutate the city into beast-men under my control. City officials, you have one hour. Comply, and this fair city shall pass into my control peacefully. Refuse, and I must begin my conquest the hard way. This is your only chance!

"I am no longer Henry Knovekstein. I am Dr. Know, and I am now the master of this city. Oppose me at your peril!"

Chapter 3: He Wants How Much?!?

Dr. Know actually intends to mutate the city whether he is paid or not, but he enjoys the thought of causing fearful anticipation amongst the populace. Fully expecting to be assaulted by superheroes, Dr. Know has prepared for them at the water station. The mutates will take the station by force and hold the workers there at blaster-point while putting the mutagenic agent into the city water supply.

A number of employees at the water station have been mind controlled into serving Dr. Know and will attack the heroes with various bits of equipment. There are 2 workers per hero; use the stats for Skilled Normals on 5E 224, and give each a 4d6 HA weapon. Also, the mutates will be there, and of course Dr. Know himself. As soon as the heroes arrive, a mind-controlled worker will be sent to put the mutagenic agent into the city's water system while Dr. Know and company stay to stop the heroes.

The heroes have two turns to defeat Dr. Know, the mutates, and the mind-controlled workers. Any longer than that, and the mutagenic agent will be introduced into Campaign City's water supply. If that happens, it will take only 10 minutes to filter throughout the city. After that, anyone using any water linked to the city system will mutate into a beast-man (random type) over a period of 3 to 5 days. If Dr. Know is knocked out, the workers return to normal and flee combat. If the heroes are defeated by Dr. Know and his followers, Campaign City is doomed.

Because Dr. Know did not have time to finish testing the mutagenic agent, it is imperfect. Some people will not survive the transformation; some who do will be driven mad by their freakish new form. Most will come through the transformation loyal to Dr. Know. If the heroes get word out quickly that a contamination has occurred by immediately calling the police or local news media, then the number of people transformed will be limited to a few hundred. Otherwise nearly the entire city will be transformed. See the appendix for information on how to find an antidote to the mutagenic formula.

Finally, GMs with the *HERO System Resource Kit* can use the modern street map, designating one of the buildings as the water station.

Epilogue: End Game

If the heroes defeat Dr. Know and prevent the mutagenic agent from being dumped in the city water supply, they have won the day and saved the city. Congratulate them on a job well done. Should they decide to investigate Dr. Know, they have a chance to find his home and hidden lab.

Appendix: Villainy's Lair

Details on Dr. Know's home and lab are provided here in case the heroes discover it during the course of the adventure or investigate further after defeating Dr. Know.

DR. KNOW'S HOME

Dr. Know owns a small home in a well-to-do district. It's a single-story home, two bedrooms, bath-and-a-half. He uses the second bedroom as his home office, and that's the only room that has anything of interest to our intrepid heroes.

Most of his research is located in his hidden lab, but he maintains a data link to it through the computer in his home office. That way he can continue to work on some things while at home, or monitor any experiments in progress. Any character with Computer Programming can attempt to trace the data link to its other end in an effort to locate the hidden lab. Also, in a hidden and encrypted file, is the formula for the mutagenic agent with details on how it works and how to reverse its effects. Computer Programming rolls are at a -2 to trace the data link, and at a -3 to locate and decrypt the file. Complementary skills can add +1 to rolls, as can a successful check from an assisting character.

If Dr. Know is encountered here, he will attempt to convince the heroes he has nothing to do with the situation, using Mind Control if necessary. Failing that, he will attempt to destroy them.

DR. KNOW'S HIDDEN LAB

The secret laboratory of Dr. Know is in the North Downtown district, in the basement of an abandoned warehouse. He has had it only a few months, so there isn't much in there besides his computer mainframe, genetic research equipment, and a few haphazardly constructed rooms to contain research subjects. Currently there are seven people contained in the holding rooms; none have yet been subjected to Dr. Know's experiments. On an examination table, restrained, is one person in the middle of genetic transformation. It is the gang-member, in the process of becoming a snake-hybrid mutate. Dr. Know had intended him to be included in the mission to mutate the city, but time ran out before his transformation was completed. If the heroes can get him and the file on the mutagenic agent to Genex Laboratories, the researchers there can create an antidote, and the gang member and other mutates can be returned to normal.

There is also a hidden lower level containing several failed experiments, all dead and horribly misshapen, but frozen in cryo-stasis for further study. What the heroes see there should give them nightmares for weeks to come.

If Dr. Know is encountered here, he will certainly attack the heroes in an effort to keep his research a secret. His mutates will also be present, as they stay here when not on a mission.

VINDICATORS SCENARIO SEEDS

After a rash of extreme crimes committed by VIPER and various supervillains, the Vindicators are ordered to sweep the city and round up any and all superhuman criminals and high-powered criminal organization cells. Knowing they are not up to such a tremendous task by themselves, they call on the PCs for aid.

VIPER's war against the Vindicators escalates out of control. After drawing the Vindicators into a massive battle, several agents invade their base and plant a bomb to destroy the building. Alerted by radio, can the PCs arrive in time to save the Vindicators' base and the police officers within?

Shortly after locating and dismantling one of Mechanon's many hidden bases, the Vindicators have gone mysteriously AWOL. Has Mechanon taken the ultimate vengeance for their intrusion, or is something more dire afoot?

Heroes Campaign City Vindicators

The Mayor and City Council commissioned the Campaign City Vindicators as a team of heroes after the council determined its MARS (Metahuman Activities Response Squad; see *Champions Universe*) units were not up to the task of policing superhuman crime. Serving the city under the auspices of the Campaign City Police Department, they tackle cases involving paranormal activity, especially those deemed too dangerous for non-powered officers. They are also on-call to support PRIMUS, UNTIL, and other law enforcement agencies as needed.

Membership: Diviner, Feedback (leader), Hollowpoint, Knave, Mechanoid, Stat

Background/History: After several emergencies involving paranormal villains occurred while resident heroes were absent or otherwise unavailable, and failed to be satisfactorily resolved by the city's MARS units, the Campaign City government decided to create its own team of superheroes. With surprising swiftness, legislature was enacted to sanction the superhero team, backed by funding from Harmon Industries and the state government. While as yet inexperienced, the expertise, power, and training of each member indicates considerable promise.

As with most government law enforcement agencies, the primary goal of the Vindicators is to serve and protect the public. To cope with the reality of paranormal criminals, they have been granted significant leniency in what activities they may legally use to achieve those ends (GM's discretion as to the extent of that leniency). It is to their credit that the team is quickly becoming a thorn in the side of organized crime. VIPER, in particular, has begun making efforts to remove the Vindicators from the superhero scene.

The Vindicators make their headquarters in South Downtown, under the command of Captain Rachel Henson, with a small yet sophisticated office area reserved for their use. Feedback is often found there, while the other team members work in their respective specialties while not on team business.

The team has been issued an armored van equipped with advanced surveillance equipment, but without weapons. Due to budget limitations, they do not have an air vehicle, but are able to get access to police helicopters as needed. They also have an arrangement with PRIMUS for transportation should a long-range trip be required by an assignment.

Group Relations: The team gets along fairly well together for having been together only a few months. Relationships with other law enforcement groups are strong, especially Campaign City PD, of which they are a detachment. Local independent heroes have called on the Vindicators several times since the public announcement of the team's formation. The only agencies the team has had significant problems with so far are federal agencies, and then only with requests for classified information.

Feedback serves as team leader, as he is the most experienced police officer on the team. He prefers a more democratic form of leadership, often consulting the other team members before deciding on a course of action. Normally following majority rule, he nevertheless will pull rank to follow a particular course of action if he deems it necessary.

Tactics: Having only been on active duty as a team for a month (with only two months of training prior to that), the Vindicators have barely begun to develop true team tactics. As a whole, the team seems to prefer ranged combat, except for Mechanoid, whose cybersuit makes him more effective in hand-to-hand combat. With such a heavy concentration of ranged combatants, they have recognized the possibility of getting too far away from those they are fighting, making it easier for foes to escape.

Campaign Use: Presented here as a sample hero team, the Vindicators could easily be used as the PCs for your group. Alternately, they could be NPCs in the campaign, working with or against your PCs as circumstances dictate. For instance, should one of the PCs be framed for (insert crime of choice here), who would investigate? The Campaign City Vindicators, of course.

The Vindicators will Hunt any villain they encounter during their investigations who escape from custody. They will seldom Hunt on greater than 8-, however; they're simply too busy. When pursuing a villain, they will use any and all resources they can get access to.

If the Vindicators need more power, add another member, or perhaps add points to the existing roster, as well as increasing their non-combat resources. To reduce their effectiveness, remove a member or reduce their point totals.

Diviner

Background/History: Maria Staviniachi knew from a young age that she didn't quite fit in, that she was special in some unusual way. Throughout her childhood she would have "waking dreams" as she called them, flashes of events that she knew were the future. Some came true, some did not. Of those that did, few were pleasant. She came to dread her waking dreams, to the point that she refused to go to school, or even leave her room. Anything could trigger a waking dream, and she could neither control nor prevent them.

At a loss on how to help their daughter, Maria's parents contacted an old gypsy fortuneteller who had been a friend of the family for years. Since several of Maria's visions had come true, they thought the old card reader might be able to help Maria. They were right.

Madame Zara knew much about paranormal and psychic phenomenon, and immediately sensed Maria's potential. After only a few months of instruction, Maria gained some measure of control over her second sight and the waking dreams all but stopped.

By the time she was ready for college, Maria was a strong psychic, capable of incredible mental feats. On Madame Zara's recommendation Maria pursued a degree in psychology. She also volunteered her psychic gifts to the police, who were seldom disappointed in her effort to help solve crimes. Upon graduation, she was immediately employed by Campaign City as a "police advisor" under her psychology credentials. She spent more time helping the police with cases than she did doing actual psychology work.

The most well-known case she worked on for the police set her against a small group of Ouroboros cultists who had found a way to mass-hypnotize people into joining the dragon cult. Ouroboros leaders have sought her death ever since.

When the Vindicator project came about, she was the city's first choice for mental support; how could she refuse? It was her best chance yet to help people. She was dubbed Diviner by Captain Henson, as no one else could think of anything more dramatic.

Personality/Motivation: Maria often appears to be the shy, quiet type. Don't be fooled. She is quietly observing, catching every detail she can. When providing counsel she is very empathetic, skilled at getting to the root cause of a problem or concern. She does not hesitate to use telepathy if she feels it is warranted, and sometimes even when it isn't. Her readiness to use telepathy may become a concern with personal privacy issues.

Maria has received several recognitions for her service and is well known for helping those

in need despite the potential cost to herself. Her only real character flaw is her sometimes careless curiosity. More than once she has turned down an alley to check out a strange noise and been glad to have her powers.

Diviner's most distinctive personality trait is her concern for and willingness to help others. She holds a great respect for all life, and this respect led her to dedicate her life to helping anyone she can in any way she can. No price is too high; she has even allowed herself to be taken hostage, even wounded, to save others.

Quote: "While violence has its place, the right words, softly spoken, can have a greater and more lasting impact than any right cross."

Powers/Tactics: With Madame Zara's help and long years of training, Diviner has learned many psychic abilities. Though she dislikes combat, she is quite adept at defending herself and putting down would-be attackers. She once required a crystal pendant to help focus her concentration. Though she no longer needs it, she still wears it out of habit. She carries a Harmon Industries-designed stun blaster in case her psychic abilities prove useless or impractical, but has yet to actually use it in combat.

When Diviner finds herself in a combat situation, she defends herself with a psychic shield and her supernatural ability to sense danger. Normally relying on her Fury Feedback attack to fell foes, she also uses Psychic Domination to throw opponents off guard, especially when facing bricks.

Diviner prefers to avoid conflict with other mentalists whenever possible. She suffers a nasty feedback effect if another mentalist penetrates her mental defenses.

Campaign Use: Diviner serves as team counselor, making sure everyone is comfortable in their role as legally sanctioned superheroes and helps deal with any psychological problems that may arise because of a mission. This leads her to be more than a little nosy about her teammates' personal lives. She is also the resident mentalist and mystic, though she has no training as a mage.

Diviner is only interested in helping people and fighting crime. She'll not Hunt anyone unless it's part of a team investigation.

To boost her capabilities, add more Psychic powers, such as a BOECV Entangle, Psychokinesis, or other Mental powers. If she's already too powerful for your campaign, reduce the Active Points of her Psychic Powers Multipower to a suitable level and reduce or remove her Combat Luck and Danger Sense.

Appearance: Diviner is a natural beauty with olive skin, long black hair and big blue eyes, but

DIVINER PLOT SEEDS

Shortly after the Vindicators were announced to the public, Diviner began having waking dreams of surprising clarity and horrific vision. She took steps to prevent each vision, only to see most of them come true. Those few that did not surprised her in the severity of their inaccuracy. Someone is trying take advantage of her abilities by sending Diviner false visions! Who is doing this, and to what end?

The Ouroboros cult kidnaps Madame Zara, threatening to sacrifice her if Diviner does not surrender herself to them, coming alone and unarmed. Not wanting to risk her teammates, she sends an encrypted note to the PCs and surrenders herself to the cult. Now the cult has the two psychic minds they need to open a portal to the Lower Hells. Will the PCs arrive in time to stop the ritual?

Diviner begins trailing one of the PCs subversively, having had a vision indicating the PC will commit a brutal murder. She wants to make sure this vision doesn't come true. Problem is, she wasn't able to see who the victim was or

when exactly the murder will occur. Who is the supposed victim? Is this another false vision sent to lead her astray, or will circumstances lead the PC to kill?

Diviner

she makes little effort to emphasize her appearance. Often foregoing make-up or fancy clothing, she prefers to focus her efforts on helping others. When she does find the occasion to dress up, however, few people can help but take notice. She commonly wears conservative but comfortable business-style clothing.

When on duty, Diviner wears her uniform – royal blue with white and yellow highlights on the legs and arms. A small, stylized crystal ball device decorates her costume at the left breast. Her boots and gloves are dark yellow. The stun blaster is holstered at her left hip on a black leather belt. She always wears her clear crystal pendant, in uniform or not.



DIGITAL HERO #17

Diviner

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll: 13-
24	EGO	28	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
4	PD	2		Total: 18 PD (14 rPD)
5	ED	1		Total: 19 ED (14 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	4		
40	END	2		
30	STUN	6		

Total Characteristics Cost: 126

Movement: Running: 6"/12"
Teleport: 17"/34"
Leaping: 2"/4"
Swimming: 2"/4"

Cost	Powers	END
62	<i>Psychic Powers:</i> Multipower, 62-point reserve	
6u	1) <i>Fury Feedback:</i> Ego Attack 6d6	6
2u	2) <i>Psychic Domination:</i> Mind Control 10d6, Telepathic (+1/4); Concentration (0 DCV, Totally Unaware, Throughout; -1 1/2)	6
2u	3) <i>Psychic Speech:</i> Telepathy 12d6; Concentration (0 DCV, Totally Unaware, Throughout; -1 1/2)	6
6u	4) <i>Psychoportation:</i> Teleportation 17", No Relative Velocity, Position Shift, Safe Blind Teleport (+1/4)	6
1u	5) <i>Second Sight:</i> Precognitive Clairsentience (Sight, Hearing, and Mental Groups); Concentration (0 DCV, Totally Unaware, Throughout; -1 1/2), No Conscious Control (character can activate, but cannot control nature of visions without successful Power Skill Roll, power sometimes activates by itself; -1), Vague And Unclear (-1/2)	6
11	<i>Stun Blaster:</i> EB 9d6; Activation Roll 14- (-1/2), Beam (-1/4), Cannot Be Bounced (-1/4), 8 Charges (-1/2), No Knockback (-1/4), OAF (-1), Real Weapon (-1/4)	[8]
12	<i>Armored Uniform:</i> Armor (8 PD/8 ED); Activation Roll 15- (-1/4), OIF (-1/2), Real Armor (-1/4)	0
10	<i>Psychic Shields:</i> Mental Defense (15 points)	0
20	<i>Aura Sight:</i> Detect Emotional and Physical Status (Mental Group), Discriminatory, Range	0

- 10 *Magic Sense:* Detect Magic (Mental Group), Range 0
5 *Radio:* Radio Perception/Transmission (Radio Group); OIF (-1/2), Real Technology (-1/4), Affected As Hearing Group As Well As Radio Group (-1/4) 0

Perks

- 1 Fringe Benefit: Licensed Psychologist
2 Fringe Benefit: Local Police Powers

Talents

- 12 Combat Luck (6 PD/6 ED)
32 Danger Sense (sense, immediate vicinity, any danger) 13-

Skills

- 2 CK: Campaign City 11-
3 Conversation 12-
2 KS: Mystic World 11-
3 Paramedics 13-
3 Persuasion 12-
3 Power (Psychic Powers) 14-
3 PS: Counselor 12-
2 SS: Criminal Psychology 11-
3 SS: Psychology 13-
3 Seduction 12-
3 Streetwise 12-

Total Powers & Skills Cost: 224

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Feature: Mystic Aura (Not Concealable; Always Noticed; Unusual Senses)
5 Distinctive Feature: Uniform (Easily Concealed)
15 Hunted: Mystery Supervillain 8- (Mo Pow, NCI, Manipulate)
15 Hunted: Ouroboros Cult 8- (Mo Pow, Kill)
15 Hunted: VIPER 8- (Mo Pow, Kill)
10 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Watching)
20 Psychological Limitation: Code Against Killing (Common, Total)
10 Psychological Limitation: Curiosity (Common, Moderate)
20 Psychological Limitation: Good Samaritan (Common, Total)
20 Social Limitation: Subject to Orders (Very Frequently, Major)
10 Susceptibility: to mental powers getting through mental defense, 2d6 damage, Instant (Uncommon)

Total Disadvantage Points: 350

FEEDBACK PLOT SEEDS

The IHA begins lobbying the city to dismiss the mutant members of the Vindicators, citing them as a “potential threat to the public’s safety.” The Mayor’s not listening, so the IHA decides to up the ante – by framing Feedback for murder. Since the Vindicators are too close to the situation to investigate, the PCs are called in to handle the situation.

VIPER, knowing that the 86ers have a score to settle with Feedback, approach the gang with a simple offer: guns for services rendered. The 86ers start shooting up downtown, terrorizing citizens, looting stores, and generally causing havoc. When Feedback and the Vindicators respond, VIPER has several of its supervillains waiting in ambush. Will the PCs catch wind of this plot in time to lend a hand? Where is Nathan during all this?

After using excessive force to bring down a mugger, Feedback is suspended for a week. When VIPER takes this opportunity to commit a crime spree, he sullenly refuses to lead the team into battle. After all, he’s suspended; he would

Feedback

Background: Benjamin Parks grew up in a decent neighborhood, with a mundane family that pursued their lives with ordinary boredom. Trying to break the pattern, he joined the Campaign City Police Department after graduating from high school. His first few years on the force were spent as a beat cop downtown, learning how the city and its underside worked.

Ben never ran into any serious crimes until the day he and his partner responded to a bank robbery in progress. He figured he and his partner could handle it, but called for backup just in case. They got there just in time to catch the robbers coming out of the bank. They pulled guns and ordered the thieves to halt. It went downhill from there.

One of the perps fired, hitting Ben’s partner square in the chest. The world went into slow motion; Ben turned to watch his partner fall to the ground, the thug slowly moved to aim at Ben, and Ben yelled, “NOOOO!”

What happened next replays often in Ben’s dreams. He yelled, and was about to fire at the bank robber when his voice changed, and focused, and a wave of sonic force flew from his mouth and slammed the thugs back, knocking them down and out. Ben was too surprised to react for a moment, but recovered quickly, calling for an ambulance. But it was too late; his partner was dead. In a daze, Ben cuffed the thieves and waited for backup.

When Ben discovered that the criminals were part of the 86ers street gang, he hunted them down, almost getting suspended before Captain Henson brought Ben to his senses. After that, he focused on his job, earning a promotion to sergeant through hard work and determination. Henson started calling him Feedback, and the name stuck. The 86ers still show up every now and then, trying to take him out.

When the Vindicator project came about, Ben was selected to be the team’s leader because of his experience as a police officer. The fact that he was a mutant with sonic powers certainly didn’t hurt, either. Ben accepted the appointment reluctantly, not really wanting to become a superhero. However, after the team’s first few missions, he discovered he enjoys the added challenge.

Personality/Motivation: To those who don’t know him, Ben appears to be standoffish, even to the point of rudeness. To those who know him, he’s just an average guy – nice enough, but a little distant. For the most part his distant attitude is a defense mechanism; he is a cop, after all, and that’s a rough job. Beyond that, however, lies a deeper reason. Ben has always been a loner, ever since his parents divorced. That hit him hard, and he doesn’t talk to either of them anymore. He

tends to avoid serious relationships because he doesn’t want the same thing to happen to him.

The only member of his family he has any real relationship with is his 14 year-old nephew, Nathan. Nathan has been much like the son Ben never had (and will never have as far as Ben’s concerned), but the boy recently joined the 86ers to rebel from his boring parents and Ben. Ben has been trying to get Nathan out of the gang by showing him the dangers associated with gang life. So far, Nathan isn’t listening.

Ben doesn’t fool around when it comes to his job. If anything, he takes it too seriously, refusing to give an inch when he thinks he’s right. He doesn’t back down from pursuing a criminal, even if the villain has the upper hand. His overriding concern, however, is for the public he is sworn to protect.

Quote: “Listen, I’m a cop, not a publicity stunt. Now if you don’t mind, I have a job to do.”

Powers/Tactics: Feedback is a mutant gifted with sonic abilities. His voice is a natural weapon, allowing him stun or shatter with a simple change in pitch and volume. He can also spread his sonic effect to a cone area. If an enemy has a way to suppress sound or cause a silencing effect, Feedback’s powers are nullified; he has not yet encountered this situation.

Feedback’s sonic powers also provide him with innate dampeners against other sonic effects that deafen, as well as the ability to hear ultrasonic sound, emit sonar waves, and to generally improve his sense of hearing.

Because his own powers do not afford him any natural defense, a force field projection belt was designed for him by Harmon Industries to supplement his armored uniform. Feedback has asked several times how the belt works, but his question is always avoided or ignored.

Campaign Use: The one thing Ben’s not fond of is the way he’s been made a public figure. He quickly grew tired of requests from the press for a statement about this, or what’s the team’s official position about this issue, and so on. When he started getting phone calls from fans at home, he quickly changed his phone number, but his address is still listed. He gets a hundred or so letters each day, and a few times people have waited for him outside his apartment just to meet him. Now the mayor wants him to be in a public relation commercial about the team. What can he do? He’s the leader; he’s the one who’s in the eye of the public. But he doesn’t have to like it.

Ben will relentlessly Hunt any criminal who is the subject of his current investigations. Also, if a criminal escapes justice in his jurisdiction, he’ll be there to help recapture the offender. He uses standard police procedure while pursuing his quarry.

DIGITAL HERO #17

To increase Ben's capabilities, boost his Speed, add some Combat Skill Levels with his Multipower, and give him additional Multipower slots. You can also boost his Armor or Force Field, or add some Combat Luck. If he needs to be scaled back, reduce the Active Point level of his Multipower and reduce the strength of his Force Field belt, or remove it altogether.

Appearance: Ben is a fairly attractive Caucasian male in his late 20s, well-built and tall

with green eyes and short blond hair. Since the Vindicators were formed, he wears his armored uniform while on duty. It resembles a police uniform, being dark blue in color with yellow sergeant stripes, black belt and boots, a nametag that reads "Feedback," and a badge. There was an attachment for a sidearm holster, but Feedback took it off; it just got in his way. He wears the Shield Belt whenever he's not in the office. Its simple gunmetal gray casing belies the complex shield projector within.

technically be breaking the law if he did so. The remaining Vindicators are all captured by VIPER. Captain Henson breaks protocol to lift Feedback's suspension early and calls the PCs to help him rescue the other Vindicators.

Feedback



**POLICEMAN
PACKAGE DEAL**

Feedback and
Hollowpoint are built
using the Policeman
Package Deal below:

Skills and Perks

- 2 Fringe Benefit:
Local Police
Powers
- 3 CK: Campaign
City 12-
- 3 Combat Driving
14-
- 3 Concealment 12-
- 3 Conversation 12-
- 2 KS: Criminal
Law 11-
- 2 WF: Small Arms

Disadvantages

- 5 Distinctive
Feature:
Uniform (Easily
Concealed)
- 10 Hunted: Law
Enforcement
Agencies 8- (Mo
Pow, NCI,
Watching)
- 15 Social
Limitation:
Subject to Orders
(Frequently,
Major)

Feedback

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
14	BODY	8	12-	
16	INT	6	12-	PER Roll: 12-/14-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
8	PD	4		Total: 24 PD (16 rPD)
9	ED	4		Total: 25 ED (16 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
9	REC	0		
50	END	0		
40	STUN	3		

Total Characteristics Cost: 136

Movement: Running: 12"/24"
Leaping: 4"/8"
Swimming: 2"/4"

Cost	Powers	END
62	<i>Sonic Powers:</i> Multipower, 62-point reserve	
6u	1) <i>Sonic Blast:</i> EB 12d6	6
6u	2) <i>Ultrasonic Blast:</i> EB 5d6, AVLD (Hearing Group Flash Defense; +1½)	6
4u	3) <i>Sonic Shout:</i> EB 6d6, Area Of Effect (6" Cone; +1); No Range (-½)	6
4u	4) <i>Sonic Scream:</i> Hearing Group Flash 10d6, Area Of Effect (6" Cone; +1); No Range (-½)	6
12	<i>Armored Uniform:</i> Armor (8 PD/8 ED); Activation Roll 15- (-¼), OIF (-½), Real Armor (-¼)	0
7	<i>Shield Belt:</i> Force Field (8 PD/8 ED); 3 Continuing Charges lasting 1 Minute each (-½), OIF (-½), Real Technology (-¼)	[3cc]
10	<i>Good Ears:</i> Hearing Group Flash Defense (10 points)	0
12	<i>Swift Runner:</i> Running +6" (12" Total)	2
10	<i>Sonic Pulse:</i> Active Sonar; Costs END (-½)	1
4	<i>Good Ears:</i> Hearing Group, +2 to PER Roll	0
3	<i>Good Ears:</i> Ultrasonic Perception (Hearing Group)	0
5	<i>Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Real Technology (-¼), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks

- 4 Contact: PRIMUS Agent 11- (Major Institutions, Significant Contacts)
- 2 Fringe Benefit: Local Police Powers
- 1 Fringe Benefit: Rank of Sergeant, Campaign City Police Department
- 4 Reputation: Super Cop (in United States) 11-, +2/+2d6

Skills

- 3 Breakfall 14-
- 3 Bureaucratics 12-
- 3 CK: Campaign City 12-
- 3 Climbing 14-
- 3 Combat Driving 14-
- 3 Concealment 12-
- 3 Conversation 12-
- 3 Criminology 12-
- 2 KS: Criminal Law 11-
- 2 KS: Criminal World 11-
- 2 KS: Law Enforcement World 11-
- 2 KS: Street Gangs 11-
- 2 KS: Superhuman World 11-
- 3 Language: Spanish (Fluent)
- 3 Persuasion 12-
- 2 PS: Policeman 11-
- 3 Shadowing 12-
- 3 Stealth 14-
- 5 Streetwise 13-
- 3 Tactics 12-
- 2 WF: Small Arms

Total Powers & Skills Cost: 214**Total Cost: 350****200+ Disadvantages**

- 15 DNPC: Nathan Parks, 14-year-old nephew, member of 86ers street gang, 11- (Normal)
- 10 Distinctive Feature: Mutant (Not Concealable; Always Noticed; Unusual Senses)
- 5 Distinctive Feature: Uniform (Easily Concealed)
- 10 Hunted: 86ers Street Gang 8- (As Pow, Limited Area, Public ID, Kill)
- 10 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Watching)
- 20 Hunted: VIPER 8- (Mo Pow, Public Identity, Kill)
- 15 Psychological Limitation: Stubborn (Common, Strong)
- 20 Psychological Limitation: To Serve and Protect (Very Common, Strong)
- 10 Reputation: super cop, 11-
- 15 Social Limitation: Public Identity (Frequently, Major)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Hollowpoint

Background/History: Carl Schaeffer didn't really begin living until he joined the military. Sure, he grew up, went to school, had friends and all that, but he never really felt *alive* until the first time he set hands on an M-16 and let it run for all it was worth. He had found his love in life, and it was guns.

Carl joined the Army just in time to see action in the Gulf War. 19 years old, fresh out of boot camp, he was the happiest man on the planet. His country had chosen him to fight tyranny in its own territory! His joy didn't last long, however.

Carl's unit was one of the first infantry units to enter Iraq. He was ready to go, eager to enter the fray – until the first explosion went off nearby. Not a training exercise, not a demolition drill, a real, live explosion intended to maim or kill him. The only thing that stopped him from freaking out and running back to base was the fact that he was several miles inside the border. Steeling himself against his fear and checking his weapon for the umpteenth time, he followed his squad leader deeper into Iraqi territory.

In the end, Carl made it through the war alive, if not unscathed. A few days into the ground assault, Carl's unit was checking out an Iraqi storage bunker when a booby trap went off. The explosion wasn't large, and no one was killed, but Carl was severely burned. The burns were extensive, and the scars somewhat difficult to conceal. His survival lent Carl an air of toughness that was at first an act, but he soon began to feel as if he were bigger than life, that he could accomplish anything.

After serving only one four-year term, military cutbacks allowed Carl to explore other career opportunities. He spent some time back home, reflecting on his loss of innocence, his burns, his love of guns. With all these thoughts swirling around in his mind, he kept coming back to one question: what do I do now? Finally, the answer came to him. If he couldn't be in the military anymore, he could become a cop. No, a member of a SWAT team. That's the closest thing to military you could be without being military, right? So that's what Carl did, selecting to be trained as a sniper. Carl felt truly alive again.

When the Vindicator project was in its planning stages, the idea of having a member serve as long-range support was one that was highly favored. It never hurts to have one man stand way back, out of the enemy's close range. Few supervillains have the ability to fight at extreme range, so having a hero that could do just that seemed a good idea. Since Harmon Industries had already been commissioned to design equipment for other team members, they

were asked about making a highly versatile rifle, one that could be used for nearly all types of combat – close range, long range, sniping, even crowd control. As it happened, Harmon Industries already had such a project under development, called the XMR-2K2 Modular Rifle. It was designed with interchangeable parts for the ultimate in combat versatility. As the most skilled sniper on Campaign City's SWAT team, Carl was the first choice to use it. How could he say no? Not only would he continue serving the public he had come to care about, but he would have the chance to use the coolest gun he had ever seen. Taking his code name from his favorite type of ammunition, Carl became Hollowpoint, the best sniper a hero team could ask for (on a government budget).

Personality/Motivation: Carl seems like a regular joe – who happens to be addicted to guns. Anything and everything, blaster or slug-thrower, he loves them all. He enjoys using them, collecting them, firing them. Most of all, he enjoys the thought of standing on top of a building a few hundred meters away and pegging bad guys. However, the original idea for him to work as a long-range combatant hasn't been as successful as intended. More than once battle has found its way to Carl, but he just keeps firing. It'll take more than a bunch of costumed weenies to shake him up.

Carl has a good sense of humor, and enjoys socializing with his teammates, especially when celebrating a successful mission. While on the job, though, he prefers to let his actions do most of the talking. Carl's a follower, not a leader, but will happily speak up if he has something useful to add to a discussion, usually tactical advice or demolitions and weapons expertise. He's not shy, just reserved.

The only person he really opens up to is his mother; his dad passed away a year ago from lung cancer. She's got cancer too, and the doctors say she has at most a year left, so he spends as much time with her as he can. As ever, though, the job tends to keep him away.

Ever since serving in the Gulf War, Carl has harbored a strong dislike for Arabs and Muslims. The atrocities he witnessed there, world events in the Middle East, and terrorist attacks against the United States since the war have only worsened this prejudice.

Quote: "Grassy knolls are for amateurs. Give me a skyscraper with a clear view any day."

Powers/Tactics: All of Hollowpoint's abilities come from technology, except for his dexterity, speed, and running. Those are the product of intensive military training and natural talent. Continuous practice is required to maintain those levels.

HOLLOWPOINT PLOT SEEDS

Hoping to draw Hollowpoint into a trap, VIPER kidnaps his ailing mother from her home, leaving a note instructing him to come alone to an abandoned warehouse or she will be killed. When he doesn't return from the warehouse and the Vindicators can find no trace of him or his mother, they call the PCs to help investigate.

When the Vindicators are called in to help track down a band of terrorists – Muslim extremists – operating in Campaign City, Hollowpoint becomes increasingly agitated. By the time the cell is located, he's worked himself into a fervor of hatred. Concerned about his well-being, Captain Henson orders him to take some time off and let the other Vindicators handle the case. Will he defy orders and attack the cell on his own? Worse, will he shoot to kill?

VIPER manages to locate Hollowpoint's home, break in, use sleep gas to knock him out, and steal the XMR-2K2. With that kind of technology, VIPER agents would be much more dangerous. The Vindicators track down the base where they think the XMR-

2K2 is being kept, but it's heavily guarded. The PCs are called in to assist with the raid.

Hollowpoint

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll: 12-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
6	PD	3	Total: 22 PD (16 rPD)	
5	ED	1	Total: 21 ED (16 rED)	
5	SPD	19	Phases: 3, 5, 8, 10, 12	
8	REC	2		
40	END	0		
35	STUN	3		

Total Characteristics Cost: 117

Movement: Running: 14"/28"
Leaping: 3"/6"
Swinging: 15"/30"
Swimming: 2"/4"

Cost Powers END

25 *XMR-2K2 Experimental Modular Rifle:*
Multipower 70-point reserve; Half
Phase to Change Slots (-¼), all slots
OAF (-1), Two-Handed Weapon (-½)

Energy Modules

3u 1) *Pulse Blaster:* EB 14d6; 16
Charges (-0), OAF (-1), Two-Handed
Weapon (-½) [16]

3u 2) *Pulse Stunner:* EB 11d6, 32
Charges (+¼); OAF (-1), Two-Handed
Weapon (-½) [32]

3u 3) *Pulse Laser:* RKA 3d6, Armor
Piercing (+½); 16 Charges (-0), OAF
(-1), Two-Handed Weapon (-½) [16]

Projectile Modules

3u 4) *Autogun:* RKA 2d6, Autofire (5
shots; +½), 125 Charges (+¾); OAF
(-1), Two-Handed Weapon (-½) [125]

3u 5) *Needler:* RKA 3d6, Penetrating
(+½); 16 Charges (-0), OAF (-1), Two-
Handed Weapon (-½) [16]

3u 6) *Sniper:* RKA 3d6, No Range
Penalty (+½); 16 Charges (-0), OAF
(-1), Two-Handed Weapon (-½) [16]

Explosive Modules

2u 7) *Concussion Grenade:* EB 9d6,
Explosion (+½); 4 Charges (-1), OAF
(-1), Two-Handed Weapon (-½) [4]

2u 8) *Magnesium Flare:* Sight Group
Flash 9d6, Explosion (+½); 4 Charges
(-1), OAF (-1), Two-Handed Weapon
(-½) [4]

2u 9) *Fragmentation Grenade:* RKA
3d6, Explosion (+½), 4 Charges (-1),
OAF (-1), Two-Handed Weapon (-½) [4]

- 14 *Electro-Gauntlet:* HA +7d6 (10d6 with
STR); HA Lim (-½), OIF (-½), 8
charges (-½) [8]
- 18 *Hold-Out Blaster:* 9d6 Energy Blast;
OAF (-1), 8 charges (-½) [8]
- 12 *Armored Uniform:* Armor (8 PD/8 ED);
Activation Roll 15- (-¼), OIF (-½), Real
Armor (-¼) 0
- 7 *Shield Belt:* Force Field (8 PD/8 ED);
3 Continuing Charges lasting 1 Minute
each (-½), OIF (-½), Real Technology
(-¼) [3cc]
- 16 *Swift Runner:* Running +8" (14" total) 2
- 11 *Linegun:* Swinging 15", Reduced
Endurance (0 END; +½); OAF (-1) 0
- 9 *Goggles:* Sight Group Flash Defense
(5 points); OIF (-½), Real Technology
(-¼) **plus** *Goggles:* Nightvision; OIF
(-½), Real Technology (-¼) **plus**
Goggles: Telescopic (Sight Group; +4
versus Range Modifier); OIF (-½),
Real Technology (-¼) 0
- 5 *Radio:* Radio Perception/Transmission
(Radio Group); OIF (-½), Real
Technology (-¼), Affected As Hearing
Group As Well As Radio Group (-¼) 0

Talents

- 15 Combat Sense 12-
3 Lightsleep

Perks

- 2 Fringe Benefit: Local Police Powers

Skills

- 15 +3 with Guns
12 *Range Skill Levels:* +4 versus Range
Modifiers with All Attacks
- 5 Accurate Sprayfire
3 CK: Campaign City 12-
3 Climbing 13-
3 Combat Driving 13-
3 Concealment 12-
5 Demolitions 13-
2 KS: Criminal Law 11-
2 KS: Military/Mercenary/Terrorist
World 11-
3 Paramedic 12-
5 Rapid Attack (Ranged)
3 Shadowing 12-
3 Streetwise 13-
3 Tactics 12-
2 WF: Small Arms

Total Powers & Skills Cost: 233

Total Cost: 350

200+ Disadvantages

- 15 DNPC: Oretha Schaeffer, character's sick mother, 8- (Incompetent)
- 10 Distinctive Features: Burn Scars (Concealable)
- 5 Distinctive Feature: Uniform (Easily Concealed)
- 10 Hunted: Harmon Industries 8- (Mo Pow, NCI, Watching)
- 10 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Watching)
- 15 Hunted: VIPER 8- (Mo Pow, Kill)
- 15 Psychological Limitation: Biased Against Arabs and Muslims (Common, Strong)
- 15 Psychological Limitation: Overconfident (Very Common, Moderate)
- 20 Psychological Limitation: To Serve and Protect (Very Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 15 Vulnerability: 1½x STUN from Fire/Heat (Very Common)

Total Disadvantage Points: 350

The XMR-2K2 is Hollowpoint's prize weapon. An experimental weapon, its design is state-of-the-art. The modular components almost never jam or get stuck (GM's fiat as to when they do), and the energy modules are self-charging. The firearm and explosive modules use specialized ammunition also designed by Harmon Industries. The ultimate in combat versatility, he never lets it get too far away from him.

Hollowpoint also carries a basic hold-out blaster for emergencies, as well as an electrified gauntlet designed by Harmon Industries for personal defense. The gauntlet is intended for when someone gets a little too close. The linegun is also a Harmon Industries product. For armor, he wears body armor and a shield belt similar to Feedback's. He also wears high-tech nightvision goggles.

Highly trained in the science of sniping, Hollowpoint prefers to stand back – way back – and provide supporting fire for his teammates. When he gets in close, though, he uses standard SWAT team tactics: get in, get out, let the coroner and crime team worry about cleanup.

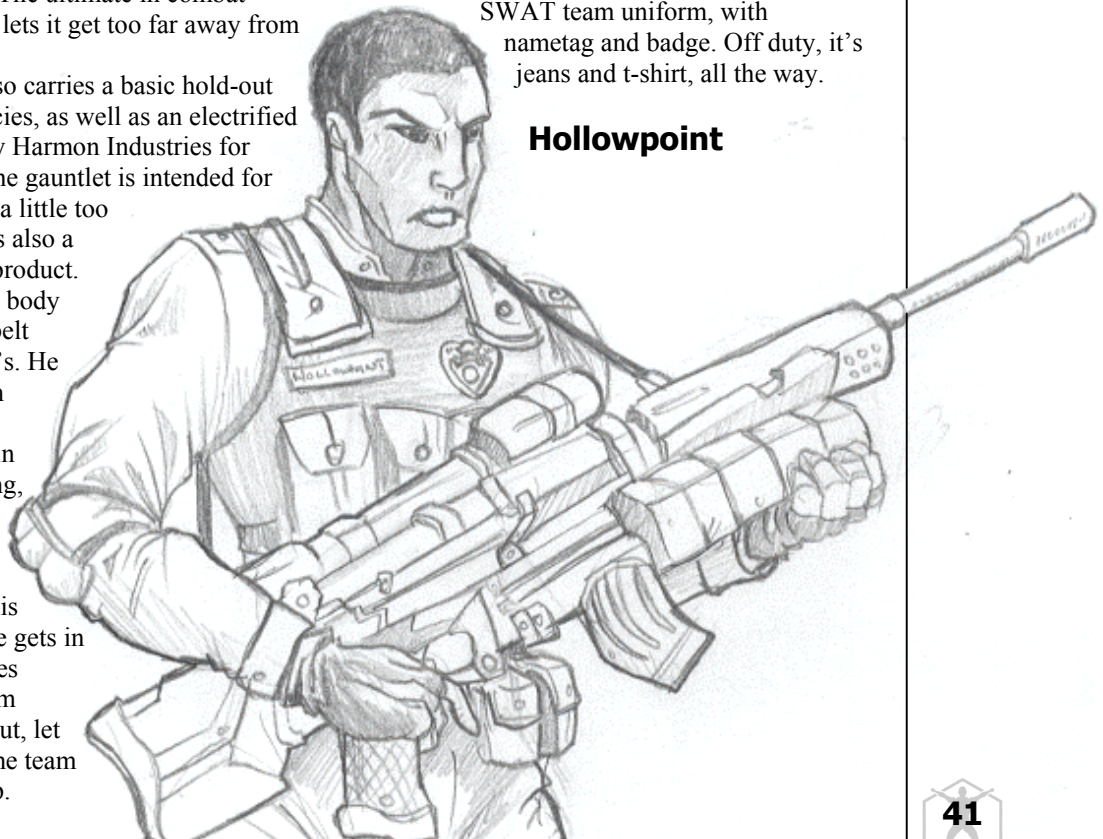
Campaign Use: Hollowpoint loves shooting things. He's good at it. He's *very* good at it. Beyond that, he's not a complex person. Do the job, incarcerate the criminals, write the after-action report, go out for beer and hot wings. The only thing that has him concerned in the least is his mother's failing health. More than once he's thought about contacting Telios for help, but he knows that's like making a deal with the devil.

Hollowpoint isn't much for Hunting criminals other than as his job requires. He may try to even a score in combat, but that's about it. If a villain does manage to rile him up, though, all bets are off.

If Hollowpoint needs some boosting, add more slots to his gun Multipower and more levels with it. You could also remove the *Half Phase to Change Slots* Limitation as he gets faster at switching out the modules. A higher SPD and faster Movement Powers would also be useful. On the other hand, scaling back his abilities entails dropping a few slots from the Multipower, reducing or removing the Shield Belt, dropping his Range Skill Levels, and removing his Electro-Gauntlet and/or Hold-Out Blaster.

Appearance: Carl is a thin but muscular African-American, not quite 6 feet tall, about 30 years old. He keeps his hair short, but doesn't shave his head. His eyes are light brown. Like Feedback, he normally wears his armored uniform while on duty. The uniform resembles a SWAT team uniform, with nametag and badge. Off duty, it's jeans and t-shirt, all the way.

Hollowpoint



KNAVE PLOT SEEDS

The mysterious vigilante who set Knave on the straight and narrow pays Knave a midnight visit. While pleased with Knave's apparent reformation, he isn't convinced. He wants Knave's help in taking a large bite out of Card Shark's operation. But the vigilante doesn't want the other Vindicators in on this; they'd just get in the way. Will Knave go along with the vigilante's request, or will he resist, possibly provoking the vigilante into violence?

One of Card Shark's agents finds Knave in Campaign City and stakes him out, learning as much as he can. After careful planning, Card Shark kidnaps Knave's girlfriend and holds her hostage in an abandoned subway station that has been rigged to collapse. Will Knave try to rescue her alone or call for help? If she survives, will she still want to date him?

Knave decided that he and a female PC are a perfect match and begins showing off to get her attention. The stunts get more and more outrageous. Will she take the bait? How will he react if spurned?

Knave

Background/History: Jean Paul Beltare grew up on the streets of Hudson City, a rough place for anyone to live, especially a kid with no real place to call home. But Jean Paul had an edge – mutant powers. Of course, the discovery of his mutation was not pleasant; a bunch of thugs decided to use him to clean the street. The thugs never messed with anyone again after Jean Paul got done with them.

Before long, Jean Paul's skill and powers attracted the attention of Card Shark's organization. They took him in and trained him how to really be a thief, dubbing him Knave because of his roguish sense of humor. A run-in with one of Hudson City's most feared vigilantes kept his time with them brief.

A hair-trigger away from sending Knave into oblivion, the vigilante paused. "I don't remember seeing you before. What part do you have in this?"

"I'm just a thief, man. I never killed anyone."

"Just a thief. Stealing is against the law, you know. Still, you are young yet. Perhaps you might learn to contribute to society instead of stealing from it. You have one chance. If you mess it up, I'll find you. And just so you won't forget me..." The cowed figure put a bullet in Knave's leg. Knave screamed at the pain. Blinking tears away, he watched the vigilante swing off into the night. He hasn't stolen anything since.

Knave picked up and moved to Campaign City as quietly as he could, knowing that Card Shark would not forgive his desertion. Wanting people to know that villains can change, he kept the moniker and armor suit given him by Card Shark as he began his new life as a hero. However, he didn't have much luck making the change. Established heroes and the public alike rejected him (those that even knew who he was, that is). It wasn't until he heard about the formation of a city-sponsored superhero team that he got his first break in the hero business.

Word on the street was that the Campaign City police department was looking for someone who had experience with the wrong side of the law and had come clean to help their team with paranormal investigations. Knave was one of several to apply. When he was the only one called back, he found out that one of the interviewers was also the team's mentalist, screening the applicants for their sincerity.

After spending a good minute laughing his head off, he was eager to join the team. The Vindicators, in turn, were pleased to have found a powered thief, a former member of Card Shark at that, who honestly wanted to turn from his life of crime. They keep close surveillance on him

just in case, though. Knave has never mentioned the motivational "speech" he got from the vigilante.

Personality/Motivation: Knave (he's seldom called Jean Paul anymore) is as rambunctious as they come. He simply cannot be still; he's always fidgeting or playing with some gadget. Diviner thinks he has Attention Deficit Disorder, but it's actually just a side effect of his mutation.

Always a thrillseeker, Knave is constantly looking for ways to entertain himself. One of his current hobbies is freaking people out by jumping off of tall buildings in a single bound and catching himself with a telekinetic swingline. Most of his teammates discourage such pranks, but he can't help himself. He may be a hero now, but that doesn't mean he has to be a stiff. Does it?

Still, despite his wisecracks and showing off, Knave is committed to being a hero. His open friendliness and apparently sincere redemption from crime is beginning to turn some people around, convincing them that he has in fact come clean. However, there will always be those who refuse to believe. For them, Knave just gives a shrug and exasperated sigh. Besides, he hasn't forgotten the vigilante's lesson in redemption. The scar throbs whenever it rains.

Quote: "Okay, so VIPER's robbing another bank, Lady Blue's making off with some techo-whatsit, and Dark Seraph's got demons tearing up downtown. <pause> Who wants Chinese food?"

Powers/Tactics: Knave's abilities stem from his telekinetic mutation. His favored attack is the Telekinetic Blindside, with which he grabs an object and smacks someone from an unexpected direction. When facing powered foes, though, he tends to use his Telekinetic Slam or Punch. He saves the Telekinetic Spread for when he's facing a crowd. The Telekinetic Hand and Barrier are normally used for support tactics as situations demand; he particularly enjoys disarming foes.

Knave can also project a Telekinetic Shield around himself. It'll stop bullets, but he wears an armored uniform like the others (his Card Shark body armor was discarded after joining the Vindicators). He can also use his telekinesis to provide thrust for a strong jump, and as a swingline.

Campaign Use: Knave's role as the reformed criminal introduces a potential weak point in the Vindicator's otherwise solid membership. The possibility of his returning to a life of crime will color his accomplishments, possibly even after years of heroic service. Despite this, he endures, truly wanting to be a hero.

DIGITAL HERO #17

He also brings youthful, exuberant humor to a fairly serious-minded group. Between Knave and Stat, the team's evenings are either uproariously funny or exasperating beyond belief. Yet hiding behind the humor is a desire for acceptance, belonging, and friendship. A romantic plotline between him and a female PC would enliven things nicely.

Knave is too laid back to Hunt anyone aside from his crime-fighting duties. He won't hold a grudge against anyone unless they do something really bad to him.

If Knave needs a little more firepower, boost the Active Points in his Telekinetic Multipower and add more slots. The possibilities there are virtually endless. He's also a skilled acrobat, so increasing his Dexterity and Speed is feasible. You could also add combat skill levels.

If he needs to be toned down, drop the Active Points in his Multipower and reduce his Recovery and Endurance.

Appearance: Knave is a handsome young man in his early 20s. Long brown hair, distinctive yellow eyes (part of his mutation), and a thin frame of about 5'11" make him quite appealing. His love of adventure and ready smile attract attention as well. The armored uniform he wears is dark blue, but instead of looking like a police uniform, it has broad tiger stripes in dark red. The gloves, boots, and belt are solid black, and the gloves are fingerless. He often sports a well-worn, brown leather duster when wearing the armor in public (left open because it looks cool).

Knave



Knave

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150kg; 2½d6 HTH
25	DEX	45	14-	OCV: 8/DCV: 8
21	CON	22	13-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
3	PD	0		Total: 21 PD (18 rPD)
5	ED	1		Total: 23 ED (18 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
10	REC	6		
60	END	9		
30	STUN	0		

Total Characteristics Cost: 117

Movement:	Running:	8"/16"
	Leaping:	23"/46"
	Swinging:	20"/40"
	Swimming:	2"/4"

Cost	Powers	END
70	<i>Telekinetic Powers:</i> Multipower 70-point reserve	
7u	1) <i>Telekinetic Slam:</i> EB 14d6	7
7u	2) <i>Telekinetic Punch:</i> EB 11d6; Reduced Endurance (½ END; +¼)	2
7u	3) <i>Telekinetic Spread:</i> EB 9d6; Area Of Effect (One Hex; +½)	7
5u	4) <i>Telekinetic Blindside:</i> EB 8d6; Indirect (+¾); OIF (object of opportunity; -½)	7
7u	5) <i>Telekinetic Hand:</i> Telekinesis (45 STR)	7
7u	6) <i>Telekinetic Barrier:</i> Force Wall (10 PD/10 ED; 10" long, 2" tall)	7
10	<i>Telekinetic Powers:</i> Elemental Control, 20-point powers	
10	1) <i>Telekinetic Shield:</i> Force Field (10 PD/10 ED)	2
10	2) <i>Telekinetic Leap:</i> Leaping +20" (23" Total)	2
10	3) <i>Telekinetic Swingline:</i> Swinging 20"	2
12	<i>Armored Uniform:</i> Armor (8 PD/8 ED); Activation Roll 15- (-¼), OIF (-½), Real Armor (-¼)	0
2	<i>Leather Duster:</i> Lack of Weakness (-3) for Normal and Defenses; OAF (-1) plus Lack of Weakness (-3) for Resistant Defenses; OAF (-1)	0
6	<i>Optical Mutation:</i> Sight Group Flash Defense (6 points)	0
5	<i>Strong Will:</i> Mental Defense (7 points)	0
4	<i>Swift Runner:</i> Running +2" (8" total)	1
5	<i>Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Real	

Technology (-¼), Affected As Hearing Group As Well As Radio Group (-¼) 0

Perks

- 3 Contact: Street Informant 11- (Significant Contacts)
- 2 Fringe Benefit: Local Police Powers

Skills

- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 CK: Campaign City 12-
- 2 CK: Hudson City 11-
- 3 Climbing 14-
- 3 Computer Programming 12-
- 3 Concealment 12-
- 3 Electronics 12-
- 2 KS: Computer Technology/Software 11-
- 2 Language: Card Shark Tactical Codes (Fluent)
- 3 Lockpicking 14-
- 5 Security Systems 13-
- 3 Shadowing 12-
- 3 Stealth 14-
- 3 Streetwise 12-

Total Powers & Skills Cost: 233

Total Cost: 350

200+ Disadvantages

- 10 DNPC: Current Girlfriend 8- (Normal)
- 10 Distinctive Feature: Mutant (Not Concealable; Always Noticed; Unusual Senses)
- 5 Distinctive Feature: Uniform (Easily Concealed)
- 5 Distinctive Feature: Yellow Eyes (Easily Concealed)
- 15 Hunted: Card Shark Criminal Organization 8- (Mo Pow, Kill)
- 10 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Watching)
- 5 Hunted: Mysterious Vigilante 8- (Mo Pow, Watching)
- 15 Hunted: VIPER 8- (Mo Pow, Kill)
- 15 Psychological Limitation: Driven to Prove Himself a Hero (Common, Strong)
- 15 Psychological Limitation: Flamboyant, Wisecracking Showman (Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 10 Reputation: reformed criminal/thief 11-
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Mechanoid

Background: Donald Gentry always loved flying. It was natural that he would join the Air Force to become a pilot. The surprising part was his skill with science and aeronautics. During his years of service, Donald has developed several space-age technologies and advanced airplane designs in addition to being recognized as one of the most skilled fighter pilots in the military. He earned the rank of Captain and Top Secret clearance by the time he was 26.

Don holds degrees in physics and aeronautics, and has extensively studied the fields of cybernetics and advanced metallurgy, as well as more theoretical sciences such as faster-than-light travel, force field technology, and dimensional travel. He even pioneered a new field of research into the nature of energy itself, called Energetics. His theory holds that energy is the true fabric of the universe, not matter. If one can control energy at its most basic level, anything is possible. Most scientists find this idea ludicrous, but research to date seems to agree with his hypothesis.

When Don was approached by Harmon Industries to help with a cybernetic power suit they were trying to develop, called the Mechanoid Project, he jumped at the chance. Taking an extended leave of absence from the Air Force, he began working on the project as an assistant researcher and eventual test subject should the project be successful.

Unfortunately, the research was difficult and took longer than expected; Don had been on the project for a year when his leave was up. Speaking to the project leaders, they came up with the idea of getting military backing for additional resources. That way Don could continue working on the project, and Harmon Industries would gain access to some of the Air Force's more delicate (and secret) technologies.

Needless to say, this highly advanced technology is very desirable. Lady Blue tried to acquire the suit shortly after its completion, while it was still being tested and fitted to Don's specifications. The suit accounted itself well despite a near system failure. Lady Blue is still sore about being defeated.

Finally, after all the lab tests were complete and Harmon Industries and the Air Force were satisfied the research was successful, there remained the need for an extended field test. The only question was how to do it? In order to be certain the suit could last for an extended period of use without a degrade in the cybernetic connection, it was determined that the suit needed to be used on a steady basis for no less than five years. Any shorter time frame left too big a margin of error for system degradation and potential side effects from the cybernetics.

Don came up with the only viable answer; the suit would be used to make a new superhero. The suit would see plenty of combat action in strenuous situations on a regular basis. The project leaders looked at him incredulously when he made the suggestion, but soon realized the value of the idea. It would be the perfect test scenario. The Air Force agreed, and put Don on detached duty for the duration of the field testing phase.

The only question left was how to implement him as a superhero. Project leaders rejected the thought of him as a solo hero; the risk of his being overwhelmed by multiple opponents and the technology stolen was too great. They searched for a team that could use his talents and quickly discovered the Vindicator Project being put together by the Campaign City government, right in Harmon Industries' backyard. It was perfect; the suit would be tested under the most realistic situations possible, and they could get data quickly since he would be based in the Campaign City area. A quick phone call was all it took, since Harmon Industries was already the technological sponsor for the team. Mechanoid's career as a hero began.

Personality/Motivation: Don is polite but intense, driven by his loyalty to the United States and his honor to succeed. While exceedingly curious, he doesn't allow it to distract him from his duties. Amazingly single-minded at times, he follows through with what he believes to be the correct course of action. He does respect the chain of command, however, even when it does not agree with him. His honor and patriotism bind him to his orders more than any blind soldier's commitment.

Selfless to a fault, he was eager for the chance to prove the viability of the Mechanoid project by becoming its test subject. Though the cybernetic implants are at times uncomfortable, even painful, he has no regrets. The technologies he helped develop and is now testing could revolutionize several scientific fields. That is worth a little sacrifice as far as he's concerned.

Since joining the Vindicators, he's discovered how much he missed being in the thick of the action. Though he was a fighter pilot for only a year before getting into research, he always enjoyed the thrill of flying. Now that he's seeing action again, it's unlikely he'll want to give that up when the testing phase is complete. That's several years away, though, so he's not worried about it yet. The only thing he doesn't like about being with the Vindicators is being under the command of a police officer with no military training. Fortunately, Feedback prefers a democratic form of leadership and welcomes all advice and input, which makes the situation a bit easier for Don's military mind to deal with.

MECHANOID PLOT SEEDS

Mechanoid has gone missing! The Vindicators have hunted for him everywhere they know to, but can find no trace of him. Has he been kidnapped by Lady Blue for the secret of his suit? Or has VIPER gotten their fangs in him for the same reason – on top of vengeance? With no leads to follow, the Vindicators turn to the PCs for help.

Mechanoid begins acting strangely, rarely taking off his suit while being short of temper and outright rude. Diviner can't figure out what's going on, and he's not talking. Are the cybernetic implants affecting his mental stability? Or is something more sinister in progress? When he goes on an unexpected destructive rampage through the downtown area, the PC are called in to help.

Something has gone wrong with the containment field of Mechanoid's power cell. It's gone into a cascade failure, and will shut down in a matter of hours, destroying the suit, Don, and anything else in a 1 km radius! Is the technology flawed, or did someone manage to

sabotage it? Can the PCs help solve the problem?

Quote: “While I don’t mind slamming you into the ground again, perhaps it would be easier if you just surrendered.”

Powers/Tactics: Mechanoid’s powers derive from the technologies embedded in the Mechanoid cybersuit. The suit is cybernetic in that the wearer controls the suit mentally via small implants just below the ears and at the wrists and ankles. While difficult to conceal because of their placing, the implants are essential to controlling the suit. Without them, it’s just a 400-pound paperweight.

The suit provides strength augmentation, as well as reflex enhancers. The armor shell is made of a composite alloy designed in part by Don himself, extrapolated from some supposedly alien mineral samples owned by the Air Force. The flight and force field systems are based on Don’s Energetics research, using an electromagnetic field, greatly magnified, to produce a defensive shield and flight capability. The suit’s life support system enables the suit to operate in otherwise unlivable environments, including the vacuum of space.

The weapon systems were based on UNTIL designs, but take advantage of Energetics research to make them compact and streamlined. Their power was not improved so they would not be a larger drain on the suit battery than they already were. However, the suit is able to actually absorb power from energy attacks, using the power gained to boost the Energetics systems. Unfortunately, this absorption system isn’t perfect; sometimes it will cause a feedback, draining power from the Energetics systems instead of boosting them. The helmet includes several sensory enhancements – nightvision enhancers, a video transmitter, and telescopic vision enhancers. It also sports a mirrored, polarized faceplate.

The suit’s battery is perhaps the most important innovation, next to the cybernetic control system. The battery is essentially a microscopic sun, a collection of hydrogen atoms forced to fusion by an incredibly dense magnetic field. The hydrogen supply is constantly replenished by collectors on the back of the suit. The battery itself is barely bigger than an electric pencil sharpener, positioned at the small of the back. With the replenishment system active, it can in theory regenerate itself indefinitely, though heavy use of the suit’s weapon systems can drain the battery very quickly.

The only apparent drawback to the cybersuit and implants is that they left Don vulnerable to the effects of electricity. The electronic systems of the suit transmit the electricity straight into the cybernetic implants, causing severe pain and sometimes burns.

Campaign Use: Being the resident scientist, Don is often working on one project or the other, in addition to refining the Mechanoid cybersuit. One of his current works in progress is a radar system to be integrated into the helmet. He and Defender have a friendly rivalry going over who has the better armor suit.

Don is often a participant in scientific symposiums and conventions, though he is careful never to reveal or discuss classified projects of which he has knowledge. Occasionally, Mechanoid is invited as a guest at such functions, sparking controversial debates about the science behind his technology.

Mechanoid is not much for Hunting villains beyond the bounds of crimefighting. If someone were to steal or significantly damage his suit however, that may well change his mind.

To increase Mechanoid’s power, increase his Dexterity and Speed augmentations and the Active Points in his Energetics Weapon Systems Multipower. You could also boost the amount of Armor the cybersuit frame provides or the strength of the Force Field. Increasing the effect of the Energetics Booster System is also a possibility, as is removing the Side Effect and Activation Roll limitations.

To bring him down a peg, reduce Mechanoid’s Strength augmenters and reduce or remove the Energetics Booster System and Force Field.

Appearance: Don is a handsome man in his early thirties, with short black hair and green eyes. He has given up trying to conceal the implants below his ears, but the ones at his ankles and wrists are easily concealed. Standing a few inches short of 6 feet, he makes an impressive figure in his Air Force uniform. He seldom wears it now, though, since he’s on detached duty. Often found in jeans and collared shirt while at the downtown office, Don has begun to spend more and more time in the Mechanoid suit.

The Mechanoid suit actually looks little like its name implies. Instead of resembling the bulky Japanese robots it was named for, it more closely resembles an armored astronaut’s EVA space suit, but without life support hoses or a bubble helmet. The suit is mostly medium gray in color with an Air Force patch and Harmon Industries insignia on the shoulders. Dark blue and black accents around the shoulders and thighs add a stylistic design, while energy emitters on the back, legs, and arms are dark red. The helmet is actually based on a VIPER design, colored gray and blue. The mirrored faceplate houses the heads-up display for the visual enhancements and video monitor. The pencil sharpener-sized fusion cell at the small of his back is blue, with the nuclear symbol and warning labels in yellow.

Mechanoid



Mechanoid

Val	Char	Cost	Roll	Notes
15+50†	STR	30	12-(21-)	200 kg (200 tons); 3d6(13d6) HTH [1(6)]
18+5†	DEX	31	13-(14-)	OCV: 8/DCV: 8
15+10†	CON	20	12-(14-)	
	12 BODY	4	11-	
	14 INT	4	12-	PER Roll: 12-
	10 EGO	0	11-	ECV: 3
15+10*	PRE	12	12-(14-)	PRE Attack: 3d6
	14 COM	2	12-	(5d6)
	6 PD	3		Total: 30 PD (24r)
	4 ED	1		Total: 28 ED (24r)
3+1*	SPD	9		Phases: 4, 8, 12
	8 REC	4		(3, 6, 9, 12)
40	END	5		
40	STUN	12		

*: OIF (Cybersuit; -½)

†: OIF (Cybersuit; -½) and No Figured Characteristics (-½)

Total Characteristics Cost: 137

Movement:	Running:	6"/12"
	Leaping:	13"/26"
	Flight:	15"/30"
	Swimming:	2"/4"

Cost	Powers	END
13	<i>Fusion Power Cell:</i> Endurance Reserve (100 END, 10 REC); OIF (-½)	0
33	<i>Energetics Weapon Systems:</i> Multipower, 50-point reserve; all slots OIF (-½)	
2u	1) <i>Plasma Beam:</i> EB 10d6; OIF (-½), Beam (-¼), Cannot Be Bounced (-¼)	5
2u	2) <i>Electro-Magnetic Force Barrier:</i> Entangle 4d6, DEF 4, Takes No Damage From Physical Attacks (+¼); Vulnerable (Electricity; -½), OIF (-½)	5
2u	3) <i>Laser Beam:</i> RKA 3d6+1; OIF (-½), Beam (-¼), No Knockback (-¼)	5
24	<i>Cybersuit Frame:</i> Armor (12 PD/12 ED); OIF (-½)	0
16	<i>Energetics Shield System:</i> Force Field (12 PD/12 ED); OIF (-½)	2
23	<i>Energetics Flight System:</i> Flight 15", x4 Noncombat; OIF (-½)	3
15	<i>Energetics Booster System:</i> Absorption 3d6 (energy), Maximum of 20 Points, Variable Effect (all Energetics Systems at once; +2); Activation Roll 14- (-½), OIF (-½), Side Effect (Drain 2d6 against all Energetics systems, constant power, requiring Activation Roll; -1¼)	0
13	<i>Life Support Systems:</i> Life Support (Self-Contained Breathing, all Safe Environments); OIF (-½)	0
3	<i>Polarized Faceplate:</i> Sight Group Flash Defense (5 points); OIF (-½)	0

- 3 *Imaging Systems:* Nightvision; OIF (-½) 0
- 6 *Imaging Systems:* +6 versus Range Modifier for Sight Group; OIF (-½) 0
- 6 *Video Transceiver:* High Range Radio Perception; OIF (-½), Affected as Sight and Hearing Groups as Well as Radio Group (-½) 0

Perks

- 2 Fringe Benefit: Local Police Powers
- 4 Fringe Benefit: Rank of Captain, US Air Force
- 3 Fringe Benefit: Security Clearance

Skills

- 3 Combat Piloting 14-
- 3 Computer Programming 12-
- 3 Electronics 12-
- 3 Inventor 12-
- 3 Mechanics 12-
- 3 Navigation (Air, Space) 12-
- 3 Systems Operation 12-
- 3 Tactics 12-
- 2 WF: Small Arms
- 3 Scientist
- 2 1) SS: Aeronautics 12-
- 2 2) SS: Cybernetics 12-
- 2 3) SS: Energetics 12-
- 2 4) SS: Mathematics 12-
- 2 5) SS: Metallurgy 12-
- 2 6) SS: Nuclear Physics 12-
- 2 7) SS: Physics 12-

Total Powers & Skills Cost: 213

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Feature: Cybersuit/Cybernetic Implants (Concealable)
- 10 Hunted: Harmon Industries 8- (Mo Pow, NCI, Watching)
- 5 Hunted: Lady Blue 8- (As Pow, Theft of Cybersuit)
- 10 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Watching)
- 10 Hunted: US Air Force 8- (Mo Pow, NCI, Watching)
- 15 Hunted: VIPER 8- (Mo Pow, Kill)
- 20 Psychological Limitations: Honorable (Common, Total)
- 15 Psychological Limitations: Patriot (Common, Strong)
- 15 Psychological Limitations: Scientific Curiosity (Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 20 Vulnerability: 2x STUN from Electricity (Common)

Total Disadvantage Points: 350

Stat

Background/History: Cynthia Chiang didn't quite fit in among her peers. Her parents were both doctors and well-off, so she was expected to mingle with the rich kids. When her choice of music and need for rebellion against her parents leaned her towards the punk-rockers, her parents forced her to stay away from them. She never had any real friends growing up, so she often suffered depression. Her humor turned dark and twisted, and she began to contemplate the nature of death. That's when she decided to enter the field of forensics.

When Cynthia told her parents about her decision, they thought she had lost her mind. There was no money in forensics; she'd be working for the police or maybe the federal government at best. They were so flabbergasted that they simply nodded and let her go her way. She never bothered to tell them she had chosen forensics to get as far away from people as she could. The living had brought her nothing but annoyance and grief, so perhaps the dead might prove more pleasant company.

And so they did for a time. Cynthia graduated medical school relatively quickly, and took a job with the Campaign City coroner's office. She never had any significant relationships, but did finally find a few friends amongst the living. Her penchant for twisted practical jokes became nearly legendary. The time she set up a cadaver dressed as a beggar outside the dean's house is still spoken of years later. Rumor had it that the dead beggar earned almost \$50 before it fell over.

Cynthia's superiors in the coroner's office had little patience for such jokes at work, so she quickly put her jokes on the back burner in the interests of self-preservation. But her skill in forensic science made her a useful asset. More than once she caught clues missed by other examiners, enabling detectives to solve cases that might have otherwise gone unsolved. Eventually, though, her twisted sense of humor had to be let out, and it changed her life forever.

Late one night Cynthia wired the body of a suspect with a live current so as to shock the next person who touched it. The detective working the case had been a real meathead, so she figured this would be a good way to get a little revenge and have a good laugh. It wasn't a strong charge, just enough to knock someone over. Wanting to make sure it worked, she took a deep breath and tested it herself. It worked all right, a little too well. The charge knocked her back almost ten feet, right into a chemical storage cabinet.

When Cynthia came to, she was covered in all sorts of medical and chemical agents, her hair was standing up on end, and she had several cuts from the broken glass of the cabinet doors and

bottles. This was a problem, because several of the chemicals covering her were not healthy to human life. None were particularly deadly, but she knew she was in trouble. Her head was pounding, her heart was racing, and she felt like the world was spinning much faster than it should be. She disconnected the wires from the corpse to hide the fact that she did this to herself, and went to get help.

Cynthia recovered from her injuries and chemical exposure quickly under expert medical care. While in the hospital, she discovered the long-term effects of her accident. Her physical strength had increased significantly, as had her reflexes and reaction time. The doctors were amazed that exposure to simple chemicals had triggered such a remarkable transformation in her. After less than a week of recovery time, she was declared fit to return to duty. Upon returning to work, she told everyone that she had tripped on her lab coat while examining the body.

When the Vindicator project came along a few months later, Cynthia applied for membership on impulse, figuring she could use her new abilities to help. Besides, she also imagined she would get a big kick out of stomping supervillains. Her application was accepted, and Cynthia chose the codename Stat, since that best fit her new speed-related abilities and medical background.

Best of all, no one ever found out that the whole mess was caused by a failed attempt at a practical joke.

Personality/Motivation: Cynthia passed the psychological evaluation for police service, but it was close; her twisted sense of humor runs deep. While she hasn't pulled a prank since the one that gave her powers, she always has a quip or off-color joke ready. Since joining the Vindicators she has started exercising her vicious humor on supervillains, and their readiness to rise to an insult just encourages her even more. She is amazed at how easy it is to infuriate them into making the one mistake that brings them down.

Cynthia is usually able to control her impulsive nature, but at times she borders on chaotic. While she doesn't let her impulsiveness interfere with her work (much), it has interfered with her financial security and love life (such as they are).

The one thing she truly takes seriously is her medical career. Her expertise is forensics, but she is also licensed to practice general medicine, and she will not take a life unless she has no choice. Fortunately, she has not yet been faced with that choice.

Quote: "Okay, last one to surrender gets their spleen stapled to their forehead!"

STAT PLOT SEEDS

VIPER kidnaps Stat while she's sleeping, hoping to draw the other Vindicators into a trap. Unfortunately, the rest of the team gets called away on an urgent mission before VIPER can issue their demands for her release. Can the PCs pull off a rescue?

Stat, bored with her work, decides to take a vacation. While relaxing in a public area (beach, park, what have you), she goes into some sort of seizure and falls unconscious. Are the chemicals that provided her with powers becoming unstable, or has a villain managed to slip her some sort of poison? The PCs are called in to investigate and help find a cure.

A series of highly disturbing – and disgusting – practical “jokes” have occurred recently, and all evidence points back to Stat. A cadaver set up as a store mannequin, dismembered hands planted in a park to look like zombies climbing out of the earth, and stop signs topped with skulls are just a few examples. Is Stat really pulling these pranks, or is someone setting her up?

Stat



DIGITAL HERO #17

Stat

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1.6 ton; 6d6 HTH [3]
30	DEX	60	15-	OCV: 10/DCV: 10
24	CON	28	14-	
13	BODY	6	12-	
14	INT	4	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
8	PD	2		Total: 22 PD (14 rPD)
5	ED	0		Total: 19 ED (14 rED)
7	SPD	30		Phases: 2,4,6,7,9,11,12
11	REC	0		
60	END	5		
40	STUN	0		

Total Characteristics Cost: 165

Movement: Running: 6"/12"
Leaping: 6"/12"
Flight: 30"/120"
Swimming: 2"/4"

Cost Powers END

- 16 *Hypo Dart Wrist Launcher:*
Multipower, 52-point reserve; all slots
OIF (-1/2), Only Against Living Organic
Targets (-1/2), Blocked by Force Field or
Force Wall (-1/2), Can Be Missile
Deflected (-1/4), Cannot Be Bounced (-1/4)
- 2u 1) *Sedative:* Drain STUN 3d6, Delayed
Return Rate (5 per Minute; +1/4), Ranged
(+1/2); OIF (-1/2), Only Against Living
Organic Targets (-1/2), Blocked by Force
Field or Force Wall (-1/2), Can Be Missile
Deflected (-1/4), Cannot Be Bounced
(-1/4), 16 Charges (-0) [16]
- 2u 2) *Stimulant:* Aid STUN 3d6, Delayed
Fade Rate (5 per Minute; +1/4), Ranged
(+1/2); OIF (-1/2), Only Against Living
Organic Targets (-1/2), Blocked by Force
Field or Force Wall (-1/2), Can Be Missile
Deflected (-1/4), Cannot Be Bounced
(-1/4), 16 Charges (-0) [16]
- 1u 3) *Muscle Relaxer:* Drain STR 3d6,
Delayed Return Rate (5 per Minute; +1/4),
Ranged (+1/2); OIF (-1/2), Only Against
Living Organic Targets (-1/2), Blocked by
Force Field or Force Wall (-1/2), Can Be
Missile Deflected (-1/4), Cannot Be
Bounced (-1/4), 8 Charges (-1/2) [8]
- 1u 4) *Neural Inhibitor:* Drain DEX 3d6,
Delayed Return Rate (5 per Minute; +1/4),
Ranged (+1/2); OIF (-1/2), Only Against
Living Organic Targets (-1/2), Blocked by
Force Field or Force Wall (-1/2), Can Be
Missile Deflected (-1/4), Cannot Be
Bounced (-1/4), 8 Charges (-1/2) [8]
- 1u 5) *Depressant:* Drain EGO 3d6,
Delayed Return Rate (5 per Minute; +1/4),

- Ranged (+1/2); OIF (-1/2), Only Against
Living Organic Targets (-1/2), Blocked by
Force Field or Force Wall (-1/2), Can Be
Missile Deflected (-1/4), Cannot Be
Bounced (-1/4), 8 Charges (-1/2) [8]
- 1u 6) *Neurotoxin:* Drain BODY 3d6,
Delayed Return Rate (5 per Minute; +1/4),
Ranged (+1/2); OIF (-1/2), Only Against
Living Organic Targets (-1/2), Blocked by
Force Field or Force Wall (-1/2), Can Be
Missile Deflected (-1/4), Cannot Be
Bounced (-1/4), 8 Charges (-1/2) [8]
- 11 *Speed Punch:* HA +4d6 (10d6 with
STR); HA Lim (-1/2), Activation Roll
15- (-1/4) 2
- 12 *Armored Uniform:* Armor (8 PD/
8 ED); Activation Roll 15- (-1/4),
OIF (-1/2), Real Armor (-1/4) 0
- 52 *Speed Running:* Flight 30", x4
Noncombat; Only in Contact with a
Surface (-1/4) 6
- 5 *Radio:* Radio Perception/Transmission
(Radio Group); OIF (-1/2), Real
Technology (-1/4), Flashed as Hearing
and Radio Group (-1/4) 0

Perks

- 2 Fringe Benefit: Local Police Powers
1 Fringe Benefit: Licensed Physician

Talents

- 12 Combat Luck (6 PD/6 ED)
6 Speed Reading (x100)

Skills

- 6 +3 with Flight
3 +2 versus Sweep Penalties
- 3 Acrobatics 15-
3 Breakfall 15-
3 Climbing 15-
3 Deduction 12-
5 Forensic Medicine 13-
2 KS: Medical World 11-
3 Language: English (completely fluent,
Cantonese native)
3 Paramedic 12-
3 Power (Speed Tricks) 15-
5 Rapid Attack (Hand-to-Hand)
3 Stealth 15-
- 3 Scientist
2 1) SS: Anatomy 12-
1 2) SS: Biochemistry 11-
2 3) SS: Biology 12-
1 4) SS: Chemistry 11-
1 5) SS: Genetics 11-
2 6) SS: Medicine 12-
1 7) SS: Pharmacology 11-
1 8) SS: Toxicology 11-

Total Powers & Skills Cost: 185
Total Cost: 350

200+ Disadvantages

- 5 Distinctive Feature: Uniform (Easily Concealed)
- 10 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Watching)
- 15 Hunted: VIPER 8- (Mo Pow, Kill)
- 5 Physical Limitation: Heavy Sleeper (Infrequently, Slightly Impairing)
- 10 Physical Limitation: High Metabolism, must eat twice as often as normal (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 10 Psychological Limitation: Impulsive (Common, Moderate)
- 15 Psychological Limitation: Twisted Prankster (Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 10 Unluck: 2d6
- 10 Vulnerability: 2x Effect from Chemical Attacks (Uncommon)
- 20 Vulnerability: 2x STUN from Ice/Cold Attacks (Common)

Total Disadvantage Points: 350

Powers/Tactics: Stat's only inherent powers are her enhanced physical abilities. Her strength, dexterity, and reflexes have been boosted to superhuman levels, and her running speed has been clocked at over a hundred miles per hour. She also has the ability to "rapid-fire" her punches, using her speed to deliver several stinging blows at once. The nature of her powers leaves Stat vulnerable to the effects of chemicals and cold powers.

Stat has been fitted with an armored uniform provided by Harmon Industries, as well as a specially designed hypo dart launcher. The darts are loaded with various types of drugs, each with a different effect. She most often uses the stimulants and sedatives, but the other darts have all seen use as well, except the neurotoxin. The drugs are only useful against organic targets, so if she ever runs into an inorganic foe, her combat options will be greatly limited.

Campaign Use: Stat provides medical support for the team in addition to her forensic investigation skills. Of course, her speedster powers are of benefit as well.

Stat is usually too busy to actively Hunt anyone aside from routine investigations. If someone ruins one of her jokes or humiliates her, though, he'd better be on the lookout for some payback.

If Stat isn't strong enough, boost her Dexterity and Speed even higher. You might also give her some Speedster trick powers, like Drain Dexterity (running around an opponent so fast they get dizzy), Entangle (wrapping up a target in a convenient rope or wire), and so on. After running into a foe that's immune to her darts, she may start carrying a blaster as well.

If you need to scale her back, drop her Dexterity somewhat, but not her Speed. Reduce or remove her Combat Luck, and decrease her inches of Flight.

Appearance: Cynthia is an attractive woman of Chinese descent. She is short, less than 5'3" tall, about 130 lbs with short hair and eyes so deep a brown they appear to be black. She usually wears slacks and a blouse under her lab coat when doing forensic work.

As Stat, her armor suit is styled olive green with white trim, gloves, and boots. It has a syringe device on the right breast as decoration. The hypo dart wrist launcher is worn on her right wrist, and is fairly streamlined so it doesn't interfere with her high-speed movements.

Villains

Electro-Bomb

Background/History: Shawn Markson knew that he would have to rise above his poor heritage to achieve great things. His parents were both minimum wage workers on welfare who were barely able to make ends meet. He joined the gang like most of his buddies, thinking he might achieve wealth and power by selling drugs. After the third time he got busted, the judge offered Shawn a choice – join the military or go to jail. Shawn enlisted in the Marines later that day.

Joining the Marines was the best thing Shawn ever did. They taught him how to survive and gave him the skills he needed to make a difference with his life. He learned about electronics and mechanics, and even how to make and disarm explosive devices. The only thing the Marines couldn't teach him was how to deal with authority. They tried, but he just couldn't learn. His sergeant drilled discipline into him day and night, but Shawn would have none of it. He finally wised up, though, and acted like they expected – obeyed orders, saluted the officers, and became the good little soldier. But he wasn't able to keep it up for long.

After only two years of service, Shawn got fed up. His lieutenant ordered him to clean the latrines as punishment for being a few minutes late to a training class. Shawn refused. When the lieutenant began yelling at him about the consequences of insubordination, Shawn shut him up with a right cross. That ended his military career.

Shawn went back home and managed to get a job with city maintenance as an electrician. He also hooked up with his old gang buddies and did odd jobs for them, mostly making small explosives. Life was good; his boss didn't care what Shawn did as long as the job got done and he was at work on time. His gang friends provided extra income.

When Shawn was selected to repair some wiring down in the sewers, he refused until he found out that he would get hazard pay. It didn't occur to him to ask what the hazard was; he clammed up and went to the site. A control box for a power relay node had gone bad and needed to be replaced. He was almost done when two wires he was holding accidentally crossed and short-circuited. Fortunately, Shawn was wearing protective gloves so he was only shocked and not electrocuted. Unfortunately, when he was knocked back by the shock he landed on the valve of a gas line, opening the gas just in time for a spark to ignite it. The explosion was deafening.

When Shawn woke up, he was surprised to still be alive. Even more surprising were the arcs of electricity traveling up and down his body. He felt the energy pulsing through him, and found that he could control the electricity. With a thought the arcs disappeared, then reappeared. He extended a hand and blasted a nearby light bulb. Smiling slowly, Shawn walked away from the remains of the power relay node and called his boss to quit. Then he called his gang buddies to let them know they had a new secret weapon, by the name of Electro-Bomb.

Electro-Bomb is now a professional, if not high-profile, villain. After quitting his city job he has made a good living by selling his talents to anyone that will pay well. He still works for his gang buddies from time to time, charging them a fraction of what he charges others. They are his family, after all.

Personality/Motivation: Shawn grew up under hard conditions in a high-crime neighborhood. Like many others, he fell into gang life and crime. When he received a chance to escape, he didn't want it; he enjoyed his life on the streets, and didn't want anyone taking it away from him. He made the best of it, though, and learned several useful skills. Military service did nothing to change his ways, however. He remained greedy and self-centered, and his hatred of lawful authority only grew. The only authority he respects is the gang, and it's only a matter of time before he decides to take leadership of the gang for himself.

Little better than a common thug, Shawn will lie, cheat, steal, and kill if it gets him what he wants. Anyone who gets in his way deserves the beating he gives them, and if they survive that, he will be happy to beat them again the next time he runs into them. He never forgets a face or a wrong done him, and goes out of his way to get revenge for those wrongs.

As easy as it is to get on his bad side, the one thing that sets Shawn off quicker than anything is betrayal. The last time someone ratted on him to the cops, Shawn hung the guy upside down from a light pole and ran a current through it until only a charred husk remained.

Quote: "Don't dis me, man. I might not be a big-time villain, but I can still fry you."

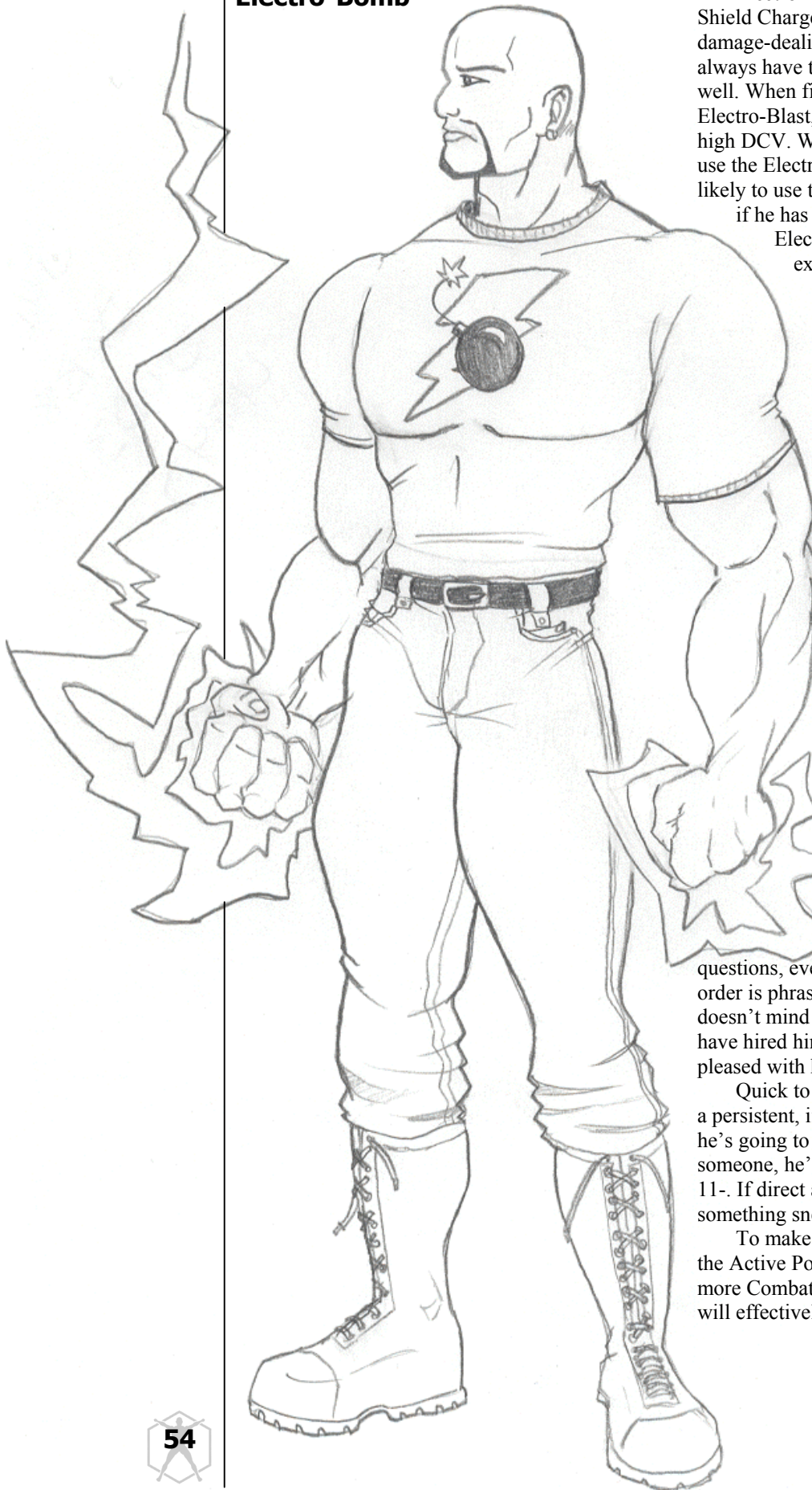
Powers/Tactics: The sewer gas explosion and electrical shock gave Shawn the ability to generate and emit incredible amounts of electricity, from which he took the name Electro-Bomb. Over the past few years he has learned to use that electricity in several ways. He can generate several types of electrical blasts, and a defensive electro-shield. The defensive shield can also be boosted to give a jolt when he punches a target.

ELECTRO-BOMB PLOT SEEDS

When Electro-Bomb finds out that Feedback's nephew is a member of the 86ers, he figures he has the ultimate weapon against the Vindicators. Claiming he's taken Nathan hostage, he demands that the heroes meet him in an abandoned junkyard outside of town. With support from VIPER, he plans to end their careers as heroes. Electro-Bomb didn't expect Feedback to call on the PCs for help in locating and rescuing Nathan while he and the Vindicators face Electro-Bomb and VIPER. Is the boy actually being held hostage, or is it all a bluff?

Irate over one defeat too many, Electro-Bomb has a rare moment of cleverness. Quietly and at night, he plants explosives across town, linking them all to a hand-held remote. With it, he can set off all the explosive at once, or one at a time. In the morning, he demands an outrageous ransom or he'll blow up several key buildings and bridges! Where are all the bombs planted? Will the PCs try to find the explosives, or try to track down Electro-Bomb and hope they can subdue him before he can set off all those bombs?

Electro-Bomb



Electro-Bomb normally uses the Electro-Shield Charger in combat since it boosts his damage-dealing capabilities. He will almost always have the energy resistance field active as well. When fighting at range, he will use the Electro-Blast, or Electro-Burst against foes with high DCV. When enraged or just ticked off he'll use the Electro-Arc. If he goes berserk, he's very likely to use the Electro-Bomb attack, boosting it

if he has the Endurance to burn. The

Electro-Bomb attack is a literal explosion of electrical energy; when boosted it can easily destroy buildings.

Campaign Use: As mentioned earlier, Electro-Bomb is little more than a super-powered thug.

The most ambitious of his own plans involved breaking into a high-tech research facility, hoping to find stuff to sell to

VIPER. Normally he just knocks over banks, jewelry stores, ATMs, or any other ready source of cash. During such activities, he is usually accompanied by a handful of street toughs wanting a share of the loot.

However, he is truly dangerous when in the employ of another villain. VIPER in particular enjoys his services, since he doesn't ask too many questions, even if he hates to take orders. If an order is phrased as a polite request, though, he doesn't mind quite so much. Several villains have hired him in the past, and most have been pleased with his efforts.

Quick to take offense, Electro-Bomb makes a persistent, if not always effective, Hunter. If he's going to take the time to get vengeance on someone, he's going to do it right, on at least an 11-. If direct assaults don't do the trick, he'll try something sneaky or get some help.

To make Electro-Bomb stronger, just boost the Active Points of his powers and give him more Combat Skill Levels. Doing the opposite will effectively scale him down.

Electro-Bomb

Val	Char	Cost	Roll	Notes
40	STR	30	17-	6½ tons; 8d6 HTH [4]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
14	BODY	8	12-	
11	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
12	PD	4		Total: 27 PD (15 rPD)
12	ED	7		Total: 30 ED (18 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
13	REC	0		
70	END	10		
50	STUN	3		

Total Characteristics Cost: 161

Movement: Running: 15"/30"
 Leaping: 20"/40"
 Swimming: 2"/4"

Cost	Powers	END
60	<i>Electro-Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Electro-Blast:</i> EB 12d6	6
6u	2) <i>Electro-Burst:</i> EB 8d6, Area Of Effect (One Hex; +½)	6
6u	3) <i>Electro-Bomb:</i> EB 8d6, Explosion (+½)	6
4u	4) <i>Electro-Shield Charger:</i> HA +6d6 (12d6 with STR), HA Lim (-½) plus EB 3d6, NND (defense is Force Field; +1); Linked (-½)	6
6u	5) <i>Electro-Arc:</i> RKA 4d6	6
18	<i>Electro-Bomb Booster:</i> EB +8d6 (16d6 Total), Explosion (+½); Extra Time (Delayed Full Phase; -¾), Increased Endurance Cost (x4 END; -1½)	24
41	<i>Electro-Shield:</i> Force Field (15 PD/18 ED), Hardened (+¼)	3
17	<i>Energy Resistance Field:</i> Energy Damage Reduction, Resistant, 50%; Costs Endurance (-½), Visible (-¼)	3
12	<i>Electro-Jump:</i> Leaping: +12" (20" Total)	2
18	<i>Swift Runner:</i> Running +9" (15" Total)	3

Perks

- 5 Contact: VIPER Nest Leader 11- (Very Useful Resources, Significant Contacts)
- 3 Contact: 86ers Gang Leader 11- (Good Relationship)

Skills

- 9 +3 with Electro-Powers
- 2 CK: Campaign City 11-
- 5 Demolitions 12-
- 3 Electronics 11-
- 2 KS: Campaign City Gangs 11-
- 2 KS: Criminal World 11-
- 2 KS: Military Hardware 11-
- 3 Mechanics 11-
- 3 PS: Electrician 12-
- 3 Stealth 14-
- 3 Streetwise 13-

Total Powers & Skills Cost: 239**Total Cost: 400****200+ Disadvantages**

- 30 Enraged: Berserk when takes BODY damage (Uncommon, go 14-, recover 11-)
- 20 Enraged: when betrayed (Uncommon, go 14-, recover 11-)
- 20 Hunted: Law Enforcement Agencies 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Greedy and Self-Centered (Common, Strong)
- 20 Psychological Limitation: Hatred of Authority (Very Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 10 Psychological Limitation: Vengeful (Uncommon, Strong)
- 10 Reputation: short-tempered supervillain, 8- (Extreme)
- 10 Unluck: 2d6
- 50 Experience Points

Total Disadvantage Points: 400

Appearance: Electro-Bomb is almost never called Shawn anymore. As a 6'4" and 220 pound African-American, people have a tendency to get out of his way. He keeps his head shaven but often sports a goatee.

He almost always wears his villain outfit – combat boots, jeans, and a custom-made t-shirt decorated with a lit-fuse bomb over a lightning bolt. Spandex makes him itch.

The PCs get an urgent call from the police. Electro-Bomb's gone berserk, and nothing they do even slows him down! When the PCs arrive, they discover that Electro-Bomb's powers have nearly doubled in strength! Fortunately, just when all seems lost, whatever's boosting his power fades, and he collapses unconscious. What caused his powers to peak like that? Did he get hold of a new street drug, or are his powers growing out of control? Rumor has it that he may have been in contact with Telios recently....

DOCTOR KNOW PLOT SEEDS

In his laboratory, beyond the room with the failed experiments, lies another chamber containing one of Dr. Know's long-term projects. Using DNA from several creatures and animals, he has combined DNA in unusual patterns, creating a truly horrific monster. Its chamber is very well hidden, so the heroes are unlikely to discover it even if they explore beyond the failed experiments. It is completely loyal to Dr. Know and incredibly powerful. When it awakens and begins tearing up the city looking for "Master," the monster will no doubt cause some amount of concern to the populace.

After several months of intensive psychotherapy, Dr. Know is released from prison, declared completely cured by the psychiatric board at the prison. Has he truly made a miraculous recovery and found his sanity, or has he somehow managed to overcome the power suppressors and controlled the board into releasing him? What will he do with his new-found freedom?

After Dr. Know is sent back to the prison

Doctor Know

Background/History: Henry Knovekstein has loved science for as long as he can remember. By the time he entered college, he knew which field of science he wanted to study – genetics. The possibilities were endless; he could learn to manipulate the building blocks of life itself. There would be no limit to the ways he might enrich the lives of all mankind!

For years, Dr. Know, as his colleagues often called him, did just that. He worked on many projects that developed enhanced food products, and even got the chance to work on one of the cloning projects. His crowning achievement, though, was getting hired by Odyssey Research Institute to research the nature of genetic mutations which cause the development of paranormal abilities.

After nearly two years on the project, Dr. Know had a breakthrough. While studying the genetic codes of a mutant with mental powers, he was able to isolate the genetic sequences that had caused the paranormal mutation. Further, he realized that he could easily insert the code into his own DNA with a simple retrovirus. The result of the experiment is described in the Story Background section.

Dr. Know is now the power-hungry and insane individual responsible for the kidnapping and deaths of dozens of homeless people in the pursuit of a mad scheme to make the world his personal laboratory. What's worse, PSI has taken notice of Dr. Know and is monitoring his activities. They hope he may be of use to them, but they fear his insanity might be more than they can overcome. If they ever do approach him to join their ranks, and he accepts, the world will have reason to fear.

Personality/Motivations: While Dr. Know's sanity is shattered beyond repair, he has lost none of his intelligence. He has planned carefully, accounting for as many contingencies as possible so as to avoid discovery by anyone capable of stopping him. See the adventure section for details.

Dr. Know was once a polite, dedicated scientist whose only goal was gaining knowledge for the sake of having it. His experiment, though successful in giving him mental powers, changed him into a manipulating, sadistic, power-hungry fiend. The world is his laboratory, and humanity his lab rats. Those who stand in his way are bugs to be stepped on.

Paranoid and unpredictable in the extreme, Dr. Know makes a very dangerous opponent. He might be calmly explaining his plans to captured foes one moment (lying about the details, of course), then in the blink of an eye probing their minds for anything he might find useful. His apparently random actions are difficult to

comprehend, and he often takes opponents by surprise with a sudden change in tactics.

Quote: "My mind, my power, are supreme. Submit, or be destroyed."

Powers/Tactics: Dr. Know's powers are entirely mental in nature, and of great strength. He can create a shield of psychokinetic force and fly simply by willing it. His mental defenses are difficult to penetrate, and his mental senses are keen enough that he can perceive his surroundings without the use of his eyes.

His favored attack is Mental Domination, using it to turn teammates against each other. When direct combat is called for, he employs both his Mental Twist and Mental Spike, depending on which will be more effective. He also uses his Mental Deception to gain tactical advantages whenever possible.

The only drawback to the procedure that gave Dr. Know his powers is that it left him vulnerable to Adjustment Powers. He is not yet aware of this vulnerability, or the fact that his mutates have it as well.

Campaign Use: Dr. Know would be a master-level villain, if it weren't for his insanity. Despite that limitation, however, he is a powerful foe to face. With his knowledge of genetics, it is possible for him to mutate people (a plot device rather than a rules-defined effect), giving them low-level superpowers. He has not yet had so great a success as the procedure that produced his mental powers. As he continues to research, his skill in creating mutates will grow.

Dr. Know is too busy to Hunt on more than 8-, but he will actively pursue anyone who has interfered with his research. He would prefer to use an enemy as a guinea pig, but if that's not possible or practical, a simple demise will have to do.

If Dr. Know requires more power to face his foes, increase his Ego and Mental Powers to the desired level. If he's too tough a cookie to crack, then just reduce his Mental Powers to about 65 Active Points.

Appearance: Dr. Know appears to be in his mid-30s, not quite 6' tall, and of eastern European descent. His black hair is kept short, and his green eyes spark with intelligence and insanity. Preferring to keep things simple, he has selected a gray jumpsuit for his costume, with a lab coat over it.

Doctor Know



psych-ward, Medusa sees her opportunity. Posing as psychologists, she and Psimon pay a visit to Dr. Know. Will the good doctor accept their offer of aid and join forces with PSI? What dire deeds does Medusa have in mind for Dr. Know?

Doctor Know

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
13	BODY	6	12-	
23	INT	13	14-	PER Roll: 14-
26	EGO	32	14-	ECV: 9
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
10	PD	7		Total: 35 PD (25 rPD)
10	ED	6		Total: 35 ED (25 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
70	END	15		
50	STUN	19		

Total Characteristics Cost: 208

Movement:	Running:	6"/12"
	Flight:	25"/50"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost	Powers	END
75	<i>Mental Powers:</i> Multipower, 75-point reserve	
7u	1) <i>Mental Twist:</i> Ego Attack 6d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Mental Spike:</i> Ego Attack 5d6, Armor Piercing (+½)	7
7u	3) <i>Mental Rip:</i> Ego Attack 3d6, Armor Piercing (+½), Does BODY (+1)	7
7u	4) <i>Mental Entrhralment:</i> Entangle 3d6, 3 DEF, BOECV (+1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼)	7
7u	5) <i>Mental Deception:</i> Mental Illusions 15d6	7
7u	6) <i>Mental Domination:</i> Mind Control 15d6	7
7u	7) <i>Mental Hand:</i> Telekinesis (50 STR)	7
7u	8) <i>Mental Probe:</i> Telepathy 15d6	7
31	<i>Mental Powers:</i> Elemental Control, 62-point powers	
44	1) <i>Mental Molding:</i> Major Transform 5d6 (alter a target's mind, heals back by appropriate use of Mental Powers), Improved Result Group (alter, add or remove the target's memories, Mental Powers, or psychological Disadvantages; +¼), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); Limited Target (human minds; -½), Concentration (0 DCV, totally unaware of nearby events; -¾), Extra Time (1 Minute, may take no other actions; -1¾)	9
25	2) <i>Mental Searching:</i> Mind Scan 15d6, Reduced Endurance (½ END; +¼);	

	Concentration (0 DCV, totally unaware of nearby events, must Concentrate throughout; -1½)	3
31	3) <i>Mental Shield:</i> Force Field (25 PD/25 ED), Reduced Endurance (½ END; +¼)	2
31	4) <i>Mental Flight:</i> Flight 25", Reduced Endurance (½ END; +¼)	2
25	<i>Mental Barriers:</i> Mental Defense (30 points)	0
15	<i>Mental Barriers:</i> Damage Resistance (30 Mental Defense)	0
22	<i>Mental Sensing:</i> Spatial Awareness (Mental Group)	0

Perks

1	Fringe Benefit: Licensed Physician
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Skills

3	KS: Medical World 14-
3	KS: Scientific World 14-
3	KS: Superhuman World 14-
3	Paramedics 14-
3	Persuasion 12-
3	PS: Research Scientist 14-
3	Scientist
2	1) SS: Anatomy 14-
2	2) SS: Biochemistry 14-
2	3) SS: Biology 14-
2	4) SS: Chemistry 14-
3	5) SS: Genetics 15-
2	6) SS: Medicine 14-
2	7) SS: Organic Chemistry 14-

Total Powers & Skills Cost: 392**Total Cost: 600****200+ Disadvantages**

10	Distinctive Feature: Psychic Aura (Not Concealable; Always Noticed; Unusual Senses)
30	Enraged: when physically attacked (Common, go 14-, recover 8-)
10	Hunted: PSI 11- (Mo Pow, Watching)
15	Psychological Limitations: Insanely Evil (Common, Strong)
20	Psychological Limitations: Paranoid (Very Common, Strong)
20	Psychological Limitations: Power Hungry (Common, Total)
15	Psychological Limitations: Sadistically Cruel (Common, Strong)
10	Psychological Limitations: Vengeful (Uncommon, Strong)
20	Vulnerability: 2x Effect from Adjustment Powers (Common)
250	Experience Points

Total Disadvantage Points: 600

DIGITAL HERO #17

Bat

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
26	DEX	48	14-	OCV: 9/DCV: 9
18	CON	16	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll: 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	4		Total: 18 PD (10 rPD)
8	ED	4		Total: 18 ED (10 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	2		
35	STUN	3		

Total Characteristics Cost: 104

Movement:	Running:	6"/12"
	Flight:	15"/30"
	Leaping:	4"/8"
	Swimming:	2"/4"

Cost	Powers	END
42	<i>Sniper Blaster Rifle:</i> EB 11d6, 32 Charges (+¼), No Range Modifier (+½); OAF (-1), Two-Handed Weapon (-½) plus +2 OCV; OAF (-1), Two-Handed Weapon (-½) [32]	2
25	<i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
107	<i>Mental Trap:</i> Ego Attack 4d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
30	<i>Thick Hide:</i> Armor (10 PD/10 ED)	0
5	<i>Mental Barriers:</i> Mental Defense (7 points)	0
20	<i>Wings:</i> Flight 15"; Restrainable (-½)	3
8	<i>Claws:</i> Clinging (normal STR); Not On Smooth Surfaces (-¼)	0
15	<i>Bat Sense:</i> Active Sonar (Hearing Group)	0
5	<i>Good Ears:</i> Hearing Group Flash Defense (5 points)	0
	Skills	
3	Acrobatics 14-	
3	Breakfall 14-	
5	Shadowing 12-	
3	Stealth 14-	

Total Powers & Skills Cost: 271

Total Cost: 375

200+ Disadvantages

- 15 Distinctive Feature: Bat-Like Features (Concealable, Always Noticed)
- 10 Distinctive Feature: Psychic Aura (Not Concealable; Always Noticed; Unusual Senses)
- 25 Enraged: when Insulted or Taunted (Uncommon, go 14-, recover 8-)
- 25 Enraged: when takes BODY (Uncommon, go 14-, recover 8-)
- 5 Physical Limitation: Lacks Mental Awareness (Infrequent, Slightly Impairing)
- 15 Psychological Limitation: Coward (Common, Strong)
- 15 Psychological Limitation: Fears Fire (Common, Strong)
- 20 Psychological Limitation: Loyal to Dr. Know (Common, Total)
- 20 Vulnerability: 2x Effect from Adjustment Powers (Common)

Total Disadvantage Points: 375

Background/History: Farley Fenmoor is one of several homeless people that have been kidnapped by Dr. Know as test subjects. As one of the lucky survivors, he is no longer human, but a mutated creature under Dr. Know's control. No longer remembering his real name, he only knows that he is Bat.

Personality/Motivation: Bat's original personality is all but gone, replaced by Dr. Know's experiments and mental manipulations. All that remains is a strong fear of fire and general cowardice. He no longer knows why he has these feelings, but they are overwhelmed by a sense of loyalty to Dr. Know.

Powers/Tactics: Bat's hide is thick enough to repel most bullets, and his claws can shred steel. His leathery wings make flight easy for him, though he cannot fly if his wings are bound. He can emit sonar waves as real bats do, using them for echolocation. He can also use his claws to cling to all but the smoothest of surfaces.

Bat carries a blaster rifle with a sniper scope attachment.

Appearance: Short at 5'3" and weighing about 130 pounds, Bat resembles the nocturnal flying mammal after which he was remade. Though his legs are short and bent, he retains full land mobility. His body is covered in fur and his wings are attached to his arms. He wears cut-off jeans.

Bat



Falcon



DIGITAL HERO #17

Falcon

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
11	PD	6		Total: 21 PD (10 rPD)
9	ED	5		Total: 19 ED (10 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
9	REC	0		
40	END	0		
40	STUN	4		

Total Characteristics Cost: 110

Movement: Running: 6"/12"
Flight: 15"/30"
Leaping: 4"/8"
Swimming: 2"/4"

Cost	Powers	END
42	<i>Sniper Blaster Rifle:</i> EB 11d6, 32 Charges (+¼), No Range Modifier (+½); OAF (-1), Two-Handed Weapon (-½) plus +2 OCV; OAF (-1), Two-Handed Weapon (-½) [32]	2
25	<i>Beak:</i> HKA 1½d6 (3d6+1 with STR)	2
107	<i>Mental Trap:</i> Ego Attack 4d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
30	<i>Thick Hide:</i> Armor (10 PD/10 ED)	0
5	<i>Mental Barriers:</i> Mental Defense (7 points)	0
5	<i>Nictitating Eyelids:</i> Sight Group Flash Defense (5 points)	0
20	<i>Wings:</i> Flight 15"; Restrained (-½)	3
12	<i>Falcon Eyes:</i> +8 versus Range Modifier for Sight Group	0
5	<i>Night Sight:</i> Nightvision	0

Skills

- 3 Acrobatics 14-
- 3 Breakfall 14-
- 5 Shadowing 12-
- 3 Stealth 14-

Total Powers & Skills Cost: 265

Total Cost: 375

200+ Disadvantages

- 15 Distinctive Feature: Bird-Like Features (Concealable, Always Noticed)
- 10 Distinctive Feature: Psychic Aura (Not Concealable; Always Noticed; Unusual Senses)
- 25 Enraged: when Insulted or Taunted (Uncommon, go 14-, recover 8-)
- 25 Enraged: when takes BODY (Uncommon, go 14-, recover 8-)
- 5 Physical Limitation: Lacks Mental Awareness (Infrequent, Slightly Impairing)
- 15 Psychological Limitation: Claustrophobia (Uncommon, Total)
- 20 Psychological Limitation: Loyal to Dr. Know (Common, Total)
- 15 Psychological Limitation: Vengeful (Uncommon, Strong)
- 20 Vulnerability: 2x Effect from Adjustment Powers (Common)

Total Disadvantage Points: 375

Background/History: Shakara Nelson is one of several homeless people that have been kidnapped by Dr. Know as test subjects. As one of the lucky survivors, she is no longer human, but a mutated creature under Dr. Know's control. No longer remembering her real name, she only knows that she is Falcon.

Personality/Motivation: Falcon's original personality is all but gone, replaced by Dr. Know's experiments and mental manipulations. All that remains is a strong claustrophobia and desire to right the wrongs done against her. She no longer knows why she has these feelings, but they are overwhelmed by a sense of loyalty to Dr. Know.

Powers/Tactics: Falcon's hide and feathers are thick enough to repel most bullets, and her claws can shred steel. Her wings make flight easy, though she cannot fly if her wings are bound. She can see easily at long distances as falcons can, and can even see the ultraviolet spectrum.

Falcon carries a blaster rifle with a sniper scope attachment.

Appearance: Just over 5'6", Falcon is the lightest of the mutates, barely a hundred pounds. Her wings are separate from her arms, attached at the shoulder blades. Her beak and eyes are yellow, and the feathers covering her body are brown and red. She wears a halter-top with cut-off jeans.

Spider

Val	Char	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 HTH [3]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll: 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
14	PD	8		Total: 24 PD (10 rPD)
12	ED	7		Total: 22 ED (10 rED)
4	SPD	7		Phases: 3, 6, 9, 12
12	REC	2		
60	END	5		
45	STUN	2		

Total Characteristics Cost: 110

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

Cost	Powers	END
33	<i>Webbing:</i> Entangle 5d6, 5 DEF; Vulnerable (Fire; -½)	5
25	<i>Claws:</i> HKA 1½d6 (3d6+1 with STR)	2
107	<i>Mental Trap:</i> Ego Attack 4d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
30	<i>Exoskeleton:</i> Armor (10 PD/10 ED)	0
5	<i>Mental Barriers:</i> Mental Defense (7 points)	0
20	<i>Webline:</i> Swinging 20"	2
10	<i>Claws:</i> Clinging (normal STR)	0
5	<i>Spider Eyes:</i> Infrared Perception (Sight Group)	0

Skills

3	Acrobatics 14-
3	Breakfall 14-
5	Shadowing 12-
3	Stealth 14-

Total Powers & Skills Cost: 249**Total Cost: 375****200+ Disadvantages**

- 10 Distinctive Feature: Psychic Aura (Not Concealable; Always Noticed; Unusual Senses)
- 15 Distinctive Feature: Spider-Like Features (Concealable, Always Noticed)
- 25 Enraged: when Insulted or Taunted (Uncommon, go 14-, recover 8-)
- 25 Enraged: when takes BODY (Uncommon, go 14-, recover 8-)
- 5 Physical Limitation: Lacks Mental Awareness (Infrequent, Slightly Impairing)
- 15 Psychological Limitation: Aggressive (Common, Strong)
- 20 Psychological Limitation: Loyal to Dr. Know (Common, Total)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 20 Vulnerability: 2x Effect from Adjustment Powers (Common)

Total Disadvantage Points: 375

Background/History: Karla Wu is one of several homeless people that have been kidnapped by Dr. Know as test subjects. As one of the lucky survivors, she is no longer human, but a mutated creature under Dr. Know's control. No longer remembering her real name, she only knows that she is Spider.

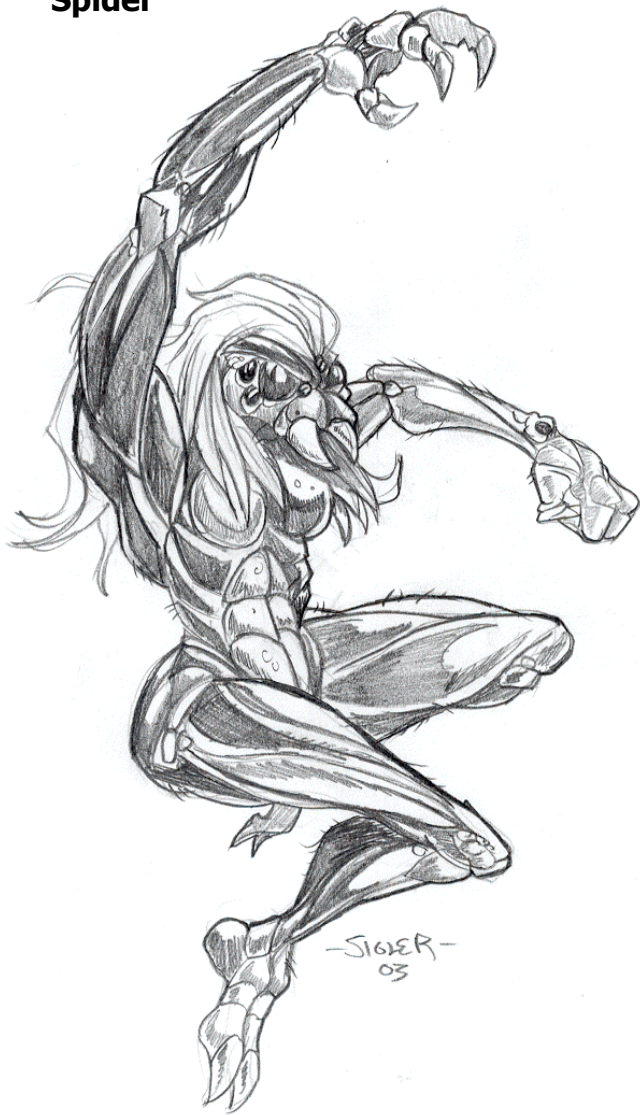
Personality/Motivation: Spider's original personality is all but gone, replaced by Dr. Know's experiments and mental manipulations. All that remains is a strong aggressiveness and overconfidence in her abilities. She no longer knows why she has these feelings, but they are overwhelmed by a sense of loyalty to Dr. Know.

Powers/Tactics: Spider's chitinous exoskeleton is thick enough to repel most bullets, and her claws can shred steel.

The web spinners on her wrists can entangle a foe or make swing lines. Her claws allow her to cling to any surface, and she can now perceive infrared light.

Appearance: Spider stands barely over 5', weighing about 125 pounds. Her black exoskeleton is covered in fine hairs, and her once-brown eyes are now solid black. Her jaw structure is that of a spider's, with web-spinners on the outer edge of each forearm, just past the wrist. She does not wear clothing.

Spider



Wildcat



Wildcat

Val	Char	Cost	Roll	Notes
55	STR	45	20-	50 tons; 11d6 HTH [5]
21	DEX	33	13-	OCV: 7/DCV: 7
28	CON	36	15-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll: 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
18	PD	7		Total: 28 PD (10 rPD)
16	ED	10		Total: 26 ED (10 rED)
4	SPD	9		Phases: 3, 6, 9, 12
17	REC	0		
60	END	2		
60	STUN	0		

Total Characteristics Cost: 156

Movement: Running: 20"/40"
Leaping: 11"/22"
Swimming: 2"/4"

Cost	Powers	END
25	<i>Claws:</i> 1½d6 HKA (3d6+1 with STR)	3
107	<i>Mental Trap:</i> Ego Attack 4d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
30	<i>Thick Hide:</i> Armor (10 PD/10 ED)	0
5	<i>Mental Barriers:</i> Mental Defense (7 points)	0
28	<i>Cat-like Swiftness:</i> Running +14" (20" total)	4
5	<i>Cat Eyes:</i> Nightvision	0
5	<i>Tracking Scent:</i> Tracking with Normal Smell	0

Skills

- 3 Acrobatics 13-
- 5 Breakfall 14-
- 7 Climbing 15-
- 7 Shadowing 13-
- 5 Stealth 14-

Total Powers & Skills Cost: 219

Total Cost: 375

200+ Disadvantages

- 15 Distinctive Feature: Cat-Like Features (Concealable, Always Noticed)
- 10 Distinctive Feature: Psychic Aura (Not Concealable; Always Noticed; Unusual Senses)
- 25 Enraged: when Insulted or Taunted (Uncommon, go 14-, recover 8-)
- 25 Enraged: when takes BODY (Uncommon, go 14-, recover 8-)
- 5 Physical Limitation: Lacks Mental Awareness (Infrequent, Slightly Impairing)
- 15 Psychological Limitation: Arrogant (Common, Strong)
- 20 Psychological Limitation: Loyal to Dr. Know (Common, Total)
- 15 Psychological Limitation: Predatory, Enjoys Hunting & Toying with Prey (Common, Strong)
- 20 Vulnerability: 2x Effect from Adjustment Powers (Common)

Total Disadvantage Points: 375

Background/History: Joe Mendicamp is one of several homeless people that have been kidnapped by Dr. Know as test subjects. As one of the lucky survivors, he is no longer human, but a mutated creature under Dr. Know's control. No longer remembering his real name, he only knows that he is Wildcat.

Personality/Motivation: Wildcat's original personality is all but gone, replaced by Dr. Know's experiments and mental manipulations. All that remains is an arrogant, predatory nature. He doesn't know why he has these feelings, but they are overwhelmed only by a sense of loyalty to Dr. Know.

Powers/Tactics: Wildcat's hide is thick enough to repel most bullets, and his claws can shred steel. He can lift buses over his head and run like the wind, and his keen sense of smell can track down almost anyone. His eyes have been adapted for ultraviolet vision as well.

Appearance: Nearly 6'6" and 220 pounds, Wildcat's long, thick fur is a multi-colored tabby pattern. He wears cut-off jeans.

