

CHAMPIONS **everyman**



STEVEN S. LONG

Who are the people in your neighborhood?

CHAMPIONS everyman

A Sourcebook for *Champions*

Author: Steven S. Long

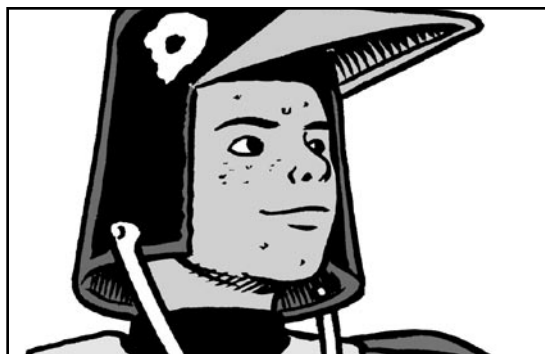
Additional Contributions: Allen Thomas

Editing and Developing: Steven S. Long

Layout & Graphic Design: Andy Mathews

Cover Illustration: Greg Smith

Interior Illustration: Storn Cook, Matthew Tito Cuenca, Keith Curtis, Brendan and Brian Fraim, Louis Frank, Nick Ingeneri, Sam Kennedy, Eric Lofgren, Conley Philpot, Greg Smith, Chris Stevens, Christophe Swal, Mack Sztaba



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INTRODUCTION



In the Champions Universe — or any other *Champions* campaign setting — it's the superhumans who get the lion's share of attention. The PCs are superpowered, their main adversaries are superpowered, and they often spend entire scenarios interacting primarily (or only) with the Superhuman World.

But there's more to the world than just people with unusual powers. The vast majority of Earth's population are ordinary, everyday folks, whether they're blue-collar workers, eminent scientists, talented musicians, or powerful government or military officials. It's those people — the seemingly dull ones who don't have superhuman abilities — who are the focus of this book. *Everyman* is a collection of NPCs for your *Champions* campaign, but unlike other character books, it's not filled with megalomaniacal world-conquerors, nefarious servants of evil, and superpowered crooks out to make a quick buck by holding up banks. It provides a GM with *normals* for use in his campaign.

While normals may seem pretty useless in a world where some people can throw tanks around and project energy beams from their eyes, a good GM can do a lot with one. First, a well-populated game world lends a setting depth and verisimilitude. Think of all the people you walk or drive by as you go about your daily routine. Now imagine if you passed no one — the streets were deserted; nobody walked in and out of buildings. The world would hardly seem real. It would be like a dream, probably a bad dream. The same thing applies, to an extent, to a game setting. A *Champions* world requires a cast of thousands to make it real in the imaginations of the players, and not all of those thousands can be superpowered fiends and ne'er-do-wells. *Everyman* provides a GM with NPCs ready, willing, and able to populate the streets, restaurants, and office buildings of his world — NPCs who are always there for the GM when he's in a bind because the PCs pursued a tangent and decided to investigate a random office building he didn't have time to populate.

Second, a good NPC brings another dimension to the game. He adds flavor. He lends depth. Most importantly, he provides a PC with a further way to define his character. He can be a foil for the character: the cowardly NPC highlights the bravery of the courageous PC; the sophisticated NPC illustrates the naivete of

the inexperienced PC. He can be the victim — a superhero's not much of a hero without people to protect, and when those people have a name and personality it makes the threat all the more menacing. He can be the plot hook — the motivation the PC needs to investigate wrongdoing, or the person who brings the villainous plot to the PC's attention. Or he can be a source of information — the streetwise NPC who knows the ins-and-outs of the criminal underworld, or the scientist who can explain the finer points of time travel and alternate realities.

An NPC can even serve as an antagonist for the character. An antagonist is more than just an opponent in a superpowered brouhaha. The defining feature of an antagonist is that he's in conflict with the protagonist... and conflict takes many forms, not just battle. A rival for a loved one's affections, a boss who's always looking for an excuse to fire a PC, a demanding parent — all of these are antagonists, and none of them need superpowers to challenge a hero.

Everyman divides the many sorts of NPCs into seven walks of life, each covered by a single chapter: *At The Office*, where you can find formidable bosses and nosy co-workers to populate a workplace; *In The Media*, where newspaper reporters, anchormen, actors, singers, and the like can make the PCs' lives easier, more difficult, or just more enjoyable; *Law And Order*, the world of cops, courts, inspectors, and legislators that crimefighters so often brush up against; *On Campus*, the home of students, academics, professors, and other NPCs whose knowledge may help or hinder the PCs; *My Life As A Hero*, a wide variety of characters whose lives relate directly to superheroes, such as butlers who work for superteams or a doctor who treats heroes' special injuries; *My Life As A Villain*, NPCs who have some special relationship with one or more supervillains; and *Among The Multitudes*, a catch-all for NPCs who don't fit into any other category well (including that staple of comics, the aged or weak relative whom the hero has to look out for).

The last chapter of *Everyman* is *The GM's Vault*, a special section of the book for the GM's eyes only. To some extent all of the contents of this book are mostly for GMs, but players can use the NPCs in various ways as well (see below). The GM's Vault contains information the players should *never* read, such as plot hooks for each NPC.

HOW TO USE THIS BOOK

Though much of this book is of most interest to GMs, who have to flesh out their game worlds and plot their adventures, players can find useful information here too.

Gamemasters

The obvious use for the characters in *Everyman* is as NPCs for the heroes to encounter. In this respect, you can divide NPCs into two groups: supporting characters and walk-ons.

The Supporting Character

A *supporting character* is a recurring NPC — one the PCs interact with more than once and often frequently, maybe even in each game session. Examples include a millionaire superhero's butler, a teen hero's parent (or an adult hero's teenage child), or a superhero's boss at work.

Many supporting characters fill the role of Hunter, Rival, Contact, and especially DNPC, but these are NPCs a player might help create for the campaign (or might help you select from this book). Other supporting characters the GM should create himself, either because he thinks the NPC adds a necessary element to his campaign, or because the NPC is pertinent to an ongoing subplot. A supporting character is second in importance only to the PCs themselves, and as such should be fully fleshed out, with a background, personality, and mannerisms uniquely his own.

The Walk-On

In contrast to a supporting character, who appears frequently, a *walk-on* NPC usually only appears when the situation warrants it. Examples include the private investigator the PCs contact when they're investigating some mystery and need help, the college professor they talk to when the adventure takes place on campus or requires scientific expertise they lack, or the police officer who questions them when some arch-nemesis has tricked the authorities into believing the heroes are guilty of a crime they didn't commit.

Though a well-designed supporting character often develops in the players' minds because of frequent interaction, the GM should make sure a walk-on is quickly and firmly established. The easiest way to do this is to give a walk-on a simple, distinctive mannerism that reflects his personality — and the more noticeable the mannerism, the better. For example:

- the cowardly rat fink the PCs rely on for information about the underworld has a bad stutter
- the receptionist at the team's base snaps her chewing gum and likes to blow (and pop!) bubbles
- the character's boss at work always shakes his index finger when he's chiding the PC for being late

This mannerism quickly becomes associated with the character, and the players, even if they can't remember the walk-on's name, remember the mannerism. "Hey, what did the guy with the Scottish accent tell us about this?"

KEEPING NPCs FRESH

As with any character, an NPC must change and grow to remain fresh. Here are three tips to help you keep NPCs from getting stale.

Reaction

First, have NPCs react to the PCs' adventures. Not only does this make the NPCs seem like living, breathing people, it also shows the players their actions have an affect on the world their characters inhabit. For example, maybe the cabbie the PCs always seem to hail when they need to "follow that car!" is driving a battered and beaten taxi instead of the sparkling clean one he used to have — unfortunately for him, he was stalled in traffic the last time Grond went on a rampage. Supporting characters can suffer more traumatic events — maybe a co-worker's daughter is in the hospital because of the actions of some supervillain the heroes couldn't defeat, leaving them guilt-stricken; or maybe a PC's girlfriend is suddenly smitten with a teammate who rescued her, and now the PC must listen to her go on and on (and on... and on...) about how wonderful the teammate is.

Dramatic Evolution

Just like PCs, NPCs should change as the campaign goes on and time passes. For example, a character's younger sister can't stay in college forever, most parents retire eventually, and a best friend might lose his job, his wife, or both. A GM who intends to run a long-term campaign, or one that covers a large span of in-game time, should prepare for the natural evolution of important NPCs. Some changes, such as an NPC graduating from high school or college, might even be the catalyst for adventures.

ADAPTING NPCs TO YOUR CAMPAIGN

Many of the NPCs in *Everyman* are described as living and working in Millennium City, Vibora Bay, or other parts of the Champions Universe. Some, like Julie Morgan and Greg Betts, have specific connections with heroes and villains in the Champions Universe. But don't let this stop you from using them if you're not running a game in that setting! Any of the characters in this book can easily be moved to another city or another setting — just change the appropriate references and you're ready to go.

For example, Julie Morgan could be a newspaper reporter for the *New York Times* rather than the *Millennium City Free Press*. Instead of being the girlfriend of the superhero Nighthawk (unknownst to her), she could date an NPC hero in your campaign, or even one of the PCs. If you don't want her to have such close ties to the Superhuman World, make her boyfriend a politician, police captain, well-known athlete, or someone else who's notable but not superpowered.

And not all changes are necessarily predictable. Life holds many twists and turns for people — and considering the melodrama common to most superhero adventures, those can be some dramatic twists and turns indeed! When unexpected things happen (like an NPC getting injured during a super-battle), make sure his experiences change him. Even the most optimistic person might get down if he loses his job, and a gloomy NPC should become cheerful (at least for a little while!) when he meets the girl of his dreams.

The dramatic evolution of NPCs, whether planned or unplanned, does more than just give them depth. It also provides PCs with their own chances to roleplay and develop their backgrounds. If a once-cheerful NPC is suddenly depressed, does the PC try to avoid the NPC because he finds it hard to be around him, or does he try to help or cheer up the NPC? If a once-hapless NPC suddenly experiences an extraordinary run of good luck, is the PC jealous, suspicious, or happy for his friend?

Revelation

Many NPCs — especially supporting characters — either have a mystery in their background or a long-term goal they're trying to accomplish. To keep a campaign exciting and vibrant, the GM should sometimes let these problems get resolved so the NPC can move on to other things. This gives the NPC's story with a sense of closure and allows him to progress and grow. It also lets the PCs watch, participate in, and be entertained by the NPC's story. Of course, once you resolve some aspect of an NPC's background, that NPC might have to find a new long-term goal for himself, or he might even leave the campaign (whether permanently or temporarily — perhaps a supporting character becomes a walk-on instead). Whatever the case, don't forget to advance NPCs' stories just like you do PCs'.

SAYING GOOD-BYE TO SUPPORTING CHARACTERS

When a supporting character changes in status, becoming a walk-on or perhaps leaving the campaign for good, it should be an important event with good-bye parties, tearful partings, confessions of long-held secrets, and all the other events appropriate to such farewells. In short, the GM should make the departure memorable for the PCs.

When a supporting character leaves the campaign, the GM has a void — the role that NPC played is now empty. Sometimes he doesn't need to fill it — the event that led to the NPC leaving also eliminated the need for him in the campaign. Sometimes he can fill it with a new NPC, but this can get tricky. Like a television series where a long-time member of the cast departs and a new actor/character replaces him, the players may not embrace the NPC with open arms. They might even prefer the old NPC.

This isn't an unsolvable problem. First, if the players claim the new NPC isn't as good as the old one, the GM should build that attitude into the campaign. Have the new NPC gets upset because the PCs always compare him unfavorably to their

old friend. Make it an ongoing subplot as the NPC goes to extremes — and thus gets himself into danger or provides comedic relief, of course — to prove his worth.

Second, the GM should try to make the new supporting character different — perhaps even *dramatically* different — from the old one. Replace the mild-mannered, always positive butler with one who never stops making sarcastic comments. In the place of the helpful, business-like government liaison, give the PCs one who might be more emotional, but also forms a deeper personal bond with the PCs.

Last of all, and perhaps most importantly, give the players time to get used to the new NPC. Just because the players' first reaction is one of dislike doesn't mean the GM should scrap the NPC and insert a new one. People take time to warm up to new NPC, especially one who's replacing an old favorite, so the GM shouldn't rush things.

Players

Here are some ways a player might find *Everyman* useful.

DISADVANTAGES

Several Disadvantages — such as Dependent NPC, Hunted, and Rival — establish a connection between a PC and another character, usually an NPC. Sometimes this NPC is a supervillain, but in many cases he's just an ordinary person — the sort of person found in *Everyman*. To the extent that the player or GM develops such an NPC, making him more an intriguing personality and less a bunch of numbers on a page, the game benefits.

One of the advantages of using *Everyman* is the obvious one: it means less work for the player. He can focus on creating his character and still have fleshed-out NPCs for his Disadvantages. (He might even use a tidbit from one of the NPCs in this book to inspire him to develop a particular type of PC.) If two or more players use *Everyman* to develop their characters' backgrounds, that may give the GM more ways to tie them together — they're not just on the same team, they have other aspects of their lives in common (even if they don't know it yet). For example, one PC might have his sister as a DNPC, while another PC takes that same NPC (the sister) as a Rival, a girlfriend DNPC, or the like. This can create fun dramatic tension in interteam relationships — tension resulting from everyday life, not superheroing. Not every gaming group enjoys this sort of thing, but it's a fun and interesting aspect of the campaign for many.

Dependent NPC

Everyman's use as a source for Dependent NPCs (DNPCs) should be self-explanatory — simply choose an appropriate character from the following chapters and decide on the relationship between the PC and the NPC. However, that still leaves the player and the GM with some things to think about.

First, consider the frequency with which the NPC is supposed to show up — 14-, 11-, or 8-. Even if the GM doesn't make this roll when planning every scenario (and most GMs do not), the frequency is a guideline to the type of NPC the character should choose. If a character decides he wants a DNPC on a 14-, he's got to pick someone who could show up in three-quarters of his adventures (or more). He shouldn't choose someone who "realistically" can't appear that often. This usually indicates a close relative, a spouse, a child, a significant other, or someone else the character spends a *lot* of time around. Scaling down from there, an 11- DNPC is the sort of person who shows up about half the time, and an 8- DNPC the type who might put in an appearance one adventure out of four. An 11- could be an occasional girlfriend/boyfriend, a co-worker who sometimes gets into trouble or snoops around the character's life, or a nerdy sibling who has a tendency to poke his nose in where it doesn't belong. An 8- might be little more than a casual acquaintance the hero feels some obligation to, or one of the NPCs described above who just doesn't get into trouble that frequently.

Second, the value of a DNPC also depends on his competence. Few DNPCs are as powerful as PCs (if they are, they're usually Followers or plain old NPCs). Beyond that simple comparison, though, the player and GM have to work together to define the DNPC's level of competence (it's not always as clear-cut as rating the relative power of a PC and his Hunted). An "Incompetent" DNPC is usually obvious — these are the (relatively) helpless elderly relatives, young kids, and other classic DNPCs that appear in comics and movies all the time (Marvel Comics's Spider-Man's Aunt May being perhaps the most stereotypical example). As noted on the Dependent NPC table, an Incompetent DNPC is usually built on *at least* 20 fewer points than a typical everyday sort of person — but that in and of itself isn't determinative. Ultimately it's up to the GM to decide what constitutes "incompetent" in the campaign. It's possible some Incompetents have a positive Character Point total due to Perks, miscellaneous Background Skills, and other abilities that have little effect on the game from the PCs' perspective.

Who qualifies as a "Normal" or "Slightly Less Powerful" DNPC? There's no one right answer, because it depends in part on how powerful the PCs are. Typically a Slightly Less Powerful DNPC is built on no more than 50%-75% of the Character Points the PC is built on, and possibly less. "Power" in this context refers primarily to "ability to protect himself from danger or difficulties," since that's the sort of situation from which the PC normally has to rescue the DNPC. (This contrasts with Hunted, where an NPC could count as More Powerful due to social influence or position even if he couldn't possibly stand up to the PC in a fight.) A "Normal," which includes most of the characters in this book, is usually built on no more than about 50-75 Char-

acter Points (and often less). A Normal could easily be highly competent in his chosen field, but when it comes to saving himself from supervillains, disasters, and alien invasions, there's not much he can do.

Third, you have to evaluate whether the DNPC has "useful noncombat position or skills." Different campaigns define "useful" in different ways, but typically it means the character could provide significant help to the PC with out-of-combat activities. This includes almost any character with investigative Skills or resources (private investigators, most cops, many reporters), a position of importance or social prominence (most politicians, corporate and civic leaders, high-ranking military officers, and the like), and/or great wealth. It's up to the GM to determine whether an NPC qualifies as "useful" in this context.

The rules for DNPCs note that the Disadvantage is worth more (+5 Character Points) if the DNPC doesn't know about the PC's Social Limitation: Secret Identity (since this of course makes the PC's life all that much harder). This assumes, of course, that the PC interacts with the NPC in both of his identities in a meaningful (and generally non-hostile) manner. Often this means a relative or significant other — a person the PC spends time with in his Secret Identity but also has to rescue or help in his superheroic identity. (The DNPC may not even particularly *like* the superheroic identity, creating even more trouble for the PC.) If the DNPC only knows the PC in his superheroic identity, the PC doesn't usually get this bonus.

At the GM's option, a DNPC who's *actively hostile* to the PC might also be worth +5 Character Points. Examples include the character's father (a supervillain whom the hero feels he has to look out for even as the two of them battle) or a crusading journalist who loathes superheroes in general and the PC in particular. A character can't get both the "doesn't know my Secret Identity" and "actively hostile" bonuses without the GM's permission.

Hunted

Most often a PC is Hunted by a supervillain or villainous organization, but that doesn't have to be the case. There are many reasons why an NPC might Hunt the PC. The boss who wants to fire the PC at his job in his Secret Identity and is just looking for an excuse, or the jealous girlfriend who knows, just *knows*, the PC is cheating on her whenever he sneaks out in the middle of the night — both of these are good examples of Hunted (Watching), with a Mildly Punish consequence (loss of a job or breaking up with a significant other, respectively). Less obvious are Hunteds like the over-protective parent or boyfriend. These NPCs might be well-intentioned, but their snooping not only jeopardizes the PC's Social Limitation: Secret Identity, it might expose them to danger if they turn up in the wrong place at the wrong time.

Rivalry

Rivalries with normal people make for intriguing roleplaying because they test a PC in ways that don't involve his level of super-power or ability to



use his powers creatively. A superhero has plenty of opportunities to test his powers against the supervillains he faces in every adventure, but how many times does he get to test himself at school when he competes with the other top student in his class for the best scholarships? How often does he get to pit his business acumen against a fellow corporate mogul when both are jockeying for a new client? What happens when he must rely on pure charm to woo the woman of his dreams? That's what makes a Rival so interesting — having one creates a whole new battlefield for the PC, one where he may not be so competent and confident.

PERQUISITES

The NPCs in *Everyman* may help you flesh out two Perks, *Contact* and *Follower*. *Follower* is self-explanatory. While not every NPC in this book makes an appropriate *Follower*, many do.

Sometimes two or more PCs want to take the same NPC as a *Contact*. Though it might seem redundant to have two heroes with the same *Contact*, you can differentiate between them by defin-

ing the nature of their respective relationships. Perhaps one PC intimidates the *Contact* into helping him, while the other has befriended him (maybe they grew up together). The nature of the relationship between PC and *Contact* might not change the actual information provided, especially if both PCs spent the same number of Character Points on the *Contact*, but it definitely changes the tone and way it's conveyed. With thoughtful wording the GM can take advantage of this to give each PC a different perspective on the information the *Contact* relates.

THE PC'S SECRET IDENTITY

The NPCs in *Everyman* can make a good starting point for a player who either doesn't know what sort of character he wants to play, or knows what sort of powers he wants his character to have but hasn't figured out the *Secret Identity* yet. Just pick an intriguing NPC from this book, adjust to suit, and the character's basic background is taken care of! Of course, a player should check with his GM before choosing an NPC for his superhero's alter ego to make sure the GM doesn't have plans for the NPC already.

chapter one:



AT THE OFFICE

AT THE OFFICE



Eccentric CEO



SEBASTIAN ABRAMS

12 STR	10 DEX	12 CON	12 BODY
18 INT	15 EGO	20 PRE	15 COM
3 PD	3 ED	2 SPD	5 REC
30 END	30 STUN		

Abilities: Computer Programming 11-; Conversation 13-; KS: Business And Finance 17-; KS: The Business World 14-; KS: Philosophy 14-; PS: Businessman 17-; Persuasion 14-; Contacts (20 points' worth in the Business World), Money: Wealthy

25+ Disadvantages: Psychological Limitation: Hates Corruption; Rivalry (must prove himself superior to corrupt business moguls)

AT THE OFFICE

Money makes the world go 'round... and to get money, most people have to work, a fact of life that holds true even for many superheroes. Some superheroes are funded by the government, and others are billionaires, but not all superheroes are that lucky. So in addition to traveling the universe and stopping the latest supervillain, Our Hero has to pull himself out of bed to put in a 9-5 workday, five days a week. Co-workers can be good rivals, friends, or romantic interests. Bosses, even well-intentioned ones, might be a problem for a superhero since they're always asking pesky questions ("Why are you always late?" "Where'd you get all those bruises?" "Why is that ring on your finger glowing with an unholy alien light?"). And anyone at the office might jeopardize a superhero's Secret Identity when he sneaks into the supply closet to change into his costume — why can't villains always attack the city in the evening and on the weekends?

Background/History: You are cordially invited to attend the high school graduation of Sebastian Abrams, Class of '95....

Sebastian had long ago left the party his parents had thrown in celebration of his graduation from the prestigious Ravenswood Academy, closeting himself in his bedroom to watch the business news. When his father Roland entered his bedroom without a polite knock — he came in person to see where Sebastian had gone instead of sending the butler — Sebastian knew two things. First, his father had discovered what he'd said to Franklin Stone, the man who owned ACI, the industrial firm where Roland Abrams was Chief Operating Officer. Second, Sebastian could no longer avoid the conversation he'd been dreading since graduation, the one about his future.

"What's the meaning of this?" his father asked. "How dare you refuse Mr. Stone's gift!"

"I don't want anything from that man," Sebastian said calmly. "He's corrupt. Everything about him and around him is corrupt, and I no longer want anything to do with it."

"Have you forgotten who I work for?"

"No, father, I haven't." Sebastian stood up. "If you ask the other guests, you'll find I've returned their gifts also. If you go into your study, you'll find a note from me, explaining why I'm leaving."

"But..."

"No, father. I'll make my own way in the world. I'll do it on my terms and in my way. An ethical way."

"But everything you have. Everything you are..."

"You're right — everything I have comes from Mr. Stone and his corrupt company. That's why I'm leaving it all behind with you. You've already given up your conscience, so you can keep all of this.

"But not everything I *am* comes from ACI. That's my own and has nothing to do with Mr. Stone, and I plan to keep it that way.

"Goodbye, father."

And Sebastian walked out of his father's home, leaving behind a life of wealth and privilege to make his own way in the world. His only regret is that his words to his father were too harsh; he wishes he'd been more generous and less judgmental. He's never regretted leaving — abandoning his father's plans to send him to an Ivy League school and then into a career at ACI following in the elder Abram's footsteps. He put himself through a state college, and upon graduation started his firm, Abrams Technologies, a privately-owned corporation dedicated to applied research. Abrams Technologies researches everything from processes that enable textile factories to emit less pollution to quieter leaf-blowers — its projects always have a socially beneficial aspect. Once a research project succeeds, AT sells the results to another corporation for implementation. A sale doesn't always go to the highest bidder, it goes where Sebastian feels it can help the most — and sales never go to firms like ACI, ones Sebastian knows are corrupt. (This has made Abrams Technologies several powerful enemies in its short life.)

Abrams Technologies has earned a reputation for turning failed researchers into success stories, despite the fact that AT doesn't employ the world's leading scientists. What Abrams Technologies does is put talented people in a position that maximizes their individual chances to succeed. When asked about the secret to his success, Sebastian quotes the philosopher Alan Watts about genius needing the proper place and time to express itself. While most business analysts and prospective clients frown at

that sort of talk, it hasn't stopped AT from becoming one of up-and-comers in the technology sector.

Personality/Motivation: A pure love of business motivates Sebastien Abrams — not a love of money or power, but the workings of business. He loves putting together a business plan, and the only thing he loves more than that is identifying a new business proposal with the potential for success and assembling the necessary ingredients to make it a reality. He considers himself an organizer of talent. He often demurely claims this is only real skill, never taking credit for the discoveries of his scientists and downplaying his own contributions.

Among both his employees and the Business World, Abrams has a reputation as an eccentric because he always follows the latest intellectual fad. He does this out of sheer curiosity and a desire to always improve himself. He pursues each fad until he feels he's discovered everything it offers him, then moves on to the next one. Outside of his love for business, he also wants to prove that a company can succeed without being corrupt and unethical. He loves nothing more than telling a representative of a corrupt business "No"... and he's never able to conceal the grin on his face when he does.

Powers/Tactics: As a businessman, Sebastien Abrams implements his business philosophy in two ways. First, he identifies a need and researches ways of meet-

ing that need. Like any good businessman, he tries to find needs people don't even know exist, and because of his personal philosophy, the needs he focuses on are ones he considers socially beneficially. To put it another way, he looks for actual needs that actually need addressing — he doesn't use advertising and slick packaging to create a "need" where none actually exists.

Second, he combs the trade journals and business newspapers looking for failing companies that are attempting to create a technology or provide a service he considers important. When he finds one, he approaches the company and offers either a

partnership or a buy-out. Once he seals the deal, he takes over the financing and operations while the original owners focus on whatever they do — and love — best.

As a personal goal, Abrams also speaks out against corporate corruption any time he has the opportunity. Lately he's had more and more chances as Abrams Technologies becomes more successful. He's never afraid to name names, and this has made him plenty of enemies... though none of them have dared to sue him for libel, since he's careful only to make accusations he can back up with reasonable proof.

Campaign Use: Sebastian Abrams can enter into your campaign in several ways. First, he can be the victim of dirty dealings by rival corporations and businessmen and thus need the PCs' help. Because he's so outspoken about corporate corruption, many businessmen, especially the likes of Franklin Stone and ACI, might target him or his facilities for unsavory dealings, including hiring supervillains to rough him up or destroy Abrams Technologies facilities. Second, Abrams can function as a sort of patron for the PCs. If they need high-tech research facilities and their cause is good, Sebastian

will gladly volunteer the use of AT's company laboratories. Finally, if one of the PCs owns a small firm that's barely staying afloat (whether because of the time the PC spends superheroing or some other reason), you can have Sebastian step in to help out.



Head For Business

'No, I'm afraid that won't be acceptable. I don't care how much they offered for the new filtration system. Do you honestly think that company will rush out and install it in their sweatshops in Micronesia? They just want to buy and bury the tech.'

— Sebastian Abrams

Appearance: Sebastian Abrams is a young man in his late twenties who, despite spending sixteen hours a day working, keeps himself in good shape through yoga and whatever other fitness program is currently fashionable. He stands six feet tall, weighs a trim 175 pounds, and typically dresses casually in jeans and sweaters (but never underdresses, if the occasion calls for more formal attire). He has brown, wavy hair that he keeps medium length, and brown eyes. When in the office, he wears gold-framed glasses. Handsome and successful, he tends to show up on the local "most eligible bachelor" lists.

Forensic Accountant



CATHERINE BARRAS

8 STR	8 DEX	8 CON	8 BODY
13 INT	10 EGO	14 PRE	14 COM
3 PD	2 ED	2 SPD	4 REC
16 END	16 STUN		

Abilities: Conversation 12-; Deduction 13-; High Society 8-; KS: Accounting Practices And Procedures 14-; KS: Business Practices And Procedures 12-; KS: The Business World 11-; PS: Accountant 13-; SS: Accounting 15-; SS: Mathematics 11-; Lightning Calculator

25+ Disadvantages: Psychological Limitation: Prone To Falling For “Bad Boys”

Background/History: Catherine Barras ran away at 17, leaving her hometown of Albany, Minnesota on the back of her (much older) boyfriend’s motorcycle. She fell in love with the big city the moment she got there — the bright lights, the parties, the constant stream of activity. Her boyfriend turned out to be a big jerk, though, just like all the others she’s ever had. Before long she left him, moved in with some new friends, and started working as a waitress.

One of her regular customers noticed how good she was at working with numbers and suggested she ought to become an accountant. At first she dismissed the idea, but it stuck in her head and soon began to appeal to her — after all, she didn’t want to wait tables all her life. She worked hard, saved enough money to go to community college, and spent a few years earning her degree and passing the CPA exam. A major accounting firm looking to improve its “diversity profile” took a chance on her, and it paid off handsomely. She has a real head for numbers and a knack for finding data hidden amid detailed records. She began specializing in forensic accounting, the analysis and preparation of financial records for (or in anticipation of) litigation. She works in that field today, often flying around the country to assist with major cases.

Personality/Motivation: Catherine’s a pretty ordinary person in most respects — she works hard during the day, enjoys going out and “playing hard” at night and on the weekends, and sometimes relaxes by doing a little gardening or reading a book. She’s young enough that she still tries to be “hip,” but old enough to know that hipness isn’t the be-all-and-end-all of life. Socially, her big Achilles’s heel is that she’s got a tendency to fall for “bad boys” — guys that just aren’t really that good for her. They’re handsome, sure, but a lot of the time that’s all they’ve got going for them. One was a shiftless layabout who mooched off her, one had a criminal record and

kept trying to get her to snort coke, one was sent away for business fraud. Her latest beau is Rick Swift, famous NASCAR driver, whom she met when she was hired to audit his management and promotion company. He’s about the best thing that’s come along for her in years, but he ignores her too much and cheats on her too often. She’s about ready to look for someone better (so to speak), but it’s hard to walk away from all those fancy parties, the money, the media attention....

Quote: “This just doesn’t add up.”

Powers/Tactics: Catherine is a sharp-minded, practical, analytical person... except when it comes to her love life. She approaches most situations from a standpoint of logic, certain she can figure out what’s going on and think her way through any problems. The only problem that persistently defies her is why men treat her so badly.

Campaign Use: Catherine’s attraction to “bad boys” gives the GM all sorts of possible uses for her. The simplest is for the PCs to meet her while she’s hanging around with her current boyfriend, Rick Swift (actually the Empyrean Davos; see *Hidden Lands*, pages 62-63), at fancy society functions or in situations a little too dangerous for her (and which thus give her a sort of thrill). Even better, maybe she starts to find a PC more interesting than Rick, potentially causing friction between Davos and the PC if the PC responds. Best of all, maybe she falls for a really bad boy — a supervillain — and has to be rescued even when she doesn’t want to be.

Appearance: Catherine Barras is an attractive, slender woman in her late 20s with shoulder-length brown hair fashionably styled; she’s 5’8” tall and has greenish-grey eyes. She usually wears women’s professional attire at the mid-to-upper end of the price range, and even her “casual wear” tends to be at least a little nicer than average. When she’s on the job she’s usually got a bag containing her laptop, calculator, and other equipment in addition to her purse.

JANICE GWYN

8 STR	10 DEX	9 CON	8 BODY
13 INT	10 EGO	13 PRE	8 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: +20 PRE, Only To Defend Against Presence Attacks; KS: The Boss's Schedule And Contacts 14-; KS: Everything The Boss Is Supposed To Know But May Have Forgotten 14-; KS: Institutional Memory 12-; KS: The Skeletons In The Company Closet 12-; PS: Executive Assistant 14-; PS: Office Manager 13-; PS: Typing 14-; PS: Use The Office's Computer System 13-

25+ Disadvantages: None



Unflappable Assistant

Background/History: Nobody knows much of anything about Janice; it's not professional to talk about personal business on company time, after all. She's got a husband named Jimmy who used to be in plastics and a grown daughter named Tina — that's about it. She's been with the company as long as anyone can remember and is now the boss's executive assistant, which makes her something of an office manager as well.

Personality/Motivation: Although she's personable, Janice is rarely truly friendly — she feels she needs to maintain a certain distance from the rest of the staff to support her general authority. She does, however, have something of a soft spot for new secretaries and executives and helps them along a little bit until she thinks they ought to be up to speed... at which point she starts treating them like she treats everyone else. And she's completely unflappable; a supervillain could come crashing through the wall of her office and she wouldn't even flinch. In fact, she'd probably tell him he can't get in to see the Boss without an appointment.

Quote: "I'm sorry, but rules are rules. You can't see Mr. Jones unless you have an appointment, and Mr. Jones's schedule is booked solid through the end of next week."

Powers/Tactics: Decades on the job have given Janice an impressive suite of office skills, but what really sets her apart is her extensive and detailed memory of company history and activities... including where all the bodies are buried, so to speak. If someone tried to make life difficult for her (or even force her into retirement), she'd use every weapon and iota of influence at her disposal to fight back.

Campaign Use: If your campaign features a character who has an office job in his Secret Identity, Janice works best as a sort of recurring quasi-comic foil. Every time he tries to sneak out early from work, there she is keeping an eye on him. Whenever he needs to see the Boss right away, she's blocking his access, appointment book at the ready. But she's an adversary with honor; the two of them should have a rivalry based on a sort of grudging respect, not active dislike.

Appearance: Janice Gwyn was once fairly attractive, but time has stolen away her good looks. Now in her late 50s (at least — she ain't tellin'), she's 5'4" tall and about 20 pounds overweight for her size. Her hair is black, just beginning to show a touch of grey here and there, and worn in a style about 20 years out of date. She wears conservative women's office fashions, usually in shades of dark blue or grey.

Nosy Guy In The Cubicle Next Door



BILLY OH

8 STR	8 DEX	9 CON	9 BODY
10 INT	10 EGO	10 PRE	8 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: Computer Programming 11-; Conversation 13-; KS: Business And Finance 11-; KS: Pro Sports 11-; PS: Businessman 11-

25+ Disadvantages: DNPCs (his wife Susan and baby boy Robert); Psychological Limitation: Nosy And Gossipy

Background/History: It starts first thing in the morning, just minutes before nine o'clock, when a pair of hands appears over the top of your cubicle wall. Then the head emerges — glasses and black hair parted to the side. Finally, Billy Oh gives you, his neighbor, a wide smile and asks the question: "Sick again yesterday, huh?" And before hearing the answer, he asks in a voice so the whole floor can hear: "OUCH! That's quite a shiner you got there! Get in a fight?"

Billy is the bane of working superheroes everywhere. Try to sneak into the office a little after nine o'clock because Gravitar decided to rob a local jewelry store, and he loudly asks why you were late. Try to leave a little before five o'clock because there's a team meeting and everyone else on the team is independently wealthy, and he loudly asks where you're going. Head to the supply room to change into your costume, and he just happens to need paperclips — of course he'll come with you. And Lord help you if you tell him he can't come with you, because then he never stops asking questions.

The worst things about Billy: first, he's good-at-tured and he's adept at tripping you up. Second, he never seems to forget the answer to a previous question, no matter how long ago you answered it or how seemingly harmless the answer, and he's not shy about pointing out inconsistencies in your story.

Personality/Motivation: Billy's questioning is purely innocent — he's simply trying to be friendly with his co-workers and take an interest in their lives outside of work. If the PC weren't a superhero with an alter-ego to hide, it wouldn't be a big deal. But the PC is a superhero, so sometimes Billy seems worse than any supervillain.

Unless the PC has a heart of stone, being rude to Billy isn't easy. He always wears a smile, except when someone tells him to mind his own business. Asking him questions about his own life doesn't help either. He's more than happy to tell the PC about his family (his wife Susan and a newborn son Robert, both of whom he's quick to show pictures of), or his hobbies (following professional sports, mainly) — but once he's finished his answer, he always follows it with a question about the PC's life. He wouldn't want to go on only about himself; after all, that's not the polite thing to do. Maybe it wouldn't be so bad if he could just keep his voice down — but that's not happening either.

Quote: "So... what'd you do last weekend? Anything exciting?"

Powers/Tactics: Billy's mind is like a well-organized file cabinet — he keeps careful track of each question and each answer. He's so careful about it, it might seem suspicious at first. A PC might suspect Billy's a covert VIPER agent assigned to keep tabs on him, or some sort of evil android, but the truth is Billy just takes active interest in the lives of his co-workers and has a good memory.

Billy's *Conversation* Skill represents his ability to carefully question a PC. After long Q and A with Billy, the PC may feel like he has been interrogated by one of the best. Billy has the same (or a similar) position in the office that the PC has, and though he spends a lot of time chatting with co-workers, he always does exemplary work. This could prove especially aggravating for the PC if he's frequently in trouble with the boss — just how does Billy find the time to talk to everyone *and* do his assignments?

Campaign Use: Billy's main use in a campaign is to provide comic relief while ensuring that a PC's Social Limitation: Secret Identity Disadvantage is really worth 15 points. Despite his never-ending barrage of questions, he isn't a stalker and doesn't follow the PC around outside of work, so he makes an unlikely a Hunter.

Even if Billy begins to suspect the PC is a superhero, he isn't likely to try to verify his suspicions — he's generally a good guy, and wouldn't even consider selling a hero's secret to the tabloids. But if his family gets into trouble, especially of the supervillain sort, he's not above asking for the PC's help. If the PC takes Billy into his confidence, Billy does his best to cover for the PC, but he really does need to learn to keep his voice down... and once the PC admits he's a superhero, Billy can't stop asking questions about it.

Appearance: Of Korean descent (but American by birth), Billy stands 5'6" tall, and at 160 pounds he could stand to lose a little weight. He keeps his thick black hair parted to the side and smiles all the time. He dresses appropriately for the office, but not ostentatiously — with a newborn in the house, he needs to save every penny. For example, if the office is business casual, he tends to wear khaki slacks and a blue or white button-down shirt.

SAM RAVEL

11 STR	8 DEX	10 CON	10 BODY
7 INT	8 EGO	10 PRE	8 COM
4 PD	3 ED	2 SPD	4 REC
20 END	21 STUN		

Abilities: +2 to PER Rolls with Normal Sight; KS: The Andy Griffith Show 14-; KS: Television 11-; KS: Video Games 11-; PS: Mail Room Clerk 13-; PS: Video Game Player 14-

25+ Disadvantages: None



Mail Person

Background/History: “Hey, Sam, how you doin’ today?”

“Hey, Sam, got any mail for me?”

“Yo, Sam — any of the chocolate-covered ones with sprinkles left?”

Everybody in the building knows Sam. First thing in the morning he brings the doughnut cart around, then mid-morning and mid-afternoon he’s back with the mail. The rest of the time you can find him down in the mailroom; he’s happy to take your outgoing packages and mail and make sure they get where they’re going as fast as possible. He’s everybody’s friend, and everyone seems to like him.

Personality/Motivation: Most people think of Sam as being a bit “slow,” because (a) he is, (b) most of the time he doesn’t speak much, except for minor pleasantries and small talk, and (c) he seems to get distracted fairly easily when he’s not paying attention to his work (for example, by all the “pretty lights” and action of a superhuman battle...). But he’s more than capable of looking after himself and sometimes shows surprising depth and insight. When he’s not at work he enjoys jigsaw puzzles, video games (at which he’s very good), and watching TV. He can quote episodes of *The Andy Griffith Show* for minutes at a time.

Quote: “Doughnuts are here! Howarya?”

Powers/Tactics: Although he’s not as intelligent as some people, Sam’s very observant. He notices (and remembers) many tiny details other people tend to overlook. This may make him a danger to a character trying to hide a Secret Identity or Harmful Secret, or may lead some supervillain to make Sam his pawn inside the company.

Campaign Use: Sam is a classic Incompetent DNPC — he’s not incapable of fending for himself, but he has no useful abilities to speak of and is prone to wandering into trouble because he’s not quite bright enough to avoid it. He’s a very likeable guy, and heroes who know him should have the chance to see his good qualities and appreciate him for the decent human being he is... which may make any trouble he inadvertently causes them all the more bitter.

Appearance: Sam Ravel is a white male in his early thirties, 5’10” tall and just a little muscular from lifting heavy boxes so much. He’s got an open, friendly face that often has a smile on it. His hair is black and usually not well combed, but it’s not a total mess either. He wears casual office clothes and sturdy work shoes.

Demanding Boss



HELEN SANDERS

8 STR	8 DEX	9 CON	9 BODY
13 INT	14 EGO	15 PRE	8 COM
3 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: High Society 8-; KS: The Business World 8-; KS: Business And Finance 11-; KS: Ice Skating 8-; PS: Executive 11-; PS: Gardening 11-; WF: Handguns

25+ Disadvantages: Psychological Limitation: Concerned Only With What She Wants

Background/History: Getting used to a new supervisor is never easy. All the understood agreements....

"I'll work whenever you need me, for however long it takes, but if I come in late or leave early, it's my business."

"I have my son every third weekend of the month, so I always leave early on those Fridays to pick him up."

"I'm secretly a superhero and sometimes I disappear in the middle of the day to fight crime, but my work is always done on time, so no worries."

All those tacit arrangements made between supervisor and employee to smooth the day-to-day routine now have to be re-established — a new supervisor just took over. And since that new supervisor is Helen Sanders, the "never easy" has just become incredibly difficult.

Personality/Motivation: Helen Sanders is, to put it bluntly, a grade-A jerk. All she cares about is herself — how her Efficiency and Production Reports look, and thus what kind of annual bonus (or raise, or promotion...) she can expect. She doesn't care a thing for the people working under her and has no qualms about making them work late, work weekends, work impossible deadlines just so she can look good. She doesn't tolerate backtalk, long lunches, or slacking off, and is pretty quick to fire anyone who gets on her bad side.

Quote: "Where have you been and why isn't that report on my desk?"

Powers/Tactics: Helen's weapons are her position of authority, her sharp tongue, her ruthlessness, and her unhesitating willingness to give completely unrealistic and unfair orders to her subordinates — and she uses all of them frequently. Anyone who crosses her, tries to do an end run around her to her bosses, or doesn't perform to her satisfaction is likely to get fired so fast it'll make his head spin.

Campaign Use: Helen's role in the campaign is to make daily life miserable for the PC who works for her. No matter how much he does, she always asks for more. If he slips up even a little, she's sure to jump all over him for it. When he asks for vacation time to go fight the Ravening Star-Beasties of Maximus VII, she refuses to give him the day off.

Of course, if Helen remains a part of the campaign for long, the PC who works for her may want to find out *why* she's such a pain in the ass. Did she have a rotten childhood that's made her bitter and angry? Is she trapped in a loveless marriage so that she has to take her frustrations out on people who work for her? Is she a supervillain in disguise? Or is she just plain mean?

Appearance: Helen Sanders is a white female in her mid-40s. She's not unattractive, but the severe way she pulls back her black hair and the perpetual scowl on her face go a long way toward hiding that fact. She dresses in fairly stylish but not overly expensive women's office wear.

chapter two:



IN THE MEDIA

IN THE MEDIA



SNN On-The-Scene Reporter



MICHAEL SCOTT BECK

10 STR	10 DEX	10 CON	10 BODY
13 INT	10 EGO	15 PRE	14 COM
3 PD	3 ED	2 SPD	4 REC
20 END	20 STUN		

Abilities: Conversation 12-; High Society 8-; KS: The Broadcast Media World 11-; KS: The Superhuman World 11-; Oratory 12-; Persuasion 12-; PS: TV Reporter 13-; Seduction 12-; Stealth 11-; Contacts (20 points' worth in the Broadcast Media World and Superhuman World); Fringe Benefit: Press Pass

25+ Disadvantages: Psychological Limitation: Ambitious; Social Limitation: Famous

IN THE MEDIA

Not surprisingly, many superheroes (and even a few villains) tend to become major media figures. They're attractive, they wear oh-so-stylish capes, and they save the city (or the world) on a regular basis. Even the most ordinary super-battle makes for good live television. Thus, an entire segment of the print and broadcast media has sprung up around the Superhuman World, seeking to attract viewers with news and reviews about the spanx-and-energy blasts crowd — and of course, even "ordinary" media or media-related figures may interact with superhumans frequently. Here are a few of the people that keep the superhero entertainment machine rolling along.

Background/History: After his second year doing "local color" reports for a regional television station, Michael Beck began to wonder if journalism school had been worth it. The pay stunk, the hours stunk, and it wasn't as if he was becoming a household name. He was just about to ditch it all and go to business school when the Sentinels showed up in town.

The master villain Interface was hatching some sort of plot at a warehouse complex on the outskirts of the city, and the heroes were there to put a stop to it. As dumb luck would have it, Michael was at a nearby office park doing a feature on a new company when he heard the first sounds of battle. Rushing over there with his cameraman, he got sensational eyewitness footage of the battle... with himself on camera describing what was happening.

His report not only ran locally, it was picked up by several national news broadcasts, and it went on to win several awards. Realizing he had to strike while the iron was hot, he sent a demo tape to SNN — and a few weeks later, he had himself a new job in Millennium City. In the years since, Beck (now also using his middle name Scott "for gravitas") has become one of SNN's best-known reporters.

Personality/Motivation: Beck is basically a good guy, and a good reporter; what sets him apart is his ambition. He's not really a thrillseeker, though he does get a sort of kick out of knowing so many superheroes and being close to so many super-battles. He's in the "super-news game" (as he puts it) because it keeps his face on camera and improves his chances for advancement. He's headstrong and ambitious, and plans to make the jump to doing "serious" news on one of the Big Four national broadcasts someday... or maybe even become an anchor. He's not willing

to do anything unethical to achieve his dreams, but he'll work as hard as he can, make as many influential friends as he can, and grasp every opportunity to become famous and advance in his profession.

Quote: "Okay, okay, you've got everything set up? The fight's framed behind me? Let's go — three, two, one..."

Powers/Tactics: Beck is a skilled, experienced reporter. He gets as close to the action as he can without putting himself and his camera crew at serious risk, though he's made his name as much on his peaceful interviews with major superheroes as his coverage of battles. He usually takes an open, friendly approach to opposition, but can become tenacious and ruthless if necessary to get a major scoop.

Campaign Use: Depending on how your heroes feel about the media, Beck could become a sort of ally or a major pain in the neck. To at least some degree he respects the privacy (and secret identities) of superhumans — he's not a papparazzi or a tabloid reporter — so he's not going to annoy them the way many reporters will. But to get his job done he has to poke his nose into other peoples' business and put himself into situations where he has to be rescued, or has to publicize information a hero would rather not have publicized, and that may make him a liability.

Appearance: Michael Scott Beck is a tall, firmly-built white man in his early thirties. His handsome face, topped by well-styled brown hair, is frequently seen on SNN during his live reports and feature interviews. When on camera he wears expensive (but not too expensive) men's suits, ties, and shoes and has a microphone in his hand.

THOMAS CASSIDY

8 STR	10 DEX	9 CON	9 BODY
15 INT	13 EGO	15 PRE	12 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: Bureaucratics 12-; Conversation 12-; Deduction 12-; High Society 12-; KS: The Broadcast Media World 13-; KS: Business And Finance 12-; KS: The Business World 12-; Persuasion 12-; PS: Media Mogul 12-; Contacts (40 points' worth in the Broadcast Media and Business Worlds); TF: Small Wind-Powered Boats, Snow Skiing; Money: Wealthy

25+ Disadvantages: DNPCs (wife Suzannah and three children); Psychological Limitation: Control Freak; Social Limitation: Famous



Founder And Owner of SNN

Background/History: “You’ve got to be kidding me.”

“Hell, no! I’ve got the financing and I’m all set to go. You know me, Frank — when I see the pot of gold at the end of the rainbow, I don’t hesitate.”

“But Tom, a *superhero news station*? Nobody wants to see that many super-battles! You’re on your way to the top with WRK-24 — you could be challenging ABS and the other networks in a couple of years. Why throw it all away on this SNN idea?”

“Because regular broadcasting is *boring*, and everyone knows it. Superheroes are big, and they’re only going to get bigger — and they’re exciting. SNN is going to be the first place everyone thinks of to look for information about them, and every time anyone looks it’s going to mean more money in my pocket. You may not see it right now, but SNN will take me farther and do better than WRK-24 ever could.”

Nobody believed him — but he was right. The business savvy that had taken Thomas Cassidy from part ownership of a small Arkansas TV station to owning and operating his own national cable station didn’t play him false. SNN was a good idea, and it hit bigger than even he’d imagined. Within a year of its launch in 1986, it was one of the leading cable stations, and since then it’s only grown, becoming bigger, glitzier, more popular, and more thorough in its coverage of the Superhuman World. Cassidy’s kept himself firmly in charge of things, owning a majority of SNN’s stock and occupying the positions of both President and CEO of the company. But after twenty years, he’s gotten a little tired of super-news. He’s starting to wonder if he should retire or find another trail to blaze into the media frontier.

Personality/Motivation: Cassidy is a smart, insightful, hard-charging businessman. A control freak, he pays attention to all sorts of details most executives don’t bother with and isn’t nearly as good at delegating responsibility as he ought to be. While this is the secret of his success, it’s also his biggest weakness. His intense focus on business has cost him three marriages (and his fourth, to former beauty queen Suzannah Martin, seems to be on a downhill slide) and a lot of friends. He’d never admit it, even to himself, but he wonders if he hasn’t essentially wasted his life. There are times when he thinks he’d be happier having earned less money but spent more time on his yacht with his kids. Sometimes he thinks, “There’s still time

for that”... but then he gets sucked right back into 18-hour workdays and the corporate whirl.

Quote: “Some of the other stations are scoring points on us with increased coverage of villains. We need something to strike back at them with. How about a show where we interview incarcerated supervillains and talk about their careers? Call it *Stronghold Confidential*.”

Powers/Tactics: Cassidy has a lot of contacts and influence in the broadcasting and business worlds, and a deep war-chest should he need it — and he’ll make use of any of them to keep his company successful. His main goals are (a) increase viewership and market share (and thus profits), (b) acquire promising businesses in the super-news field (he’s particularly eager to buy Super_Talk.Com), and (c) fend off takeover attempts by other companies. He can be pretty ruthless about any of them, particularly the last one, if he has to, but prefers a lower-key approach when possible.

Campaign Use: Thomas Cassidy could become one of your heroes’ strongest allies... or their worst enemies. Even the mightiest superpowers pale in comparison to the power of the media, and Cassidy’s the #1 man in the media when it comes to providing people with news about superheroes. If he likes the PCs, he’ll make sure they get good coverage and favorable reporting. If he doesn’t like them, or thinks they’re villains or menaces to society, they’ll soon discover that the news items on SNN are decidedly slanted against them. It wouldn’t take much work for Cassidy to turn the entire nation, and perhaps the world, against a group of heroes that offends him somehow.

Appearance: Thomas Cassidy is a black man in his early fifties, but he’s kept himself in good shape so that many people think he’s a decade younger. His face is cleanshaven and his hair conservatively cut; he thinks men with long hair, and anyone with a tattoo, have questionable judgment and shouldn’t be fully trusted. He thinks one of the benefits of being rich is that he can buy whatever he wants, so he wears very expensive men’s clothing accented by tasteful jewelry like gold tie-tacks, cufflinks, and his Yale University class ring. He’s particularly fond of his \$30,000 Patek watch.

Ex-VIPER Agent
Rock 'n' Roll Star



JIMMY CAXTON

10 STR	14 DEX	13 CON	10 BODY
13 INT	10 EGO	18 PRE	13 COM
4 PD	3 ED	3 SPD	5 REC
26 END	22 STUN		

Abilities: +1 with VIPER Blasters; Combat Driving 12-; Conversation 13-; High Society 8-; KS: The Music World 13-; KS: The Superhuman World 8-; KS: VIPER 8-; Martial Arts (VIPER Brawling); PS: Musician 11-; PS: Play Keyboards 8-; PS: Play Guitar 13-; PS: Rock Star 11-; PS: Singing 12-; PS: VIPER Agent 8-; Shadowing 12-; Stealth 12-; Streetwise 8-; WF: Small Arms, Blades; Money: Wealthy

25+ Disadvantages: Hunted (VIPER); Social Limitation: Famous; Social Limitation: Criminal Record

Background/History: Growing up, Jimmy Caxton dreamed of being a rock star — but that was about all it was, a dream. Sure, he taught himself the guitar, but he didn't really have the motivation or the drive to become a professional musician. And he didn't have the grades to get a decent job, so he ended up sort of drifting into the underworld... and that's where he got recruited by VIPER.

With no better prospects, Jimmy signed up to become a snake. He made it through training because he had drill instructors pushing him, and he did all right as an agent because superior officers were always on his case if he screwed up. But his heart wasn't really in it; a lot of VIPER missions made him uncomfortable, and the attitudes of some of the other agents almost made him sick to his stomach.

It was practically a relief the day UNTIL captured him. He pled guilty to robbery and criminal conspiracy, told the authorities everything he knew, and got a relatively light sentence. While he was inside, he picked up the guitar again — and this time, it really spoke to him. He began practicing in every spare minute he had, working hard to hone his playing skills. It brought out a natural gift in him, and soon other cons were protecting him from troublemakers so he could entertain them.

After years of keeping murderers and thieves happy with his music, pleasing civilian audiences and record execs was no problem. It only took a couple years after he got out for him to score a recording contract. That led to his first album, *Bars*, which went platinum on the strength of two #1 singles, and it's only been uphill from there. Today, supported by his all-girl backup band, the Kickers, he's one of the top rock stars in the world... but VIPER has not forgiven him his betrayal.

Personality/Motivation: Jimmy Caxton's main goals at this point are to live his life peacefully, make great music, entertain people, and pay off his debt to society (which he regards as outstanding even if the state thinks otherwise). It would be easy just to kick back and enjoy the perk-heavy life of a rock 'n' roll star, but he wants to make up for his past. He gives tens of thousands of dollars and hundreds of hours of his time every year to charity, and he's always looking for ways to have a bigger impact.

Quote: "Hello, Millennium City! Are you ready to ROCK?"

Powers/Tactics: Jimmy remembers enough of his VIPER training, including the HTH combat techniques, to hold his own in a fight — as he's proven a couple times when rowdy fans got a little too close and personal. But he's not interested in fighting unless he has to, so he hires plenty of bodyguards to do it for him if necessary.

Campaign Use: Jimmy Caxton lets you bring your PCs into the glamour world of rock 'n' roll. Either because he's fans of theirs, or because they've heard there's some threat to him, the heroes get invited to a Caxton concert and it all goes from there. (VIPER's the most likely danger Caxton would face, but plenty of other villains might have reasons to attack or kidnap a famous person.) They might even become good friends with Caxton — and if so, and if they have musical talent, he could invite them to do a song with him on his next album as a publicity stunt.

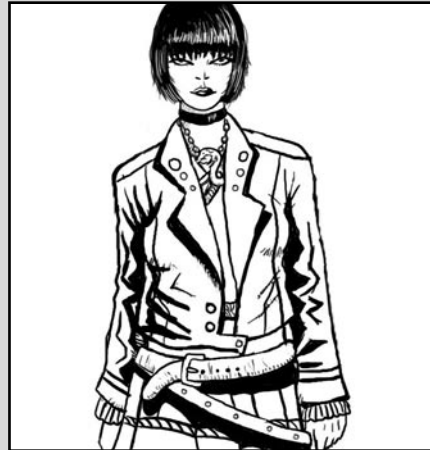
Appearance: Jimmy Caxton is a white male now in his late thirties with shoulder-length brown hair and a cleanshaven face. He's 5'11" tall and has the slightly muscular build of the dedicated gym-visitor. He usually dresses casually in t-shirts and jeans, but has no objection to getting dressed up if necessary. He often has his guitar somewhere nearby.

LIN CHOW

10 STR	15 DEX	14 CON	11 BODY
13 INT	10 EGO	15 PRE	16 COM
5 PD	4 ED	3 SPD	5 REC
28 END	23 STUN		

Abilities: +1 HTH; Acting 12-; Disguise 12-; KS: Chinese Healing 12-; KS: Chinese History And Lore 12-; KS: The Entertainment World 8-; KS: Kung Fu 11-; KS: Movies 11-; Language: English (fluent conversation; Mandarin Chinese is Native); Martial Arts: Kung Fu (Martial Block, Martial Dodge, Martial Escape, Martial Grab, Martial Strike, Martial Throw); Oratory 12-; Persuasion 12-; Seduction 12-; Stealth 12-; Streetwise 8-; WF: Common Melee Weapons

25+ Disadvantages: Distinctive Features (Style); Hunted (Watched by Green Dragon); Psychological Limitation: I'm Gonna Be A Star!; Psychological Limitation: Loves Her Big, Dumb Brother Despite The Fact That He's A Millstone Around Her Neck



Up-and-Coming Actress

Background/History: Lin Chow's earliest memories are of taking care of her brother Deng in China. Every day he'd come home from training with the monks who supported them, bruised and bleeding from the abuse they'd put him through. She'd clean him up and bandage his wounds as best she could, softly crying to herself all the time from seeing the pain he was suffering.

One day Deng decided to leave — to get away from the “old fools” (as he called them) and make a name and fortune for himself far away in America. He took his beloved sister with him. While he used his martial arts skills to forge a supervillainous career for himself as Green Dragon and lived scornfully apart from his Occidental neighbors, Lin fell in love with and embraced American culture wholeheartedly. Despite Deng's frequent (and loud!) harangues about how corrupt and stupid America and its people were, she watched TV and movies voraciously, read glossy magazines, wore makeup, and dressed “provocatively” (*i.e.*, in anything more revealing than Chinese peasant garb).

His worst diatribe ever came the day she revealed that she was going to college to become an actress. The footlights and fame were calling her, but all that Deng could see was that he'd failed to keep his sister “pure” and unsullied by the taint of the West. But she refused to be a dutiful sister and obey him, sending him into a paroxysm of rage that ended with a fight against a couple dozen Millennium City cops and a term in prison.

While Deng was inside, Lin worked hard, attending classes and studying by day while working at a series of odd jobs at night. She proved to have a talent for acting, and when she got her first real part in her junior year — a minor role in a local commercial — she was ecstatic. Deng saw her on the prison's day-room TV and started a fight that sent three inmates to the hospital.

By the time Deng got out on early release, Lin had built up a solid but unremarkable resume as an actress. She's done a lot of local theater, several commercials for Millennium City businesses, and had bit parts in several movies or television shows being filmed on location in the City of the Future. Now she's trying to decide whether she should move to L.A. She knows that's the only way she'll ever become really famous, but leaving behind her home and her brother troubles her.

Personality/Motivation: Two forces have guided Lin Chow's life since she was 10 and moved to the United States. The first is a love of American culture and a desire to be a part of it. Specifically, she wants to be a famous movie actress. She's pretty sure she's got the skills, but now she needs the big break... and she's not likely to get it in Millennium City. Unfortunately, moving isn't cheap, and living in Los Angeles *definitely* isn't cheap, and she doesn't know a single person who lives there. Finding an “in,” like a character who has friends in Southern California and can introduce her to them, would be a tremendous help.

The other is her love for her brother despite his many faults and flaws. She has very little money saved up from her various odd jobs (acting work, waitressing, makeup counter girl in department stores...) because she spends what she's got to bail him out or buy traditional Chinese medicines so she can patch him up after his fights. He yells at her constantly, making her life miserable much of the time. She's been arrested a couple of times because the cops thought she was helping him with one of his crimes (though she's always been quickly cleared of the spurious charges). Even though she knows in her head she'd be better off without him, her heart just can't let him go. After all, they're the only family each other has.



Quote: “In this country I can choose to be what I wish! Your views are twelve thousand miles and two thousand years away!”

Powers/Tactics: Lin Chow never goes looking for trouble — just fame and fortune! — but she’s ready for it if it find her. Deng long ago taught her the basics of Kung Fu and drilled her relent-

lessly until she was good enough to hold her own in a fight. She can’t compete against superheroic/villainous martial artists — but street punks who think she’s easy pickings soon learn the error of their ways. If someone hurt her Green Dragon wouldn’t stop until he’d taken bloody revenge, but unfortunately that’s all he’d be able to do because he refuses to carry a cell phone so she probably wouldn’t be able to call him for help before a situation turned ugly.

Campaign Use: Lin Chow works best as a potential romantic interest for a martial artist PC. Not only does that give you all sorts of plot elements pertaining to dating and love that you can use, but it’s almost certain to make the PC and Green Dragon sworn enemies. In Green Dragon’s eyes, almost no one, and certainly no American, could ever be good enough for his little sister — and if he can’t convince her of that, he’ll deal with the problem from the other end. For other PCs, Lin might be a fellow student in an acting class, a friend they met at the movies, a martial arts or Chinese medicine instructor (she’s good enough to teach someone the basics), or the like. She’s open, friendly, and gregarious, so it shouldn’t be difficult to introduce her to a similar PC — a friendship could arise from as little as getting stuck in the same line at the DMV.

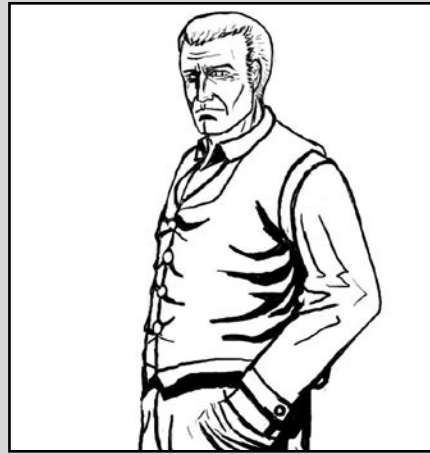
Appearance: Lin Chow is a Chinese woman in her early twenties. Short, simply-styled black hair frames a beautiful face with a porcelain complexion and exotic green eyes, and her figure is the perfect blend of feminine attractiveness and a confident martial artist’s grace. She wears fashionable American clothing that shows off her features just enough to earn plenty of appreciative glances. On a gold chain around her neck she often wears a jade dragon medallion that Deng gave her years ago; she thinks it’s good luck and would go out of her way to get it back if it were stolen or lost.

DAVID FARQUAR

10 STR	12 DEX	12 CON	12 BODY
13 INT	10 EGO	13 PRE	12 COM
4 PD	3 ED	3 SPD	4 REC
24 END	23 STUN		

Abilities: Acrobatics 8-; Breakfall 11-; Bureaucratics 12-; Combat Driving 8-; Deduction 12-; KS: The Magazine Publishing World 11-; KS: Superhumans 14-; Mechanics 8-; Seduction 12-; Stealth 11-; TF: Basic Parachuting, Hanggliding, Jetskis, Snow Skiing; Money: Well Off

25+ Disadvantages: DNPCs (wife Annette and two children); Psychological Limitation: Fascinated By Superhumans



Publisher of
SuperWorld Magazine

Background/History: In 1972, David Farquar was 13 and just about the biggest superhero fan around. In those pre-Internet days he trolled through newspapers and magazines, clipping any article he could find about superhumans for his scrapbook. One day he decided he knew so much about heroes and villains that he could write articles about them. With the help of a friendly English professor and his school's mimeo machine, he produced his very first issue of *SuperWorld*, a newsletter about superhumans.

At first he just distributed the newsletter to kids in his school. But then other kids heard about it and wanted copies. He began charging a dime per copy to cover his costs. Slowly but surely circulation grew. By the time he was in high school he had subscribers from all over the nation and was charging \$2 per monthly issue. Figuring he was on to something, he skipped college, found some investors who were impressed with his accomplishments and know-how, and launched *SuperWorld Magazine*, a glossy, full-color version of his simple newsletter.

SuperWorld was a hit right away. Circulation boomed, and Farquar Publications was able to hire a large staff to manage the magazine, gather news, and take the amazing photographs "SW" soon became known for. Throughout the Eighties it was one of the most popular magazines in the US for the 18-34 demographic. But it was *SuperWorld's* unprecedented and sensitive coverage of the Battle of Detroit and its aftermath that earned the magazine millions more readers and dozens of journalism awards, proving that it wasn't just a "geek magazine" for superhero fans.

Today, despite increasing competition from the World Wide Web and other fronts, *SuperWorld* remains a top source of superhero news, and David Farquar is the guiding hand at the helm. He no longer owns a majority of the stock (having sold some of his to finance other business ventures), but he remains firmly in control, with a Board of Directors who like him and approve of his decisions and managerial style.

Personality/Motivation: Farquar's fascination with superpowered people has made him a successful and wealthy man. He remains a big superhero fan, following all the news about the Superhuman World as closely as he can. On more than one occasion he's accompanied his reporters to a big interview or photo shoot just to meet the subject (he has a big collection of pictures of himself with various superhumans). Rumors occasionally circulate that he's had affairs with this superheroine or that superheroine (often after she appears in *SuperWorld's* sister magazine, *Uncaped*), but neither he nor his wife Annette lend any credence to these charges.

In many ways, Farquar's just a big kid. Despite being nearly 50, he still enjoys active sports like skiing, hanggliding, and driving sports cars. One reason his magazine's so successful is that his geekish love of the subject shines through in a way that appeals to fellow superhero geeks, but it's filtered through his editors and writers so it also makes sense to "less enthusiastic" readers.

Quote: "Man! Did you see that? Victory is amazing. Tell me you got film of that!"

Powers/Tactics: Farquar's a fit and active guy, but he's not stupid. He doesn't mix it up with superhumans, even though he's been threatened by villains on more than one occasion. He doesn't even like boardroom battles; that's why he's got plenty of hard-nosed managers and directors working for him.

Campaign Use: Like Thomas Cassidy (see above), David Farquar is a potential strong ally for the heroes in the media, but they'll have an easier time working their way into his good graces. Cassidy generally only cares about superheroes if they can make him money, but Farquar loves them as a fan. If he thinks the PCs are heroes, he'll stick by them and support them in his magazine even when everyone else believes they're villains, or dead, or have betrayed the Earth.

Appearance: David Farquar is a handsome man in his mid-forties; an active lifestyle combined with a healthy semi-vegetarian diet have kept him trim and fit despite his age. He has sandy blonde hair, hazel eyes, and stands 6'0" tall. Even though he runs a multi-million dollar company, he prefers to dress in "business casual" clothes, only putting on a tie or a suit when he has to.

Actor On
To Save The World



TRAVIS GARVER

10 STR	11 DEX	10 CON	10 BODY
10 INT	10 EGO	15 PRE	14 COM
3 PD	3 ED	2 SPD	4 REC
20 END	20 STUN		

Abilities: Acting 13-; Breakfall 8-; Combat Driving 8-; Disguise 8-; High Society 8-; KS: The Hollywood World 12-; KS: Layman's Arcane And Occult Lore 8-; KS: The Superhuman World 8-; Oratory 12-; Seduction 12-; WF: Swords; TF: Horses, Small Motorized Boats

25+ Disadvantages: DNPC (girlfriend of the month); Reputation: Hollywood Lothario; Social Limitation: Famous

APPEARANCE:

Now in his early forties but still looking like he's in his mid-thirties thanks to the wonders of Hollywood makeup and a touch of plastic surgery, Travis Garver's chiselled good looks are well-known around the globe. He stands 6'1" tall, weighs a muscular 200 pounds, and has brown hair, a well-manicured brown beard and moustache, and dark eyes. He dresses appropriately for the occasion, but always at the height of fashion — and of course, he spends a lot of each day in the white and red costume of Templar, leader of Justice Force Omega.

Background/History:

"Cut!""Christ, Paul, what's the matter this time?"

"Trav, baby, c'mon. The line is, 'You'll never win, Hecate! Justice Force Omega will stop you no matter how many of our loved ones you threaten!'"

"Well, yeah, but it didn't sound right. It's too corny. I've played Templar for almost 20 years now, and I'm tellin' you, he doesn't talk like that all the time."

"Trav, baby, I know Templar's your boy. You know him better than anyone. You *are* him. But you're an actor, right?"

"Sure, ever since I was seven."

"And the writers are writers, right?"

"Yeah."

"Well, let's let the writers be writers, and the actors be actors. The studio pays top dollar to have the *best* writers in the biz on *To Save The World*. They know what they're doing. Let's not try to second-guess 'em, all right?"

Garver sighed, not for the first time. "All right. Let's do it again."

"Great. Okay, everyone, positions! We're starting at the top of scene 20."

Personality/Motivation: Years ago, if you'd told Travis Garver he'd be a millionaire TV star, the idol of millions, with coworkers and a show he liked, but he'd be unhappy, he'd've laughed at you. How could a guy with that much be unhappy? He knew what it was like to be unhappy. He came from a small family in rural Texas, moved to California to become an actor after high school, and worked for years as a secondary stuntman or in whatever other jobs he could get until someone noticed his good looks and talent and cast him in a minor part. He parleyed one minor part into another... and then came his big break, the role of Templar on the superhero soap opera *To Save The World*. The show was an instant hit, with Templar as the centerpiece character. Almost overnight he went from being a Hollywood schmoe to the handsome guy everyone wanted to have at their parties.

Travis genuinely enjoys his work, but after nearly two decades it's become a little stale. He's concerned (correctly) that he's become typecast — that no one can see him as anything but Templar. Even worse (from his point of view), he thinks the writing on the show has deteriorated over the past few years (again, he's correct). It remains a top-ranked soap, but to his ears the dialogue's too stilted and trite and the plotlines too predictable. He's convinced he has the ideas and the know-how to spruce things up, but the brass won't give him a shot at writing. To get around them he's secretly been working on a script he intends to submit "cold" under a pseudonym as a freelancer trying to break into the business. If it's accepted, he'll reveal who wrote it and pressure the bigwigs into giving him more creative say in the show. Otherwise, he's about ready to walk out and try his hand at movies; he's got more than enough money saved up to live on for the rest of his life even if the studios won't give him the time of day.

Quote: "Come on, you've gotta be kidding me. Templar would never say that!"

Powers/Tactics: Travis is a lover, not a fighter — just look at the long string of starlets and models he's dated in his two decades in Tinseltown — but he's got a trick or two up his sleeve. From his work as a stuntman in his younger days, he learned a little about taking a fall, driving under crisis conditions, and wielding a blade. If necessary, he'll try to use his abilities to protect other people and get them to safety. Maybe he only plays a superhero on TV, but there's definitely more than a little of the heroic spirit in him.

Campaign Use: Travis Garver works well as one of those "people your heroes love to encounter" NPCs. If you mention *To Save The World* frequently during your campaign, maybe the PCs will become fans, or will take a dislike to the schmaltzy superheroing story. In either case, meeting Garver makes for a fun encounter — especially when they realize he's a genuinely likeable guy. He'd also make a good romantic interest for a heroine, though his track record with women isn't the best and his reputation as a skirtchaser may make it hard for a female PC to trust his intentions.

CLINTON LAMBERT

10 STR	12 DEX	12 CON	10 BODY
14 INT	10 EGO	18 PRE	12 COM
4 PD	3 ED	3 SPD	4 REC
24 END	21 STUN		

Abilities: Bureaucratics 13-; Conversation 13-; Cramming; Deduction 12-; KS: Documentaries 12-; KS: The Journalism World 8-; KS: Movies 11-; KS: Superhumans 11-; Persuasion 13-; PS: Filmmaker 12-; PS: Photography 11-; PS: Reporter 11-; PS: Research 11-; PS: Writing 11-; Stealth 11-; Streetwise 8-

25+ Disadvantages: Psychological Limitation: Cynical And Arrogant; Psychological Limitation: The Public Has A Right To Now (And I Have The Right To Profit Off "Teaching" Them); Social Limitation: Famous ("Well, okay, at least reasonably well-known to a certain segment of the population...")



Documentary Filmmaker

Background/History: As a kid, Clinton Lambert practically lived at the movies — it was a cheap way for his parents to get rid of him and his constant stream of nosy questions. As he got older, his love of film combined with his inquisitive nature and led him to both his school's newspaper and its audio-visual club. He started making his own little documentaries about student life using a video-camera, and a couple of them were good enough to earn him a scholarship to journalism school.

After graduation, Clinton worked for a few years as a TV news reporter, but that wasn't what he really wanted to do. He saved up some money and took the plunge, quitting his job to become a full-time documentary filmmaker. His first couple of documentaries didn't do much, and his little company, Clambake Studios, was on the verge of going under. But then his latest production — *Shadow Capes*, a documentary about the lasting effects of a superbattle between the Sentinels and the Crowns of Krim in Yorktown, New York — won several awards and became an underground hit. That brought in enough cash to keep things going... for a while.

Sensing he was onto something, Clinton began specializing in documentary films and freelance reporting about superhumans. He realized people were tired of the basic news stories about supers — they wanted something *more*, something *deeper*, about how superhumans interacted with and affected society. Armed with this insight, he's gone on to make several popular documentaries about supers, including *Masks Of New York*, *Stronghold Blues*, *Capes And Diapers*, and *Three Dozen Lives*. A few superheroes find his work interesting, but many seem justifiably wary of his penchant for making them look dangerous (or at least disturbed) and exposing their secrets.

Personality/Motivation: Clinton Lambert is the walking, talking definition of chutzpah. He's got enough nerve to fill a tanker, and that nerve propels him out into the world to make his films. He has no compunctions whatsoever about sticking his nose into other peoples' business, exposing private

lives for public consumption, or dancing along the boundaries of libel if it makes for a good documentary. Entrusting him with secret or confidential information makes about as much sense as giving a fox the keys to the henhouse.

Although he hides it when he's in the public eye, Lambert is breathtakingly cynical and intellectually arrogant. He believes in nothing and no one except himself. To his way of thinking, altruistic motives just cover up ugly secrets or psychological problems; people who help others are really only helping themselves ("At least I have the courage to admit who I'm trying to help — me," as he says). He particularly distrusts (and dislikes) politicians and lawyers, and superheroes are rising fast on his list. He's got a similarly low opinion of most of his viewers and fans. He considers them mouth-breathing pseudo-intellectuals who need someone as smart and insightful as him to tell them how it really is so they can spout it back later at cocktail parties.

Quote: "Okay, okay, now let's pull back... slowly... juxtaposing the decorative mask on the wall with the mask on his face... good symbolism there..."

Powers/Tactics: Clinton's weapon is his videocamera — he's got at least one with him wherever he goes if possible (and if not, he's got a camera in his cell phone). He's always on the lookout for good footage and won't hesitate to drop whatever he's doing to get it. He's been known to put himself in serious danger, such as running into the middle of a super-battle, to get "just the right shot."

Campaign Use: Clinton Lambert is a piece of human sandpaper you can use to rub your heroes the wrong way. No matter how good his intentions might be (and they're usually not that good), having him around is bound to annoy the PCs. With a camera constantly affixed to his head he'll follow them, get in their way, and generally make a pest of himself in his quest for "newsworthy footage" and "the best imagery." And then when he gets himself in trouble by not paying attention or poking his nose in where it doesn't belong, they'll have to come running to help him.

APPEARANCE:

Clinton Lambert is a white man in his mid-thirties. He's 5'11" and still in pretty good shape; he has reddish-brown hair and a beard, both kept short and well-trimmed. On most days he wears semi-casual clothes appropriate to the weather and situation.

Crime Reporter



JULIE MORGAN

10 STR	11 DEX	10 CON	8 BODY
16 INT	13 EGO	16 PRE	14 COM
3 PD	3 ED	2 SPD	4 REC
20 END	18 STUN		

Abilities: Luck 2d6; Criminology 8-; Deduction 12-; Forensic Medicine 8-; KS: The Millennium City Underworld 13-; KS: The United States Underworld 8-; PS: Photography 8-; PS: Reporter 13-; PS: Research 11-; PS: Writing 11-; Shadowing 12-; Stealth 13-; Streetwise 12-; WF: Handguns; Contacts (20 points' worth in the Millennium City underworld); Fringe Benefit: Press Pass

25+ Disadvantages: Hunted (Watched or wanted by various criminal figures who don't trust her or want revenge on her); Psychological Limitation: Curiosity; Psychological Limitation: Got To Get The Story; Psychological Limitation: Journalist's Code

Background/History: The nighttime summer heat was beating up at her from the pavement, but Julie barely felt it. Her attention was riveted on the two men on the other side of the parking lot — the ones she'd been following all night.

One of them opened the trunk of his car. *This is it!* she thought. *The deal's going down right now. This is going to make the perfect centerpiece for my story on the Russians.* She raised her camera and aimed. The nightsight lens worked perfectly, throwing both the men and their cars into stark relief against the dark night. *This thing is worth its weight in gold,* she said to herself.

One of the men handed over a briefcase, the other gestured at the open trunk, which Julie knew was full of drugs. She photographed the entire exchange... and then everything went wrong. Whether it was mobster's intuition or the sound of her shutter clicking, one of them looked right at her. Shouting something in a language she didn't recognize, one of the men and his bodyguard began running toward her.

Discretion being the better part of valor and all that, she ran as fast as she could — but it wasn't fast enough, weighed down as she was with cameras and gear. And *no way* she was going to ditch any of this stuff! She turned down every alley she could find, but they were always behind her, getting closer... closer....

Suddenly she heard a sickening *thud*, a crunch of bone, and a scream, then sounds of fighting. She stopped and turned around. One of the men chasing her was lying against one of the alley's brick walls — someone had smashed him into it hard enough to break his arm and flatten his cheekbone. That someone was a man in a black cape who was now fighting the other gangster — Nighthawk! What in the world was one of the Champions doing *here*?

The fight only lasted a couple of seconds. By the time the masked vigilante was done, the gangster was lying unconscious with several broken ribs. Not even winded, the hero dusted himself

off and looked over his shoulder at her. "I'd suggest you be a little more careful in the future, Miss Morgan. These are dangerous men you're spying on." Before she could reply, he used his swingline to carry himself up to a nearby rooftop... and just like that, he was gone.

She was heading back to her car at a swift walk when it hit her. *Dammit, I didn't even take any pictures of him!* She was so mad at herself that it wasn't until she was driving away that it occurred to her to wonder how Nighthawk knew her name.

She got home a couple hours later after filing her story at the *Millennium City Free Press* offices. Mark was already in bed, but he woke up when she came in — he always did. "How'd it go?" he asked, only a little sleepy.

"Fine. I got the story! Nearly got clobbered by a couple of the Russians, but one of the Champions saved me."

He was instantly alert. "Who?"

"Nighthawk — you know, the one with the black cape?"

Mark thought for a second. "Yeah, I think I've seen him on the news or something. You okay?"

"Yeah, hon. It's all in a day's work."

Personality/Motivation: Julie Morgan's got a streak of curiosity a mile wide, and that's what made her become a crime reporter. She loves poking her nose in where it doesn't belong to learn people's secrets... and, if they're of public interest, publishing them. She wouldn't dream of exposing the private affairs of a law-abiding citizen, but people who break the law or abuse the public trust are fair game... and her pen and camera are the rifle and scope she uses to hunt them. She's so good at it that she's made plenty of enemies among the underworld, more than a few of whom would be glad to see her dead.

After a lot of unusual behavior on the part of her boyfriend Mark, Julie's become suspicious that there's something going on. The possibility that he's a superhero has occurred to her. She's done a little snooping around but hasn't learned anything. Given his technical skills, she thinks he might be

Defender. If he is, she's going to get a little upset that he hasn't given her better birthday presents, because Defender's clearly got some bucks.

Quote: "Mister Calinetti, what do you think about the US Attorney's claim that he's got enough evidence of racketeering to put you away until the glaciers return?"

Powers/Tactics: Julie's goal is to get as close to the action as she reasonably can and gather as much information as possible. She's learned to be sneaky and clever, but she has to admit that sometimes she just gets lucky. If confronted with danger or violence, she does her best to get away as quickly as possible.

Campaign Use: Since she's Mark "Nighthawk" Whitaker's longtime girlfriend, Julie isn't a likely candidate for a romantic interest (though you never know when a hero or villain who dislikes Nighthawk might try to steal her away). Heroes are more likely to encounter her as part of her day job, since her investigations of the underworld could easily (a) uncover information they'd like to know, or (b) get her into trouble she needs to be rescued from when Nighthawk's not around. She's willing to cooperate with superheroes to some extent (especially if they'll trade information or give her a scoop), but she never reveals her sources.

Appearance: Julie Morgan is an attractive white woman of mixed Italian and Irish ancestry. She's 5'8" tall with a slender figure, wavy black hair a little longer than shoulder length, and brown eyes.



She usually wears "business casual" clothes, but sometimes has to dress up or down to go "undercover" while pursuing a story. She usually has a bag containing her laptop, digital voice recorders, pen and paper, and other tools of her trade with her.

Recording Studio Owner



ELISA PEREZ

8 STR	10 DEX	9 CON	9 BODY
10 INT	10 EGO	15 PRE	15 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: Bureaucratics 8-; KS: Los Angeles Music Scene 14-; KS: Pop And Rock Music 13-; PS: Play Guitar 8-; PS: Recording Music 13-; PS: Recording Studio Owner 11-; PS: Singer 11-; PS: Singing 12-; Streetwise 8-

25+ Disadvantages: None

Background/History: Elisa Perez was born with music in her blood. Her father played trumpet in a series of jazz and Latin bands, and her mother was a singer before she got married. Music filled the house she grew up in, and almost before she could speak she was humming and singing.

With her voice and her good looks, Elisa figured she had what it took to make it big in rock 'n' roll. But years of singing in rock clubs and dive bars never brought her the fame she sought. And the truth was, she found she really enjoyed producing — putting together a song or an album so that it sounded as good as possible — more than performing. After her father died, she used her inheritance to buy a small recording studio, which she renamed Stage 7 Productions. It's not exactly a vast center of profit, but she makes enough to keep the doors open and herself fed... and she's having a hell of a fun time.

It wasn't long ago that a guitarist named Bobby Marrero came into her studio. Almost immediately there was a spark between them, and within a week they were dating. She enjoys spending time with Bobby, but she's not sure things are going to work out. It seems like half the time they go out somewhere, a supervillain attacks, or aliens invade, or mole-men try to take over the place. Bobby runs to get help, but by the time he gets back the crisis is usually over. She's not sure how much longer she can go on dating a guy who's such a coward, no matter how damn good he looks.

Personality/Motivation: Elisa's life is focused on music. She helps struggling rock groups and singers create albums all day, then goes out and hits the music clubs at night with Bobby. For the most part she doesn't want anything to do with people who don't appreciate music the way she does, but as she gets older she's beginning to wonder if there isn't more to life. Maybe it's time to expand her horizons, get a hobby, do something new and fun. But first, there's this new CD she just got in the mail today that she really wants to listen to....

Quote: "OK, guys, that's great. We got most of the tracks laid down. Come back tomorrow and we'll finish things up. This album is gonna rock!"

Powers/Tactics: Elisa has no combat or adventuring skills to speak of. When danger rears its ugly head, she runs, screams, and/or cowers as appropriate.

Campaign Use: While knowledgeable and skilled in her own field (and thus, within limited bounds, a fascinating conversationalist), in a scenario Elisa largely fills the role of "helpless NPC/hostage." But the fact that her boyfriend's a superhero (Robert "MeteorMan" Marrero; see *Champions Universe*, page 18) may complicate matters. MeteorMan (and his teammates in the California Patrol) may assume the PCs are threatening Elisa, or trying to romance her, when they're only trying to help. Of such misunderstandings are great hero-versus-hero combats, and eventual team-ups to face a greater threat, made.

Appearance: Elisa Perez is a beautiful woman of Hispanic descent in her late twenties. Her skin has an olive tone to it, her hair is black, her eyes dark. She usually dresses casually in jeans and basic blouses, but enjoys getting "dolled up" to hit a fancy club.

ROBERT J. RENNSALIER

8 STR	9 DEX	11 CON	10 BODY
18 INT	14 EGO	18 PRE	10 COM
3 PD	2 ED	2 SPD	4 REC
22 END	20 STUN		

Abilities: Bureaucratics 13-; KS: City Government 13-; KS: Current Events 14-; KS: The Publishing World 13-; KS: American Politics 13-; Persuasion 13-; PS: Newspaper Publisher 13-; PS: Reporter 11-; Contacts (40 points' worth in local and national government); Money: Filthy Rich

25+ Disadvantages: Psychological Limitation: Hates Superheroes, Thinks They're A Menace; Social Limitation: Famous



**Hero-Hating
Newspaper Publisher**

Background/History: A few years ago a maverick ex-reporter turned publisher decided there was room in the market for another national daily newspaper. Staking his own personal fortune and the considerable sums invested by venture capitalists into his new endeavor, this man — the (in)famous Robert J. Rennsalier — christened his new paper *The Daily Nation*. After some lean years it's finally become the profitable, influential platform for news and public opinion he always wanted it to be, and he couldn't be happier.

As Publisher and Editor-in-Chief, Rennsalier often uses the paper as his own personal soapbox, a practice he makes no bones about and which his many critics complain about endlessly. His opinions are generally, but not always, conservative in tone, which definitely sets him apart from most papers. But he's best known for his frequent opinion pieces and essays ("diatribes" or "rants," according to his enemies) railing against superhumans. He's not just concerned about supervillains, he dislikes superheroes and any other "self-appointed costumed do-gooders." He holds such strong opinions against them that some people claim he's lost all objectivity; even when a group of heroes unquestionably saves the world, the *Daily Nation* focuses more on the property damage and loss of life the heroes caused than the obvious good they did.

Personality/Motivation: Robert Rennsalier is a complex person of great education and experience, but in the public mind he's regarded as a strident-voiced man obsessed with a single subject: superheroes. He thinks of them as dangerous vigilantes who put people at risk as much as they help them. In fact, he's gone so far to say that he believes that if there were no superheroes, there'd be no supervillains — somehow having the heroes around attracts the villains, creating a vicious circle that does nothing but grind ordinary people down like a millwheel. He'd like nothing better than to break the circle by getting rid of all the superhumans and their wretched creations altogether.

Quote: "Journalistic objectivity is a myth. It's my paper and I'll damn well use it to tell people what I think. If they're too stupid to recognize wisdom and common sense when they see them in black and white, that's their concern."

Powers/Tactics: "RJ" (as his friends call him) fights in the arena of public opinion, using his considerable pulpit and loud voice. He wouldn't deign to actually fight anyone; he considers personal violence a deplorable way to solve problems.

Campaign Use: Rennsalier is intended as a perpetual thorn in the PCs' sides. No matter how heroic they are, he won't like them (in fact, he'll actively detest them) and will editorialize against them. They can move mountains for him, and the odds are it still won't change his opinion about them — not for long, anyway. And because they are heroes, they've still got to rescue him from ticked-off supervillains and other maniacs even though he'll remain thoroughly opposed to them and their kind.

Appearance: Robert J. Rennsalier is a dignified-looking white man in his mid-fifties. Although he still looks pretty trim compared to many men his age, he's obviously a little bit pudgier than he was a decade or two ago. His once-black hair has now mostly gone grey, but his dark eyes have the same fire and sparkle as ever, particularly when he's engaged in his favorite hobby — arguing with people. He wears hand-tailored men's suits and ties.

Nar-Cola Pitchman



WARREN STADT

15 STR	11 DEX	12 CON	10 BODY
10 INT	10 EGO	15 PRE	14 COM
4 PD	4 ED	2 SPD	5 REC
24 END	23 STUN		

Abilities: Acting 12-; Conversation12-; KS: The Hollywood World 11-; KS: Nar-Cola 11-; KS: Obscure Pop Culture Trivia 11-; Persuasion 12-; PS: Play Poker 8-; PS: Product Spokesperson 11-

25+ Disadvantages: Social Limitation: Mildly Famous Celebrity Spokesperson

Background/History: Warren Stadt was pretty much a normal kid growing up in Maine. Healthy and strong, he played baseball in the spring and summer, football in the fall, and hockey all winter long. At first it looked like he might be good enough to go pro, but as he got older it became apparent that wasn't going to happen. So he turned to his other love, acting. He began focusing on his work with the school's Drama Club, earning excellent reviews in the local papers.

Warren went off to college to study acting and continued to excel. By his senior year he'd been asked to join the prestigious Streetcorner Carnival acting troupe. After graduation he did enough good work with the Carnival that he attracted some attention in Hollywood. Soon he was picking up bit parts in movies and commercials on a fairly regular basis — enough to support himself without a second job, anyway, which was more than most of his actor friends could say. He figured if he kept his nose to the grindstone and picked his parts intelligently, his big break would come along soon enough.

It did... but not the way he expected it to, in a feature film or TV show. He took on the part of the costumed character "Nar-Cola Man" to pitch Nar-Cola for a series of commercials. Brilliantly planned and hilariously written, the commercials were an instant success... and overnight people all over the country could recognize Warren's face when they passed him on the street. "Hey, Nar-Cola Man!" they'd call out. He'd wave back, knowing that was how you should treat your fans, but inside he cringed every time, worried he'd typecast himself for a few bucks.

Then it came time to negotiate a new series of commercials, and he stopped worrying so much. It wasn't just a few bucks anymore, it was a whopping big pile of money. Now Nar-Cola needed him as much as he needed them, and his agent took full advantage of that fact. Warren's been known as Nar-Cola Man ever since, and with all the money he's got saved up, he doesn't care if people remember him as the guy in the costume for the rest of his life.

Personality/Motivation: Warren Stadt is a thoroughly professional actor. He works hard at his craft and is actually pretty talented. Unfortunately, at this stage it's not likely anyone will ever realize that because he's become too identified with Nar-Cola Man. But he knows he's got to lay in the bed he made, so he accepts his fate and stays upbeat about it. He gives Nar-Cola the best he can, both in terms of his performance on the set and his demeanor at the many public appearances he makes on the company's behalf.

Quote: "Drink Nar-Cola — it's super!"

Powers/Tactics: On those rare occasions when he finds himself in a difficult situation, Warren relies on his winning personality to see him through. He abhors violence and would never think to stoop to it, but fighting a battle of wits doesn't hurt anyone at all.

Campaign Use: If your PCs are interested in licensing their likenesses or getting involved in the business of pitching brand-name products, Warren can offer them lots of advice about what to do. He's been around that block dozens of times and has learned most of the tricks the companies try to play on their spokespeople. And while he's not exactly famous, he knows enough people in Hollywood that he could put the PCs in touch with some TV and movie bigwigs if necessary.

Appearance: With his chiseled good looks, ripped body, and handsomely-trimmed beard, Warren Stadt could have been the president of a roleplaying game company or a third-rate poker player — but he gave all that up to pursue his dream of being a celebrity spokesperson. These days most people are used to seeing him in the light green and white costume of Nar-Cola Man.

SHEILA SWINSON

10 STR	10 DEX	10 CON	10 BODY
13 INT	10 EGO	13 PRE	12 COM
3 PD	2 ED	2 SPD	4 REC
20 END	10 STUN		

Abilities: Computer Programming 12-; KS: Antiques 8-; KS: Art History 8-; KS: The Superhuman World 11-; KS: World History 11-; PS: Website Management 11-; Money: Well Off

25+ Disadvantages: Hunted (Watched by various villains and authorities who wonder about her sources of information)



**Super_Talk.com
Owner/Operator**

Background/History: Sheila Swinson was a college student double-majoring in history and computer science when the World Wide Web first began to take off. She and her sometimes-boyfriend Mark Binnaker were fascinated by superheroes, so they decided to create a website about them: Super_Talk.Com. Combining loads of news with a witty, irreverent tone that readers thoroughly enjoyed, the site soon became the Web's main source of information about the Superhuman World. Even some superheroes began to use it and post on its message boards.

Before long the site was consuming all of their time... but it was bringing in a pile of cash in the form of advertising revenue. They dropped out of college to run it full time as a business. Binnaker decided he'd had enough in 2001 and switched to junior partner status by selling Swinson most of his shares in BS Inc., the company they founded.

Since then, Swinson's run Super_Talk.Com on her own, with over a dozen employees under her to do the day-to-day work. The site's reputation is built on having the best news and information about superhumans posted as quickly as possible, so she's fanatic about having the company stay on top of things and maintain its copious sources of information (which include not only hardcore fans around the world, but more than a few superhumans, such as Ironclad of the Champions). It's a tough job that keeps her at the office 12 hours a day or more, but it's worth it.

Personality/Motivation: Swinson is a typical hard-working modern urban professional who's subordinated her personal life to her job. She hasn't had a serious boyfriend in years because she can't slow down enough to spend time with one. Her hobbies, such as antiques and art collecting, are mostly solitary pursuits she doesn't have to schedule. Her plans for the future include phasing down her workload so she can "get a life," but she hasn't taken too many steps to implement them.

Quote: "Quick! We just got confirmation that Shu-goshin's dating Victory! Get it on the site!"

Powers/Tactics: Sheila's a researcher, not a fighter. If a problem came up that required direct confrontation, she'd probably just ask one of her superhero acquaintances for help. If that didn't work, she'd learn as much about the problem as she could, then do her best to resolve it.

Campaign Use: The most obvious use for Sheila Swinson in your campaign is as a source of information. Heroes seeking the "inside story" that hasn't ripened enough to make it onto Super_Talk.Com could cultivate her as a friend, then get her to pass along interesting tidbits of information. Sheila, of course, would expect to get an exclusive story from any information she provided.

Going beyond her role as an information provider, Sheila might make a good romantic interest for a PC. If she's dating a superhero and she knows it, she won't feel quite so guilty about "leaving work" since she can claim that just spending time with her boyfriend and his friends is a kind of "research."

Appearance: Sheila Swinson's now in her early thirties and still every bit as pretty as she was when she and Mark started Super_Talk.Com. Her blonde hair reaches halfway down her back, her blue eyes sparkle with amusement whenever she talks about something that interests her, and she's kept her trim, attractive figure. She rarely dresses up much; even at work she usually just wears jeans and a t-shirt unless she has to meet with someone important.

Professional Leech



ELLIS WHEATLEY

8 STR	10 DEX	9 CON	9 BODY
13 INT	11 EGO	15 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: Bureaucratics 8-; Conversation 13-; Deduction 12-; KS: The Millennium City News And Entertainment Scene 11-; Oratory 12-; Persuasion 13-; Seduction 13-

25+ Disadvantages: Psychological Limitation: Greedy

Background/History: “You’ve gotta be !\$&*%#@# kidding me — an armored suit?”

“Yeah, well, it’s sort of a prototype that I mocked up out of spare parts and whatever I could get my hands on. It’s not a very good suit.”

“*%&!, Eric, it’s still a *powered armor suit*, right? Makes you stronger than normal, yeah? Got some weapons in it?”

“Yeah, nothing too powerful, but it works. I wish I had the money to make a better one. I’ve got plenty of ideas, but they’d cost millions.”

“So, let’s get the money.”

“Just how’n the hell’m I s’posed to do that?”

“With the suit.”

Eric paused for a moment, trying to figure out what his best friend meant. “You mean... steal stuff?”

“!\$&*, no, Eric — I don’t wanna go to jail anymore than you do. As one of those *superheroes*.”

“But they don’t get paid.”

“We can change that. Think about it for a second. Corporate sponsorship, product placement...”

“What do you know about any of that? You work in men’s fashions at a department store!”

“Hey, man, I majored in Communications, okay? I know about this stuff, trust me.”

Ellis was as good as his word — *Maybe he does know something about this stuff*, Eric, now better known as *Cavalier*, thought later. Ellis lined up corporate sponsors, got Cavalier “security” gigs around Millennium City, found ways to get him on the news. Soon Cavalier’s star was rising... and Ellis assured him it would *keep* rising if he just did as he was told.

Personality/Motivation: Look in the dictionary under “glad-handing weasel” and you’ll find Ellis Wheatley’s picture. He’s the modern equivalent of a snake-oil salesman, a man who makes money out of nothing using just his powers of persuasion. As Cavalier’s “manager” he takes a minimum 25% cut of everything Cavalier earns without ever having to go near a battlefield. Although Cavalier thinks of Wheatley as his best friend, Wheatley thinks of him

more like a gravy train. For the most part he cares about Cavalier only as long as Cavalier’s bringing in the cash. As soon as Cavalier screws up and loses public favor, or the public just gets tired of him, Wheatley will be in the wind, looking for some other sucker to parley into a meal ticket.

Quote: “Look, do you want my boy backing up your ad campaign or not? For the right price I can guarantee you prime space on his upper right arm for your logo. But you’ve gotta move fast — I got plenty of other companies eager for a piece of Cavalier!”

Powers/Tactics: Wheatley is a fast-talking sneak. He talks his way into places, deals, women’s apartments, wherever he wants to go. And if he gets in trouble, he finds a way to talk himself out. He hasn’t met anyone yet he couldn’t work his magic on at least a little.

Campaign Use: Depending on how you want to use him, Wheatley might work best as comic relief or a genuine threat. In the former role he should constantly pester the heroes to “sign up” with his “company” and let him “manage” them for “maximum profitability.” Any hero who gets involved with him will probably make money, but not as much as he’d make with a legitimate agent, and he’ll take a reputation hit among other, self-respecting, superheroes. In the latter situation, Wheatley’s machinations could be far more sinister — he might actually be working for PSI, VIPER, DEMON, the United States government, or some other organization that wants to manipulate or weaken superheroes for its own purposes.

Appearance: Ellis Wheatley is a white man in his early thirties, already grown a little flabby from too little exercise and too much fast living. His black hair is beginning to thin noticeably, and there’s a sort of oleaginous quality to him that nevertheless doesn’t seem to get in the way of most of his deal-making. He’s starting to flirt with alcoholism and is rarely too far from a bottle, even early in the day.

chapter three:



LAW AND ORDER

LAW AND ORDER



LAW AND ORDER

Supervillain Defense Attorney



GEOFFREY ABBOTT

10 STR	11 DEX	10 CON	8 BODY
18 INT	12 EGO	20 PRE	13 COM
3 PD	3 ED	2 SPD	4 REC
20 END	18 STUN		

Abilities: Bureaucratics 13-; KS: Civil Law And Procedure 8-; KS: Criminal Law And Procedure 14-; KS: Millennium City Court System 11-; KS: Superhuman Law 13-; KS: Superhumans 13-; Oratory 13-; Persuasion 13-; PS: Attorney 11-; Streetwise 8-; WF: Handguns; Money: Wealthy

25+ Disadvantages: Psychological Limitation: Hired Legal Gun; Reputation (supervillains' defense attorney)

Since superheroes' *raison d'être* is to fight crime, they often come into contact with people in the justice system: policemen, judges, probation officers, prison guards, you name it. Sometimes these encounters are productive and friendly — for example, more than one cop's had his life saved by a superhero, or recognizes that there are some menaces he's just not equipped to handle with a nightstick, revolver, and pair of handcuffs. Sometimes the best ally a hero can have is a sympathetic member of the local constabulary or judiciary. At other times the professionals are suspicious of the heroes (who, after all, usually operate under little, if any, oversight or societal control) or think of them as untrained amateurs who are as likely to make a situation worse as better. But whatever an NPC's attitude, there's no question that you can generate some fascinating role-playing from the high stakes and tense situations involved in maintaining law and order.

Background/History: "Your Honor, I'd rather not waste the court's and the people's time with a trial, so I'm moving to dismiss this case right away."

"On what grounds, Mr. Abbott?"

"On the grounds that the state has no case, your Honor. My client, Mr. Powers..."

"Hey, that's *Bulldozer*!" said the aforementioned Mr. Powers angrily from his seat at the defense table next to his lawyer. Abbott glared at him and he shut up.

"As I was saying, your Honor, Mr. Powers has an airtight alibi."

"Do tell, Mr. Abbott."

"Your Honor my client was on a date at the time the alleged crime was allegedly committed."

"Your Honor, this is complete nonsense!" the prosecutor said. The judge held up a hand to quiet him.

"He and a Miss Angela Charles were having dinner together at the time. Miss Charles is prepared to testify."

"Angela Charles? As in really the supervillainess *Zephyr* Angela Charles?" the prosecutor asked loudly.

"She has been tried for certain crimes involving superpowers in the past, your Honor, but she's an honest woman now. There are no warrants out for her arrest... in this state at this time."

"I've heard enough," the judge said. "Nice try, Mr. Abbott, but the prosecutor is right — this is nonsense. If you've got an alibi, put it before the jury and see if you can fish out some reasonable doubt. I'm not going to do an end run around them

just because you think you've got a solid case. I'll see both of you and Mr Powers in court tomorrow."

"Hey, I told you before, that's *Bulldozer*, lady!" Bulldozer shouted as the guards came up to take him back to his cell.

Personality/Motivation: Geoffrey Abbott is pond scum in a \$2,000 suit. He's as sharp a defense attorney as they come, and he'll take any case... provided the client can pay his retainer and keeps paying after the retainer's gone. The only time he lets a client get away with late payments is when the publicity he gets from working on the case makes it worth overlooking a bill or two.

Powers/Tactics: Geoffrey Abbott's earned a well-deserved reputation as "defense attorney for the supervillains." He's got a Rolodex full of contact information for villains, and about half his caseload involves them in some respect. With his extensive knowledge of criminal law and his flair for the dramatic and outrageous in the courtroom, he's gotten more than a few villains acquitted despite the strong cases against them. Most heroes and prosecutors loathe him.



The Best DEFENSE...

'I don't care what the specifics are. Do you have twenty-five thousand dollars for my retainer? In cash? All right, here's how it works. I'm your lawyer. You do what I tell you to. You don't talk to the press or anyone else about the case unless I say so. You pay all the expenses. If you don't follow my instructions, don't pay the expenses on time, or don't pay my fees when the retainer runs out in a few weeks, I drop you like a hot potato. Capice?'

— Geoffrey Abbott

Campaign Use: Abbott is an adversary the heroes can't fight with their superpowers... not unless they're willing to become vigilantes. To take him on, they've got to enter his arena: the courtroom. His role in your campaign is to make their jobs tougher (by freeing villains they've captured) and to give them an opponent they love to hate. And if he ever leaves the legal scene for some reason, there are plenty of other sharks out there eager to take his position.

Appearance: Geoffrey Abbott is a white man in his early forties, 6'0" tall and weighing 190 pounds. He's got handsomely-styled blonde hair, blue eyes, and is cleanshaven. He dresses impeccably in the best suits, ties, and shoes money can buy and drives a top-of-the-line Mercedes.



Millennium City
Congressman



REPRESENTATIVE MARK AYEN

10 STR	10 DEX	10 CON	10 BODY
14 INT	12 EGO	15 PRE	12 COM
4 PD	4 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: Climbing 11-; Conversation 12-; Cramming (x2); Deduction 12-; High Society 12-; KS: Michigan Politics 12-; KS: Millennium City Politics 12-; KS: The Political World 12-; KS: Superhumans 11-; KS: US National Politics 12-; Oratory 12-; Persuasion 12-; PS: Fireman 11-; PS: Congressman 13-; TF: Common Motorized Ground Vehicles, Large Motorized Ground Vehicles; WF: Axes; Fringe Benefit: Government Rank (member of US House Of Representatives)

25+ Disadvantages: DNPC (wife Shannon); Distinctive Features (burn scar on left shoulder/lower neck); Hunted (Watched by various public interest groups and watchdog organizations); Psychological Limitation: Genuine Public Servant; Social Limitation: Publicly Known

Background/History: “Look at this!” He smacked the newspaper with his hand for emphasis.

“What?”

“This story on the bills coming up before the state legislature. They can’t afford to pay for the damn schools, but unemployment benefits get a boost. What kind of a moron cuts school funding to pay people who aren’t working?”

“Mark, honey, you’re wasting your time complaining. Nothing ever changes.”

“Well, it ought to. Somebody oughtta do something.”

“So, do it.”

“Huh?”

“You’re always complaining about everything and saying you could do better. Prove it: run for office.”

“Oh, sure, me, right, run for office. What’re you, Shannon, crazy?”

“Seriously, what could it hurt? Kozlewski’s already announced he’s not running for the state senate again. Take a shot. If it doesn’t work, at least you can say you tried to make a difference... and maybe you’ll stop bitching about everything you read in the paper.”

Mark dismissed the conversation for a while — but over the next few days, he found it preying on his mind. The more he thought about it, the more he liked the idea of getting into politics and helping people. After all, he didn’t expect to be a fireman forever. He’d already had one close brush with death, and Shannon was always hinting that she’d prefer if he had a safer occupation. Finally, on one of his days off, he went downtown and filed to run for the state senate.

He got trounced. His opponent played upon his inexperience and beat him easily. But now politics was in his blood, so two years later he tried again. Having learned from his experiences, this time he didn’t make nearly as many mistakes and was well-prepared to argue the issues. His opponent, who hadn’t accomplished much during his term, underestimated him... and lost.

After four years in the Michigan Senate, Mark decided it was time to set his sights higher and filed to run for one of the US House of Representatives positions representing Millennium City. Despite the fact that his zeal for budget-balancing had made him a few enemies on the state political scene, he was photogenic, well-spoken, and intelligent enough to look good to the voters, so he won himself a job in Washington. He’s been re-elected twice since then, and hopes the people keep sending him back to the House to work for them. He’s even thought about perhaps running for the Senate one day.

Personality/Motivation: Representative Ayen is that rarest of politicians: a person who genuinely wants to serve the public and help others. When he talks about improving schools, initiatives to aid small businesses, military preparedness and efficiency, public safety, or any of a dozen other issues, the conviction in his voice and his command of the pertinent facts show that he’s paying attention and that he cares. Not everyone sees it, especially because of his stand on reducing government spending, but he’s in this job to do the best he can, overall and in the long term, for the people of Millennium City.



VOICE of The People

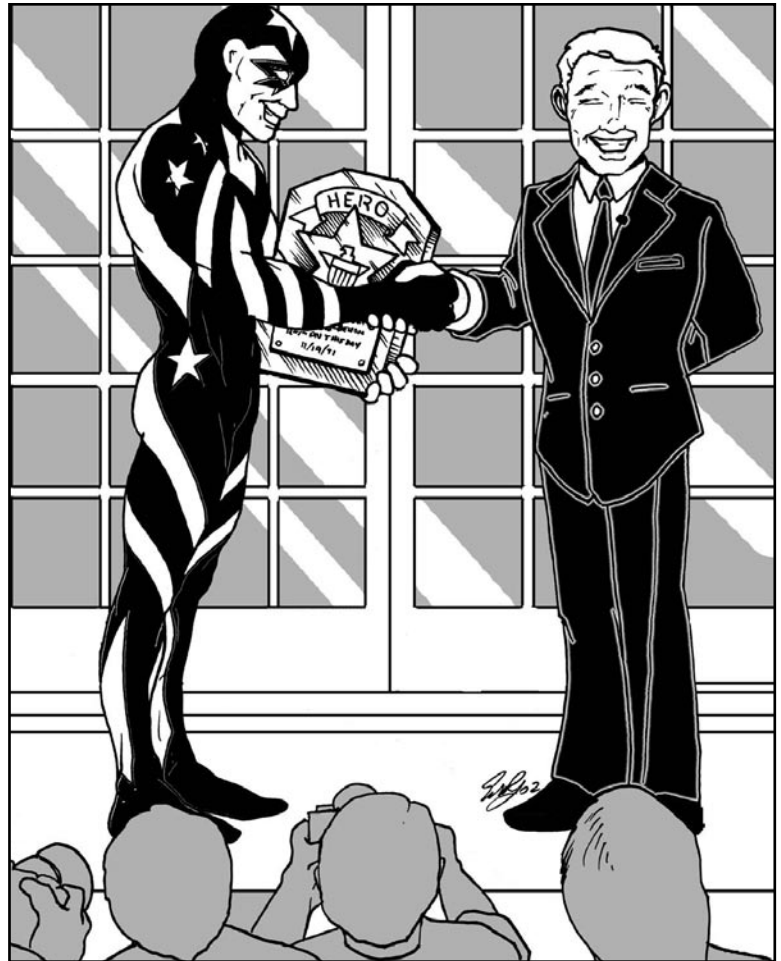
'It's time for the people of Millennium City, Michigan, and America to ask themselves: what sort of future do we want to have, and what is it worth to us? Despite what the TV shows tell us, we can't have it all, so we should formulate public policy with an eye toward achieving what we want most.'

— Congressman Mark Ayen

Powers/Tactics: Representative Ayen is still a pretty tough guy, but it's been over a decade since he got into a bar brawl. Today he fights his battles with the spoken and written word. Since Millennium City's well-known as a hotbed of superhero activity, he's gotten himself assigned to several House committees that look into such matters and has become quite knowledgeable on the subject. He's appeared on national news programs several times and seems poised for bigger and better things despite having occasionally rankled the Republican leadership by not following the party position lockstep.

Campaign Use: Ayen's work on various superhuman committees has brought him into contact with plenty of superhumans, and he's generally sympathetic to them. Thus, he's a good candidate for a hero's Contact in Washington, or just someone a hero would call on if he (the hero) needs the government's help (or wants to get out of some sort of government-created difficulty). And as a prominent public figure, Rep. Ayen could easily be the target of a kidnapping attempt or terrorist plot.

Appearance: Now in his early forties, Rep. Mark Ayen is ten years off the fire department front lines, but anyone who looks closely can see that he used to be in great shape — even after a decade of reduced activity, he's got a firm, broad-shouldered build and muscle tone that makes him look great on camera. Blonde-haired, blue-eyed, and impeccably dressed, he conveys an impression of competence and sophistication wherever he goes. His left upper arm, shoulder, and lower neck are covered by a burn scar received during his firefighting days, but the men's shirts and ties he wears usually keeps it covered up.



Civil Attorney



GREG BETTS

10 STR	8 DEX	8 CON	9 BODY
13 INT	10 EGO	13 PRE	10 COM
3 PD	3 ED	2 SPD	4 REC
16 END	18 STUN		

Abilities: Bureaucratics 12-; Conversation 12-; High Society 8-; KS: Business Law 11-; KS: Civil Law And Procedure 13-; KS: Contract Law 11-; KS: Criminal Law And Procedure 11-; KS: Family Law 11-; KS: The Legal World 11-; KS: The Millennium City Court System 14-; KS: Millennium City Politics 11-; KS: Pro Sports 8-; KS: Real Estate Law 11-; KS: Tort Law 11-; Oratory 12-; Persuasion 12-; Contacts (20 points' worth in the Millennium City court system and legal community); Fringe Benefit: License To Practice Law

25+ Disadvantages: None

Background/History: Greg Betts wanted to be a lawyer since he was a kid. The law shows he watched on TV made being an attorney seem glamorous, cool, exciting, and important all at once. A few weeks' worth of law school showed him just how phony those shows could be, but by then he was intrigued enough by the intellectual aspects of the law — not to mention the potential of making a lot of money in private practice — that he stuck with it.

Three years later he graduated and got a job with a Millennium City firm. He did all kinds of work — divorces, real estate, auto accidents, traffic tickets, whatever needed doing. It was a small firm, so they took pretty much anything that came through the door except for big-time criminal defense work. He worked there for three years, and then the chief partner had a heart attack and died. The other partners decided to split up, and rather go work for any of them, he figured it was time to strike out on his own. Forming the Law Offices of Greg Betts, he began practicing by himself. It's been tough sometimes, with just him and his legal secretary Jeanine Katz, but he's earned a reputation as a tough, hard-working attorney, so his continued success seems assured.

Personality/Motivation: Greg Betts is a pretty ordinary guy in most respects. Like many litigators, he tends to be judgmental and argumentative, rarely willing to give ground on any point unless he absolutely has to. In his off hours he likes watching sports on TV, drinking beer and wine, and reading. He often spends time with his long-time girlfriend Colleen, an astronomer. But lately she's become increasingly worried about her. She used to be pretty easy-going and friendly, but in recent

months seems to have become more cold, distant, and uncaring about the world. He's not sure what's going on, but he doesn't really like it and would prefer things went back to the way they used to be.

Quote: "I think I can take care of that for you without much trouble. All I'll need is a \$3,000 retainer and I'll get right to work on it."

Powers/Tactics: Betts is a skilled litigator who's tough and firm, but not a complete jerk. If confronted in any way, he'll look for a legal recourse, whether that's getting a restraining order or filing a lawsuit against his tormentor.

Campaign Use: Player characters sometimes forget that there's more to the judicial system than just criminal law, and you can use an encounter with Betts to remind them. He might sue them on behalf of a client who got injured during one of their super-battles, help them buy the land they want to build their super-base on, trademark their names and images so they can license them to toy manufacturers and filmmakers, or maybe just help them deal with a traffic ticket. He also does well in the role of the "clueless boyfriend" who defends his girlfriend (Colleen "Photon" Dewey) against any and all accusations until such time as the evidence that she's a supervillainess becomes too overwhelming to deny.

Appearance: Greg Betts is a reasonably handsome fellow in his mid-thirties, 5'11" tall and weighing about 180 pounds most of the time. He's got brown hair and greenish eyes, and wears nice men's clothing. He usually carries a leather briefcase stuffed full with legal papers and reference books.

FRANK CORSINI

12 STR	14 DEX	12 CON	10 BODY
15 INT	12 EGO	15 PRE	10 COM
5 PD	3 ED	3 SPD	4 REC
24 END	22 STUN		

Abilities: Bribery 12-; Bureaucratics 12-; Combat Driving 12-; Conversation 12-; Criminology 11-; Deduction 12-; Forensic Medicine 8-; Forgery (Documents) 8-; Gambling (Card Games) 12-; Interrogation 12-; CK: Millennium City 14-; KS: The Law Enforcement World 11-; KS: The US Army 8-; Martial Arts (Commando Training); Persuasion 12-; PS: Police Officer 11-; PS: Private Investigator 13-; PS: Research 12-; Stealth 11-; Streetwise 12-; WF: Small Arms; Contacts (30 points' worth in the Millennium City criminal justice system and on the streets); Fringe Benefits: Concealed Weapon Permit, Private Investigator's License

25+ Disadvantages: Hunted (Watched by the MCPD); Psychological Limitation: Sarcastically Critical



Sarcastic Private Investigator

Background/History: “Me? Ain’t much to tell about me. Went into the Army after high school, farted around in the MPs an’ all. When my hitch was up I came back home. I figured I’d been doing all that guard duty so I might as well become a cop. Went to the police academy.

“I was on the streets for a couple years, but being in a black and white wasn’t for me. I don’t like takin’ any more orders than I have to, and in the PD, you know what they say rolls downhill. As soon as I could I took the detectives exam and got out of the car and behind a desk most of the time — a little ways higher up the hill, anyway.

“I worked Narcotics for a while, then Homicide. I saw all kinds of crap that’d make a guy like you puke his guts out — bodies with the hands and feet chopped off, rape-torture victims, even a crucifixion one time. Man’s inhumanity to man and all that.

“Like I said, I don’t like takin’ orders, so after a while even being a detective got kinda frustrating. I took early retirement — they screwed me outta my pension, of course — and went into business for myself. For a while it was mostly following cheating husbands and stuff like that, but then one day one’a you guys came in here — guy in a gold cape, name of Sunflare. He could blast down buildings and haul Ankylosaur’s butt into Stronghold, but the guy couldn’t find a clue with two maps and a compass. He had a case to investigate and didn’t have the first frikkin’ idea where to start. Well, I helped him out, see? And he told a bunch of his costumed friends, and the word spread that I was the man to see if one of you guys needed help finding somethin’ out.

“And now you’re here. From the looks’a that costume, you may be having trouble with your eyesight, so I guess it’s no surprise you’ve come to me to look for the dirt. What’s going on?”

Personality/Motivation: Frank Corsini is a tough, often crude guy with little (if any) patience for people who aren’t as quick on the uptake as he

is, or who lack what he considers “basic investigation skills.” In his estimation that category includes almost all superheroes, whom he thinks of as rank amateurs who are little better than costumed chimpanzees most of the time. But their money spends as good as anyone else’s, and the publicity from being the “PI to the superheroes” brings in a lot of other cases, so he doesn’t mind helping them out. Morons.

Corsini rarely hesitates to express his opinion about anyone or anything that annoys him, usually with a strong sarcastic bite to his comments. This alienates a lot of people (-1 or more penalties on many Interaction Skill Rolls) and makes some people refuse to work with him. Fortunately for him he’s really good at what he does, which brings clients through the door despite his abrasiveness.

Quote: “What’re you, blind? Look at this! A moron could figure out what happened here.”

Powers/Tactics: Corsini knows how to take care of himself. Between his time in the Army and his time as a cop, he’s been in plenty of fights and can dish out punches and kicks with the best of them. If that’s not enough to settle the matter, he’ll draw his trusty Colt M1911A .45, nicknamed “Doris,” and defend himself in more extreme ways.

Campaign Use: Not every hero has investigative skills... but almost every hero runs into a mystery or three during the course of his career. When a hero hits a dead end in a case, he can turn to Frank Corsini for help. Corsini’s attitude and mannerisms may make him tough to deal with, but if there are facts out there to be dug up, he’s the guy with the right shovel.

Appearance: Frank Corsini is a white male of Italian extraction in his late thirties; he has black hair and brown eyes. He stands 6’0” tall and weighs about 205 pounds; he’s got a fairly muscular body, though he’s clearly no weightlifter. He wears men’s suits and shirts most of the time, adding a trenchcoat when it’s rainy or cold.

CAMPAIGN USE

If your PCs don't have a mystic among their number and you want to involve them in a mystic scenario, Detective Dessart offers the background they need to navigate the arcane waters to a successful conclusion. He's not as well-versed in such matters as the likes of Dr. Ka, the Drifter, or Witchcraft (after all, he can't actually cast spells), but he knows more than enough to realize the implications of occult symbols and practices. If your PCs don't need that sort of help, he still makes a good Contact within the VBPD, or he might eventually get in over his head and need rescuing.

APPEARANCE

Martin Dessart is a white man in his late thirties. He's 5'10" tall and beginning to go just a little soft and pudgy around the edges — the legacy of too much desk time and too many lousy pushcart meals. His clothes are usually a bit rumpled, since he's not diligent about doing laundry regularly, and his face gets a slightly haunted look whenever he's concerned about some potential occult menace or Voodoo curse.

Police Detective



LIEUTENANT MARTIN DESSART

12 STR	12 DEX	10 CON	9 BODY
14 INT	13 EGO	15 PRE	10 COM
4 PD	3 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: +1 PER with Sight Group; Combat Driving 8-; Computer Programming 8-; Concealment 13-; Criminology 13-; Deduction 13-; Forensic Medicine 8-; Interrogation 12-; CK: Vibora Bay 12-; KS: Criminal Law And Procedure 11-; KS: The Law Enforcement World 11-; KS: Layman's Arcane And Occult Lore 11-; KS: Superhumans 8-; KS: Voodoo 11-; PS: Police Officer/Detective 11-; Shadowing 12-; Stealth 11-; Streetwise 13-; WF: Small Arms, Tonfa; Contacts (10 points' worth in the Vibora Bay justice system and on the streets); Contact: Black Mask 8-; Contact: Dr. Ka 8-; Fringe Benefits: Local Police Powers, Law Enforcement Rank, Concealed Weapon Permit

25+ Disadvantages: Hunted (Watched by MCPD); Psychological Limitation: Paranoid About The Occult; Social Limitation: Subject To Orders

Background/History: Martin Dessart's life changed one day when he was 33. He'd been a cop in Vibora Bay for over a decade, the past four years of that time as a Homicide detective. He and his partner were trying to solve a series of grisly, ritualistic murders and thought they'd found their killer — a strange, sometimes violent man named John St. Pierre. They kicked down the door of his house... and walked straight into Hell.

The place stank of blood and decay. Most of it was decorated (if that was the word) with ritual paraphernalia. Walls had been knocked out, creating a large open space with what could only be described as an altar at one end. Standing behind it was St. Pierre, and flanking him were two corpses — corpses that were standing up and walking toward the detectives!

Dessart's mind went blank with fear; he began firing wildly, but the zombie coming toward him barely seemed to feel them. Then the thing had him in a bearhug and was squeezing the life out of him. His ribs were just about to crack when he got his hands on a heavy vase and smashed the zombie in the head, staggering it. Before it could grab him again, he snatched up the fireplace poker and beat it into a pile of gristle and broken bones.

When he finally came to his senses, his partner was dead — strangled by the zombie whose head he'd blown off with one last, reflexive shot. A stray bullet had hit St. Pierre in the chest; he was lying on the floor, gasping out the last of his life through a sucking chest wound.

Dessart knew there was no way he could explain what had happened. Even in Vibora Bay, stories about being attacked by walking dead men would be greeted with skepticism, if not a psych discharge. Thinking fast, he set the place on fire. By the time the black and whites arrived, the old house was blazing like a torch. No one ever questioned the story he made up, about how St. Pierre and two

of his friends attacked them, killing his partner and themselves getting shot to death; he claimed one of his shots must have touched off a gas main.

Since that day, Dessart's lived with a nagging knowledge and fear. He's tried to educate himself about Voodoo and the occult as much as he can, and what he's learned has disturbed him even more. The thought of what else might be lurking in the shadows terrifies him. His increasing paranoia and interest in arcane subjects hasn't gone unnoticed by his superiors, but as long as he keeps doing good work they can tolerate his eccentricities.

Personality/Motivation: Before he met John St. Pierre and realized what Voodoo really was, Detective Dessart was pretty much an ordinary guy. Now he's a man haunted by revelations of the truth of existence, someone who sees potential occult menaces everywhere. He's not exactly obsessed about such things — he knows that most of the murders he investigates are perfectly ordinary crimes of passion or planned killings — but the possibility of an occult connection is never far from his mind. His co-workers have gotten tired of dealing with his paranoia and generally avoid him.

Quote: "There's more to this — those blood splatters don't look... natural... do they?"

Powers/Tactics: Martin Dessart is a well-trained, experienced Homicide detective, accustomed to digging around among the dregs of society and in the dark places to find the solution to murders ranging from the blase to the horrific. What sets him apart is his studies into the occult, particularly Voodoo. If there's any sort of mystic connection to a case — and in Vibora Bay, that's not out of the question — he'll recognize it and follow up on it. Among the law enforcement community generally he's gained a reputation as an expert on cult killings and Satanic rituals, so he sometimes gets called into other jurisdictions to offer his expertise.

OFFICER LAURA ESPINOSA

11 STR	13 DEX	12 CON	10 BODY
13 INT	10 EGO	13 PRE	12 COM
4 PD	3 ED	3 SPD	4 REC
24 END	22 STUN		

Abilities: +1 PER with Sight Group; Running +1" (7" total); Combat Driving 8-; Concealment 12-; Criminology 12-; Forensic Medicine 8-; CK: Millennium City 11-; KS: Conspiracy Theories And Related Weirdness 11-; KS: Criminal Law And Procedure 11-; KS: The Law Enforcement World 11-; KS: Superhumans 8-; Language: English (completely fluent; Spanish is Native); Martial Arts (Police Combat [Commando Training]); PS: Police Officer 11-; Stealth 12-; Streetwise 12-; WF: Small Arms, Tonfa; Contacts (4 points' worth); Fringe Benefits: Local Police Powers, Law Enforcement Rank, Weapon Permit

25+ Disadvantages: Distinctive Features (Uniform and Badge); Distinctive Features (Style); Hunted (Watched by MCPD); Psychological Limitation: Ambitious; Psychological Limitation: Mildly Superstitious; Social Limitation: Subject To Orders



Police Officer

APPEARANCE

Laura Espinosa is an attractive Hispanic woman, 5'5" tall with long black hair (usually pulled back in a bun when she's on the job) and dark eyes. Her slender figure belies a significant strength and a powerful punch. When not on the job, she usually dresses a little provocatively, using her looks as just one more asset to help her get things she wants.

Background/History: People who saw Laura Espinosa when she was a kid figured she'd grow up like her older brothers and sisters — drop out of high school, take some low-paying job, maybe get pregnant too young. If she was lucky, maybe she'd keep her looks and could become a model or snag a husband who was a cut above normal.

Laura had other ideas. She didn't intend to spend the rest of her life in the barrio; she wanted to go places, do things, and have money. She studied English hard, knowing she wouldn't get far just speaking Spanish. She paid attention in school. She played sports to get in shape. But ambition doesn't create tuition money, and her grades, while good, weren't scholarship good. The only option she could see was part-time community college, and that wasn't really what she had in mind. Then one day she got pulled over for speeding, and it hit her: the police academy! She could get in there with a high school diploma and passing a test, and being a cop was a lot better job than any other she could get. And it could lead places....

Personality/Motivation: Officer Espinosa's worked hard to get where she is... and she doesn't intend to stop there. Being a beat cop is a lot better than how her brothers and sisters ended up, but it's not enough to satisfy her. At the very least, she wants to be an officer, or a detective, or best of all an FBI agent. She's not ambitious enough to commit crimes to get what she wants, but she'd be more than willing to cut a few corners to make herself look better if she could get away with it, use people she thinks she can use (particularly weak-willed men she can twist around her little finger...), or stab her rivals in the back.

Among her many quirks (pulling at her hair when she's thinking, using barbed comments to cut off people [especially men] who annoy her, talking about work at inappropriate times...),

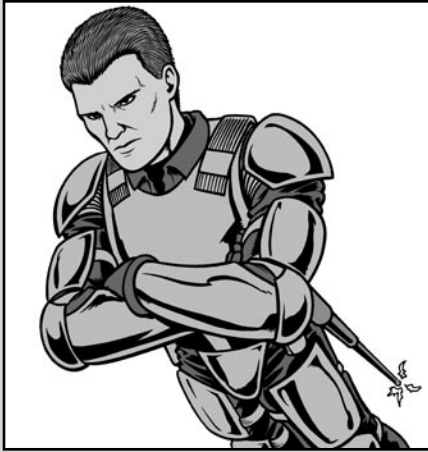
Espinosa is rather superstitious. A devout Catholic, she tries to attend Mass every day before work. She gets a little edgy if she doesn't, since she's certain it means bad luck will follow. Whenever she's in trouble or something spooks her, she usually fingers her St. Michael medal (patron saint of policemen), which she never goes anywhere without. She reads about all sorts of fringe subjects — conspiracies, aliens, *el chupacabra*, lost civilizations — and takes a lot more of it a lot more seriously than someone with her ambitions ought to. A couple of her co-workers have taken to calling her "Scully."

Quote: "Yeah, sure, you're innocent. You're a choir boy. I bet you've heard this one before: You have the right to remain silent. If you do not remain silent..."

Powers/Tactics: A few years on the streets have turned Officer Espinosa from a wet-behind-the-ears police academy grad into a tough, seasoned cop. She looks like a short, cute Hispanic woman, but she hits hard (with or without her tonfa), runs fast, and keeps a close eye on everything around her. She's run into a few superheroes before and treats them with respect provided they do the same to her; if they've got an attitude or brush her off she's quick to assert police prerogative over a crime scene or criminal investigation.

Campaign Use: Laura Espinosa is a cop with a few unusual aspects to her. First, her ambition may attract her to the PCs like a moth to a flame; using information from them to make a big case could be the break she's looking for, so cultivating a good relationship with them is to her benefit. Second, her interest in All Things Weird makes her more open-minded about some unusual occurrences than most cops would be, which means she's a cop mystic heroes can talk to without immediately being dismissed as some sort of nut.

Distracted Stronghold Guard



JOHN LIEBERMAN

15 STR	14 DEX	14 CON	12 BODY
10 INT	10 EGO	15 PRE	10 COM
5 PD	4 ED	3 SPD	6 REC
28 END	30 STUN		

Abilities: +1 PER with Sight Group; Climbing 12-; AK: Stronghold 11-; KS: Criminal Law 8-; KS: Stronghold Regulations And Procedures 13-; KS: Supervillains Who've Been In Stronghold 11-; Martial Arts (Stronghold Control Style [Commando Training]); PS: Stronghold Guard 11-; Stealth 12-; WF: Small Arms, Stronghold ShockBaton

25+ Disadvantages: Distinctive Features (Uniform and Badge); Distinctive Features (Style); Hunted (Watched by Stronghold officers); Social Limitation: Subject To Orders

Background/History: “Trish, come on, you can’t do this!”

“I can, and I am. Get the hell outta my way.”

“Look, honey, I know we’ve got problems, but we can work the...” He didn’t get to finish before his wife hit him in the head with her purse. He staggered to the side, tripped over one of little Johnny Jr.’s toys, and fell down hard. Without even pausing to see if he was okay, Trish took Johnny Jr. out of his crib, ran out to her car, and drove away. By the time he got to the door, all he could see was a cloud of dust.

He slumped down into his easy chair, not bothering to try to staunch the flow of blood from the cut the purse clasp made in the side of his head. He had half a six-pack on the table... might as well polish it off now that she was gone. He didn’t have to be in to work for a few hours; no one would be able to tell he’d been drinking.

Personality/Motivation: John Lieberman is a guard at Stronghold, America’s high-tech prison for supervillains... but he’s not a very good one anymore. He used to be efficient and quick, a top performer in his group. But since his wife left him (for good, this time) and took their son with her, he’s been on a downward spiral — he’s the sort of person who needs to be with someone. Now he’s distracted and depressed, so little details keep slipping by him, and when he’s off-duty he drinks way too much. His superiors are his friends, and they’re worried about him and trying to cut him some slack — but if this keeps up, he’s going to become a security risk, and then they’ll have no choice but to fire him.

Quote: “Simmer down, Whitmore. Things’re just running a little behind today — you’ll get your exercise period as soon as we can. With your powers, you oughtta be used to being a “little behind” anyway.”

Powers/Tactics: Officer Lieberman is a big, tough guy who’s undergone standard Stronghold guard training, including fighting techniques using the guards’ ShockBaton weapon. He’s not one to hold back from a confrontation, and wades right in to stop fights or help his fellow guards when necessary. A couple of inmates claim he’s a little too quick to use force, but none of them have ever filed a formal complaint against him.

Campaign Use: Officer Lieberman is a tragedy waiting to happen. The best that anyone could hope for is that he drinks himself into a stupor and kills only himself in a drunk driving accident. Far worse would be killing someone else, maybe several someones, in the same situation. Worst of all, if he gets too distracted and slips up at work, the result could be a breakout that unleashes several angry supervillains on the world once more. On the brighter side, he might make a potential romantic partner for a superheroine, and that would bring him back to his normal self... though that means enabling his dependent personality.

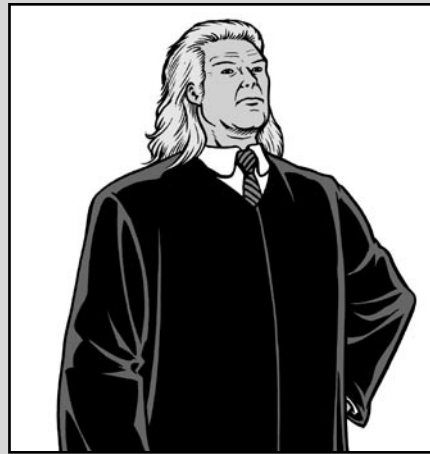
Appearance: John Lieberman is a white man who stands 6’3” tall and weighs 225 pounds; he’s got the muscular build of a dedicated weightlifter. His high cheekbones betray the fact that he’s one-quarter Apache. At work he wears the standard Stronghold guard uniform: a dark blue jumpsuit with dull gold hyperplastic boots, greaves, kneepads, cuisses, breastplate, rerebraces, elbow-pads, vambraces, gauntlets, and helmet; a broad black belt containing force-field technology and holding the holster for his ShockBaton (a two-foot long metallic club with a taser-like weapon on the striking end). When off-duty he usually dresses in “casual sloppy” style.

JUDGE ALBERT ROOK

8 STR	9 DEX	8 CON	10 BODY
16 INT	15 EGO	15 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
16 END	18 STUN		

Abilities: Bureaucratics 8-; Deduction 12-; KS: Civil Law And Procedure 14-; KS: Criminal Law And Procedure 14-; KS: The Millennium City Court System 14-; Oratory 12-; PS: Judge 14-; PS: Lawyer 11-; SS: Penology 11-; Fringe Benefit: Trial Court Judge; Money: Well Off; Eidetic Memory; Incorruptible (8 points); Immovable (4 points)

25+ Disadvantages: DNPCs (wife Allison, three grown children); Psychological Limitation: Uncompromising; The Law Must Be Precisely Obeyed And Enforced



By-The-Book Judge

Background/History: “Oyez, oyez, order in the court! The Honorable Albert Rook presiding,” the bailiff said loudly. The people in the courtroom stood and came to a hush as the judge walked out of his chambers and sat down in his chair. “Be seated,” he said, and they did.

“All right, what’s the first case on the motions docket?”

“Hendrickson v. Blankenship, your Honor. Defense motion for summary judgment in a negligence case,” the court clerk said.

“Ah, yes. Are the lawyers and parties present?” The people at each table in the central well of the courtroom responded affirmatively. “All right then, I’ve read both parties’ briefs. Let’s start with the plaintiff. Do you have anything to say...”

The plaintiff’s lawyer stood and prepared to speak.

“...that isn’t already covered *at great length* in your 32-page brief?”

“Uhhh... no, your Honor.”

“Then sit down. I don’t need a rerun. Defense?”

The defense attorney hesitated for a moment, then confessed, “No, your Honor.”

“All right then, let’s cut to the chase. Based on the arguments raised by both parties, I rule in favor of the plaintiff and deny defense’s motion. This may not be the strongest case in the world, but it’s sufficient to defeat summary judgment and go to the jury. Any questions, gentlemen?”

“No, your Honor,” the attorneys chorused.

“Good. Next case.”

Personality/Motivation: Judge Rook has a very Manichean view of the world: there’s right and there’s wrong; the latter can’t be the former; and the wrongs need to be punished or corrected. Once he decides which is which, he dislikes being talked back to, contradicted, or argued with, as more than one lawyer has learned to his regret. He does not suffer fools gladly.

Rook runs his courtroom with an iron hand, keeping everything on track and wasting as little time as possible. His photographic memory allows him to question lawyers closely about their written arguments, or even dispense with oral arguments altogether. He’s quick to cite people for contempt if

they object to his methods too strongly or disrupt his courtroom in the slightest after being warned. His nickname around the courthouse, “Altilla the Hun,” makes him smile sometimes when he’s alone.

When it comes to superheroes, personally Judge Rook doesn’t particularly like them — they’re flashy, disruptive, outside the established order of things. He’d prefer it if they weren’t necessary. But the practical man in him (and he’s nothing if not eminently practical) recognizes that they *are* necessary, and that without them society would be a far worse place. So he does his best to set his personal dislike aside and treat them like anyone else who enters his court... though he’s quick to rein in their shenanigans when he has to.

Quote: “That’s enough! Silence in this courtroom! One more such outburst from you, Miss “Howler,” and I’ll have you gagged... and charge you for repairs to this room.”

Powers/Tactics: Judge Rook is a powerful figure in the Millennium City judiciary and he knows it. He won’t hesitate to use the authority of his office, and his influence in social and political circles, to accomplish things he thinks need accomplishing — whether that’s getting a troublesome superhero arrested, launching an investigation into police corruption, or reforming the sentencing laws.

Campaign Use: Albert Rook should be the judge that PCs, particularly if they’re lawyers in their Secret Identities, should both dread and love to appear before. On the one hand, he’s a semi-petty tyrant who’s quick to lash out at or cut off anyone who annoys him. But on the other, if there’s one thing anyone can expect from Judge Rook, it’s a scrupulously fair trial. He could no more ignore, break, or twist the law than he could defy the law of gravity.

For added fun, have a PC start dating one of Judge Rook’s grown children. He’s enough of a terror as a judge, but as a potential father-in-law...

Appearance: Albert Rook is a white man in his early 60s, still hale, hearty, and full of piss and vinegar despite his age. His leonine head of grey hair and precise, rigid posture make him easy to recognize from any angle. At work he wears the black robes of a judge; at home he dresses semi-formally, wearing a tie even when he’s just sitting around reading a book.

**PRIMUS Hunam
Resources Officer**

JAVIER SANCHEZ

13 STR	13 DEX	13 CON	12 BODY
13 INT	11 EGO	13 PRE	11 COM
5 PD	3 ED	3 SPD	6 REC
26 END	26 STUN		

Abilities: Bureaucratics 13-; Computer Programming 8-; High Society 8-; KS: Criminal Law And Procedure 8-; KS: Labor Law 11-; KS: The Law Enforcement World 8-; KS: PRIMUS 11-; Language: Spanish (basic conversation; English is Native); Martial Arts (Karate); Navigation (Air) 12-; PS: Human Resources Manager 11-; TF: Small Planes, Two-Wheeled Motorized Vehicles; WF: Small Arms

25+ Disadvantages: Distinctive Features (PRIMUS clerical worker uniform); Distinctive Features (Style); Psychological Limitation: Loves Mayte Sanchez; Social Limitation: Subject To Orders

Background/History: Javier Sanchez fell in love with Mayte Castillo the instant he saw her on the first day of PRIMUS training academy. It took him a few weeks, but he finally showed her that she loved him, too. Unfortunately the two young lovers were soon separated when the brass found out Mayte was eligible for Cyberline treatments and Javier wasn't. But they kept in touch through e-mail, seeing one another whenever they could. The day after graduation they got married... and the next day they moved to Chicago to take up their first assignments.

Javier served as a field agent for a couple of years, but he found he wasn't really cut out for the work. He opted to change career tracks and go into the PRIMUS administration as a human resources officer. That suited him much more, and he's been in HR ever since, helping to determine who PRIMUS hires, how much they get paid, and how the organization deals with labor disputes and other personnel issues. He's moved as Mayte's moved, recognizing that her career is more important than his.

Personality/Motivation: Javier loves his wife deeply — in fact, sometimes he still can't believe she picked him out of all the men she could have had. For love of her he's willingly taken the "support" role in their marriage, putting his own career ambitions on hold so she could advance through the ranks of the Silver Agents and do her job without worrying about the "home front." As long as she comes home safe each night, he

doesn't mind the situation one bit. The calmness, order, optimism he seems to radiate neatly counterbalances Mayte's more active (even hyperactive) and chaotic tendencies.

Quote: "Be careful, hon."

Powers/Tactics: Javier has undergone standard PRIMUS agent training. He hasn't really kept it up beyond the basics, but he practices karate to keep in shape, often sparring with his wife as they joke about whose style is superior. For fun he rides his motorcycle and flies small planes; when he can he steals Mayte away from work for a weekend and they fly to a secluded resort somewhere in Michigan for some "quiet time."

Campaign Use: Javier is a change from the usual PRIMUS employee your PCs encounter. Instead of being a field agent who shares a common bond with them because they both fight crime, he's more of a bureaucrat. His concerns aren't field deployment and combat tactics but the quality of agents' work lives, pay scales, and labor negotiations. But he'd drop all his spreadsheets and work schedules in a heartbeat if Mayte needed his help.

Appearance: Javier Sanchez is a tall Hispanic male, 5'11" and a trim 165 pounds. He cuts his black hair short and has a handsome, finely-trimmed black moustache. His eyes often twinkle with humor and amusement. At work he wears the standard PRIMUS civilian employee uniform, a light blue jumpsuit with dull gold highlights.

ALLISON ZUCCARRO

10 STR 12 DEX 15 CON 12 BODY
 13 INT 11 EGO 15 PRE 13 COM
 3 PD 3 ED 2 SPD 5 REC
 30 END 25 STUN

Abilities: Running +2" (8" total); Bureaucratics 12-; Deduction 12-; KS: Civil Law And Procedure 8-; KS: Criminal Law And Procedure 13-; KS: Vibora Bay Court System 11-; KS: Vibora Bay DA's Office 13-; KS: Vibora Bay Superhumans 11-; Oratory 13-; Persuasion 13-; PS: Camping 11-; PS: Prosecutor 11-; Streetwise 8-; Survival (Temperate/Subtropical) 8-; TF: Snow Skiing; WF: Hand-guns

25+ Disadvantages: Psychological Limitation: Loves Geoffrey "Amphibian" Lamb; Psychological Limitation:



Vibora Bay Assistant
District Attorney

Thinks "Magic" Is A Bunch Of Hokum

Background/History: "Miss Zuccarro, what is the State's position?"

"The State requests no bail, your Honor. The defendant is accused of a serious crime with a potential sentence of ten years or more, and therefore should be considered a flight risk. He possesses unique capacities for flight."

"Your Honor, that's simply not true," the defense attorney interjected. "The State can't even positively identify my client by name. There's no proof my client is this 'Tachyon' person as the State asserts, and no information whatsoever indicating that he's a flight risk."

Allison smiled a little to herself. "Your Honor, I have here a record of the defendant's fingerprints, which the police just finished running a little while ago. As you can see, they match prints from both Millennium City and New York which have been positively identified as those of the supervillain calling himself Tachyon." She handed the file to the judge's clerk, who in turn handed it to the judge. "Your Honor, this man is the *very definition* of 'flight risk.' He can *teleport*, making it very difficult to recapture him if he's released from custody. Furthermore, while PRIMUS files indicate he can only teleport relatively short distances, it's well known that superhumans often have abilities they conceal, or which they suddenly manifest without prior indication. He may be able to travel from here to Saturn in the blink of an eye for all we know."

"That's enough, Miss Zuccarro. I agree with the State — bail denied. Defendant is remanded to the custody of PRIMUS pending trial."

Personality/Motivation: Allison Zuccarro is a workaholic young assistant district attorney in Vibora Bay. Motivated by a combination of ambition and desire to see Justice done, she strives every day to see criminals put behind bars and keep her conviction rate high. In the past few years she's developed something of a specialty in "supervillain crime," and is often assigned cases involving superhuman perpetrators or witnesses.

Two years ago, she tried in a case in which Geoffrey Lamb, better known to the world as

Amphibian, testified on the State's behalf.

The two felt a spark of attraction, and over the course of preparing for the trial it blossomed into romance. They've been dating ever since, and though being publicly associated with him (as well as other superheroes as part of her work) has put her at risk several times, her feelings for him remain strong. She hopes he'll propose to her soon.

Unlike many Viborans, Allison doesn't believe in "magic," and has little patience for people who do. She thinks it's all a bunch of hooey and trickery, a flim-flam game played on gullible people, and wants nothing to do with it. Even meeting heroes like Dr. Ka hasn't really changed her opinion; she believes they're just ordinary superhumans who *think* they can cast spells.

Quote: "And isn't it true, Mr. 'Slick,' that the police found you and your confederates in the jewelry store with necklaces and rings in your hands?"

Powers/Tactics: Allison is a skilled attorney with a real gift for wordplay and argumentation. At her best when the pressure's on, she prefers to be in the courtroom as much as possible. If someone tries to debate with her outside work, she has a tendency to shift into "lawyer mode" and start grilling them, a trait she's trying to correct.

Campaign Use: Heroes who work in or around Vibora Bay and have a good enough relationship with the authorities to be allowed to testify in their costumed identities (or who don't mind revealing their names and activities to the police) are certain to meet up with Allison sooner or later. She has a lot of respect for heroes who put their lives on the line to help innocent people and does her best to work well with them, though she far prefers well-mannered ones. If the heroes never get to Vibora Bay, maybe the District Attorney in their town will request her services for a particularly difficult supervillain trial.

Allison's hobbies are camping (she goes just about every chance she gets, as long as Geoffrey's willing to come along) and skiing (a much less frequent indulgence). This could also get her into some sort of trouble the heroes have to get her out of.

APPEARANCE

Allison Zuccarro is a smart, confident, attractive, 5'7" tall redhead. She spends a lot of money and time on her wardrobe to ensure she cuts just the right figure in court in professional-looking outfits that complement her natural beauty. At work she usually has a handsome leather satchel for her papers.

Bounty Hunter



DELBERT “DEL LOCO” ZWICKIE

15 STR	15 DEX	18 CON	15 BODY
15 INT	13 EGO	18 PRE	10 COM
6 PD	4 ED	3 SPD	6 REC
36 END	32 STUN		

Abilities: Is That All You Got? (Physical Damage Reduction, 50%, Resistant, Requires A CON Roll, STUN Only); +2 with All Combat; Bugging 12-; Bureaucratics 13-; Combat Driving 12-; Conversation 12-; Electronics 8-; Gambling (Card Games) 12-; Forgery (Documents) 12-; KS: The Law Enforcement World 8-; KS: Supervillains 11-; KS: US Army 8-; KS: Wanted Criminals 13-; Martial Arts (Commando Training) with +2 Extra DCs; Lockpicking 12-; Persuasion 13-; PS: Bounty Hunter 12-; PS: Soldier 11-; Security Systems 12-; Stealth 14-; Streetwise 14-; TF: Common Motorized Ground Vehicles, Construction And Agricultural Vehicles, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms, Blades; Fringe Benefit: Concealed Weapon Permit

25+ Disadvantages: Hunted (Watched by the police 11-), Hunted (various villains whose bad side he's gotten on 8-); Psychological Limitation: Bounty Hunter's Code

help them clear their names, if he sees that there's something in it for him.

APPEARANCE:

Del Zwickie is a white man in his mid-30s with a grizzled, raw-boned face. Topping out at 5'7" tall, he looks like he's all bone and muscle — the sort of guy you don't want to tangle with even if you've got a few inches on him. He exudes “tough” from every pore, and carries himself with the confidence of a man who's gotten into some mighty rough places and gotten himself right back out again. On the job he usually wears military fatigues, a bulletproof vest, high-tech communications gear, and expensive sunglasses.

Background/History: Del Zwickie grew up on the rough side of Minneapolis, down and poor. Anything he ever wanted in life he had to fight for, one way or another — and he was good at it. Odds are he'd've ended up in prison for life or dead before 30 if he hadn't been smart enough to realize what a self-destructive path he was on. He got out of the Twin Cities and joined the Army.

Del's years in the Army were good ones. They taught him discipline, efficiency, and useful skills. But it wasn't all good times; he saw an awful lot of the inside of the stockade for insubordinate behavior, getting into fights during his R&R time, and other infractions. By the time his second hitch was up, the Army was just as glad to get rid of him as he was to leave it behind.

He drifted for a while, not having much purpose or plan in life. Then his old Army buddy Rick got in touch. Rick had become a cop for a while, but was now working as a PI. He'd been hired to bring back some fugitives but he was short on time and men. Did Del want to pick up a few bucks?

A few bucks sounded pretty good to Del right about then, so he took the job. It turned out to be a piece of cake — finding the numbskull wasn't hard when he went back to his favorite old bar two days after jumping bail. He didn't want to come peaceful, though, so Del had to dish out a little beating... for him and his four friends. A few minutes later he was dragging the guy out of the bar and back to jail.

That was the start of what's become a long and storied career. Del, now known on the streets as “Del Loco” for the often-crazy risks he takes to bring his quarry back in one piece, has built quite a reputation for himself as a bounty hunter who can track down nearly anyone. And that includes supervillains; while he can't take on really powerful guys like Holocaust or Anubis, he's tracked down more than one lower-powered “costumed schmuck” (as he calls them). Some guy named Lambert even filmed a documentary about him,

and there's talk of doing a whole reality TV show about his work....

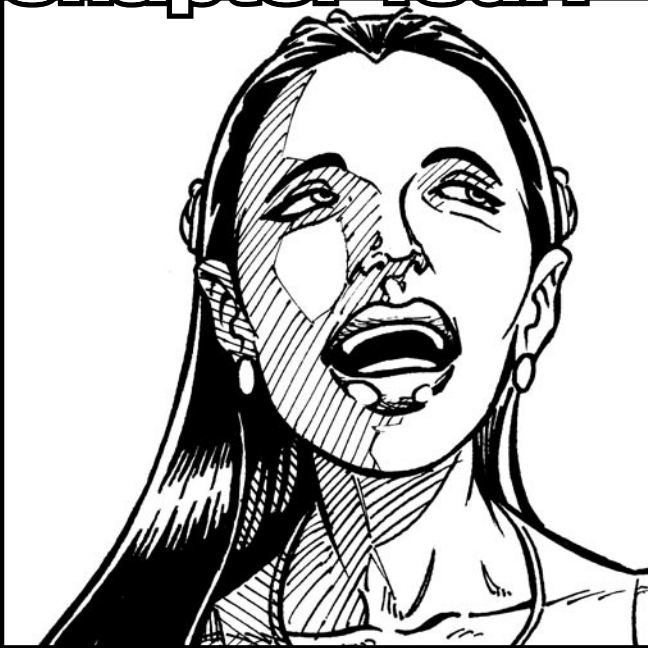
Personality/Motivation: The two words that best describe Del Zwickie are “tough” and “tenacious.” Once he gets a scent he keeps on it, no matter who or what tries to stop him or how much pain the job puts him through. But to those two words you've got to add a third one that's even more important: professional. Del takes a real pride in doing his job right and serving his clients (usually bail bondsmen and private investigators) properly. His word is his bond, and when he says he'll bring a guy in, he brings him in, even if doing it costs him twice what the job is worth.

Quote: “Doing what you say, and saying what you do — ain't no other way for a man t'live his life, way I see it.”

Powers/Tactics: Del Zwickie is a tough scrapper of a fighter. When he's on the job he's heavily armed (bulletproof vest, shotgun or assault rifle, at least two handguns, a taser, brass knuckles, couple sets of handcuffs, maybe a tonfa...) and more than willing to use force — there's nothing he loves as much as a good brawl, though he's not stupid enough to fight if he can solve a problem or catch a quarry in other ways. If all he did was charge in guns blazing, he'd been taken out of this job a long time ago — by a supervillain, if not the cops.

Campaign Use: You can use Del Zwickie in one of two ways. The first is as an erstwhile ally and information source. He spends a lot of time on the street and may know people and things the PCs don't. Of course, he may insist on tagging along, especially if there's a bounty he can collect on. Second, he could be an adversary of the heroes' if they're wanted by the law and there's a reward for them. But he's an honorable man, and if he catches the PCs but later decides they're innocent, he might just let them go even if there's paper out on them... and maybe even

chapter four:

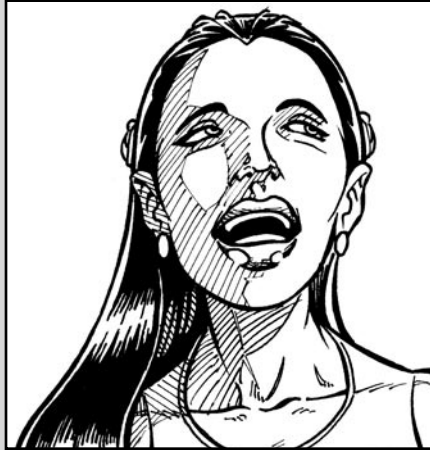


ON CAMPUS

ON CAMPUS



Struggling High
School Student



JENNIFER BALDWIN

7 STR	8 DEX	7 CON	8 BODY
10 INT	8 EGO	8 PRE	10 COM
2 PD	2 ED	2 SPD	2 REC
14 END	16 STUN		

Abilities: KS: World History 8-; SS: Chemistry 8-; SS: Drawing 11-; SS: Painting 8-

25+ Disadvantages: Psychological Limitation: Teen Angst; Social Limitation: Minor

ON CAMPUS

Whether a hero works as a professor at a college or a teacher in a high school, has a child or sibling who attends a school, or is a student himself in his secret identity, institutions of learning often play a major part in a superhero's life. Even if none of your PCs actually attend or work at a school, college campuses are often the site of supervillain hijinks, research projects gone awry, homecoming, and other horrors.

Background/History: “Miss Baldwin, please tell us the answer to problem number four. Miss Baldwin? Miss Baldwin? Jennifer!”

Jennifer jumped in her seat, looking up guiltily from the doodles she'd been drawing. “Yes, Mr. Warren?”

“Problem. Number. *Four*. If you please.”

“Uhhhh... X equals 23?”

“Incorrect.” Jennifer flushed and looked down at her paper. “Who knows the answer?”

Sometimes it seems as if every class, every day, is just like that — no matter what she does, it's not right. Her mother works *so hard* to pay the Ravenswood tuition, but she just can't seem to fit in here. Sure, this place is nicer, and probably better, but she'd rather be back at her old school. Here she's got no friends and none of the teachers seem to like her. Well, okay, art class is pretty cool, and she does all right in history, and chemistry's funner than she expected, but that's about it. But she's got no friends and everyone ignores her. Will she ever fit in?

Personality/Motivation: *No one's ever had it as bad as me* is a thought that frequently runs through Jennifer Baldwin's mind — a classic case of Teen Angst if there ever was one. A few more days or weeks at school and she'll make friends, and maybe even boyfriends since she's not bad-looking at all. It just takes time, but to her every day is an eternity.

Imagine how bad it'll be if anyone ever learned Mom is a *supervillain*....

Quote: “Hey.”

Powers/Tactics: Jennifer's main social tactic these days is getting flushed and mumbling. When she speaks, it's usually in monosyllables. Once she gets to know people she'll become a lot more voluble, and probably even popular.

Campaign Use: Teen heroes looking for a cause to champion when not in costume might decide that bringing Jennifer out of her shell is a worthwhile project. It won't take much — she's naturally pretty friendly, just shy at first. And if romance should blossom, so much the better... until the young man either (a) breaks her heart, thus getting Harpy (*Arcane Adversaries*, page 103) mad enough to hurt him, or (b) somehow learns of the connection between Jennifer and the feathered mercenary supervillainess.

Appearance: Jennifer Baldwin is 16 years old in 2006 and just beginning to show the first signs of the true beauty she'll possess as a full-grown woman. She wears her dark hair long and straight and uses very little makeup; she dresses well, but not at the height of fashion. Mostly she stays quiet and keeps to herself, often drawing in her notebooks to pass the time.

DR. MAXWELL BRADY

10 STR	12 DEX	12 CON	10 BODY
14 INT	10 EGO	13 PRE	9 COM
4 PD	3 ED	3 SPD	4 REC
24 END	21 STUN		

Abilities: Bribery 12-; Bureaucratics 12-; Cramming; AK: Africa 11-; AK: Central And South America 12-; AK: China 11-; AK: Europe 11-; AK: India 11-; AK: Mexico 12-; KS: Art History 13-; KS: Layman's Arcane And Occult Lore 12-; KS: Mesoamerican Civilizations And Cultures 14-; KS: World Cultures 14-; KS: World History 17-; Languages: German, Latin, Nahuatl, Quiche, Spanish (all fluent conversation; English is Native); Mechanics 8-; Navigation (Land) 8-; Paramedics 12-; Persuasion 12-; PS: Archaeologist 14-; PS: Professor 11-; SS: Anthropology 14-; SS: Archaeoastronomy 11-; SS: Archaeology 16-; SS: Geology 11-; Stealth 11-; Survival (Temperate/Subtropical, Tropical) 13-; TF: Common Motorized Ground Vehicles, Small Planes, Small Rowed Boats; WF: Small Arms; Linguist; Scholar; Scientist; Traveler; Fringe Benefit: Tenure

25+ Disadvantages: Psychological Limitation: Absent-Minded (see text); Psychological Limitation: Fascination With/Love Of The Past And Its Relics; Reputation: adventuring archaeologist who seems to spend as much time in trouble as getting work done.



**Absent-Minded
Archaeologist**

Background/History: “Ummm... where was I? Oh, yes. As I was saying, the latest discoveries in the Yucatan region have shed new light on several aspects of Mayan civilization, including how and why it collapsed so suddenly over a thousand years ago. I believe that additional work at several sites, including an as-yet unnamed one I found in Guatemala last season, will significantly advance our knowledge of this fascinating people.”

“I’m sure we all agree with your scholarly assessment, Dr. Brady, but we have other concerns. Isn’t it true that at your dig in Panama two years ago, you got involved in a gunfight with a person or persons you described as “tomb robbers,” resulting in two deaths and your temporary incarceration?”

“Well, ummm, let me check that date... Yes, yes, that was it.”

“And four years ago weren’t you under suspicion for smuggling artifacts out of China?”

“I was fully cleared of those charges; I had every right to take those vases. Besides, all the Chinese were going to do was leave them at the bottom of the lake created by the Three Gorges Dam; they forfeited any right of possession they may once have had.”

“I’m sure. And six years ago, wasn’t there some incident in Mexico involving a burro, a long-lost Aztec codex, a box of Cuban cigars, a suitcase full of money, and a Mexican “actress” that resulted in an explosion that destroyed an entire hacienda and private airstrip?”

“Those men were art smugglers and narcotraffickers. The Mexican government didn’t even detain me. Look, gentlemen, you can dredge up every strange incident from my past

that you want, but it doesn’t change the facts. First, I’ve been privileged to make some amazing discoveries and expand mankind’s knowledge of ancient civilizations. Second, with your help I can continue to do so. Wouldn’t you like to be able to tell your children and grandchildren that you helped contribute to Humanity’s understanding of its history?”

“Thank you, Dr. Brady. We’ll let you know.”

Personality/Motivation: Maxwell Brady has been an archaeologist and professor of archaeology for over a dozen years now, and his fascination with his work remains unabated. He’ll subject himself to all sorts of discomforts and dangers to explore archaeological sites and recover ancient artifacts. He’s got a reputation, not entirely undeserved, for being something of a maverick and a “cowboy,” but when it comes down to it he’s a serious scientist who does good work... when he’s not getting into shootouts or chases with looters.

Doctor Brady’s also well-known among his colleagues and students for being absent-minded. He can recite without hesitation a precise list of the emperors of Rome and the dates of their rule, but ask him what’s on his schedule for Friday and he has to look it up... assuming he can find his datebook. (In game terms, he suffers a -2 penalty on INT Rolls to remember trivial, everyday facts and events.)



Quote: “Spec-tacular!” (his trademark phrase, uttered whenever he sees something that amazes him, be it an intact ancient relic, a beautiful woman, or a game-winning touchdown pass)

Powers/Tactics: Although he’s not the spry young man he once was, Dr. Brady is still pretty fit and fast. He’s spent years living in the wild and surviving its dangers — not to mention the additional dangers of looters, tomb robbers, and bandits — and has no trouble handling himself in difficult situations. He usually carries a Colt revolver when he’s in the field, though he never goes armed at home.

Campaign Use: Doctor Brady is a trouble magnet designed to stir up adventures. First, he can serve as a “plot starter” by providing the PCs with basic information about a relic they’ve somehow acquired, spurring them on to further investigation. Second, he may get himself into trouble (by, say, accidentally unleashing an Elder Horror during a dig, or by finding something DEMON desperately wants), forcing the PCs to come to the rescue. He’d make a great mentor for a PC who’s an archaeology student.

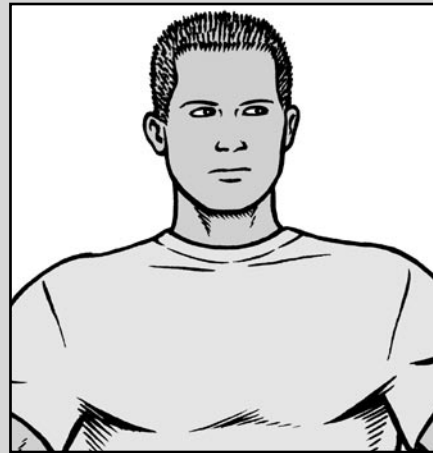
Appearance: Maxwell Brady is a white male in his late thirties. He’s obviously fit and healthy, with rawboned good looks and a deep tan that comes from spending long hours outdoors. When on a dig he wears a sturdy field shirt and pants; back home he favors sneakers, jeans, buttondown shirts, and sportsjackets (though his jacket rarely matches his shirt).

MARK “FORKLIFT” GUTTMAN

13 STR	12 DEX	13 CON	12 BODY
8 INT	8 EGO	13 PRE	11 COM
5 PD	3 ED	3 SPD	6 REC
26 END	26 STUN		

Abilities: Strong Punch (HA +1d6); Running +1” (7” total); +1 OCV with Thrown Objects; KS: Sports 12-; PS: Play Baseball 11-; PS: Play Football 13-; TF: Construction & Agricultural Vehicles; Followers (his current group of sycophantic yes-men)

25+ Disadvantages: Psychological Limitation: Enjoys Picking On People Weaker And/Or Less Popular Than He Is



High School Bully

Background/History: “Hey, Snotgrass, what’s this?” He snatched the book out of the nerd’s hands without difficulty; Snodgrass wasn’t exactly as fast or strong as he was. Or even close.

“Hey! Give me that back before you damage it!”

“Let’s see... *The Lord Of The Rings*? What kind of !\$&*&#@# crap is this? Get a clue — there was a *movie*. You don’t have to read this *&#!. The movie was probably better anyway.”

“Look, Guttman, if you don’t wanna read it, fine, but I do. Give it back.” Snodgrass made an attempt to snatch the book back, but Guttman easily avoided it, then casually pushed him hard enough to knock him to the ground.

“Can’t keep your feet, huh?” Guttman sneered. Snodgrass got up, looking angry now; Guttman tossed the book aside into the dirt. “Gonna do something about it?” he said, staring down at the nerd.

Then Miss Ishamura came around the corner and saw them. “What’s going on here?” she said sharply.

“Uhhh, nothin’ Miss Ishamura,” Guttman said quickly. “Me and Snodgrass here, we were just discussing books. *The Lord Of The Rings*.”

Snodgrass scrambled to pick up the novel and his other books. “Is that true, Alvin?” Miss Ishamura asked.

“Yes, ma’am,” Snodgrass mumbled as he started to edge away.

“Fine,” she said, walking off in the same direction Snodgrass was going. Guttman and his hangers-on stared after them.

“She won’t be around to protect him next time,” he muttered under his breath as he watched them go.

Personality/Motivation: Mark Guttman’s always been big and tough... and he’s always used that to his advantage. Most adults know him as the all-star football player they’ve read about in the paper since his Pop Warner days. Other kids his age know him as something more: a bully who picks on smaller kids, who steals lunch money, who hurts other people and vandalizes buildings and cars for fun. Football fans think he can do no wrong, but the truth is there’s nothing but wrong in Guttman’s heart; if he doesn’t make it to pro football he’s likely to end up as a legbreaker for some mob boss.

Unlike many bullies, Guttman’s not a coward. If confronted with opposition or force, he responds in kind, willingly throwing the first punch if necessary.

Quote: “You’d better keep quiet, or I’ve got a beating waiting with your name on it.”

Powers/Tactics: Guttman isn’t a trained combatant, but he doesn’t need to be. His size and strength compared to most kids his age are all he needs to dominate in fistfights and brawls. If necessary he’ll call on his football training and perform tackles to take his opponent to the ground so he can get in some low blows.

Campaign Use: Guttman is a different sort of adversary for *Teen Champions* characters or the teenaged children of ordinary superheroes. He’s a social opponent who has to be fought creatively, since either (a) using superpowers against him openly could blow a character’s Secret Identity, or (b) other teens are too weak to deal with him. In a long-running campaign, the goal is to find a way to stop his bullying, and maybe even reform him into a likeable secondary character.

Appearance: Although he’s still in his mid-teens, Mark Guttman is already six feet tall and has the heavy, broad-shouldered build of an adult. Hours in the football team’s weight room have given him plenty of muscles, which he likes to show off by wearing tight t-shirts. He gets his nickname, “Forklift,” from spending summers working for his dad’s construction company.

High School English And Japanese Teacher



SUZY ISHAMURA

10 STR	12 DEX	10 CON	10 BODY
10 INT	10 EGO	13 PRE	14 COM
5 PD	3 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: Breakfall 11-; AK: Japan 8-; KS: American Literature 12-; KS: British Literature 12-; KS: Japanese History And Culture 11-; KS: World Literature 12-; Language: Japanese (completely fluent; English is Native); Martial Arts (16 points' worth of Shorinji Kempo); PS: Teacher 11-; PS: Writing 8-; Stealth 11-; WF: Handguns, Swords

25+ Disadvantages: Psychological Limitation: No Child Left Behind

Background/History: Born in America to parents who emigrated to California from Japan, Suzy Ishamura was raised to be a part of American culture but appreciate her Japanese heritage. Her mother only spoke Japanese to her, and her father only English, so that she learned both languages growing up. She had a natural love of reading and learning and did well in school; it didn't surprise anyone in her family when she decided to become a teacher. She's been working in high schools for nearly ten years now, teaching both English and Japanese. She's trying to raise the money to establish a program that will let her take three or four of her best Japanese students to Japan for a week each year, but so far she hasn't had much luck with the fundraising.

Suzy's been dating a man named Ken Hayashida for over a year now, and thinks it might evolve into something permanent. Not being a fool, she quickly realized there was something going on with all his mysterious absences and occasional bouts of odd behavior. She finally put two and two together and deduced that he was the superhero Shugoshin (*Champions Universe*, page 62). Though she doesn't like the way he risks his life, she admires his willingness to help others and tries to be supportive of his "quest" to cleanse his soul. Being his girlfriend has exposed her to danger a time or two, so he's taught her some Shorinji Kempo to help her defend herself.

Personality/Motivation: Suzy is an extremely dedicated teacher. She believes strongly in the power of learning not only to enlighten, but to help people improve their lives. She hates to see a child who doesn't like to learn, much less who doesn't learn, and goes out of her way to try to encourage all of

her students. In fact, she's a little too inclined to help them, often getting more involved in their personal lives than she should, and suffering for it (either because she can't help correct whatever troubles they've got, or because the school administration chastises her for her lack of objectivity — but the way she sees it, lack of objectivity when it comes to salvaging kids is no vice).

Quote: "Konichiwa, class. Open your books to page 128. Allen, start reading from the header in the middle of the page."

Powers/Tactics: Shugoshin has given Suzy some basic combat training and taught her how to be aware of her surroundings and react in a crisis. She's no master martial artist, but she's got enough skills to defend herself long enough to get away or call for help... hopefully.

Campaign Use: Suzy's endless concern for the well-being and progress of her students is a hook you can use to draw the heroes into adventures. While trying to help a student, Suzy stumbles across something dangerous (for example, she finds out a kid's in trouble because he's being forced to join a gang). Unable to handle it herself, she asks the PCs for help. She'd also go to them for help if Shugoshin were in trouble.

Appearance: Suzy Ishamura is a Japanese-American woman in her late 20s. Short, straight black hair frames her pretty heart-shaped face and expressive dark eyes. She's usually got an open, friendly expression but can become pensive when mulling over a problem with one of her students. Most of the time she wears conservative casual clothes appropriate to the classroom, but in the evenings and weekends dresses a little more provocatively.

DR. HARRIET JACKSON

8 STR	10 DEX	10 CON	8 BODY
18 INT	13 EGO	10 PRE	14 COM
2 PD	3 ED	2 SPD	4 REC
20 END	17 STUN		

Abilities: Luck 2d6; Computer Programming 13-; Cramming; Deduction 13-; Electronics 13-; High Society 11-; Inventor 13-; KS: The Academic World 8-; KS: The Scientific World 11-; Mechanics 8-; PS: Professor 11-; PS: Research 11-; SS: Astronomy 11-; SS: Astrophysics 13-; SS: Chemistry 11-; SS: Dimensional Physics 11-; SS: Force Field Physics 11-; SS: Gravitic Engineering 11-; SS: Mathematics 13-; SS: Particle Physics 11-; SS: Physics 16-; SS: Quantum Mechanics 13-; Seduction 11-; Systems Operation 13-; Scientist; Fringe Benefit: Tenure

25+ Disadvantages: Hunted (Watched by ARGENT); Psychological Limitation: Scientific Progress Is Worth A Little Risk; Reputation: disaster-causing scientist



Experimental Physicist

Background/History: “Why is the sky blue?” “Why do things fall?” “How does a clock work?” “What’s that?”

Harriet Jackson began driving her parents crazy with questions almost as soon as she could talk. She was reading by age three, devouring children’s science books almost as fast as she could turn the pages. When they weren’t enough for her anymore, her parents bought her first set of science encyclopedias. By the time she was 14, she was already in college, majoring in physics. She had her Ph.D by her early twenties and set out to prove herself to the scientific community.

It didn’t quite work out as planned. Other scientists soon realized she was, in fact, brilliant, insightful, and innovative. But they were even quicker to figure out that she could be a menace. Her desire to make groundbreaking discoveries drove her to occasionally cut corners or try risky experiments... and sometimes that led to explosions, meltdowns, or “trivial alterations to the local fabric of space-time” (her words). Before long few other scientists would work with her, but she didn’t care. The work is what’s important, after all, not what people think of her.

Personality/Motivation: Doctor Jackson is far from the stereotypical “mad scientist,” but she’s not exactly the epitome of a responsible researcher either. She’s so skilled, her thought processes so far beyond most of her colleagues, that she’s always looking to push back the boundaries of human knowledge. To her way of thinking, scientific progress is worth “a little” risk, though many people might quibble with her definition of “little” (especially since she conducts most of her experiments on crowded college campuses). Still, she succeeds more than she fails, and her patents have made the university so much money that it overlooks her “minor eccentricities...” for now.

Quote: “Don’t worry; there’s no way any of this could explode.”

Powers/Tactics: As a trained, experienced scientist, Dr. Jackson approaches most problems from a logical, rational point of view. She’s good at keeping her head in a crisis and analyzing the best way to solve it — which is good, since she tends to cause minor crises on a fairly regular basis, and major ones about once a year or so.

Campaign Use: Harriet Jackson is a walking plot device, in two respects. First, because of her highly-advanced work in physics — including such subjects as dimensional physics and gravitics — she’s an ideal consultant for a superhero team without a gadgeteer or scientific expert. (And in some cases, her specialized knowledge may be helpful even if the team has its own scientist.) Second, when one of her experiments goes wrong (or sometimes when one goes right), the heroes have to clean up the mess and save people from the outcome. Somehow she never seems to get hurt in these mishaps, but unless the heroes get involved other people may not be able to make the same claim.

Appearance: People who think scientists are fussy, grey-haired old men often do a double-take when they meet Dr. Harriet Jackson. This eminent physicist is a gorgeous mid-thirties woman with long auburn hair, green eyes, and a charming manner. She dresses more like a woman pushing the edges of the “professional wear” envelope than a scientist, though she usually covers her stylish clothes with a labcoat when she’s working on an experiment.

Musical Prodigy



LAUREN KAY

8 STR	13 DEX	9 CON	8 BODY
10 INT	10 EGO	13 PRE	12 COM
2 PD	2 ED	2 SPD	4 REC
18 END	17 STUN		

Abilities: KS: Classical Music 13-; KS: Country Music 8-; KS: Jazz 11-; KS: The Music World 11-; KS: Rock And Pop Music 11-; PS: Compose Music 11-; PS: Musician 11-; PS: Play Flute 11-; PS: Play Guitar 11-; PS: Play Oboe 14-; PS: Play Saxophone 11-; PS: Play Violin 11-; PS: Singing 11-; SS: Sonics 8-; Contacts (20 points' worth, among the Music World); Money: Well Off; Reputation (musical prodigy, +1/+1d6)

25+ Disadvantages: Psychological Limitation: Artistic Temperament; Social Limitation: Famous

Background/History: Lauren Kay began singing just about as soon as she could speak. She started playing her first instrument, her mother's old oboe, when she was just four. By age ten she'd learned three other instruments and appeared on television several times. The musical world recognized that it had a prodigy on its hands, and several famous musicians competed to train her and nurture her gifts.

Lauren's first album, *Blue Sunset*, a collection of light jazz and bluesy sort of tunes, was a major hit, charting a #1 single. She's recorded two more albums since then, and while none have achieved quite the same level of success, they were highly profitable for her record label. Although she's still in school — she's too grounded a person to skip over such an important part of her life just for bright lights and fame — she's got several other musical projects in the works, including one pop-rock album recorded with a band she put together. Recording industry execs think it's just a matter of time before she has more Top Ten hits and becomes a big star.

Personality/Motivation: The biggest thing holding Lauren back is her artistic temperament. She can't just sit down and compose, she's got to be "in the mood." If the mood's not there, no work gets done — she won't write, record, or perform. This makes her something of a risk for recording studios and auditoriums, but she comes through often enough to make it a risk worth taking. Similarly, she's prone to fits of temper or maudlin depression, though she tends to recover her generally cheery disposition pretty quickly.

Quote: "Okay, let's try it again, this time in C. One, two, three...."

Powers/Tactics: For someone who's so young (relatively speaking), Lauren's got a lot of self-confidence and poise. She's been appearing in front of audiences since she was a child and has dealt with record industry weasels since she was 16, so she doesn't get flustered or embarrassed as easily as many people her age do.

Campaign Use: Depending on the needs of your campaign, Lauren can be a high school student or college student — her background's left open so either element remains possible. If she's in high school, she'd make an excellent addition to the student body at Ravenswood Academy in your *Teen Champions* campaign (see that book). As a college student, she's old enough to be a potential romantic interest for many superheroes.

Appearance: Lauren Kay is a beautiful young white woman, 5'5" tall with a slender, coltish figure and mesmerizing blue eyes. She wears her long black hair simply, usually either straight or with just a little bit of curling and styling. She prefers to dress simply, favoring turtlenecks and jeans and such — though admittedly she buys these clothes at top-end boutiques.

MITCH OMAR

10 STR	13 DEX	13 CON	10 BODY
15 INT	10 EGO	10 PRE	10 COM
4 PD	2 ED	2 SPD	5 REC
26 END	22 STUN		

Abilities: Computer Programming 16-; Cramming; Electronics 12-; Inventor 12-; KS: The Academic World 8-; KS: The Computing World 13-; KS: Information Systems 14-; KS: Millennium City University 14-; SS: Computer Science 14-; SS: Electronic Engineering 11-; SS: Mathematics 11-; SS: Physics 11-; Systems Operation 8-; TF: Basic Parachuting, Snowboarding, Two-Wheeled Motorized Ground Vehicles; Money: Well Off

25+ Disadvantages: Psychological Limitation: Tech Geek



Eternal Grad Student

Background/History: “Hey, Mitch, got the results from the latest tests?”

Mitch didn’t look up from his computer screens, three of them wired together to give him all the virtual working space he needed. “Uhhh... yeah,...” he said, feeling around with his left hand so he could keep mousing with his right. Finally he felt something that seemed to be the right size and shape, so he grabbed it. “Here,” he said, holding it up.

“Thanks. I’m goin’ for coffee, wanna come along?”

“No.”

“Want me to bring you back somethin’?”

“I’m good.”

“Okay, see you later.”

Mitch didn’t even hear the door shut as Derek walked out. He was *so close*. He could solve this AI problem, he knew it. He’d built enough super-computers during his nine years in the graduate program, taking it one more step shouldn’t be that hard. But it was. It was like a quantum leap higher. He slowly beat his head against the screens.

Well, it didn’t matter. He’d crack it eventually. It wasn’t as if they were going to be throwing him out of school or anything. He was as much a fixture at MCU as Coach Dupree.

Personality/Motivation: Mitch has been a grad student at MCU since it opened — a state of affairs largely made possible by his now-deceased parents’ extremely lavish gifts to the university and the fact that his brilliance in the field of computer science makes it worth keeping him around. He spends more time working with computers than with humans, and it shows. He finds information systems, particularly cutting-edge ones, much more fascinating than people. In the right circumstances (such as when he’s helping your heroes fight Mechanon), it’s possible he’d become so interested in a computer that he’d forget whatever he was really supposed to be doing. When talking about computers he speaks confidently, clearly, and a little

too fast for most people; when trying to relate to people on any other level, he’s a little shy and withdrawn. Sometimes he daydreams about having cyberkinetic powers.

Quote: “There are ways to get that kind of computer power into something that small — but it won’t be cheap. What kind of money you got to work with?”

Powers/Tactics: Although he lives like most other grad students, in cheap university housing or rented houses just off-campus, Mitch is actually pretty wealthy thanks to his inheritance. He doesn’t care a thing for money, though — the only ways he ever uses it are to enable him to have hobbies that would otherwise be too expensive for him (snowboarding, parachuting, motorcycling) and to wine and dine whoever he happens to be dating.

Mitch spends a lot of time online, where he’s known by his usual handle of “Omar the Mad.”

Campaign Use: If your heroes need an expert on computers, Mitch is their man. He loves tackling the challenges of designing a new, powerful system to particular specs or breaking the computer security no one else can. He likes superheroes and wouldn’t mind helping them at all — just don’t let him have access to any super-tech computers, or else he’ll get so distracted the odds are he won’t get anything done for a long time.

Appearance: Mitch is a black male in his late twenties. He’s 5’10” tall and about 15 pounds overweight from spending too much time at his computer desk and not enough on his outdoor hobbies. He grows his hair into dreadlocks that reach down just below his shoulders; he keeps them tied back in a ponytail. He’s usually got at least a couple days’ growth of scraggly beard because he gets so absorbed in his work he forgets to shave. He wears t-shirts and jeans, and a lot of his clothes have seen better days.

Celebrity Astronomer



DR. BERNADETTE ROSENBAUM

10 STR	10 DEX	11 CON	8 BODY
13 INT	10 EGO	14 PRE	12 COM
3 PD	3 ED	2 SPD	4 REC
22 END	19 STUN		

Abilities: Conversation 12-; Electronics 8-; High Society 12-; Inventor 8-; AK: The British Isles 11-; CK: London 11-; CK: Los Angeles 11-; CK: Millennium City 11-; KS: Alien Civilizations 8-; KS: The Superhuman World 8-; Persuasion 12-; SS: Astronomy 15-; SS: Astrophysics 14-; SS: Biology 11-; SS: Chemistry 11-; SS: Physics 12-; Systems Operation 12-; Scientist; Fringe Benefit: Tenure (at several universities); Money: Well Off

25+ Disadvantages: Social Limitation: Famous

Background/History: Bernadette Rosenbaum (“Bernie” to her friends) didn’t care beans for science until he was in high school. Growing up in and around London she was more interested in shopping, boys, and music. Then she dated a guy for a while who was into astronomy. Listening to him talk about it piqued her interest a little, and getting to use his telescope fanned that spark of interest into a flame. Almost before her parents could say “Horsehead Nebula” her grades in science had gone from lackadaisical-but-acceptable to top of her class and she was babbling about quasars.

Bernadette won a science scholarship to Oxford, where she studied astronomy and physics, earning her Ph.D in near-record time. She expected to settle down to a long and comfortable life of obscure research, but fate had other things in store for her. After Firewing attacked London one year, she made several appearances on news and talk shows to discuss alien civilizations and astronomy. A Hollywood guy named Clinton Lambert saw her, and, impressed by her telegenic qualities and knowledge, offered to film a documentary about her.

The documentary brought in more offers, and eventually she had her own show, *The Stars Above Us*, on a major cable network. She’s become a well-known figure in many circles as a “celebrity scientist” with a gift for making complex scientific and cosmological topics understandable by the common man. She appears on all the major news programs whenever there’s an important astronomical or space exploration event to be discussed, and her two books have both become best-sellers. These days she splits her time between London (where she teaches and conducts research), Millennium City (where she also teaches), and Los Angeles (where she films her show).

Personality/Motivation: While Dr. Rosenbaum has been criticized for being more of a talking head than a true scientist, her devotion to Science and learning is genuine. She just doesn’t see any reason to confine that knowledge to the halls of academe when there are millions of people out there eager to learn more if someone just presents the information to them in ways that don’t make them fall asleep. And, truth be told, she enjoys being a minor celebrity; going to Hollywood parties and dating the occasional movie star are a great way to relax after long nights in the observatory.

Quote: “There’s lots to see in the sky tonight!” (a typical opening line for her show, spoken in her delightful British accent)

Powers/Tactics: Doctor Rosenbaum has no fighting skills or interest in fighting. She doesn’t even like arguing with people (outside of academic debates).

Campaign Use: Superheroes occasionally adventure into outer space, and it often helps to know something about what’s there before they go. Who better to consult than a beautiful and vivacious renowned scientist who also has some expertise in alien civilizations? And who better for mysterious (and perhaps dangerous) aliens to make contact with, or kidnap, as part of their plans of contact and conquest?

Appearance: Bernadette Rosenbaum is in her mid-thirties but every bit as beautiful as she was at 20. Her hair is naturally black and curly (the product of her Jewish heritage), but she dyes it red and has it straightened into gentler waves. She’s 5’9” tall with an attractively well-proportioned figure and dark eyes; she dresses very nicely, but not ostentatiously. She often wears a small gold Star of David on a fine gold chain around her neck.

REGGIE WENDELKIN

10 STR	8 DEX	9 CON	8 BODY
10 INT	10 EGO	13 PRE	11 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: KS: American History 11-; KS: American Politics 11-; KS: The Drug Subculture 8-; KS: Environmentalism 12-; KS: Left-Wing Politics 12-; Oratory 12-

25+ Disadvantages: Psychological Limitation: Hard-Core Leftist; Psychological Limitation: Can't Resist An Argument; Social Limitation: Criminal Record


Strident Student Activist

Background/History: Reggie Wendelkin learned his politics early. His parents were of the Woodstock generation — in fact, they met at the now-famous rock concert — and they raised him to embrace their political and social beliefs. By the time he was in high school, Reggie was thoroughly disliked by nearly all of his teachers because he wouldn't stop arguing about everything. Even if someone agreed with him, Reggie found reason to dispute the person's degree of "devotion to the cause." And now Reggie's in college, with lots of other like-minded students and no one forcing him to attend classes....

Personality/Motivation: Most people go to college to learn. Reggie came for the rallies. He's an ardent believer in pretty much any left-wing cause you can name: environmentalism; equal rights for everybody on every basis; unions; racial and gender diversity in all walks of life no matter what it takes; legal abortion; affirmative action; welfare; socialized medicine; peace at all costs; big government; America is wrong/corrupt/a bully/immoral/fascist. He stops short of being an outright Communist, but calling him a radical socialist wouldn't be too far off the beam in many respects. He spends most of his time working to support these causes, whether that's with a protest vigil, a march, fund-raising, volunteer work, or something else. In and around his constant stream of strident rhetoric, he manages to do some real good here and there.

Quote: "No compromise! Impeach the fascist Bush regime!"

Powers/Tactics: Reggie's tactics are those of the protest march, the sit-in, and the petition. He doesn't take kindly to policemen ("fascist pigs") and has been arrested several times when his "peaceful" political activities escalated to throwing things at cops. If he'd calm down a little he'd probably accomplish a lot more and eventually become an astute political philosopher.

Campaign Use: Reggie is a gadfly — an NPC designed to get under your PCs' skins no matter what their beliefs and practices. If they work with the government, or he thinks they do, he'll stage protest rallies outside their headquarters because they're "a part of the Hitlerian American police state." If they seem to support the causes he favors, he'll criticize them for not doing more: "Man, you're famous, you're a hero — why don't you use that voice for something other than shouting battle-cries?" To keep him from becoming a caricature, make sure his arguments are valid ones some of the time; if he's always wrong, the PCs will simply ignore him.

If you're running a *Teen Champions* campaign, reverse time a bit and make Reggie a high school student. He doesn't have as much freedom to act the way he wants to in that sort of environment, but he can be the same sort of goad for impressionable teen heroes.

Appearance: Reggie Wendelkin is a half-Anglo, half-Hispanic male in his late teens, 5'7" tall and lanky. He usually wears t-shirts with leftist slogans or images on them, blue jeans, and sneakers (he only buys from companies that don't exploit their workers). He's got a loud, strong voice and often speaks aggressively, particularly when debating with someone.

Researcher Into The Weird



PROFESSOR SCOTT WILSON

11 STR	14 DEX	13 CON	12 BODY
15 INT	11 EGO	18 PRE	10 COM
5 PD	4 ED	3 SPD	5 REC
26 END	25 STUN		

Abilities: Luck 2d6; +1 to PER Rolls with all Sense Groups; Computer Programming 8-; Concealment 12-; Cryptography (Translation Only) 12-; KS: Conspiracy Theories 14-; KS: Layman's Arcane And Occult Lore 12-; KS: Mythology And Legend 14-; KS: The Paranormal And Weird 16-; KS: UFOs And Alien Invaders 14-; KS: World History 11-; Persuasion 13-; SS: Anthropology 8-; SS: Biology 11-; SS: Cryptozoology 13-; Stealth 12-; Survival (Temperate/Subtropical, Tropical) 12-; Tracking 12-; TF: Small Rowed Boats; WF: Small Arms

25+ Disadvantages: Dinstinctive Features (claw scar on left arm); Psychological Limitation: Passionate Believer In The Unknown And The Mysterious; Reputation (that nutjob who hunts for the Loch Ness Monster and UFOs)

APPEARANCE

Scott Wilson is a white man in his mid-to-late forties with ruddy skin that stays tanned much of the year because he spends so much time outdoors. He's 5'10" tall with a stocky build; he's got a scar on his upper left arm from where a bear mauled him. During cool weather he usually wears flannel shirts, jeans, and hiking boots; when it's warm he substitutes a field shirt for the flannel.

Background/History: "With us today is Professor Scott Wilson, the famous "monster hunter" you may have heard so much about. Welcome to the show, Professor."

"Thanks, Carol, it's great to be here."

"I understand you've been on the trail of some UFOs recently."

"That's correct, Carol. A few months ago there were some reports of possible alien activity in the Northwest. I couldn't dismiss them out of hand like I often can, so my team and I headed up there to check them out."

"What did you find? Are there aliens among us?"

"Well, of course there are. We all know about superhumans like Ironclad and Firewing who come from different worlds. There's a whole Galaxy of sentient species out there, we just haven't met them yet. It's like Europeans in the late Renaissance who saw Native Americans brought back to Europe by explorers — we have to admit they're real, but we aren't equipped to open up diplomatic relations or trade yet."

"But the real question here is are there *other* aliens that we don't know about — ones who are hostile to Earth, or at least so secretive about their activities that we have to be suspicious of them. *That's* the sort of thing my team investigates, and this time we found some very... intriguing evidence."

"Such as?"

Well, there were some unusual tracks or depressions in the ground near where several people independently reported seeing unusual lights in the forest and the sky. By itself they'd mean nothing; it's not hard to fake prints in the ground. But near them we found a few fragments of an unusually tough, light metal — as tough as titanium steel but weighing less than aluminum. We're still analyzing them, but it's possible they're the product of a metallurgy not native to Earth."

"So you're saying the metal fragments are from an alien world?"

"I'm not saying anything yet, Carol — just speculating based on the available evidence. I don't make unfounded guesses; all my work is based on science."

And from everything I've seen in my two decades in the field, science tells me there's a lot of perfectly ordinary stuff out there that *seems* extraordinary... but also a few things Human science alone can't explain."

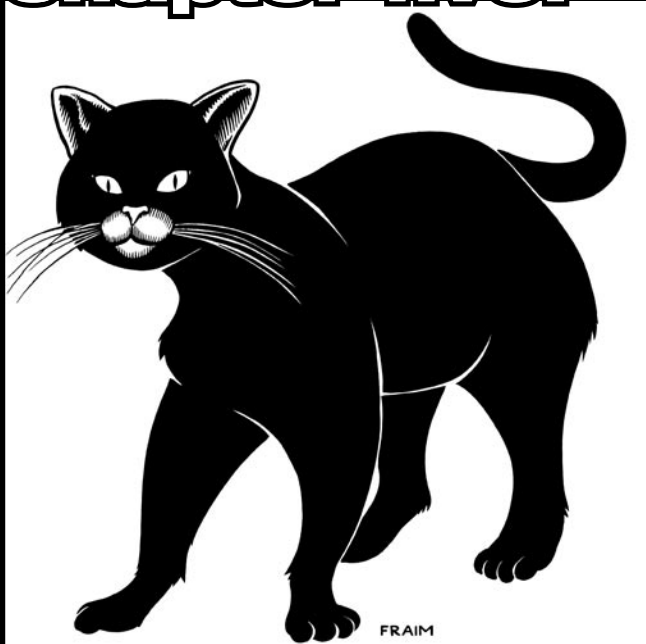
Personality/Motivation: "Professor" Wilson (everyone calls him that, though no one seems to know exactly what university he teaches at) genuinely, sincerely believes "the truth is out there." That's not to say he's gullible — in fact, he's anything but. He subjects all the claims he investigates to as rigid a scientific scrutiny as he can. But he's seen a lot of things he simply can't explain scientifically, and he's convinced there's more to the world than mankind knows or is comfortable with. (As his critics point out, this very attitude probably colors his scientific objectivity, and they're right.) He knows that sooner or later he'll find the proof he needs to convince all the doubting Thomases out there.

Quote: "See this fur sample? We've compared it to every sample we have on record, and to artificial fiber databases. It doesn't match any of them. I think there's a Bigfoot out there, and that this is the first really solid evidence we've ever found of him."

Powers/Tactics: Professor Wilson has spent years in the field, exploring everything from the depths of lakes and seas to the heights of mountain ranges. He knows how to take care of himself in a crisis, even if that just means realizing when it's time to run. When he's on an expedition he usually carries a high-powered Remington rifle (nicknamed "Tom") and a Browning semi-automatic pistol ("Jerry").

Campaign Use: Scott Wilson is a tailor-made adventure hook. His investigations of the weird and paranormal could uncover all sorts of trouble that the PCs have to deal with, whether it's stranded (or invading) aliens, a long-lost mystic site or artifact DEMON wants to get its hands on, or a cryptozoological monstrosity he unleashes on mankind by accident. In some cases, he may also be an excellent source of information for the PCs when they come across something weird and need to consult an expert.

chapter five:



MY LIFE AS A HERO

MY LIFE AS A HERO



Super-Base Architect



RODGER BRIGHT

10 STR	10 DEX	11 CON	10 BODY
10 INT	10 EGO	12 PRE	8 COM
2 PD	2 ED	2 SPD	4 REC
22 END	21 STUN		

Abilities: Bureaucratics 12-; Computer Programming 8-; CK: Millennium City 11-; CK: New York City 11-; CK: San Francisco 11-; KS: Superhumans 11-; PS: Architect 14-; SS: Architecture 14-; SS: Civil Engineering 13-; SS: Electronic Engineering 11-; SS: Materials Science 11-; SS: Mechanical Engineering 11-; SS: Metallurgy 11-; Security Systems 8-; Scientist; Contacts (30 points' worth, in the Superhuman World); Fringe Benefit: License To Practice Engineering; Money: Well Off

25+ Disadvantages: DNPCs (wife Patricia and two children); Hunted (villains who want to learn various superbases' construction secrets from him); Psychological Limitation: Perfectionist

MY LIFE AS A HERO

The NPCs superheroes most often interact with are the ones whose jobs involve working directly with supers. These include the butlers, cooks, secretaries, and other assistants who help superteams manage their daily affairs so they can devote more time to fighting crime; doctors, super-base architects, super-vehicle mechanics, and others who specialize in subjects related to superheroes; and various government officials, agents, and functionaries responsible for matters pertinent to the Superhuman World. They're an important part of many heroes' lives, and as such can be a lot of fun to work into your campaign on a recurring basis.

Background/History: Rodger Bright went to college to study architecture, full of dreams and ambitions. He wanted to create skyscrapers, auditoriums, bridges, towers — big projects, important projects, projects that would be a part of cityscapes around the world for decades or centuries to come. He never imagined just what path his chosen career would take him down.

After he'd been in private practice with a major Boston architectural firm for several years, he was approached by a potential client — a friend of a friend of a friend who'd heard good things about his work. A superteam in Dallas wanted to build a base; would he be interested in the job?

Rodger said he was definitely interested but needed to take it up with the firm's managing partners — he was just an employee. The potential client agreed to another meeting in a few days. After he left, Rodger ran to his boss with the news and practically begged to be allowed to do the project. The partners' committee met that day. Although they were a little dubious about giving him such a major responsibility so early in his career, they definitely wanted the publicity and profit the job would bring, so they agreed.

Rodger got to work drafting plans. He spent the next two years of his life practically living in Dallas as he supervised the work. It wasn't an easy task; superheroes by their very nature require *more and more unusual* facilities than a family or corporation. But when the work was done, Rodger was totally satisfied with the building... and so were his clients.

Word travels fast in the Superhuman World, and before long other superhero teams that needed bases built were hiring him. In the years since he's designed four more super-bases, firmly cementing his reputation as "architect to the superheroes."

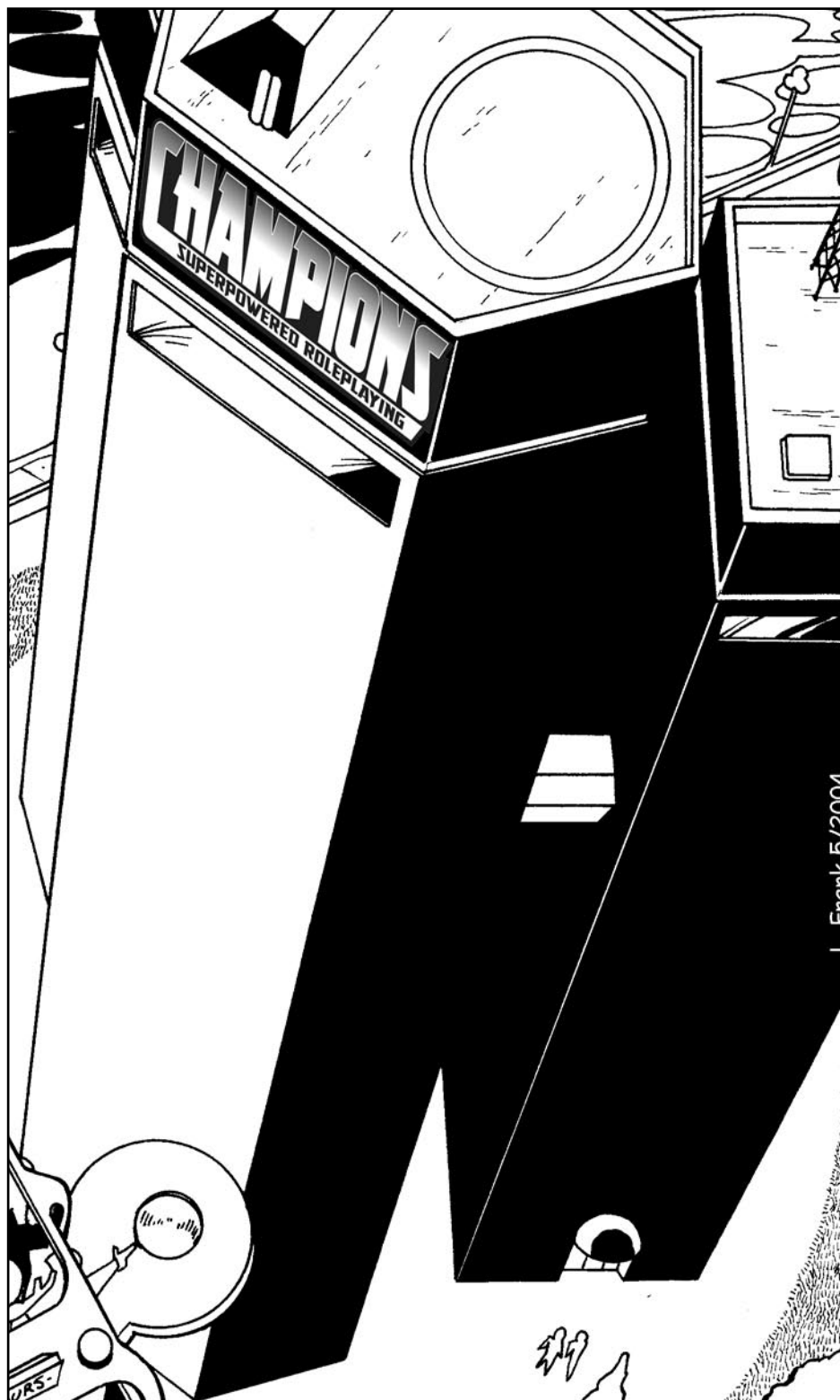
Personality/Motivation: Like many engineers, Rodger is a precise person. He speaks concisely and to the point, saying what he means and meaning what he says. He values efficiency in himself and others, and doesn't tolerate the waste of anything, particularly time, with grace. He's a notorious perfectionist, often taking far longer to complete a job than he realistically needs to because he wants everything to be just so. While some people see this as a flaw, others (including Rodger and many of his clients) believe it's the secret of his success and value his attention to detail.

Quote: "No, no, not there — *there*. Make it the right way now and we won't have to rebuild it in ten years."

Powers/Tactics: Bright is a highly-skilled architect and civil engineer. Since he's begun specializing in super-base design, he's taken to studying not only super-tech materials but superhumans themselves, so he can better understand their needs (or, in the case of villains, how to keep them out of his bases). He's become friends with some of the most powerful heroes and hero teams in the world, and if anything happens to him, it's a sure bet his superhuman friends will come a-runnin' (and a-flyin', a-teleportin', and a-swingin') to his rescue.

Campaign Use: Few superheroes have any sort of expertise in designing and creating buildings, so Rodger Bright is just the sort of person they need to help them create their super-bases. His knowledge of bases' construction also makes him a potential target for villains. For his own protection he's usually accompanied everywhere he goes by a superhuman body-guard named Rick the Brick (who has low-level super-strength, high levels of resistance to injury, Running 12", and a few other powers — use David Louttit's character sheet from Chapter Seven if necessary, but reduce his STR to 35 and his PD and ED to 15).

Appearance: Now in his mid-forties, Rodger Bright is a white man who's 5'11" tall and has a little bit of a pot belly. His black hair is just beginning to show traces of grey, and he wears glasses to compensate for near-sightedness. He dresses nicely (after all, he can afford a good suit or five!), but it's not uncommon for his clothes to get ink stains (when he's in the office) or dirt (when he's on a jobsite) on them, which he blithely ignores. He's got a couple of pens, a scientific calculator, and a sketchpad with him pretty much all the time, but he usually keeps them out of sight in his pockets unless he needs them.



The Champions's Housekeeper

**WENDY BROOKS**

10 STR	10 DEX	10 CON	10 BODY
13 INT	10 EGO	13 PRE	13 COM
4 PD	3 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: Luck 2d6; Running +1" (7" total); Criminology 8-; Deduction 12-; High Society 8-; KS: The Champions And Their Facilities 11-; KS: Classical History And Civilization 11-; KS: The Superhuman World 8-; KS: Supervillains 8-; Languages: Ancient Greek, Greek, Latin (all basic conversation); PS: Cook 13-; PS: Housekeeping 11-; Stealth 11-

25+ Disadvantages: Psychological Limitation: Has A Crush On Defender; Psychological Limitation: Wants To Be A Superhero

Background/History: *Man, that was a bigger hill than it looked!* she thought wearily as she sat down on a big boulder. But the hike had been worth it — the view was incredible, Switzerland to her left, Italy to her right. She didn't have long to enjoy it by herself, though. A few minutes later a man came walking up from the Italy side. *Wow, he's hot!* she thought to herself.

Seeing the Millennium City University patch on her backpack, the man smiled and said, "Hey, are you American?"

"Sure am!" she said pertly, glad to hear a voice from back home.

"I'm from Millennium City, too. James Harmon," he said, extending his hand.

"Wendy Brooks," she replied, shaking it. *James Harmon the millionaire?!?! Wow!*

He sat down on the boulder, near her but not too near. "What are you doing here in Europe?" he asked as he opened a chocolate bar and offered her half.

"Just bumming around and seeing the world — sort of a college graduation present I got for me. But I'm gonna have to go home soon; my money's about out. Gotta get a job," she said, a little wistfully.

"What are you qualified for?"

"Not much of anything," she said with a grin.

"What'd you major in?"

"Classical Studies. Know any corporate execs that need some Latin verbs declined?"

"No, I think they're mostly looking for people who know Sanskrit. Well, what do you *want* to do, then?"

"I dunno. I just want it to be, well, *exciting*. I've had enough of books and papers and desks and writing for a while."

He grinned at that, as if he understood, then got out a card with his name on it and wrote something on the back. "I've got a good friend who's looking to hire someone. I'm not going to tell you anything about it, since I don't know much, but I can tell you this — it'll have more than enough excitement and glamour for you." He handed her the card. "When you get back home, go to that address and ask for Mrs. McGillicuddy. She'll know what to do."

"Thanks!" she said brightly, inwardly wondering if there was actually anything to it.

"No problem." He stood and shouldered his pack. "Time for me to get going. Good luck with the job!" He started to hike toward Switzerland, looking and waving back at her once as he walked away. She waved back with a smile, then looked at the card again. *Couldn't hurt to give it a try, I guess....*

She looked again at the address plaque on the wall beside the door, then the address on the card. They still matched. But this was *Homestead*, not some office building. Was that Harmon guy playing some kind of joke on her?

Might as well go all the way, she thought, ringing the bell. A stern voice came out of the speaker next to it: "Yes?"

"Uhhh... I'm here to see Mrs. McGillicuddy."

"Name?"

"Wendy Brooks."

There was a few seconds' hesitation. The voice said, "Come in. Walk straight ahead to the receptionist's desk." A buzz indicated the door lock was now open.

She did just as she was told and soon found herself standing in front of a desk. Behind the desk was an imposing-looking older woman who watched her with hard and appraising eyes. "Miss Brooks?"

"Yes, that's me!"

The woman ignored Wendy's chipper tone. "Mister Harmon mentioned that you'd be stopping by to inquire about the job."

"Uhhh... yes. Could you tell me... what sort of job *is* it, exactly? He wasn't real clear."

"Housekeeping for the Champions — basic cleaning, cooking, and similar chores. Can you cook?"

"Like Emeril Legasse. Bam!"

"Very well," Mrs. McGillicuddy said drily. "In addition to salary, the job offers room and board here in Homestead. In fact, that's preferred, since it makes it easier for the Champions to protect you in the event of emergencies. I must be candid, Miss Brooks — this job comes with a certain level of risk. Working for a superhero team means some supervillains consider you fair game."

That bothered Wendy a little... but *the Champions*. Housekeeper for *superheroes*. She'd never really envisioned herself as, well, a maid, but this job certainly wouldn't involve a lot of paperwork, that was for sure. "I understand."

"So, you'll take the job?"

"Absolutely!"

"Can you start right away?"

"Show me to the kitchen — it's meatloaf night!"

Personality/Motivation: Wendy lives a life of secret aspirations. A dreamer, she rarely gives much concrete thought to tomorrow, preferring to live in the now. At present, two things tend to occupy Wendy's mind when she's washing dishes or vacuuming the library. The first is Defender, who she's got a major crush on. She really wants to know who he is; her greatest fear is that he's old or ugly.

Second, Wendy longs to be a superhero herself. That's mostly why she took the job; she doesn't particularly want to be a housekeeper, but she knows the most likely way for her to become a crimefighter is to spend time around crimefighters. She doesn't have any superpowers yet (unless supervillains can be defeated with intense perkiness), but she hopes that sooner or later a mysterious sorcerer or an alien meteor will zap her and make her into a super-woman. In the meantime she works out hard, jogs several miles each day, and studies criminology and other subjects she figure will come in useful once she's in costume.

Quote: "Hey, I was just reading the computer files about him. I know how we can defeat him!"

Powers/Tactics: Wendy doesn't really have any combat skills yet — Nighthawk has so far refused all her requests to teach her martial arts, but she's convinced he'll crack if she just keeps asking nicely. But that doesn't stop her from trying to "help" the Champions whenever there's a crisis. When danger rears its ugly head she's just as likely as not to drop her dustcloth and try to find a way to stop it. Inevitably this means the Champions have to rescue her (in addition to whatever else they're doing), but her heart's in the right place and she really keeps Homestead clean most of the time, so they can't bring themselves to fire her.

Campaign Use: Wendy's an example of a classic type of NPC: the person who so desperately wants to become a hero that he gets into trouble and requires rescuing. Beyond that basic (but fun!) plot, you can play on the crush she has on her employer to bring a romance angle into your game, or perhaps give her a family full of malcontents and ne'er-do-wells who, to her embarrassment, end up in semi-humorous conflicts with her superhero bosses.

Appearance: Wendy's a pretty young woman in her early twenties with long, strawberry blonde hair (usually tied back in a ponytail so it doesn't get in the way while she's working or exercising), blue eyes, and an attractive figure kept slim by her exercise regimen. She's 5'7" tall. She picks the most eye-catching working clothes she can while keeping Homestead clean and the Champions well-fed.

Pitchwoman For
The Superheroes**CORRINA CADEAU**

8 STR	9 DEX	8 CON	8 BODY
13 INT	8 EGO	14 PRE	14 COM
2 PD	2 ED	2 SPD	4 REC
16 END	16 STUN		

Abilities: Computer Programming 8-; Conversation 12-; High Society 12-; KS: Fashion And Style 14-; KS: Intellectual Property Law 8-; KS: What's Cool These Days 12-; PS: Advertising 14-; PS: Graphic Design 11-; PS: Licensing 13-; PS: Management And Promotion 14-; PS: Sewing 8-; Money: Well Off

25+ Disadvantages: DNPC (husband Chris); Psychological Limitation: Image Is Everything; Rivalry (Professional, with other promoters, managers, and the like who want to steal away her high-profile clients)

Background/History: Gifted with a sense of style and panache rarely equalled among her social circle, Corrina Cadeau attended the prestigious Fashion Institute of Technology in New York City while simultaneously getting a degree in advertising from the City University of New York (just in case). She breezed through both with top marks, soon realizing that becoming a fashion designer wasn't really what she wanted to do after all — the advertising business interested her a lot more. But working in a plain old advertising firm wasn't her ticket, either; she wanted something more exciting, more alive.

The solution came to her one day when she was nearly killed by a collapsing building. Several superheroes were battling a group of villains, a couple of energy beams went out of control, and before she knew it she was about to be crushed flat as a pancake by a falling building... until the hero Corvex swooped down and saved her! After the battle he checked on her to make sure she didn't need medical attention. She looked him, in his bland black costume with the wings, and realized just what she wanted to do with her life. "I'm fine," she said, "but I'd like to pay you back for saving me. Here's what I'm thinking..."

Ten days later Corvex hit the streets in a new costume, one designed by Corrina. Stylish and sophisticated, it made him look as powerful and cool as he was, and heroes and criminals alike began paying more attention to him. As the first (and at that time, only) client of CC Promotions, he was also the recipient of Corrina's early efforts at promotion and career management for superheroes. She made a lot of mistakes, but she learned quickly and in the end made enough money for Corvex that the mistakes didn't matter. With his reference to build on, she began recruiting other superhero clients, remaking their images, promoting them to Hollywood, and licensing their appearance for toys and cereal boxes. Today CC Promotions is a major advertising and management company known for many things, but in the public mind it and she are still the company that promotes superheroes.

Personality/Motivation: Corrina firmly believes that image is all-important. It doesn't matter what a hero can do if no one knows about him, so it's her job to make him look good, ensure that the papers and TV stations pick up the news releases about his exploits, and that he makes good money off his image (if he wants to — not all heroes do). Her sense of style has transformed many a superhero costume from clashing or garish into the most fashionable thing in spandex this side of an MTV video.

Quote: "You can save all the people you want — but if you look dorky doing it, everyone will laugh at you behind your back, and if no one knows you're doing it you won't get much help from the man in the street. Put yourself in my hands and let's get the image makeover and publicity machines working for you."

Powers/Tactics: Corrina isn't a fighter, she's an image consultant and promoter. She wants to make her clients look good in battle, not fight their battles with them. If faced with violence or danger, her first response is to whip out her cell phone, call as many of her clients as she can reach, and scream for help.

Campaign Use: Corrina Cadeau allows you to play up a side of superheroing that doesn't get covered in many campaigns — image, appearance, and promotion. Even heroes who aren't willing to profit off their exploits could still use the money from licensing their images and stories to set up a charitable trust fund or do other good deeds. You can build all sorts of adventures or fun roleplaying scenes on the subtle linkages between superheroes and entertainment.

Appearance: Corrina Cadeau is a pretty, vivacious woman who stands 5'6" tall and works hard to maintain her slender, attractive figure. She has chestnut brown hair that she gets styled every week (so that her look is always "fresh" and exciting) and green eyes. She dresses in impeccable, expensive women's business fashions, accenting her ensemble with tasteful jewelry.

DANIEL CALHOUN

15 STR	14 DEX	15 CON	12 BODY
10 INT	10 EGO	13 PRE	11 COM
6 PD	4 ED	3 SPD	6 REC
30 END	30 STUN		

Abilities: +1 Overall; Climbing 12-; KS: Commando Training 11-; KS: Kung Fu 11-; KS: The Military/Mercenary/Terrorist World 8-; KS: Pro Sports 8-; KS: The US Army 11-; Martial Arts (all Commando Training maneuvers plus 8 points' worth of Kung Fu maneuvers, with +2 DCs); Paramedics 11-; PS: Personal Trainer 11-; PS: Play Football 11-; PS: Soldier 11-; Stealth 12-; Survival (Temperate/Subtropical) 8-; Tactics 13-; Tracking 8-; TF: Common Motorized Ground Vehicles, Basic Parachuting, Small Rowed Boats, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms, Blades

25+ Disadvantages: Distinctive Features (Style); Psychological Limitation: Really Wants To Get His Superpowers Back; Psychological Limitation: None Of You People Know What You're Doing



Superhero Fitness/
Combat Trainer

Background/History: Some years ago, when Daniel Calhoun was in the military, he was accidentally exposed to an experimental chemical being developed into a drug that was supposed to make soldiers stronger, faster, and more alert for long periods of time. In Daniel's case, at least, it worked — the intense exposure gave him superpowers. Now super-strong, able to bounce bullets off his chest, and faster than a car, he resigned from the military and became the superhero Sergeant Justice.

Unfortunately, his heroic career was short lived. After just a couple of years the effects of the exposure wore off and his powers faded away. Bitter and angry about being “just a normal person” again, he went on a drinking binge that lasted the better part of a month. When he dried out, a friend from the superhero community approached him with an offer. The hero was trying to put together a new superteam, but his teammates weren't all in good shape, and none of them had much sense of tactics. Would Daniel take on the job of sprucing them up and teaching them the basics of combat?

It was the best offer Daniel was likely to get, and he knew it, so he took it. To his surprise, he found he enjoyed it. Ordering around superheroes, breaking them down and building them back up again better, wasn't nearly as good as being a superhero himself, but he could find a certain satisfaction in it. Since then he's developed a sterling reputation as a man who can whip a hero into shape and teach him how to fight... since, after all, he's known what it's like to be a superhuman himself.

Personality/Motivation: As a trainer, Daniel has a drill sergeant's mentality (despite having never been a drill sergeant). He expects the people he's working with to shut up, listen carefully, and do as they're told. If they don't, it doesn't take long for him to start yelling. In his experience, pretty much no one, and certainly no one outside of the military, knows how to do anything — if something's going to be done right, he's got to do it himself,

or teach someone how to do it right. This attitude does little to endear him to a lot of his clients, but there's no denying that he gets results.

More than anything else, Daniel would like to get his superpowers back. One reason he sticks with his job is that, like Wendy Brooks (see above), he knows that spending time around superheroes is more likely to “jumpstart” his old powers, or put him in a situation where he gets new ones, than any other strategy. And he's nothing if not a good strategist.

Quote: “You think because you've got superpowers and a fancy cape somebody can't beat your sorry ass around the block? Well, think again! I've been in this game for years and if there's one thing I know, it's that you can't count on anything in your line of work! So it's time to give you something to rely on besides your powers — your bodies, minds, and training. And we're going to start with 20 laps around the gym. Move!”

Powers/Tactics: During his time in the military Daniel studied various forms of armed and unarmed combat. He thinks of himself as rough, tough, and experienced at fighting, and compared to normal people (or even ordinary criminals) he's usually right. However, even a low-level superhuman might be able to mop the floor with him, something his “I can do anything better than you” attitude has not yet allowed him to acknowledge. He's going to have to learn the lesson the hard way.

Campaign Use: The “normal who used to be a hero” is a classic tragic figure in many comic book stories, and there's no reason you can't use it to good effect in your *Champions* campaigns. Despite being a harsh taskmaster to the PCs, Daniel Calhoun is also likely to become a sympathetic figure — a “there but for the grace of God go I” reminder to the heroes that nothing is permanent and sometimes even the mighty can fall from the heavens to Earth. And of course, the lurking question for Daniel is just how far he'd be willing to go to regain his superhuman abilities....

APPEARANCE

Daniel Calhoun is a white male, 6'2" tall, 225 pounds; his toned, muscular body reveals how much time he spends in the gym. He keeps his blonde hair in a military buzz cut and his face cleanshaven. He usually wears Army boots, fatigue pants, and an Army green tank top when he's working out with his clients, adding a sweatshirt in colder weather.

CAMPAIGN USE

For the most part the Coast Watch serves as a plot hook with which to draw Amphibian (or any other hero you want it to work with) into adventures: the Watch sees something unusual, calls Amphibian, and he has to find out what's going on (and, if necessary, stop it). Sometimes a Watch member gets sucked into trouble and Amphibian has to rescue him.

If you don't have an aquatic hero (or a waterfront/coastline) in your campaign city, you can easily adapt the "Watch" concept to suit other locales. Maybe the East Side Watch keeps an eye on neighborhoods in the eastern part of the city, or the Downtown Watch looks out for crime in the business district, or Collingswood Watch makes sure that no crime goes undetected in the neighborhood of Collingswood. The important element is not where the NPCs patrol, or how big an area they cover, but the concept of "a group of ordinary people doing their part to help a superhero keep their neighborhood safe."

THE COAST WATCH

A few years ago, the Vibora Bay aquatic superhero Amphibian rescued a young woman named Abby Truesdale who nearly drowned following a boating accident. Intensely grateful, and wanting to repay the favor by helping others, she offered to act as an extra set of eyes and ears for Amphibian — she'd keep watch on her shoreside neighborhood and contact him if she found anything suspicious or that required a superhero's attention. He agreed, figuring nothing would ever come of it.

Famous last words. It turned out Abby had a good eye and good judgment. She contacted him twice that year, and both times it turned out to be a worthwhile tip. Some of Abby's friends and family learned what she was doing, and gradually the word spread. As time passed, other people interested in helping Amphibian contacted her. Some of them were clearly not suited to the job, but others seemed sincere, so she "recruited" them to cover other parts of the Vibora Bay coastline and nearby neighborhoods. After a couple of years the group had over a dozen members; they called themselves "the Coast Watch."

Although Amphibian's never been entirely comfortable with having a bunch of civilians "patrolling" for him, and they've called in plenty of false alarms, during its history the Coast Watch has been genuinely helpful several times. Just having a dozen pairs of eyes on the lookout for trouble has allowed him to stop several criminal plots before they advanced too far.

MEMBERS

Most of the members of the Coast Watch fall into one of four categories:

- superhero fans and "groupies" who like the idea of helping a hero and who really enjoy occasionally getting to meet Amphibian
- "cop groupies" who enjoy being involved in "law enforcement" but who for some reason (often psychological, occasionally physical) couldn't join the force. Being a part of the Watch makes them feel "important" and "in control" even though all they're doing is watching for unusual events.
- busybodies who have a tendency to pay too much attention to other peoples' business anyway, and figure it can't hurt to let someone know if something fishy seems to be going on
- sincere and unselfish people who genuinely want to help others regardless of the possible risk to themselves

The average member of the Coast Watch is about 25 to 40 and in reasonably good health (if for no other reason than all the walking they do while on "Watch patrol"). A few have only a high school diploma; most are college graduates; one is a Ph.D. Some of the more interesting members include:

Abraham Dell: An oceanographer by profession, Dr. Dell spends most of his days either on the shore studying beach erosion (and trying to find ways to halt it) or on a boat not far from shore. As such he's perfectly suited to keep an eye on a lot of Amphibian's "turf," and when he heard about the Watch he figured there was no reason not to offer his services. He's

older than most Watch members (47) but in good shape and used to spending long hours outdoors.

Anne Jameson: A former police officer now retired on disability after suffering a bad shoulder wound during a shootout, Anne brings a level of professionalism to her Watch patrols. She's tried to teach the other Watch members some basic "policing" skills appropriate to their work, but it's more or less a hopeless task. She's the only Watch member who carries a pistol when on patrol. She has only partial use of her left arm.

Walt "Patch" Michowski: The only Watch member to become a "casualty of war" (so far...), the ever-enthusiastic Walt got a little too close to a drug deal nearly two years ago. One of the gangstas saw him and took a shot at him. The bullet barely hit Walt... but it hit him in the left eye as he reflexively jerked out of the way of the barrel. He stumbled away and barely got in a call to Amphibian before the drug dealers found him. Things would have turned ugly then if not for the fact that Amphibian happened to be only two blocks away. He got there in time to save Walt and capture the gangstas. Walt now wears a black eyepatch, hence his nickname (which he's perversely fond of). In his "day job" he's a computer tech.

Abby Truesdale: The founder and still *de facto* leader of the Coast Watch, Abby is a homemaker and mother of three teenagers. She plans to get even more involved in Watch activities in a few years when all her kids are away at college. In the meantime she keeps her eyes open when she runs her daily errands, goes on evening patrols when she can, and coordinates the group's activities (including occasional social get-togethers).

Wally Wilson: The self-described "World's Greatest Comic Book Fan," Wally got into the Watch initially because he's a superhero groupie to the extreme — he's forgotten more about superheroes (both real and fictional) than most people will ever know. But he's found that he really enjoys "helping" other people (even though he's never actually called in any alerts). As an added bonus, all the walking around on patrol has trimmed him down to a slim 247 pounds!

TACTICS

For the most part, the Coast Watch's tactic is, well, watching. It's not a combat-oriented group — in fact, most members have no combat skills to speak of at all. The Watch's *raison d'être* is to keep an eye on the coastal areas of Vibora Bay and let Amphibian know if they see anything that might deserve his attention. They typically contact him via cell phone (he has a special cell phone he uses just for this purpose, though of course it doesn't work underwater). Early on they called in a lot of "false alarms," but they've gotten pretty good at figuring out what he needs to know about and what doesn't matter.

All Coast Watch members "maintain watch" at all times during their daily lives. When time allows, usually in the evening, they sometimes "go on patrol" in a particular area they think needs special attention. Patrols typically involve two or three Watch members (rarely more); Amphibian discourages the Watch members from "patrolling" solo for safety reasons. When on patrol they carry walkie-talkies and cell phones; a few of them have tasers as well, but most of them prefer to go unarmed.

DR. GARY DENNEY

10 STR	11 DEX	12 CON	9 BODY
13 INT	10 EGO	13 PRE	10 COM
4 PD	3 ED	2 SPD	4 REC
24 END	20 STUN		

Abilities: Bribery 8-; High Society 12-; KS: The Medical World 11-; KS: The Superhero World 8-; Paramedics 14-; SS: Combat/Trauma Medicine 12-; SS: Medicine 13-; SS: Pharmacology/Toxicology 11-; SS: Surgery 11-; Stealth 11-; WF: Handguns

25+ Disadvantages: Hunted (Watched by the police); Psychological Limitation: Devoted To Helping Superheroes Who Need Medical Attention; Psychological Limitation: Hippocratic Oath



Doctor For Injured Superheroes

Background/History: “Okay, man, your wallet, now!” One of the punks had a gun pointed right at him. The barrel looked really big.

“All right, all right, no need for any violence, you can have it.” He reached into his jacket pocket, pulled out his wallet, and gingerly held it out. “Just let me keep the pictures?”

“You’ll keep what we say you can keep, man,” said one of the punks, who snatched the wallet out of his hand and began tearing through it, pulling out cash, credit cards, anything that looked valuable.

Without warning, a shot rang out! But he didn’t feel the pain of a bullet entering his chest — it wasn’t the punk with the gun who’d fired, but the superhero Nightwind. His shot knocked the gun out of the first punk’s hand; it clattered to the ground loudly.

Quicker than he would’ve imagined possible the other punk dropped his wallet, drew a gun of his own, and fired at Nightwind. Either he was good, or he got lucky — there was a spurt of blood from the superhero’s arm, and Nightwind winced with pain. But a gunshot wound wasn’t enough to stop him. In one swift, fluid motion he leaped down, flipping acrobatically in mid-air, and crashed feet-first into the punk who’d shot him. The punk went down hard and didn’t get up. Without hesitating Nightwind pivoted into a roundhouse kick that hit the other punk in the head, dropping him.

“Are you all right, sir?” Nightwind asked.

“Yes, I’m fine, just a little shaken up,” he replied. “But you’re injured. Let me help you — I’m a doctor, I’ve got my bag right here.” With an ease borne of long hours in the emergency room, he examined the wound, administered a mild painkiller, and did a quick stitch-up. “There. That’s not really antiseptic and it won’t hold long, but it’s enough to get you to a hospital so you can get it properly taken care of.”

“Thanks,” Nightwind said. Police sirens were approaching, so he departed, leaving his healer to tell the cops what happened.

Over the next few weeks and months the incident kept coming back to his mind. Superheroes did so much for Millennium City — they saved countless lives, and sometimes the entire city (if not the world). But who helped them? Nightwind couldn’t be the only

one who got hurt in the line of duty. With the law requiring emergency rooms to report gunshot and knife wounds, it wasn’t as if some superheroes could get medical attention through conventional channels. They needed someone who’d treat their injuries and make sure they got the proper care, no questions asked. *He* would be that someone. It was the least he could do to pay back the Nightwinds of the world for protecting him.

Two months later, after he’d surreptitiously acquired the supplies he thought he’d need, Gary Denney put out the word that he was ready, willing, and able to provide underground medical care for sick or injured superheroes *gratis*. From a secret clinic (that sometimes moves, to preserve that secrecy) he stitches up wounds, cleans and treats abrasions, diagnoses strange diseases, and provides any other medical care and advice he can. He’s not going to change the world... but maybe he’ll help someone who does, someday.

Personality/Motivation: There aren’t many truly unselfish people in this world, but Dr. Gary Denney is one of them. He went to medical school so he could learn how to help people, he took a job at a hospital on “the bad side of town” so he could help the people he thought needed it the most, and now he spends his spare time providing free medical care for superheroes. And he does this without thought for the expense; he makes good money, and this is one of the ways he “pays back” for having been so successful in life. If a hero offers to pay for the medical care he received, Dr. Denney either uses the money to buy drugs and medical supplies for his underground clinic, or he suggests the hero donate it to charity instead.

Quote: “Hmmm, sonic energy blast burn. Let’s start with a little Demerol to ease the pain so I can work on you. Haven’t seen this in a while — Howler back in town?”

Powers/Tactics: Gary Denney is a physician with extensive experience in general medicine and trauma medicine, now augmented by several years of treating the unusual sorts of injuries superheroes receive. He leavens his efficient, precise work on super-injuries with a friendly bedside manner and light banter that keeps his patients at ease despite the pain.

CAMPAIGN USE:

Lots of well-funded superteams have their own doctor, or even an “autodoc” machine in their base. But not every hero belongs to a team, and not every team is that well funded. For heroes with no other alternative, Dr. Denney is a godsend. But working for heroes, even in secret, puts him in the line of fire, so sometimes he needs a little help from his patients.

APPEARANCE:

Gary Denney is a white man in his mid-thirties, 5’9” tall and a little overweight from eating too many fast food meals over the years. He’s got an open, friendly face and smiles frequently. He keeps his brown hair long and ties it back in a sort of ponytail, and usually sports a well-trimmed short beard and moustache. While working he covers his nice men’s clothes with a white labcoat.

DOSPA Superteam Liaison



DENISE DUMONT

10 STR	12 DEX	10 CON	10 BODY
15 INT	13 EGO	18 PRE	15 COM
4 PD	3 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: +1 to PER Rolls with Normal Sight; Bureaucrat-ics 14-; Climbing 11-; KS: DOSPA 13-; KS: The Superhu-man World 11-; KS: The US Air Force 8-; Mechanics 8-; Persuasion 13-; Stealth 11-; TF: Horses, SCUBA, Snow Skiing; WF: Small Arms; Fringe Benefits: Concealed Weapon Permit, Government Rank (DOSPA superteam liaison), Security Clearance (2)

25+ Disadvantages: Psychological Limitation: Looks Out For The Interests Of The US Government And DOSPA First And Foremost; Social Limitation: Subject To Orders

APPEARANCE:

Now in her mid-thir-ties, Denise Dumont is if anything even smarter and lovelier than she was in her younger days. Almost six feet tall and leggy, with an attrac-tively-proportioned figure, she's got long blonde hair that cas-cades halfway down her back and green eyes that seem to take in every-thing around her. She dresses a little more... suggestively... than most women in her sort of position, but always professionally and styl-ishly. She's usually got her purse and briefcase with her, and sometimes seems to spend more than half her time talk-ing on her cell phone.

Background/History: "You ready for a challenging assignment, Dumont?"

"Hit me."

"We've got a new superhero team in Millennium City — call themselves the Champions. Here's the file on them. They don't want full sanction, but they do want to be able to work with the authorities. Normally we'd tell 'em it's our way or the highway, but they seem to have some friends in high places who've authorized this sort of "informal" relationship. But here's how it's going to work — the Champions have to have an "advisor" at their headquarters to represent the Justice Department's interests. They're expected to listen to this advisor as the price of getting most of the benefits of being sanctioned, but he won't have any actual authority to order them around. In short, he's stuck between a rock and a hard place — he's gotta make friends with the heroes and convince them he's got their best interests at heart while continuing to work for DOSPA. Get the picture?"

"Sure."

"Want the job?"

"Absolutely."

Personality/Motivation: Most government employees are in it for the decent rate of pay, the excellent bene-fits, the ten paid annual holidays in addition to vaca-tion allotment, and the stability of the job. That's not where Denise Dumont's coming from. She works for her country because she loves the United States and wants to serve it. Before joining DOSPA she served a hitch in the Air Force, and she brings a soldier's love of country and devotion to duty to her job as liaison to the Champions. Although she genuinely wants to help the heroes and does a lot to make their lives easier, first and foremost she works for America and looks out for its interests. That includes filing reports on all of the Champions's battles and missions (that she knows about), "spying" on them to learn things they don't necessarily want her to learn, and making the United States's position about their activities excruciatingly clear. She knows they don't have to take orders from her, but she also knows they need to toe the line enough to keep the government happy so it maintains their "sanction," and she milks that implied authority for all it's worth whenever she can.

Dumont took the job as Champions liai-son instead of a cushier position in Washington because she enjoys a challenge. She wants to be out "in the field," in the thick of things, rolling up her sleeves and getting things done. She's not the sort of person to sit around wasting time. Even when she goes on vacation, she does things like rock-climb-ing, skiing, or SCUBA diving; she's not the type to spend her days reading a book on a tropical beach.

Dumont enjoys a reasonably good working relationship with all of the Champions. They know she's got a job to do and try not to make her look bad, but there are times when they have to do the Right Thing, not what the government wants them to do. Of all the members, Witchcraft seems the most sympathetic toward her (the two of them have even had lunch or gone shopping together a few times). Nighthawk can barely conceal his contempt for her when she "interferes with team business" (his words), and she and Sapphire seem to have a sort of instinctual female dislike for one another.

Quote: "I have here the latest memoranda from DOSPA on sanctioned team procedures, supervil-lain activity in this area, and Dr. Destroyer. Please take one copy each, review them, and let me know if you have any questions."

Powers/Tactics: Denise Dumont is a government agent who knows how to work with people of differing interests to get things done. She's got a gift for cutting through red tape and doesn't hesitate to invoke her "rank" and authority to get what she wants (she uses this talent on the Champions's behalf when necessary). Although not a fighter by nature, she carries a high-powered handgun in her briefcase and knows how to use it. Most importantly, she performs well under pres-sure and always keeps a cool head in a crisis.

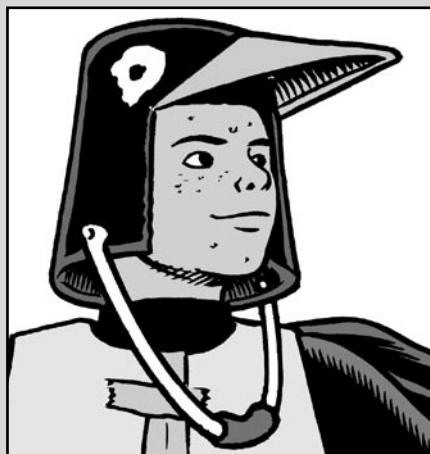
Campaign Use: Many superhero teams are "san-c-tioned" by a state or local government, and realisti-cally that sort of authorization comes with a price (either all the time, or during periodic "crackdowns" when the public gets upset about superhero activities). Liaisons like Denise Dumont are the human aspect of that price, and their sometimes-awkward position trying to serve two masters can lead to all sorts of fas-cinating character development and adventure seeds.

BOBBY GREY

8	STR	8	DEX	8	CON	7	BODY
10	INT	8	EGO	8	PRE	7	COM
3	PD	3	ED	2	SPD	4	REC
16	END	15	STUN				

Abilities: +1 DCV; Acrobatics 8-; KS: Superhumans 11-; Stealth 11-

25+ Disadvantages: Psychological Limitation: Desperately Wants To Be A Superhero; Social Limitation: Minor


Sidekick Wannabe

Background/History: It all began when he was six and the Justice Squadron saved his family during an earthquake caused by the Slug. Superheroes! They were great! He wanted to be one!

That desire's never left him. In fact, it's reached the point where it's pretty much all he can think of. You figure he'd learn after that time he broke his collar bone trying to fly like Harrier with a set of wings he built in his family's garage. Or when he set the school gym on fire testing out his "signal flare cannon" to summon Drag-onfire. Or when drinking the "super-serum" he concocted caused all the hair on his body to fall out. But hope springs eternal....

Personality/Motivation: Bobby Grey wants to be a superhero more than anything — and to get there, he has to start out as a sidekick. Convincing some hero to accept him as a sidekick consumes most of his waking thought. Typically he'll fixate on a given hero, make himself a crude costume resembling that hero's, then concoct all sorts of schemes and plans to get the hero to notice and accept him. These range from simply walking up to the hero and asking to be taken on as a sidekick (a tactic he never seems to tire of despite the fact that it's never worked), to cajoling his friends into staging "crimes" to attract the hero's attention just as he (Bobby) "swoops" in and saves the day, to hero-themed signal lights that no self-respecting hero could ignore. From heroes' perspective, he's an incredible pest and a potential danger to himself and others... but no matter how many of them tell him that, he never seems to learn.

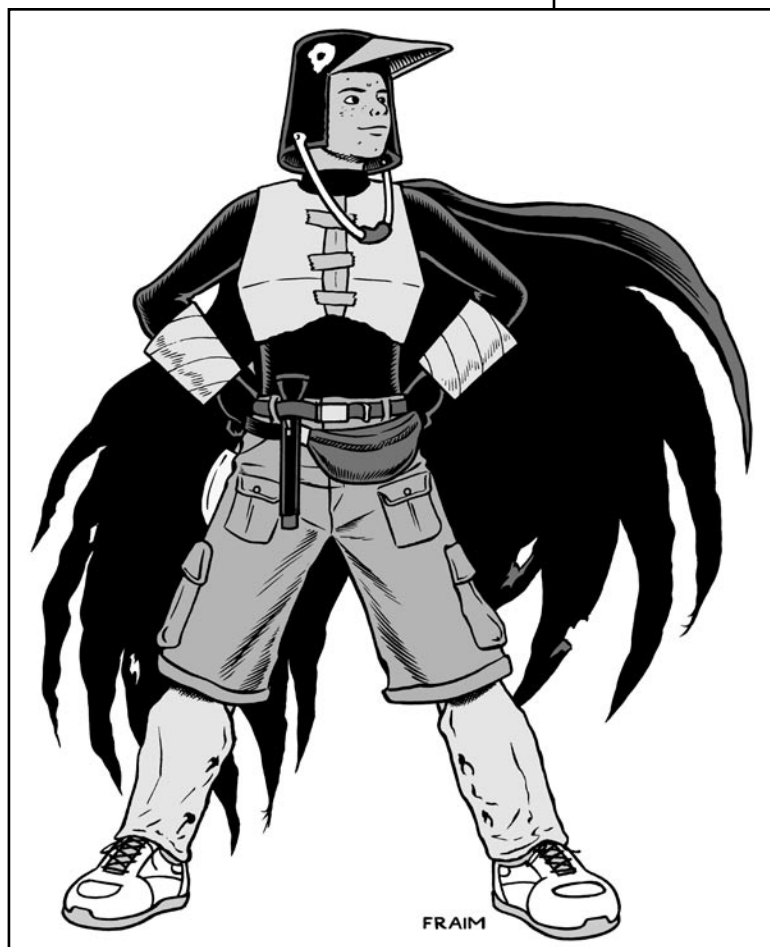
Quote: "Never fear, I can help you catch him!"

Powers/Tactics: Is nearly getting hurt a tactic? Somehow Bobby's been lucky enough never to seriously injure himself, but not through lack of trying. He claims to have "trained" in acrobatics and other crimefighting arts, but beyond teaching himself a lot about his costumed idols he hasn't really learned much.

Campaign Use: Bobby is mostly meant for comedy value — pick the most serious or humorless player character in your group and have Bobby latch onto him for a while. ("Hey,

I'm Nighthawk Lad!") But you can give stories involving him a more serious tone if you want to emphasize the negative effects of hero worship, really put Bobby in harm's way, or confront the PCs with some of the unintended consequences of their crusade against evil. Bobby can easily become as much a tragic figure as a comic one.

Appearance: A gawky 13 year-old with acne and unruly black hair, Bobby Grey stands all of 5'2" tall. When the heroes first meet him, he'll probably be wearing a costume he's designed and made himself as a "junior" version of the outfit worn by the hero whose sidekick he hopes to become.



Butler To Superheroes



JUDSON

10	STR	13	DEX	13	CON	10	BODY
13	INT	10	EGO	13	PRE	10	COM
3	PD	3	ED	3	SPD	5	REC
26	END	22	STUN				

Abilities: Running -1” (5” total); Unflappable (+12 PRE, Only To Protect Against Presence Attacks); +1 Overall; High Society 12-; KS: British History And Culture 11-; KS: Etiquette 14-; KS: The Superhuman World 11-; Martial Arts (15 points’ worth of Commando Training); Paramedics 12-; Persuasion 12-; PS: Butler 14-; PS: Cooking 11-; PS: Housekeeping 13-; PS: Soldier 11-; PS: Valet 13-; Stealth 12-; WF: Small Arms

25+ Disadvantages: Hunted (Foxbat); Psychological Limitation: Calmness And Civility Are Paramount

Background/History: “Myself, sir? Not much to tell, really. I had the honor to serve in Her Majesty’s army during the Falklands War, but I’m afraid I suffered injuries during the engagement that made it impossible for me to continue my planned military career.

“My father, like his father before him, had been a gentleman’s gentleman all of his life. I had initially rejected the family tradition, but after my discharge began to look upon it with a new light. After a period of training, I entered into the profession — but I confess I found it rather boring. My time in the military left me with, shall we say, a taste for adventure, and as satisfying as gentleman’s service can be, it lacks a certain pep.

“Fortunately, a friend of mine had an excellent suggestion. A gentleman’s gentleman of several decades’ experience, he had been approached by a wealthy superhero whose identity I am not at liberty to divulge — discretion, you see, being one of the most important traits of a person in my profession. This hero was in need of a butler, but my friend did not feel himself up to the task given his advancing age. He recommended that I seek the position. Intrigued, I did so, and obtained it.

“The job was all I could have asked, and more. It combined the satisfaction of service with the thrill of overcoming the challenges posed by assisting a gentleman of such unusual needs... not to mention fighting off the occasional superhuman criminal. When that job ended I sought similar positions, having learned during my employment how many superheroes were both wealthy and in need of someone to see to their daily needs.

“My last job brought me to Millennium City, and I find I rather enjoy the city’s spirit. Hence I am seeking further employment here.”

Personality/Motivation: Competent, capable, self-effacing, and capable of maintaining his calm in the face of a gale-force acid rain storm, Judson makes the perfect butler for a character whose life and

career often involve what he calls “interesting situations.” He’s even fought off a minor supervillain or two in his time (once having thus earned the enmity of Foxbat, who’s made it a personal crusade to “destroy” him). He has a gift for keeping his temper and his head in even the most trying situations, and responds politely (though sometimes with biting wit) to even the most degrading insults and rudest behavior.

Quote: “I see. And just how do you intend to “destroy” me, sir, now that your “Ping-Pong Ball Gun” lacks ammunition?”

Powers/Tactics: Judson may look like a simple and inoffensive sort of fellow, but he hasn’t forgotten his British military training. He knows how to use his fists and his gun, though he only goes armed when specifically expecting trouble. (If he’s expecting real trouble, he’ll hide guns everywhere in the house so that he’s never more than a step or two away from one.) If possible he prefers to use his familiarity with the battlefield (*i.e.*, the house where he works and lives) to confront the enemy and make sneak attacks.

Campaign Use: It’s a tradition in the comics for wealthy heroes and superteams to have butlers, and often those butlers are something more than feeble old men. Maybe they were once spies, or soldiers, or combat medics, or superheroes, but whatever their backgrounds, they know how to stand up for themselves when things get hairy. Judson lets you carry that tradition forth into your *Champions* campaign. If necessary, beef up his military skills and change his background so he was once in an elite force.

Appearance: Judson is a British man who’s 5’10” tall and still weighs a slender 170 pounds despite now being in his mid-forties. He’s starting to go bald, but still has most of his black hair. He wears an immaculate tuxedo-like butler’s uniform most of the time, but takes off the jacket when engaged in dirty or strenuous tasks.

KEVIN KITHE

6 STR	8 DEX	8 CON	10 BODY
8 INT	8 EGO	8 PRE	7 COM
2 PD	2 ED	2 SPD	3 REC
16 END	17 STUN		

Abilities: Computer Programming 11-; KS: Autograph Collecting 11-; KS: The Comic Book Industry 11-; KS: Superhumans 17-; PS: Drawing 11-

25+ Disadvantages: Psychological Limitation: Utter Superhero Goob


The Ultimate Superhero Fan

Background/History: *“Oh wow oh wow it really is you. You’re great you’re my favorite superhero ever can I have your autograph? The thing I think is really cool about you is that you can fly that is so cool and you’ve got those nega-energy powers that RAWK. Your best story is that one in issue 27 of your comic when you fought the Skullbots and beat them with the vat of acid. Can I have your autograph?”*

Every hero’s got at least one: a fan. A *major* fan — a “groupie,” if you will. He shows up at all the hero’s appearances acting like they’re old friends, constantly hounds the hero for autographs and memorabilia, or maybe even follows the hero around (which of course means he gets into trouble and requires rescuing). Such is the price of fame....

Personality/Motivation: Kevin Kithe (or “Kithe, Lord of the Unknown” as he calls himself online and at superhero conventions) thinks about superheroes, particularly his favorite superhero, all the time. If he’s not reading about them, he’s posting to his website about them or conversing with other fans online in an attempt to prove he knows more than they do. When he’s talking with other people, he always tries to bring the conversation around to superheroes even if they don’t have anything to do with the subject being discussed. His big dream is to get a job drawing comic books.

When he gets all worked up talking about heroes, particularly when he gets to talk to a hero, Kevin’s mouth goes a mile a minute, firing out words so quickly it’s a wonder he gets to breathe. He doesn’t handle pressure well.

Quote: “Man, this is a great burger. You know what’s cool about burgers? There was this time in #57 of Nega-Man when Nega-Man was fighting the minion of DRACO and he beat them by hitting them with a giant fiberglass burger that he got from the nearby-Zippy Burger store....”

Powers/Tactics: Kevin knows more about both real and fictional superhumans, particularly heroes, than any person who’s not a superhuman himself reasonably ought to. He can recite comic book and TV show dialogue from memory, tell you all of Sapphire’s vital statistics and career highlights, identify exactly which issue of a comic a particular adventure appeared in, and explain everything you could ever want to know about his favorite heroes’ rogues’ galleries. For fun, put him and Ronald Thompson (see Chapter Seven) in a room together and watch a Battle Of The Geeks erupt!

Campaign Use: In most cases, Kevin works best as comedic relief: just point him at one of your PCs and watch as the other heroes make fun of the hero so afflicted. Later on you can give the other heroes their own versions of Kevin so that you spread the misery around. If you have a particularly kind-hearted hero on the team, maybe he’ll take Kevin under his wing a little and help him broaden his life — show him there’s more out there than superheroes, in other words.

Appearance: Kevin Kithe is 22, though from the way he acts sometimes you might think he was about nine. He’s 5’8” tall, about 50 pounds overweight, and doesn’t take nearly as good care of himself as he should. He rarely goes anywhere without a few comics to read and his autograph book — after all, you never know when he might meet a hero!

The Champions's Receptionist

**JEANINE MCGILLICUDDY**

7 STR	10 DEX	10 CON	8 BODY
13 INT	13 EGO	13 PRE	8 COM
2 PD	2 ED	2 SPD	3 REC
20 END	17 STUN		

Abilities: Running -3" (3" total); Don't Be Foolish, Young Man (+12 PRE, Only To Protect Against Presence Attacks); KS: The Champions 13-; KS: The Superhuman World 8-; PS: Executive Assistant 14-; PS: Take Dictation 11-; PS: Typing 14-

25+ Disadvantages: Psychological Limitation: Stern And Proper... But Has A Weak Spot For Kittens, Kids, And Candy; Psychological Limitation: Someone Has To Look Out For These People

Background/History: Jeanine McGillicuddy has been an executive assistant (she loathes the term "secretary") for four decades. She's worked for CEOs, Senators, movie producers, and just about everyone in between. She was working for a high-ranking executive at Harmon Industries when Defender contacted her about becoming the receptionist/"office manager" for his new super-team, the Champions. At first she refused to believe him, thinking it was all some sort of foolish prank. After she realized the offer was legitimate, she decided it was the perfect opportunity for her. Her husband had died recently, so she could definitely use the extra money, and the challenges posed by that sort of job would keep her mind active. And besides, look at those young people, running around smashing things with their super-strength and magic spells. Someone needed to keep them under control....

Personality/Motivation: Everyone knows you don't mess with Mrs. McGillicuddy. Rumor in the Superhuman World says she told Holocaust off to his face when he threatened her. Once she slapped Bulldozer so hard it made him cry. The time she defeated Foxbat made all the papers. But those who know her well can see that behind the stern, prim-and-proper, seemingly unforgiving exterior lurks a heart of gold. She has a weak spot for just about anything cute, particularly kittens and well-mannered children, and anyone who wants to get on her good side should start by bringing her a big box of her favorite candies.

Mrs. McGillicuddy sees herself as much as the "Homestead house mother" as the Champions's executive assistant. Neither the heroes nor most of their employees seem to take proper care of themselves, so it's up to "Mrs. M" (as they call her) to keep after them to behave right and eat good meals. She doesn't nag... well, not much, and it's a gentle sort of nagging, motivated by love (though she'd never admit it).

Quote: "I'm sorry, Mr.... Ogre? The Champions only see people by appointment. I'd be happy to pencil you in for Monday if you'll state the nature of your business. Please stop bellowing or I'll have security eject you from the premises."

Powers/Tactics: Mrs. McGillicuddy never looks for trouble... but she doesn't back down if it arrives. Her only combat skill to speak of is shaming people who make threatening gestures toward a "sweet grandmother." The Champions are afraid that sooner or later that's not going to be enough and an enemy who's broken into the place will hurt her, but she'd rather get hurt than back down in the face of such rudeness.

Campaign Use: If a hero team has a public presence or place of business, the odds are they need a manager and receptionist to handle visitors, the making and keeping of appointments, and other miscellaneous administrative matters — and given the sort of "visitors" superheroes can sometimes expect to receive, the receptionist had better be tough! Some teams settle for a robot or android who can't be hurt, but others prefer the "human touch," such as Mrs. McGillicuddy... though some of the people who've been on the receiving end of her sometimes severe and frosty attitude might question just how "human" she is.

Appearance: A "pleasantly plump" woman in her early sixties, Jeanine McGillicuddy stands an imposing 5'4" tall and has grey hair she defiantly refuses to dye. She wears very nice professional clothing set off by elegant but tasteful jewelry. She wears glasses while typing or reading but takes them off when speaking to people.

ANDREW OLMSTED

10 STR	10 DEX	10 CON	10 BODY
16 INT	12 EGO	15 PRE	12 COM
3 PD	3 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: Bureaucratics 8-; Deduction 12-; KS: The Espionage World 8-; KS: Extraterrestrial Civilizations Known To Humanity 14-; SS: Astronomy 13-; SS: Biology 11-; SS: Planetology 11-; Contacts (40 points' worth in NASA, Project Stargazer, and other organizations associated with space or alien life), Fringe Benefits: Security Clearance (5), Top Man

25+ Disadvantages: Psychological Limitation: Fascinated By Extraterrestrial Life



Expert On Extraterrestrial Civilizations

Background/History: “All right, what’ve we got, Major?”

“Bogey over the north central Plains states. Hasn’t been picked up on civilian radar yet. Here’s everything we’ve got so far. Mean anything to you?”

He studied the all-too-thin sheaf of printouts for a few minutes. “Not much to go on here,” he finally said. “Best guess? A Hzeel scout or probe drone of some sort. We’ve seen more and more of them in recent years. If it’s not the Hzeel, your guess is as good as mine. Some band of Gadroon with revenge or loot on their minds? A Malvan robot-ship looking for Firewing?”

“Suggestions?”

“Play it simple for now. Keep monitoring it, gather all the data you can, and contact GATEWAY to find out if they’ve seen it and what they know. Don’t initiate hostile action; leave it alone unless it becomes dangerous. By definition it’s got better tech than most of what we have, so engaging it is probably a Bad Idea unless absolutely necessary. I’ll get in touch with the guys at Stargazer and see what they think.”

“Sounds good, Dr. Olmsted. Let’s reconvene at twenty-two hundred to report and further assess the situation.”

Andrew Olmsted’s still not sure how he lucked into his job. Intelligent and creative, he refused to limit himself to just one field of interest and so triple-majored in national security studies, astronomy, and English. This combination somehow appealed to the CIA, which hired him out of college to analyze intelligence pertaining to aliens on Earth and known extraterrestrial civilizations. He split his time between crunching data at Langley and pursuing his Ph.D, nominally in astronomy but really in non-Terran life. By the time he had his doctorate he was *the* recognized expert on the subject of extraterrestrial civilizations in the US intelligence community. His “day job” is teaching astronomy at the University of Virginia, but he gets called in to Washington a lot to consult on various matters pertaining to known or suspected alien species and their activities on Earth.

Personality/Motivation: Extraterrestrial civilizations absolutely fascinate Dr. Olmsted. He takes every opportunity he can find to talk to known aliens like Ironclad, Vibron, and Firewing, and has wrangled a trip up to GATEWAY twice. Knowing there’s a Galaxy of life out there that Humanity’s largely unaware of frustrates the hell out of him, and given the chance it’s possible he’d take some mighty big risks to dispel some of that ignorance.

Quote: “There are more things in the heavens than are dreamt of in your philosophy, Horatio. I’m not sure about in the Earth; for that you’ve gotta call in some other expert.”

Powers/Tactics: Andrew Olmsted probably knows more about extraterrestrial civilizations than any other Human on Earth. He has at his fingertips a wealth of knowledge in the form of the government’s and his own databases on the subject, and his many friends in organizations like the European Space Agency and UNTIL keep him informed of whatever tidbits of data the US government doesn’t gather.

Doctor Olmsted is a scholar, not a fighter. If he’s going into a situation that might be dangerous, he arranges for an appropriate military escort.

Campaign Use: When the alien invaders start to pour into the solar system, Dr. Olmsted is the sort of NPC the heroes are going to need to keep them as informed as possible about the enemy and its weaknesses. He’s also handy to have around when strange probes come crashing to Earth or superheroes expect to get involved in a galactic adventure.

Appearance: Andrew Olmsted is a white male in his mid-thirties. He’s 6’1” tall, has blonde hair cut short, wears glasses, and dresses in casual men’s wear — usually khakis, a buttondown shirt, and a sports jacket.

Superteam Techspert



RALPH POLAREWSKI

10 STR	14 DEX	10 CON	10 BODY
13 INT	8 EGO	10 PRE	8 COM
3 PD	4 ED	2 SPD	4 REC
20 END	20 STUN		

Abilities: Combat Piloting 8-; Computer Programming 12-; Electronics 14-; Inventor 12-; KS: Art History 11-; KS: History 11-; KS: Literature 11-; KS: World War II 13-; Languages: French, German, Italian, Polish, Spanish (all basic conversation; English is Native); Lockpicking 12-; Mechanics 12-; SS: Aeronautical Engineering 13-; SS: Computer Science 11-; SS: Electronic Engineering 11-; SS: Force Field Physics 11-; SS: Gravitics 11-; SS: Mechanical Engineering 11-; SS: Robotics 13-; Security Systems 12-; Systems Operation 12-; Scientist

25+ Disadvantages: Physical Limitation: Nonfunctional Legs; Psychological Limitation: Devout Roman Catholic

Background/History: Ralph Polarewski was born with withered, useless legs — but fate compensated by giving him a phenomenally agile mind. He was reading at 2, and by age 4 had developed a hobby of disassembling small devices like clocks and putting them back together again... often so that they worked better. By 10 he was doing college-level work in electronics, robotics, and aviation design, and a few years after that his patents were earning enough to support him.

When Ralph was in his late teens, the Scarlet Gladiator, a superhero who'd read about him, asked him for some help. "SG" (as he's known to his fans) had been using a jetpack recovered from a VIPER Nest, but it was starting to malfunction and he didn't know how to fix it. Ralph not only fixed it, he made it twice as efficient. Elated, the Gladiator spread the word, and soon other superheroes who didn't have technological skills were coming to Ralph for help with their weapons and gadgets. Ralph found it challenging and fun — definitely a cut or three above the usual sort of work he did — so when the Sentinels approached him with an offer to become their on-site Technological Supervisor, he took it.

Ralph stayed with the Sentinels for several years until he had a bitter argument with Black Rose (about what, neither of them will say) and left abruptly. Now he's back to "freelancing" for the superhero community, but he'd rather find another full-time gig with a team he likes.

Personality/Motivation: Compared to the stereotypical "tech geek," Ralph is a very grounded person. He doesn't talk or act like a geek, and he gets along just as well with people as with robots. He's well-read, articulate, friendly, has a great sense of humor, and enjoys playing practical jokes on people (usually with a technological twist — but that's not hard when you can design holography systems and mini-bots in your spare time). He doesn't talk about it unless asked, but he's a devout Roman Catholic and very focused on his relationship with God. He tries to attend at least one Mass every day.

Ralph credits his faith (instilled in him by his mother) for keeping him from getting bitter about his lack of legs, which genuinely doesn't seem to bother him. He could easily build himself a set of robotic legs, but resists because (he says) "it feels like 'cheating.'" He prefers the high-tech "hover-chair" he designed.

Quote: "Sure, I can build something like that. Come on over here with me to the workbench and I'll sketch something out quick for you to look at."

Powers/Tactics: Ralph is a highly-gifted engineer, gadget designer, and tinkerer. He doesn't have the sort of rapid-fire "gadget intuition" that many superheroic gadgeteers have — he has to take time and think about what he wants to build and how to build it, usually — but his brain is jam-packed with technological information and ideas. He's particularly skilled at designing and/or improving aircraft and robots; many a superteam owes its team jet to Ralph's talents.

Ralph goes everywhere in his *hoverchair*, a high-tech "wheelchair" he designed that uses gravitic technology to fly. He usually keeps it just a few inches above the ground, but if necessary it can fly like any hovercraft. (It has DEX 14, SPD 2, Flight 8") Rumor has it that he's equipped it with an arsenal of missiles, beam projectors, and other weapons, but if so they're cleverly disguised.

Campaign Use: Not every team has a science-oriented character, and Ralph makes a great stand-in to fill that particular lack. If mind-controlled or corrupted, he could become an armorer to supervillains instead, making him a potent threat.

Appearance: Ralph Polarewski is a white man of Polish ancestry. Born without functional legs, he's confined to his high-tech hoverchair. He's got curly black hair, a black moustache, and an infectious smile. He wears ordinary men's clothes, often favoring turtleneck sweaters when the weather allows, and covers his legs with a blanket. He's usually got a bunch of spare parts and tools in his lap.

DR. MARK SEBREE

10 STR	13 DEX	10 CON	8 BODY
10 INT	8 EGO	13 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
20 END	16 STUN		

Abilities: Deduction 12-; Electronics 8-; Inventor 8-; KS: The Superhuman World 8-; Paramedics 14-; PS: Doctor 14-; SS: Biology 12-; SS: Chemistry 11-; SS: Medical Engineering 11-; SS: Medicine 14-; SS: Pharmacology/Toxicology 11-; SS: Superhuman Physiology 11-; SS: Surgery 12-; SS: Virology/Bacteriology 12-; SS: Xenobiology 11-; Scientist; Money: Wealthy

25+ Disadvantages: DNPC (wife Clarice and two children); Psychological Limitation: Hippocratic Oath


Physician To The Superheroes

Background/History: “Thank you for that kind introduction. I’m grateful for the opportunity to speak to you, my colleagues, about my career in what some in the media have dubbed “super-medicine.” As some of my patients are fond of saying, it’s men and women like you who are the real heroes. You save lives without using Zeta-energy bolts, graviton manipulation, or teleportation!” He paused while the audience laughed.

“Like many of you, I spent my time in medical school not entirely certain of what I wanted to do in my career. Did I want to specialize, go into research, set up my own practice? Then I had the good fortune to meet Dr. Roberta Baxter, an adjunct member of my school’s faculty. She was friends with the superhero Flashover, who as you all know is a member of the Justice Squadron. She was researching certain aspects of superhuman physiology with his assistance and hired me to help her. The ultimate result of this research was the Baxter-Sebree super-heart, an artificial heart strong and precise enough to regulate superhuman cardiovascular functions. It’s one of the accomplishments I’m most proud of in my career.

“Flashover and I became good friends during the project, and he introduced me to several other superhumans, including his teammates. In time I began treating some of them for medical conditions, drawing upon both my standard medical education and my extensive research into superhuman physiologies. That in turn led to my time as official doctor to the Justice Squadron.

“I won’t lie to you — that was a pretty amazing job! Getting to live in their base with them, meeting all sorts of famous and important people, and of course the amazing, and sometimes frightening, challenges of providing medical care to people who can lift mountains, fly unaided in outer space, and control mystic forces. But it wasn’t all sunshine and roses. I was threatened by supervillains, taken hostage several times, and was once badly injured by Blackstar.

“Still, all in all it was worth it. When the Justice Squadron decided they no longer needed a physician in residence, I switched to a more regular sort of medical practice — just one where the patients were people with powers beyond those of mere mortals like you and me. In various capacities I’ve worked with the Sentinels, the Peacekeepers, the Champions, members of the California Patrol, Stronghold, and more independent heroes than I can sometimes remember. I never know what the next day’s going to bring — an alien virus, a hyperdimensional weapon that creates wounds you can’t stitch up with ordinary sutures, a housecall to another planet, burns created by types of energy I can’t even name — but the one thing I can tell you is that it’s never, ever a dull job.”

Personality/Motivation: Mark Sebree is a dedicated physician who genuinely cares for his patients and goes out of his way, even risking his own life at times, to provide them with the best medical care possible. But truth to tell he’s also a bit of a gloryhound. He loves hobnobbing with the super-powered and famous, getting press attention, and speaking at seminars and conventions. He feels he has something worth sharing (which is true), so there’s no reason not to share it with as many people as possible in the way that brings him the most publicity.

Quote: “Taking a look at your test results, I’d guess you’ve been exposed to some sort of hyper-radiation that’s causing your fever. Been near the Sun during a mystic confluence lately? Maybe visited another dimension?”

Powers/Tactics: Doctor Sebree has a wealth of medical information to draw on, not just from standard medical textbooks but his own research and writing pertaining to super-medicine. If it’s a disease or type of injury peculiar to superhumans, he’s probably got a record of it somewhere and can figure out if it’s pertinent in his current case. He has special medical equipment created for him by Electron of the Justice Squadron that lets him give injections to heroes with super-strong skin, perform MRIs and similar tests on just about any sort of abnormal physiology, and the like.

CAMPAIGN USE:

Unlike Dr. Denney (page 67), whose practice is under the radar and mostly confined to lower-powered independent heroes, Dr. Sebree is a public figure and a known associate of superhumans. He’s not exactly famous, but he’s gotten plenty of press coverage and openly makes known his medical work for super-heroes. If your heroes have no reason to worry about the public knowing who treats their injuries and illnesses, Dr. Sebree can provide top-notch medical care for them. If your PCs’ team needs an in-house doctor, he’d be open to offers, though of course he doesn’t come cheap and expects to be able to continue to treat his current patients as well.

APPEARANCE:

Mark Sebree is a black man in his late thirties with a precisely-trimmed moustache and beard. When working he wears nice men’s clothes, but with a lab-coat instead of a jacket, and carries with him a super-tech stethoscope designed for him by Electron.

COL. SHANE SILVERMAN

15 STR	14 DEX	13 CON	11 BODY
15 INT	12 EGO	15 PRE	10 COM
5 PD	3 ED	3 SPD	6 REC
26 END	26 STUN		

Abilities: Bureaucratics 12-; Climbing 12-; Deduction 12-; KS: The Military/Mercenary/Terrorist World 11-; KS: Superhumans 14-; KS: Supertechnology 11-; KS: The US Army 12-; Language: German (fluent conversation; English is Native); Martial Arts (Commando Training with +2 DCs); Persuasion 12-; PS: Soldier 13-; Stealth 12-; Tactics 14-; +2 to Tactics, Only Against Superhumans; Contacts (30 points' worth in the US government and military); Contacts (Ameriforce One); Fringe Benefits: Military Rank, Security Clearance (7)

75+ Disadvantages: Distinctive Features (Uniform); Hunted (Watched by the US Army); Psychological Limitation: Devoted To Protecting The US From Superhuman Threats; Social Limitation: Subject To Orders

Background/History: The man in the suit seated at the head of the table — the one who'd never spent a single minute of his life in uniform — cleared his throat. "All right," he said, "I've heard enough. Let's cut through the crap and get to the important stuff: the Deltas and Omegas. If we can't protect ourselves against them, securing ourselves against the also-rans is just a waste of time. Let's start with," he fished around among his files, picking one at random, "Gravitar. Colonel Silverman, status."

"Yes, sir. Analysis of subject's recent activities suggests that she is, if anything, growing in power; during a late 2005 encounter with the Tiger Squad in China she briefly raised an entire island up from the sea floor with about the same level of strain you or I would show if we tried to pick up that small file cabinet over there. Our current counteraction plans have been deemed inadequate and new steps are being taken to secure the White House against her."

"What kind of 'steps,' Colonel?" asked one of the men seated around the table, his face, like that of the others, half-hidden in shadow.

"This," Silverman said, pressing a button on the table in front of him. There was a buzz at one of the doors leading into the room. A soldier came in, handed him something that looked like a high-tech rifle, and left.

"It's been theorized by some of the boys in the lab that the best way to stop Gravitar is with anti-gravity technology."

Another person at the table, a woman this time, interrupted. "Hold on one second, Colonel. Gravitar *controls* gravity. She herself can exert 'anti-gravity' forces; that's how she flies. What good would anti-grav weapons be against her?"

"First, Senator, let me clarify: we don't believe that Gravitar uses 'anti-gravity.' Her powers *control* gravity, and can manipulate it to allow her to fly, lift objects without touching them, or pin people to the ground. But we don't think that's the same thing as the 'anti-gravity' generated by some types of hovercraft... and other technology. If I may continue?"

The Senator looked dubious, but nodded and sat back in her seat.

"Thank you. As some of you know, we sometimes detect the presence of alien spacecraft in our airspace. In recent years we've noted an increasing number of incursions by a people identified as the Hzeel. Apparently they're enemies of Ironclad's people, the Perseids. On two occasions we've found crash sites we believe to be Hzeel ships, and we've recovered technology from them. We also believe this to be the same sort of technology used by the Warlord; intelligence gathered from his organization refers to the 'Blueboys,' and the Hzeel have bluish skin.

"This device," he said, hefting the "rifle," "was created from the anti-gravity technology found aboard Hzeel ships. We believe that three of these, used in concert and from roughly equal points around her, can neutralize Gravitar's powers."

"You *believe*?" the man at the head of the table said. "That doesn't sound very reassuring, Colonel. And getting three people in position around her won't be easy."

"I agree, sir, but it's the best option we've got. It's possible a single weapon will weaken her enough to make positioning the other weapons easier."

The man at the head of the table shook his head dubiously, but knew he couldn't change the basic facts. "All right then, moving on to Firewing...."

Personality/Motivation: Shane Silverman, a twenty-year veteran, is the US military's foremost expert on anti-superhuman tactics. The government recognizes the need to defend itself against possible superhuman assault and has prepared for many contingencies — and Col. Silverman knows them all. An ardent patriot, he's determined to protect America against superhuman threats... whatever it takes.



Quote: “I want you three men to head that way and come around and flank them. Remember, Binder’s equipment is vulnerable to damage; aim for it and you can take him out without killing him. We need him alive!”

Powers/Tactics: Colonel Silverman is a highly-trained soldier with years of field experience in various types of conflict. He specializes in tactics, procedures, and equipment that can defeat superhumans. He’s got a healthy appreciation for the danger supervillains — and even some heroes — pose to United States security and doesn’t play around with them. He’s not out to prove anything; he’s out to win the battle.

Campaign Use: Depending on the situation, Col. Silverman could be the PCs’ best friend... or worst enemy. He realizes how militarily valuable superhumans with “the right attitude” can be and has no compunctions about working with them. If he thinks it’s necessary he’ll provide them with special gear, classified information, or anything else they need to counteract a superhuman threat (even if doing so requires him to violate orders). But if he thinks they’re a superhuman threat, he’ll use his considerable tactical acumen to bring them down as hard as he has to.

Appearance: Colonel Silverman is a white man in his late thirties. He’s got black hair worn in a buzz cut, dark eyes, and a cleanshaven face. Much to his disgust, he now needs glasses to read, but doesn’t ordinarily wear them. He wears standard Army issue uniforms and usually has a hard, determined look about him.

Superteam Pilot



MICHELLE STUCK

10 STR	15 DEX	13 CON	11 BODY
13 INT	10 EGO	14 PRE	14 COM
4 PD	4 ED	3 SPD	5 REC
26 END	28 STUN		

Abilities: +5 DEX and +2 SPD, Only For Piloting Aircraft; +1 to PER Rolls with Normal Sight; +4 versus Range for Normal Sight; Combat Piloting 15-; KS: The Aviation World 11-; KS: The Superhuman World 8-; KS: The US Air Force 8-; KS: World Aircraft 14-; Mechanics 8-; Navigation (Air) 14-; Stealth 12-; Survival (Temperate/Subtropical) 8-; TF: Combat Aircraft, Helicopters, Large Planes, Small Planes, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms

25+ Disadvantages: Psychological Limitation: Showoff; Rivalry (Professional, with other pilots, to prove she's the best)

Background/History: A stint as a pilot in the US Air Force left Michelle Stuck with a yearning to be in the sky flying the fastest planes. But she couldn't find a job as a test pilot, and she figured working for the airlines would bore her to tears. She tried a charter service for a while, but that turned out to be just as dull as an airline gig. Boredom was driving her into trouble — drinking, barfights, speeding tickets — when a one in a million chance led her to the job of a lifetime.

She was stuck in traffic downtown one day when a fight broke out between the Ultimates and a large contingent of UNTIL agents. Like everyone else she ran for cover, but she couldn't resist peeking her head out to watch the battle. A med-evac helicopter landed to recover some wounded UNTIL agents and take them to the hospital... but before it could leave Thunderbolt blasted the pilot with a lightning bolt! Without even thinking about it, Michelle ran to the helicopter, moved the pilot out of the way, and got the chopper out of there and to the nearest hospital.

A report about her daring exploit made national news, and the local UNTIL commanders were very impressed. When they heard her story, they first suggested that she apply to become an agent, but she told them working for big organizations like that wasn't really her thing any more. Then one of the UNTIL officers mentioned that he knew about a superhero team that needed a pilot for their team hoverjet — none of them could fly it well, and they'd rather not be stuck behind the stick anyway.

That sounded *perfect*. With a letter of recommendation in hand, Michelle drove over to the team's headquarters, applied for the job, and within a couple of weeks had been investigated, approved, and hired. She left that team to follow her then-boyfriend to his new job across the country, but has always found another position as a "super-pilot" wherever she's gone. Her reputation for skilled flying, coolness under pressure, and optimistic confidence ensures that she'll never have trouble getting work.

Personality/Motivation: While Michelle's not nearly as much of a hotheaded, thrillseeking daredevil as many top pilots, there's certainly a bit of a streak of that attitude in her. She likes to show off her skills, flying rings around other pilots and outdoing them at every opportunity. She's often a little too quick to take on dares and challenges. On the ground she drives her motorcycle swiftly and boldly, zooming in and out of traffic in a way that makes brakelights come on all over the highway. She "lives life large," sucking all the enjoyment she can out of things and always looking out for a good time.

Quote: "Well, you know what they say — any landing you can walk away from...."

Powers/Tactics: Michelle knows how to use guns, but fighting (aside from an occasional dust-up in a bar when she's had a little too much to drink) isn't really her thing. Her role in combat is to keep the plane/hovercraft/jetcopter/gyrowing in the air and moving forward, so that's what she concentrates on. If there's another aircraft involved and it's not armed, she prefers to get in close, using her skill to harass the other pilot and keep him from maneuvering freely.

Campaign Use: It's no fun for one of your PCs to get stuck flying the team plane when an aerial battle breaks out. It's only marginally more fun to assume that the plane's autopilot takes over so all the characters can go fight. Having Michelle Stuck around adds a human element to the piloting (plus a possible romantic interest for a single hero). If necessary, you can expand her Skills so that she's also an airplane mechanic (and maybe even engineer).

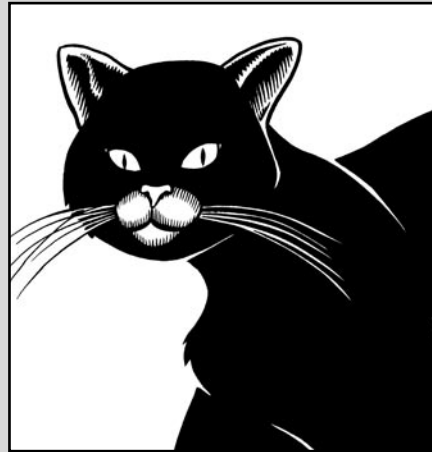
Appearance: Michelle Stuck is a beautiful white woman in her late twenties with shoulder-length raven-dark hair and ice-blue eyes. She seems to live on coffee alone most of the time, which helps keep her attractively slender. She usually wears a navy blue pilot's jumpsuit with patches on the shoulders depicting the superteams she's worked for.

SUNSHINE

-13	STR	18	DEX	11	CON	6	BODY
13	INT	8	EGO	10	PRE	13	COM
3	PD	3	ED	3	SPD	4	REC
22	END	15	STUN				

Abilities: It's Bad Luck To Let A Black Cat Cross Your Path (Major Transform 7d6, person into person with Unluck 3d6; see *The HERO System Bestiary*, page 143); Familiar's Bond (Mind Link with Witchcraft); Bite (HKA 1 point); Claws (HKA 1 point, Autofire (5 shots)); Running +1" (7" total); +3 DCV; +1 HTH; Breakfall 13-; Climbing 13-; Concealment 19- (Self Only); KS: Arcane And Occult Lore 8-; KS: The Champions 11-; Conquer With Cuteness (Seduction 13-); Stealth 19-

25+ Disadvantages: Physical Limitation (Limited Manipulation); Physical Limitation (Tiny); Psychological Limitation: Devoted To Witchcraft, Would Do Anything For Her; Psychological Limitation: Lets Humans Think They Own Him When He Really Owns Them



Witchcraft's Black Cat Familiar

Background/History: Yeah, name's Sunshine. Her choice. She likes it so much I can't bear to tell her what I think of it. Could be worse; she could'a chose "Buttercup."

No, I don't have any idea how you can understand me. Normally she's the only one that does. If other people did, it would sure make my life easier. People oughtta know to give me treats, but if they don't at least I could ask for them then.

I'm a familiar. No, I can't cast spells; if I could, I wouldn't have a problem getting treats. I just help my mistress when she needs it, like by spying on people for her. I could be more help, but she's usually scared to take me places where I might get hurt. Like any of those villains could catch me!

Personality/Motivation: Sunshine is a cat, with all that implies... but he's also a familiar, which means he's utterly devoted to his mistress, Witchcraft. He'd gladly sacrifice his life to save hers, if that's what it took. His hobbies include figuring out ways to get more cat treats, rubbing up against people in light-colored clothing, coughing up hairballs on people who annoy him, walking in front of people and pretending to use his Transform, and napping.

Quote: "Mrow."

Powers/Tactics: Sunshine prefers to hide from combat, but sometimes there's nothing for it but to get out there and show the humans who's boss. If possible he'll start off by running in front of someone and cursing them with bad luck; that does a lot to even the odds in his favor. Then he positions himself for a leap, gets onto his target (preferably on the head or back), and lets fly with a flurry of claws. If he gets hurt, he'll get to cover as quick as he can and stay out of the rest of the fight unless Witchcraft desperately needs him.

Campaign Use: Lots of heroes have animal companions — faithful hounds, swift-winged raptors, sly monkeys, and of course clever cats. Sunshine's just one example of how you can use an animal as a DNPC (rather than a Follower). He make for great comic relief since he has few compunctions about expressing his dislike for people who bother him.

Appearance: Sunshine is a sleek, handsome, male black cat with green eyes.

ZHU HSAIO

15 STR	15 DEX	15 CON	12 BODY
15 INT	15 EGO	20 PRE	10 COM
10 PD	8 ED	4 SPD	8 REC
30 END	40 STUN		

Aged Martial Arts Master



Abilities: Various Yengtao abilities and powers (see Nightwind's character sheet on page 53 of *Millennium City* for examples); Life Support (Longevity: ages at one-fourth normal rate); +6 HTH; Acrobatics 12-; Analyze Style 14-; Breakfall 12-; Climbing 12-; Contortionist 12-; Defense Maneuver IV; KS: The Martial World 14-; KS: Chinese Healing 14-; KS: Chinese Philosophy 13-; KS: Hsing-I 13-; KS: Kung Fu 13-; KS: Pakua 13-; KS: Yengtao Temple And Its Martial Arts 16-; KS: Yengtao Magic 8-; Martial Arts (Kung Fu, Hsing-I, and Pakua, with +4 DCs); PS: Instructor 11-; Stealth 14-; WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Hook Sword, Three-Section Staff, Thrown Sword, Wind And Fire Wheels; Contacts (50 points' worth among the Martial World); Reputation (Yengtao master, +2/+2d6)

75+ Disadvantages: Distinctive Features (Style); Psychological Limitation: Must Preserve And Protect The Lore Of Yengtao At All Costs; Reputation (one of the last surviving Yengtao masters; among the Martial World only)

Background/History: Zhu Hsaio can't say for certain what year he was born — he thinks it was 1825, but his parents, ignorant peasants living in a rural district of China, knew little of calendars (or anything else except farming and raising animals). The seventh of eight children, he showed an unusual precociousness that brought him to the attention of the village priests, and a propensity for getting into trouble that brought him to the attention of the village elders far too often.

One day a wandering monk came to the village. He seemed a man of power and learning, so the superstitious villagers avoided him, afraid he might be a demon (or, at best, an Imperial tax collector or spy). Only Hsaio would come near and talk to him. Impressed with the boy's intelligence, the monk set him several tests. When Hsaio performed them all easily, the monk made his parents an offer: he would take the boy away for training, paying them for the loss of his labor. Glad to be free of a troublesome mouth to feed, his parents agreed.

Hsaio followed the monk on his wanderings, learning the rudiments of Kung Fu and Oriental philosophy from him. He proved adept at both. In time the monk turned toward the mountains, and after many long weeks of travel brought the boy to his home: the fabled and mysterious Yengtao Temple. Hsaio had never even heard of the place, but he could sense its age and power. Eagerly he stepped through its gates to begin his training in earnest.

The early days were hard. His instructors, harsh and unforgiving, punished him brutally for the tiniest infractions or errors. Slowly but surely they burned his rebelliousness out of him, replacing it with discipline and, in time, wisdom. As his mind and body matured so did his fighting skills.

After many years had passed the monks judged him ready and began teaching him the secret powers of the Yengtao masters. When he had learned them to their satisfaction, he became one of them. The year was 1893, but Hsaio felt like a young man of but 20 summers thanks to the mystic arts of Yengtao.

Except for brief journeys into the outside world during the 1920s and '30s, Hsaio remained at the Yengtao temple for decades, becoming in his turn one of the harsh taskmasters who taught the new students. But as the years passed, fewer and fewer students found their way to the ancient, hidden temple; men were becoming less wise, less willing to study the old ways, even as they learned more and more of science and technology. By the 1960s the number of new students had slowed to a trickle — men and women dedicated... or crazy, or foolish... enough to search for and find the ultimate martial wisdom. Zhu Hsaio despaired of the future of Yengtao.

Then, in the late Eighties, the most promising student Hsaio had seen in half a century, an American named Stephen Chase, arrived at the temple gates. Of all the students Yengtao had had over the centuries, a mere handful had not been Orientals. Intrigued, Hsaio greeted him and agreed to become his teacher... if Chase had the skill and insight to learn.

What happened thereafter, and how the Yengtao Temple was at long last destroyed, is told elsewhere (see *Champions Universe*, pages 60, 121 and *Millennium City*, pages 53-55). Stephen Chase fled the fall of the temple, taking his mentor with him. Since 1998 they've lived in Millennium City. There Zhu Hsaio helps his protegee teach Kung Fu and other Chinese fighting arts... and occasionally

works with a superhero who requests special instruction.

Personality/Motivation: Zhu Hsaio always keeps his eyes open for truly promising students, for he knows that he is one of the last Yengtao masters, perhaps the last one save for Chase, and he feels a deep obligation to pass on the Yengtao traditions. Millennia of learning, wisdom, and fighting power must not fade away because the masters allowed a viper into their midst! Beyond that burning goal, Zhu Hsaio simply seeks to live a good life and to teach others to do the same. He knows he has many years left upon this Earth and wants them to pass with honor and grace.

Quote: “Knowing how to do something is not enough. You must know when to do it. That is the essence of wisdom.”

Powers/Tactics: Despite the fact that he looks (and in some cases moves) like he’s about 60 years old, Zhu Hsaio is actually a Yengtao-trained martial artist with over a century’s experience in HTH combat and related disciplines. If his regular Martial Maneuvers aren’t enough for victory, he can call on the many special Yengtao powers he knows.

In combat, Zhu Hsaio prefers to fight defensively; neither by training nor personal predilection is he an aggressive combatant. But if he sees an opening, he’ll take it; if none have presented themselves by the time he’s ready to end the fight, he’ll make one with a well-placed Block or Throw.

Campaign Use: Zhu Hsaio has two main uses for your campaign. First and foremost, he provides an opportunity for PCs who want to learn Martial Arts from a real Chinese master to do so. He won’t take just anyone as a student — he has to believe the prospective student has the raw ability, the discipline, and the heart to make training him worth Zhu Hsaio’s time — but he has much to impart to those whom he accepts. Second, Zhu Hsaio is a link to the now-destroyed Yengtao Temple, providing characters a way to learn its disciplines (though very few characters



should be worthy enough for that!), and a way for you to incorporate Yengtao elements, magics, and characters into your campaign.

Appearance: Zhu Hsaio is the very picture of an aged Chinese martial arts master: the years have withered his body (though not as much as one would expect, due to his training) and lined his face; his long hair and long, wispy beard are both white. His dark eyes often twinkle with amusement, though they can become hard as granite when he’s instructing students or facing down a foe. He prefers simple Chinese robes most of the time, favoring the colors plum, white, and sapphire blue.

Superhero Security Specialist



RICARDO ZUÑIGA

15 STR	15 DEX	16 CON	13 BODY
15 INT	12 EGO	15 PRE	10 COM
6 PD	5 ED	3 SPD	6 REC
32 END	35 STUN		

Abilities: Running +3" (9" total); Swimming +2" (4" total); +3 with All Combat; Climbing 12-; Combat Driving 12-; Computer Programming 8-; Electronics 8-; Fast Draw (Small Arms) 12-; KS: The Law Enforcement World 11-; KS: The Military/Mercenary/Terrorist World 11-; KS: The Superhuman World 8-; KS: World Superhumans 11-; Language: English (completely fluent; Spanish is Native); Lockpicking 12-; Martial Arts (Kung Fu with +2 Extra DCs); Paramedics 12-; PS: Bodyguard 11-; PS: Soldier 11-; Security Systems 13-; Stealth 12-; Streetwise 12-; Tactics 12-; Tracking 12-; WF: Small Arms, Blades

25+ Disadvantages: Psychological Limitation: Professional Code (see text)

APPEARANCE:

Ricardo Zuñiga is a Hispanic male who's 5'10" tall, heavily muscled, with black hair and a black moustache. He's got the tough, confident look of a man who's used to handling any sort of trouble... and who has several guns on him. He usually wears a standard Z-Guard uniform (an Army green jumpsuit with the corporate logo on the upper arms, plus body armor), but depending on the nature of the assignment may have to wear a suit or other fancy clothes.

Background/History: Known to friends and employers alike as "Zoon" (sometimes "Sgt. Zoon"), Ricardo Zuñiga grew up poor in East L.A. Looking for the best way out of his miserable situation, he chose to join the US Army. He thrived there, showing such skill and discipline that he made it into the elite Rangers special force.

After seeing action with the Rangers all over the world for over half a decade, Zoon decided it was time to put his skills to more profitable uses. A friend of his who'd gotten out a few years before had set up a thriving security business, and he had a job for Zoon. The work was a lot more profitable than being in the Army... but it was also boring. Before long Zoon was crawling the walls and wondering if he could re-enlist.

His big break came the day he and his security detail were hired to guard a business bigwig. When VIPER agents, backed up by two members of the Dragon Squad, tried to kidnap their employer, Zoon and his men responded aggressively, without a second's hesitation. Zoon himself took out three VIPER agents and got in enough shots to drive one of the supervillains away. News of the attack, and the security detail's successful defense of the businessman, made news all over the nation. Deciding he had to take advantage of the publicity, Zoon left his job to form his own security company, Z-Guard Executive Services. He soon had all the business he could handle.

After seeing how he fought off VIPER, the Peacekeepers in Chicago hired him to provide security for their base when they were away. He executed that assignment flawlessly... and word got around. Today he's got a thriving business providing security to superteams who realize they can't always be around to guard their homes, keep nosy reporters out, or run security checks on potential visitors. Assignments like that are only a small part of Z-Guard's work, but it's what Zoon's best known for.

Personality/Motivation: Zoon is a thorough professional. If he takes a job for someone, he follows through on that contract tenaciously, regardless of the

risks (physical or financial) to himself. If he fails to protect his charge, he'll do whatever it takes to track down and rescue him... or if necessary, avenge him. He knows his entire business rests on his personal reputation, so he'll do whatever he must to preserve that reputation. The only thing that would make him abandon (or turn on) an employer is if he finds out that employer has lied to him or kept vital information from him — sins he can't forgive, since they unnecessarily place himself and his men in danger.

Quote: "Blue Team, patrol the north sector. Keep alert — we've got reports of a potential ninja attack, and there's lots of foliage over that way they could hide in."

Powers/Tactics: Zoon is a skilled combatant with years of field experience. His favorite weapons are several large multi-setting blaster rifles grateful employers have provided him with, but he's perfectly comfortable with good old-fashioned rifles, shotguns, pistols, and tasers. Unless the situation requires discretion and a low profile, he usually has at least three or four weapons on him.

In combat, Zoon's goal is usually to get his client to safety. He fights defensively unless he has to take the offense to break out of a ring of attackers (or the like), using cover as much as he can and shielding the client's body with his own. If possible he prepares a potential battlefield ahead of time, installing security devices and booby traps he can activate at a moment's notice.

Campaign Use: If your hero team has its own base, Zoon might be just the sort of guy they need from time to time — they can't always be home to protect their valuables, treasured employees, and sensitive data. He's got a proven track record for being able to fight off superhuman opposition and won't flinch in the face of danger (just charge more). On the other hand, if they don't have a base or are wanted by the police, they may find out how tough an opponent he can be when they try to sneak into a legitimate hero team's base for a secret consultation.

chapter six:



MY LIFE AS A VILLAIN

MY LIFE AS A VILLAIN



Gangsta Girl



GINA CLARKE

8 STR	10 DEX	9 CON	9 BODY
10 INT	8 EGO	12 PRE	11 COM
3 PD	3 ED	3 SPD	4 REC
18 END	18 STUN		

Abilities: CK: Millennium City 8-; KS: New Purple Gang 11-; Stealth 11-; Streetwise 11-; WF: Handguns, Knives; Fringe Benefit: Membership (New Purple Gang)

25+ Disadvantages: Hunted (her parents); Psychological Limitation: Loves Kevin Poe; Social Limitation: Criminal Record

MY LIFE AS A VILLAIN

Heroes aren't the only ones with lives outside of crimefighting... or in this case, crime. Villains are real people, too, not just numbers and powers on a piece of paper. They have to get along with people like everyone else, and even the most powerful of them may need the help of a henchman, spouse, or attorney every now and then.

Background/History: Gina Clarke was pretty much an ordinary teenage girl until she met Kevin Poe. Sure, she was a little bit of a troublemaker — talking back to her mom, shoplifting, staying out too late — but nothing serious. Then she saw “that boy” (as her father calls Poe) at the mall. She'd never believed in crap like “love at first sight” before, but that was the only way she could explain how she felt about him.

She set out to get him with a will, using her friends and friends of friends to work her way into the same social circles and get introduced to him. Kevin was too smart not to realize what she was doing, but he didn't mind — in fact, it was kind of flattering to have such a pretty girl coming after him. Slowly but surely he became attracted to her, too, and they started hanging around together.

That's when the *real* trouble began: the nights where she stayed out with Kevin instead of going home; skipping school for days in a row; arrests for joyriding and other serious crimes (though Kevin always seemed to slip through the cops' fingers...). Her relationship with her parents got worse and worse until finally, after one furious screaming match, she left home and has never returned.

Now Gina lives with Kevin and belongs to his New Purple Gang. In fact, she's sort of like his lieutenant in some ways, though it's obvious to her and everyone else that there are some secrets and plans he just doesn't trust her with yet. But as long as she gets to be with him, she doesn't mind.

Personality/Motivation: Gina was once basically a good kid who just needed a little discipline and focus. Now, thanks in part to attraction to Kevin Poe and partly to the way Kevin's used his intelligence to manipulate her, she's so deeply in love with him that she's got a significant criminal record and is on track to burn out fast and die young. She's

so devoted to him that there's nothing she wouldn't do for him (except maybe commit murder) — and worst of all, she can't see that he doesn't really feel the same. He's basically just using her for sex and as a patsy, and if she's lucky she'll figure that out in time to salvage what's left of her life.

Quote: “Sure, baby, whatever you want. Let's do it!”

Powers/Tactics: Gina knows how to use guns and knives, but she's not a fighter. She likes stealing, vandalism, and drugs, but not violence. The only things that would make her angry enough to use force are another girl trying to steal Kevin away from her, or someone (probably her parents) trying to take her away from Kevin.

Campaign Use: Gina presents several problems for the PCs to solve. First, it may be difficult for the heroes, as powerful as they are, to fight the forces of teenage rebellion and adolescent love. Gina can be a foul-mouthed, arrogant, sarcastic teen bitch when she wants to be, and that's not something a PC can fight with energy blasts. Second, the heroes have to find a way to rescue her from the destructive path she's on. Getting her away from Kevin will probably require the use of force, and it takes a stern hero to use force against a skinny little teenage girl. Even worse, what happens if someone sees the hero doing it, or even films him?

Appearance: Gina is an attractive 17 year-old girl, though she'd be even prettier if she paid more attention to her looks. Slender as only a teenage girl can be, she keeps her black hair cropped short (usually she cuts it with a knife, not exactly the most flattering of 'dos) and her green eyes often have an angry look to them... except when she's with Kevin. She wears whatever t-shirts, jeans, and other clothes the New Purple Gang can scrounge or steal.

BELINDA HUANG

8 STR	8 DEX	8 CON	8 BODY
8 INT	8 EGO	10 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
16 END	16 STUN		

Abilities: KS: Soap Operas 11-; PS: Cooking 11-; PS: Household Chores 12-; PS: Scrapbooking 11-; PS: Secretary 11-

25+ Disadvantages: Psychological Limitation: Loves Her Husband


Worried Housewife

Background/History: Life used to be so wonderful.

She and William were so happy — so happy, in fact, that they got married at 22, right after they graduated from college. Will wanted to get his graduate degree so they'd be comfortable later on. "I have some revolutionary ideas. With a Ph.D I can go to work for a company that can afford to patent them and use them, and that means big money for us." So he went back to school while she got a job as a secretary to support them.

Then came the accident. That was the worst day of her life — getting the call, rushing to the hospital, sitting beside Will's bed crying her eyes out, no one to comfort her. He recovered very quickly, thank God. She's never been so grateful for anything in her life as she was when he opened his eyes and smiled at her.

Things started to go bad not long after that. Will didn't want to go back to school; he claimed that the work he'd already done had gotten him a job offer from "a major company at top salary." But he wouldn't tell her the name of the company, where he worked, or his office phone number. There definitely seemed to be a lot of money — and a lot of jewelry, clothes, and other fancy presents for her, to boot — but the whole situation puzzled her.

And then there were the hours. Sure, lots of people have to work long hours; she's done it plenty of times. But until the wee hours of the morning? Sometimes Will says he has to go out drinking or playing cards with the other employees — "Being one of the guys, you know; it'll help come promotion time" — but he seems to do it an awful lot. A couple times he's come home bruised, too. He brushed the bruises off as coming from an accident ("I just tripped and fell, honey, that's all"), but they don't look like those sort of bruises.

She could handle all of that if Will were his old self, but the accident changed him. He used to be friendly, laughing, open, and caring. These days he's more likely to be brusque, close-mouthed, and cold. She's afraid the accident affected his brain somehow, but every time she suggests seeing a neurologist or a marriage counselor, he laughs it off with a sneer.

She just doesn't know what to do.

Personality/Motivation: Belinda Huang loves her husband dearly and would do anything to help him, but she's not sure how to deal with his change in personality or behavior. If she knew the accident had given him superpowers that he was using to commit crimes, she'd at least have some peace — but the idea that Will is a criminal has never even entered her mind. She thinks he's sick and needs help, but can't convince him of that. It's reaching the point where she's going to make herself sick with worrying and lack of sleep.

Quote: "Maybe we could go to the movies tonight, if you don't have to work?"

Powers/Tactics: Belinda has no combat or investigative abilities to speak of, and no desire to get involved with violence or adventures. She makes a mean casserole, though.

Campaign Use: Belinda has two main uses in your campaign. First, in her role as worried housewife she can get involved with the PCs in various ways and attract their attention to her husband Lode-stone, eventually blowing his Secret Identity. What happens then depends on you; she might recoil from him in shock, or compensate by joining him in his life of crime. Second, she can serve as a template for many other spouses, significant others, and loved ones kept in the dark by the PCs. Just change her name and shift her attention from William Huang to the appropriate PC and she becomes a hero's problem instead of a supervillain's.

Appearance: Belinda Huang is a pretty young Chinese-American woman, 5'3" tall, slender, with long black hair. These days her face has a perpetual worried expression on it, and lack of sleep is beginning to take its toll on her features. She wears much nicer clothes and jewelry than she used to, but that's cold comfort compared to the loss of her husband.

Professional Henchman



LOUIE

12 STR	14 DEX	13 CON	10 BODY
10 INT	10 EGO	13 PRE	8 COM
4 PD	4 ED	3 SPD	5 REC
26 END	23 STUN		

Abilities: HA +1d6; Luck 1d6; +1 with All Combat; Bribery 12-; Climbing 12-; Concealment 11-; KS: Superhumans 11-; PS: Henchman/Agent 11-; Security Systems 8-; Stealth 12-; Systems Operation 8-; Streetwise 12-; TF: Common Motorized Ground Vehicles, Hovercraft; WF: Small Arms, Knives

25+ Disadvantages: Psychological Limitation: Greedy; Psychological Limitation: Hates Cops And Superheroes; Social Limitation: Criminal Record

Background/History: It's the same story heard again and again in certain watering holes and pool halls all over the country. A guy's smart and tough, but not disciplined or calm enough to make it in the working man's world. Sooner or later, he drifts into crime. He's got enough moxie on the ball to be good at it, but not enough to lead his own gang or go solo. He drifts, perhaps slowly but always surely, into his natural eco-criminal niche: henchman. With the right outfit, a blaster weapon or two, a little training, and a willingness to put up with one kind of costumed lunatic and fight another kind, a guy can go far in the henchman game with a little luck.

Louie (he never tells anyone his last name) is just that sorta guy. After he got thrown out of school for starting fights and mugging the principal, he worked a few odd jobs, but he couldn't make a go of any of them. It didn't take long before he was running with gangs and robbing stores. He took a couple of tumbles and did some time inside, but nothing major. When he got out of prison the last time, a friend who was working for Holocaust got him a gig as a henchman. Turned out that was just the ticket for him. He became a part of the "henchman underground," spending time in bars frequented by other professional henchmen and working for whatever supervillain needed help this week. He's been employed by some of the best (the Crimelords, Cateran, Howler, Utility) and some of the craziest (Black Harlequin, Blowtorch, Thorn...), but he's kept his wits about him and stayed alive. A few times he's even snuck away after the heroes got done beating him up but before the cops arrived. Sooner or later the tables will turn and he'll get his revenge.

Personality/Motivation: Louie's a pretty ordinary guy; he likes beer, TV, pizza, and leering at women. For a member of the underworld, he's a pretty stable, reliable person. His big weaknesses are (a) he's greedy, which is what keeps him in crime and

often makes him fall for a supervillain's "pitch" when he ought to know better, and (b) he's developed an intense dislike of cops and superheroes. He's gotten beaten up, blasted with energy bolts, mind-zapped, and ensorcelled so many times that he just aches to even things up. He'd never kill a hero — he's not a murderer, dammit, he's a henchman — but he'd happily beat the snot out of one.

Quote: "As you command, sir!"

Powers/Tactics: Louie's been around the block a time or five and has a lot of combat experience — more than many soldiers, really. He's fought the Champions, the Sentinels, and plenty of independent heroes. Usually his bosses issue him a blaster weapon of some sort, but he can also use ordinary guns, his fists, or a knife if necessary. During his career he's learned a little about a lot of things, here and there: how to fly hovercraft; how to operate various super-devices; bypassing security systems. He's a pretty versatile guy, and a good hire for a villain seeking a loyal henchman.

Campaign Use: Your heroes encounter henchman, thugs, and agents of evil organizations all the time, but neither they nor you give much thought to them most of the time. They're just faceless minions of crime, there as cannon fodder to fight the PCs. But with just a little bit of effort on your part, they can be more than that, as Louie proves. Some henchmen, at least, have stories to tell, and from those stories you can weave interesting roleplaying scenes or adventures.

Appearance: Louie's in his late twenties or early thirties. He's 5'11" tall with a strong build — he gets a lot of exercise and is obviously quite fit and muscular, but he looks like a guy whose muscles come from hard work, not weightlifting. Unless he's working for a villain who requires him to be presentable, he's usually got a touch of five o'clock shadow. When on the job, he wears whatever uniform and carries whatever weapons his employer issues him.

TYLER MARBURG

9 STR	12 DEX	10 CON	8 BODY
10 INT	10 EGO	13 PRE	11 COM
3 PD	3 ED	2 SPD	4 REC
20 END	18 STUN		

Abilities: Gambling (Card Games, Dice Games, Sports Betting) 11-; High Society 12-; CK: Las Vegas 8-; CK: Millennium City 8-; KS: Millennium City Rich Kids' World 13-; Streetwise 8-; TF: Small Wind-Powered Boats, Snowboarding, Snow Skiing, Two-Wheeled Motorized Ground Vehicles

25+ Disadvantages: Psychological Limitation: Utterly Self-Centered Spoiled Brat; Social Limitation: Criminal Record



Spoiled Rich Kid

Background/History: Poor little rich kid. Mommy and Daddy were too busy earning big bucks, keeping up appearances, doing charity work, socializing, and leading occult conspiracies to pay much attention to you. So you began acting out — throwing tantrums, getting into trouble, hitting other kids. The older you got, the more ways you found to get your parents' attention by getting into trouble. You stole your parents' friends sportscars and yachts and took them for joyrides. You shoplifted from the swankiest boutiques. You drank, took drugs, gambled. Your father's lawyers hushed most of it up and kept you from suffering too many consequences, but you earned yourself a nice little criminal record. The only time any of it really hurt was when your father got mad enough to cut off your allowance, but that never lasted for more than a week or two at most.

Now (in theory) attending college, Tyler Marburg treats most of the world with a thinly-veiled contempt. He knows he can buy and sell most people easily with his father's money — if there's one lesson he's learned well in his 19 years on this Earth, it's that everyone has his price. No one's pure, no one can resist his own self-interest. The only people Tyler cares much about are his circle of sycophantic friends, and even they tend to float in and out as he gets ticked off at them (or ticks them off enough to drive them away from his money). He knows people only like him for his money and his looks, but he doesn't care as long as he's the one calling the shots.

Personality/Motivation: If Tyler Marburg were any more self-centered, or in the least bit violent, he'd probably become a serial killer. All he cares about is gratifying his own needs. Whatever he wants — fancy food, a sportscar, a woman — he gets it, no matter what it costs or who he has to manipulate or ruin. He doesn't love (or even really care for) anyone, least of all his parents (whom he despises); the only person he feels the least shred of affection for is Miss Arbuckle, the maid/nanny who essentially raised him. In short, he's a walking, talking, arrogant bastard... who has more than enough money to go on acting like a bastard no matter who he annoys.

Tyler's not aware that his father Eric is a leading member, if not *the* leading member, of the Circle Of The Scarlet Moon, an evil occult organization (see *Arcane Adversaries*). He certainly suspects that his father's got secrets. He's seen more than a few books on... odd... subjects in his Dad's library to make him wonder what's going on inside the old man's thick skull, and he knows his father hangs out with some people who seem kind of strange to him, but that's it. He'd love to learn more, but his father punished him so harshly for "snooping" when he was younger that even as an almost-adult (chronologically, anyway) he hasn't dared to do much poking around. His mother just seems clueless about everything; he's got nothing but barely-concealed scorn for her.

Quote: "Nice tights, nancy-boy. Now get the !\$&* outta my way, I got things to do."

Powers/Tactics: Tyler Marburg's weapons are money and influence, both ultimately deriving from his father (who's deeply disappointed in him but goes on enabling his behavior by giving him a hefty allowance and bailing him out of trouble when necessary). If someone gets in his way or annoys him, he'll find a way to torment or ruin that person so that the victim knows who did it but can't prove it. Whatever he needs to deal with his adversaries, he knows he can buy it.

Campaign Use: Tyler offers several possibilities for your campaign. First and foremost he's a tool with which to torment your PCs — since they can't beat Tyler up just for being an arrogant little snot, he can mock them with impunity, even in public. If they make him angry enough, he might even hire a private investigator to uncover their secret identities or find other information he can use against them. Even worse, suppose Tyler has (or could develop) some close connection with a PC's civilian identity so the hero has to put up with him all the time.

Second, Tyler gives you the chance to expose the PCs to the Circle Of The Scarlet Moon slowly. An encounter with Tyler may lead to one (good or bad) with Eric Marburg (Archdruid Airetach of the Circle). Depending on how that goes, Eric may bring his arcane powers to bear against the PC or make other trouble for him.

APPEARANCE:

Tyler Marburg is a handsome young man with wavy brown hair and hazel eyes — the sort of person who takes his good looks, like his money and social standing, for granted. He usually carries himself with an attitude of detached indifference bordering on scorn, as if nothing really interested him or merited his attention. He prefers to dress in very expensive casual clothing, but has no qualms about getting dressed to the nines if that's what a situation calls for.

Supervillain's Girlfriend



AILEEN MITCHELL

10 STR	9 DEX	9 CON	8 BODY
10 INT	7 EGO	8 PRE	12 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: Animal Handler (Canines, Felines) 11-; KS: Animals 11-; KS: Romance Novels 11-; SS: Veterinarian's Assistant 11-; SS: Veterinary Medicine 8-; Streetwise 8-

25+ Disadvantages: Psychological Limitation: Dependent Personality

Background/History: Aileen met Rob Bleskind in college. She was studying veterinary science; he was a geology major. Away from her friends and family for the first time in her life, the lonely Aileen fell for Rob pretty quickly. He provided a comfort and stability in her life that she needed. Before long she'd do anything he asked... and sometimes he asked for a lot.

When Rob was selected to participate in a special experiment with his professors, she was elated. Her happiness turned to terror when the experiment went wrong, Rob was injured, and she thought she might lose him. But it wasn't nearly as serious as he looked; soon he made a full recovery.

In fact, he did *more* than recover. Rob tried to hide it from her at first, but it didn't take long for her to realize he was a *lot* stronger and faster than he used to be. He finally showed her how the accident had given him superpowers. He was going to use them to make a *lot* of money. Listening to his plans to become a supervillain frightened her, but she was too attached to him to say anything. She didn't care what he did as long as he didn't leave her.

That was years ago, and they're still together. She's graduated and become a veterinarian's assistant (Rob didn't want her to go for the rest of the schooling she'd need to become a full-fledged vet) and he's Thunderbolt, the super-fast supervillain. It bothers her, knowing their fancy lifestyle comes from the proceeds of crime, but the thought of losing him scares her too much to do anything about it.

Personality/Motivation: Aileen Mitchell is unhealthily dependent on other people for affection and approval. In particular she wants to stay close to and please her long-time boyfriend Rob, so she puts up with all sorts of poor treatment — his being a supervillain, his womanizing, the way he yells at her when she does something he doesn't like — that a more psychologically stable woman wouldn't tolerate. She needs serious help, but as long as she's with him she's not going to get it.

Quote: "My boyfriend says that's a bad side of town, so I don't want to go there. Let's go somewhere else."

Powers/Tactics: Aileen has no combat or investigative abilities to speak of.

Campaign Use: Aileen is in a rotten situation of her own making and needs help finding her own way out of it. Not help out of it, help finding her own way out of it — if the PCs just "rescue" her by sending Thunderbolt II to jail, she'll either stay with him or find someone else to latch onto. They need to help her develop the confidence and self-esteem necessary to live life as her own woman, not as someone who orbits another person.

Appearance: Aileen Mitchell is a pretty woman in her mid-twenties with long brown hair worn straight and green eyes. She's slender, with an attractive figure she maintains by working out regularly at the gym. She wears nice clothes bought with the money Rob "earns" at his "job."

BARBARA REDHORSE

10 STR	10 DEX	10 CON	10 BODY
10 INT	10 EGO	13 PRE	10 COM
4 PD	3 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: +1 with All Combat; Climbing 11-; Combat Driving 11-; Deduction 11-; Electronics 11-; Inventor 8-; KS: Superhumans 12-; KS: The US Army 8-; Martial Arts (Commando Training); Paramedics 12-; PS: Police Records Clerk 11-; PS: Soldier 11-; Stealth 12-; Streetwise 8-; Survival (Temperate/Subtropical) 11-; Tracking 8-; TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms, Blades; Weaponsmith (Muscle-Powered HTH Weapons, Firearms, Energy Weapons) 11-; Fringe Benefit: Law Enforcement Rank

25+ Disadvantages: Psychological Limitation: Vigilante Mentality; Social Limitation: Secret Identity (Thunderbird's wife/helper)



Vigilante's Wife/Assistant

Background/History: Barbara Redhorse (*nee* Alb-ertson) was orphaned at age 9 when her parents were taken hostage by a supervillain and killed. She became sullen and withdrawn, but inside her there burned a fierce hatred for the people who'd killed her mommy and daddy. She decided she wasn't going to become a victim the way they'd been; she'd protect herself.

When she was old enough, she joined the Army. It wasn't all what she expected it to be — too much paperwork, not enough combat training — but it taught her some of the things she wanted to know. That was where she met Jason Redhorse. He'd been studying supercrime for the DIA and had developed as strong a hatred of super-criminals as she'd had for years. As their attraction led to love, and eventually marriage, he revealed his secret to her: he planned to become a vigilante and get rid of the costumed scum personally. He was tired of sitting back as the authorities treated them all like caped gods that couldn't be stopped. He'd show people that they *could* be stopped and *should* be stopped... one bullet at a time.

That sounded more *right* to Barbara than anything she'd ever heard in her life. Not only did she not disapprove of his plans, she wanted to help. In and around plans for their marriage, they strategized Jason's crusade. While Jason trained intensively, Barbara would leave the Army and go to work for the Millennium City Police Department as a records clerk. That would give them access to all sorts of information they'd need. She'd also learn other things they'd need to know — combat medicine, weapons design — so she could function as his "support team."

It took a few years to put everything in place, but eventually they were ready. Jason hit the streets as Thunderbird and soon began taking a toll on the local supervillain population. And standing behind him, supporting his every move, was Barbara.

Personality/Motivation: While she's not literally a vigilante herself (yet), Barbara definitely has the vigilante mentality. She thinks criminals — particularly supervillains — are a plague upon society that needs to be dealt with swiftly, surely, and with

no chance of their breaking out of whatever jail the courts would put them in. She's the sort of person who sees a problem and finds a solution to it no matter what it takes. She can't sit idly by while people suffer. She may not be out there in the streets gunning down scum, but she helps Thunderbird do it, and that's enough for her.

Quote: "I'll pick you up at Location Theta at three-hundred hours, honey. ::*quick kiss*:: Watch yourself out there, and shoot straight."

Powers/Tactics: Barbara Redhorse is a disciplined, highly-trained ex-soldier. She knows how use a gun, a knife, or her Commando Training to protect herself and defeat her opponents. More importantly for Thunderbird's purposes, she can patch up his wounds, repair his weapons, design new weapons for him, and obtain information from police files or her own copious self-maintained records about supervillains and other targets.

Barbara prefers her "support" role, but if she has to take to the field, she'll arm herself with weapons similar to Thunderbird's (see *Conquerors, Killers, And Crooks*, page 207). She fights cautiously, using cover as much as possible and not hesitating to Abort to a Dodge if she has to. The only things that could make her more aggressive are (a) a really good chance to kill a supervillain, or (b) seeing Thunderbird get seriously hurt.

Campaign Use: Being a villain (in the eyes of society and superheroes, anyway) can be just as tough as heroing! Since villains don't usually have publicly-known bases or winning personalities, they're not nearly as likely to have butlers, press agents, maids, and other such people working for them... but sometimes they can't get by without a little help. In this case, Barbara Redhorse is her husband's information source, armorer, and general support staff. With a few changes in attitude and Skills, she could easily perform a similar role for any other supervillain in your campaign — it's all a question of what the villain needs and how easily a normal human can provide it.

APPEARANCE:

Barbara Redhorse is a petite blonde, 5'2" tall and weighing only 100 pounds despite a muscular build. Her eyes are blue and she wears her hair short (so it doesn't get in the way if she's in a fight). On her job she wears a police civilian employee uniform; at home she wears casual clothes suitable to whatever she's doing; when she goes out into the field to help Thunderbird she usually wears all-black fatigues, turtle-neck, and stocking cap.

Bartender



MELISSA RENWICK

10 STR	10 DEX	9 CON	8 BODY
10 INT	8 EGO	13 PRE	14 COM
3 PD	3 ED	3 SPD	4 REC
18 END	18 STUN		

Abilities: Can Handle Her Booze (+16 CON, Only For Resisting The Effects Of Intoxication); Computer Programming 8-; Conversation 12-; High Society 8-; KS: Liquor And Mixed Drinks 14-; PS: Bartender 14-; PS: Caterer 8-; PS: Cooking 11-; PS: Waitress 11-; Stealth 11-

25+ Disadvantages: None

Background/History: “Muuuhhh-lissa! Set us up!”

“You got it, Brian. What’ll it be?”

“Shots and brews all around! It’s our night to par-tay!”

Hiding a rolled-eye glance heavenward, she began pouring the drinks, deftly setting the glasses up and moving the bottle from one to another without spilling any liquor.

“Hey, Melissa — toss the bottle around like Cruise did in “Cocktail””

“You gonna pay for the whole bottle if I drop it?” He didn’t say anything. “Thought not.” She put it back on the backbar.

“When you gonna come out partying with us, Melissa?” Brian asked.

“Aren’t you sweet to ask. Never. I work nights, remember? Otherwise you guys’d have to pour your own drinks and spend your generous tip money on something else.”

“Oh, yeah. Doesn’t your boyfriend get ticked that you work so much?”

“Not that it’s any of your business, but no. He’s a computer programmer, works all hours. We find plenty of time to do stuff together. Now, who wants a refill?”

“Me!” “Me!” “Right here!” “Me!” “You got it!”

Personality/Motivation: Melissa (never “Missy,” or she’s likely to deck you) earns good money as a bartender because she knows how to please people (primarily men) and make them feel special, maybe even flirt with them a little, without letting them get too close. She thinks most of them are morons and looks forward to the rare occasion when someone asks her for a drink that shows a little sophistication and style. It’s a good life for now, but she doesn’t want to sling booze for the rest of her

life. She’s a good cook and has tried her hand at a few catering gigs; she’s hoping to expand that into a full-time business, though it’ll take money and luck. Fortunately her boyfriend Dan seems to make plenty of cash in his computer consulting business and is willing to spend some of it to help her.

Quote: “What’ll it be, handsome?”

Powers/Tactics: Years of college parties and tending bar have left Melissa with a tremendous capacity for alcohol despite her slender frame. Many’s the time she’s won drinking contests with big, burly men who figured she’d be out after two shots.

Campaign Use: Even superhumans need to relax sometimes, and one of the best places to relax is the neighborhood bar. Install Melissa behind the bar at your PCs’ favorite watering holes and watch her become one of the heroes’ favorite NPCs. She might even be a potential romantic interest for one (or more) of them, but that entails breaking her up with Dan and then attracting her attention. Of course, finding out that Dan Simanowitz is really the supervillain Cybermind would probably take care of the first part (she hates it when people lie to her), but finding a way to make her love again after she’s gotten her heart broken is another thing altogether.

Appearance: Melissa Renwick is a woman in her late twenties whose beautiful, smiling face tends to light up any room she’s in. She’s got shoulder-length auburn hair (usually tied back in a ponytail when she’s working so it doesn’t get in her way) and her eyes are a striking blue-green (almost teal). At work she wears the “uniform” her boss prefers (a mini-skirt and a t-shirt with the bar’s logo on it); at home she dresses more casually.

DR. RAYMOND WRIGHT

8 STR	8 DEX	9 CON	8 BODY
15 INT	14 EGO	14 PRE	8 COM
2 PD	2 ED	2 SPD	4 REC
18 END	17 STUN		

Abilities: Conversation 13-; Deduction 12-; KS: The Medical World 11-; KS: Supervillains 11-; Persuasion 12-; PS: Doctor 11-; PS: Psychiatrist 13-; SS: Medicine 11-; SS: Psychology 14-; Contact: Dr. Arthur Wildman 13-; Fringe Benefit: License To Practice Medicine; Money: Wealthy

25+ Disadvantages: Psychological Limitation: Genuinely Believes All His Patients Can Be Cured; Psychological Limitation: Hippocratic Oath; Reputation ("hired gun" expert witness for supervillains)



The Supervillains' Psychologist

Background/History: "Doctor Wright, where did you go to school?"

"I attended Stanford for my undergraduate work. I have an M.D. from Weill Medical College at Cornell University, and a Ph.D in psychology from Harvard. I wrote my dissertation on "Psychological Aspects of Supervillainy."

"So does that mean we have to call you Doctor Doctor Wright?" Abbott joked. The jury laughed; Wright and the judge chuckled. Abbott continued. "Besides your dissertation, have you written any other books, Dr. Wright?"

"Yes, I'm the author of five books, including the best-selling *Hero? Villain? The Mind Of The Superhuman* and a textbook, *Abnormal Psychology And Superhumanity*, which is now in its third edition."

"Do you belong to any professional associations?"

"I'm a member in good standing of the AMA and the American Psychological Association."

Abbott turned to the judge. "Your Honor, in light of his extensive qualifications I'd like to tender Dr. Wright as an expert witness on psychology in general, and the psychology of so-called "supervillain" behavior in particular."

The judge looked at the prosecutor. "Any objections from the State?" The prosecutor shook his head, knowing any protest would be futile. "So accepted, then. Continue, Mr. Abbott."

"Doctor Wright, have you had an opportunity to examine and treat the defendant, Esper?"

"Yes, I have. I interviewed her extensively in connection with this case, and I treated her previously during the years 2002 and 2003."

"In your expert opinion, Doctor, what's the current state of her mental health?"

"Extremely unstable. In layman's terms, she's insane and unable to fully and properly comprehend the world around her."

"Could you elaborate, Doctor?"

"Certainly. Esper's mind is essentially inhabited by two personae. Now, by that I don't mean that she has "multiple personality disorder." Her mind *literally* contains two personalities: her own; and that of some as-yet unidentified alien creature who has taken up residence there. That's why she refers to herself with plural pronouns — we, our

— instead of I or me like anyone else would use."

"Is there any way to separate the two personalities, Doctor?"

"Not to my knowledge. I've tried, as have many other scientists and doctors. The alien persona seems so fully melded with her own personality that "splitting" them is beyond the bounds of Human science. But even if they could be separated, I would recommend against it; the psychological and neurological trauma could kill her or leave her a vegetable for life."

"And in your *expert* opinion, Dr. Wright, is Esper fully able to comprehend the nature and quality of her acts?"

"No, she is not."

"In your expert opinion, does she know that the acts she commits are crimes, and thus wrong?"

"No, she does not."

"And in your expert opinion, is Esper able to fully and properly participate in the defense of the State's case against her?"

"No, she is not."

"Thank you, Dr. Wright. Your witness, Mr. Prosecutor."

Personality/Motivation: Raymond Wright is a sincere and compassionate man of medicine who believes that anyone can be cured of mental impairments (he dislikes the term "insanity") with the proper treatment. In the realm of supervillain psychology, he considers himself the most qualified to offer such treatment, and has in fact built up a substantial practice providing therapy and other treatments for supervillains. Despite the fact that he's had very little actual success, he remains unwavering in his beliefs and unflagging in his efforts to cure his patients.

Unfortunately, the road to hell is paved with good intentions. While Dr. Wright's motives are legitimate and laudable, some of his conduct in pursuit of his goals is not. He willingly testifies on behalf of the defense in supervillain trials, arguing that the defendant should be found not guilty by reason of insanity... even if he has to shade his analysis a bit to favor that argument.

He's widely regarded as a "hired gun" for the defense bar, though he'd take umbrage at that characterization. From his way of thinking, the State is



deliberately trying to harm his patients (and other “villains”) by incarcerating them, and it’s his job to do whatever he can to prevent that.

Quote: “And how did that make you feel, Mr. Foswell?”

Powers/Tactics: Raymond Wright is an expert psychologist, well-versed at analyzing and treating disturbed minds. As a physician, he can also prescribe psychoactive medications to help his patients, if necessary. Since he’s often called out of his office on a few minutes’ notice to help defuse some crisis, he usually keeps a few fresh doses of commonly-used psychiatric drugs (such as Thorazine) in his medical bag. He’s also got needles laced with questionite so they can pierce super-tough skin.

Campaign Use: Doctor Wright should present the characters with a dilemma. His compassion and humanitarianism are unquestionable... but so is his effect on legitimate supervillain prosecutions. Ideally the heroes should find a way to let him keep doing his worthwhile work (like his counseling sessions with Stronghold inmates) while teaching him the error of his ways when it comes to testifying on behalf of supervillains who aren’t really “disturbed” enough to merit an insanity defense.

Appearance: Raymond Wright is a white male in his mid-fifties. At 5’8” tall he’s gotten a bit portly for his size, but it’ll take a few more years of the gourmet meals he so loves for his weight problem to get serious. He wears glasses, and his greying black hair is starting to fall away, leaving him with a very high forehead.

chapter seven:



AMONG THE MULTITUDES

AMONG THE MULTITUDES



Teleporting Deliverywoman



ALICIA CORONADO

10 STR	18 DEX	15 CON	12 BODY
13 INT	10 EGO	15 PRE	14 COM
6 PD	8 ED	4 SPD	5 REC
30 END	25 STUN		

Abilities: Teleportation (30" normal, 1-20,000 km Mega-Scale, both with up to 1,600 kg total mass), TeleSense (Detect Exact Longitude and Latitude Of A Given Location 18-, Discriminatory, Analyze, Range, Targeting, Telescopic [+40 versus Range Modifier]); Communications Headset (HRRP with worldwide range); Acrobatics 13-; Breakfall 13-; CKs (Amsterdam, London, New York City, Paris, Rome, Tokyo); Language: Spanish (fluent conversation; English is Native); PS: Deliverywoman 11-; Stealth 13-; Traveler; Fringe Benefit: Passport; Money: Wealthy; Absolute Range Sense

75+ Disadvantages: Susceptibility (takes 1d6 per Turn from exposure to kelvarite)

AMONG THE MULTITUDES

Not everyone fits neatly into the six categories covered in the previous chapter. Here are a few more NPCs for your heroes to meet.

APPEARANCE:

Now in her mid-twenties, Alicia Coronado is a pretty young Hispanic woman with olive skin, shoulder-length dark hair, and dark eyes. When she's on the job she wears her "company uniform" — a sort of navy blue leather "jumpsuit" that flatters her figure but still looks professional. It has her company logo (the pale blue silhouette of a woman behind the words "Teledyne Delivery Services" in red) on each upper arm.

Background/History: The first inkling Alicia Coronado had that she was "unusual" was one day when she was nine and a couple of older girls were bullying her. She fervently wished she were at home... and suddenly she was! Her mother was so startled by her sudden appearance that she dropped a pot full of stew.

The two of them soon figured out what had happened: Alicia could teleport. They had no idea where she got the power, but they realized the best thing to do was keep it secret. Alicia practiced when no one could see, eventually developing a range of up to 20,000 kilometers per "jump" (as she calls it).

As Alicia got older, she began to think about what she wanted to do with her powers (besides go on lots of trips!). She didn't really want to be a superhero; that was dangerous work and paid nothing. She wanted to make some cash with her superpowers. She finally thought of a way she could: a delivery service! Businesses and the government paid big bucks to FedEx to get packages around the world in a single day — how much would they pay to get it there in just a couple of *seconds*?

When Alicia turned 18 she incorporated Teledyne Delivery Services, with the motto "Get your package anywhere in the blink of an eye!". She put out the word about her abilities. It took a little while for businesses (not to mention governments) to trust her, but the first few who gambled on her services raved about her. Now she has all the business she can get. In the course of a day she visits a dozen different countries to deliver crucial packages and mail, and she's making a mint in the

process.

Personality/Motivation: Like everybody else, Alicia wants to be rich, successful, and happy... but unlike a lot of people, she is. Blessed with a superpower that has potent commercial application, she's eschewed the superhero/villain route for the business world. As she's said in more than one interview, "If all the rest of those guys would just do what I did, the world would be a lot better place!"

Quote: "You need it where? When? Okay, no problem. Use a GPS scanner and tell me your exact latitude and longitude... and make sure there's an open area nearby so I don't materialize inside something. Your cleaning staff would hate it if that happened."

Powers/Tactics: Alicia is a teleporter with a planetary range. She can instinctively sense the latitude and longitude of any location on Earth and uses those coordinates to make her "jumps" safely. She might be able to develop other teleportation powers, such as apotation, but has never seen the need for them and thus never tried.

Campaign Use: Like David Louttit (see below), Alicia shows the PCs that there's more to superpowers than fighting (or committing) crime. Depending on how superhuman-heavy your setting is, they might encounter superpowered individuals using their powers for all sorts of mundane jobs and tasks. This just makes the PCs all the more important — it demonstrates that being a hero is really a question of attitude, not power.

JERRY JONES

8 STR	8 DEX	9 CON	8 BODY
10 INT	8 EGO	10 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
18 END	17 STUN		

Abilities: +1 with Interaction Skills; Conversation 11-; KS: Insurance 13-; KS: Superhuman Destruction Statistics 11-; Persuasion 11-; PS: Insurance Salesman 11-; Seduction 11-

25+ Disadvantages: Psychological Limitation: Will Exploit Peoples' Fears To Make A Buck



Super-Insurance Salesman

Background/History: “Good morning, ma’am. Thank you for agreeing to speak with me for a few minutes.”

“That’s all right. It was a slow day.”

“Ma’am, are you aware that millions of people throughout this country have suffered severe, even catastrophic losses as the result of the activities of super “heroes” and super “villains,” such as Mechanon?”

“Well... no.”

“Perhaps you heard the reports in the news the other day about the fight between the Champions and Firewing that demolished *an entire skyscraper* downtown.”

“Yes, I saw that on TV! It was awful.”

“Yes, it was, ma’am — and I’m sorry to say it wasn’t the only such incident that day. As you can see from this report I have for you, superhumans cause an average of *three million dollars per day* in damage to structures in the United States. And hospitalization costs for injured innocent bystanders also run into the millions.”

“Really? I had no idea it was so much.”

“Statistic don’t lie, ma’am — this information comes straight out of news reports reviewed by my company, the Amalgamated Federated Insurance Company of America. We’re in the business of protecting ordinary folks like you and me against the destruction and injury caused by super-people. Millions of people around the country use our policies to protect themselves from super-catastrophes.”

She took the report from him and began looking over it. “How much does it cost?”

“That depends on how much coverage you want, ma’am. Some of our clients go with the most basic policy, but I think our best offering is this one — the Deluxe. It’s got just the right combination of protection and cost effectiveness for a homeowner such as yourself.”

“What does it protect us against?”

“It offers full replacement coverage for damage to your house or vehicles caused by the direct actions of superhuman and paranormal entities no matter where the damage takes place. It also provides supplementary health insurance coverage that works with your existing health

insurance to keep your medical bills resulting from direct superhuman action as minor as possible. In fact, over 75% of injury claims are covered in full, meaning the insured has no payment to make beyond his standard health insurance deductible.”

“What about things like storm damage caused by a tornado created by Stormfront?”

“That depends on the situation, ma’am. Sometimes that qualifies as “direct” action and is fully covered. In a few instances it’s “indirect” action that doesn’t fall within the terms of our policy.”

“What if someone tries to eat the planet?”

“That’s an “act of cosmic entity or divine being” and not covered.”

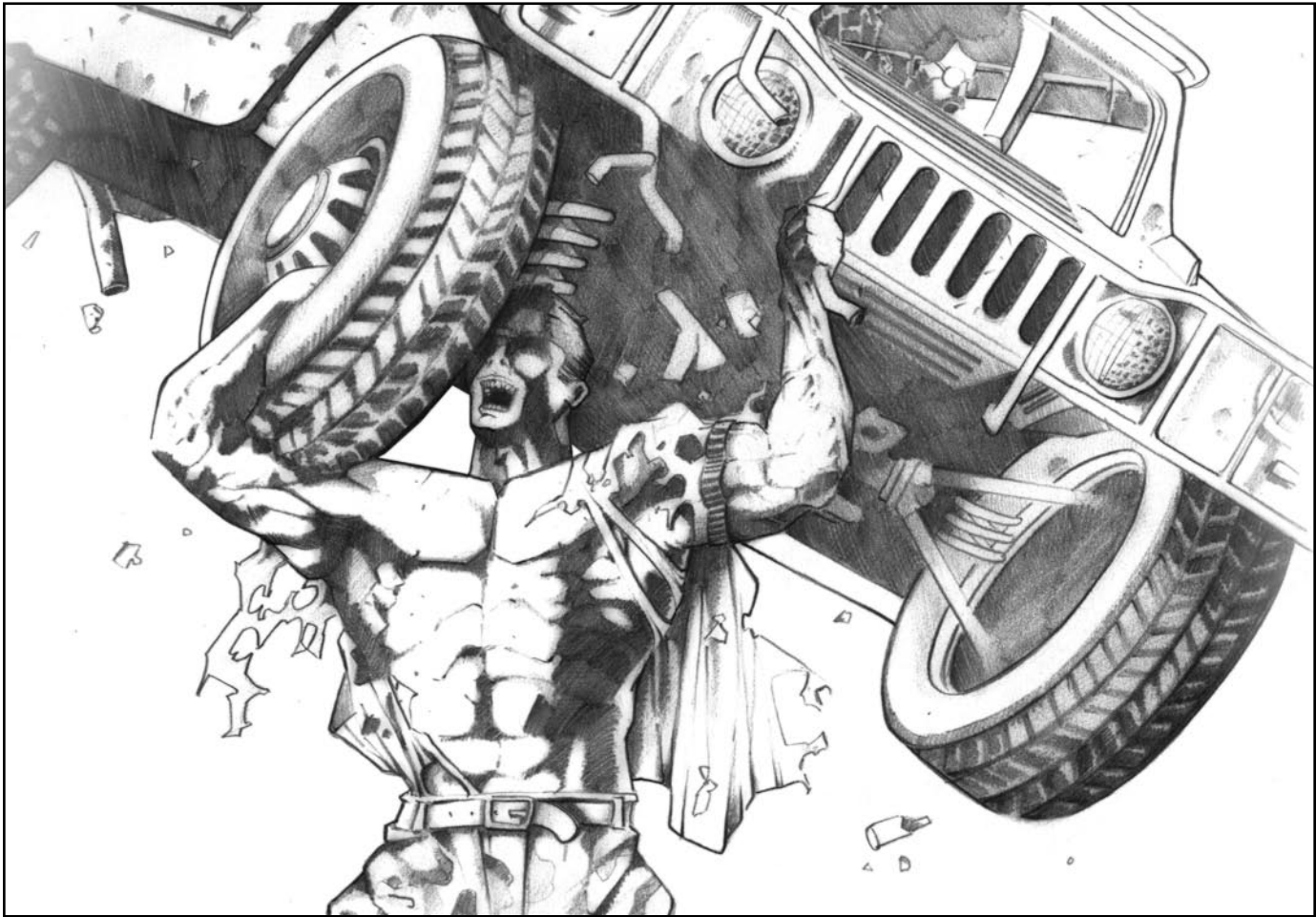
“Okay, thanks for coming by. I’ll have to discuss this with my husband.”

“Thank you, ma’am. I look forward to hearing from you. My card’s attached to the inside of the report.”

Personality/Motivation: Jerry Jones is blandly handsome, self-assured, friendly, talkative, and persuasive. In other words, he makes an excellent insurance salesman. He specializes in what are called “super-damage” policies — insurance that protects people against injury or property damage caused by super-battles and similar activities of superhumans (both heroes and villains). He knows the average person, even the average superhero fan, has a sort of instinctive fear of supervillains or of being exposed to superpowers, and without feeling so much as a pang of guilt he plays upon that fear like a violin to clinch sales. He’s been at the top of his company’s commission earnings for three years running, and doesn’t intend to stop there.

Quote: “Living in Millennium City, ma’am, can you afford not to be covered?”

Powers/Tactics: Jerry is a smooth, convincing talker, but in the end he’s little better than a snake-oil salesman. His company is on a firm financial footing, so it’s not as if he’s peddling oceanfront property in Arizona, but his sales pitch skips over a lot of things. For example, unless specifically asked he doesn’t mention that the standard policy doesn’t cover:



■ the actions of cosmic beings and other entities greater than “superhuman” (in fact, the policy defines “superhuman” pretty vaguely to give the company as much wiggle room as possible to avoid paying claims)

■ non-superhumans using super-technology (such as blaster-armed VIPER agents)

■ damage or injuries resulting from alterations of the time-stream or Reality

■ damage caused by persons under mental domination or control

With loopholes like that, Amalgamated Federated can avoid paying out on a lot of claims and just pocket peoples’ premium checks.

Campaign Use: It’s easy for superheroes to forget the negative impact their actions sometimes have. They’re used to seeing the upside — the grateful faces of people they rescue, the accolades in the paper, the awards and honorary degrees. But superbattles cause a lot of damage, and many people suffer a lot of anxiety over living in a world where they’re essentially not in control of certain fundamental aspects of their own lives because of all the superhumans and super-threats. An NPC like Jerry helps to bring that sort of thing home in a concrete way.

Appearance: Jerry Jones is a white man in his mid-thirties, 5’8” tall and a little overweight. He carefully styles and combs his black hair and wears nice but not overly expensive clothing so he seems like an “ordinary guy” to potential customers.

DAVID LOUTTIT

50 STR	14 DEX	25 CON	18 BODY
10 INT	10 EGO	20 PRE	12 COM
20 PD	20 ED	6 SPD	20 REC
50 END	60 STUN		

Abilities: Damage Resistance (20 PD/20 ED); Running +7" (13" total); Super-Strength Smash-Through (Tunneling 1" through DEF 15 materials); Climbing 12-; Demolitions 8-; KS: Construction Materials 11-; PS: Construction Worker 14-; Stealth 12-

75+ Disadvantages: Psychological Limitation: Doesn't Want To "Get Involved"



**Superstrong
Construction Worker**

Background/History: David Louttit's family knew he was special the day a car hit him when he was riding his bike in the street — and he wasn't even scratched! In fact, he lifted up the car so he could get out from underneath it, laughing all the time. He wanted to do it again!

Unsure of how to cope with a super-strong child, his parents turned to the government's Department of Superhuman and Paranormal Affairs for assistance. Through its SuperChild Initiative, DOSPA was able to provide basic advice and some super-strength-resistant supplies. It hoped David would grow up to want to serve his country, perhaps in the military, but as he got older David made it clear he wasn't interested. He thought of himself as an ordinary guy from an ordinary working-class family, and all he wanted out of life was to be allowed to live and work in peace. "Thanks but no thanks," he said to all their offers, and when he graduated from high school he got a job working construction.

David's natural strength and resilience soon made him the most in-demand construction worker in the city. Able to do the work of dozens of men in a fraction of the time, resistant to injury, and humble, he's the ideal worker. He could have become pretty wealthy by now if he wanted to, but money doesn't really interest him. He's willing to keep about twice what his uncle makes for doing the same sort of work; the rest he donates to charities or various construction unions to help unemployed or injured workers.

Personality/Motivation: David Louttit is that classic American, the Man Who Wants To Be Left Alone. He doesn't want attention, much less fame — he's just an ordinary joe who prefers to keep on being an ordinary joe. If a bunch of crooks were to run past him, he wouldn't lift a finger to stop them. Only if it's necessary to save someone's life will he get involved in other peoples' business... and then he'll leap in as fast as he can and do whatever's necessary to save them.

Quote: "Hey, let's go over to Angie's for a brew after work. The game'll be on."

Powers/Tactics: David is superhumanly strong, able to lift as much as 25 tons and highly resistant to injury. He also has phenomenally fast reflexes. Put it all together and you've got a guy who can help put up a building much, much faster than it could otherwise be erected. He's even better at destroying old structures; the demolitionists' union has filed several complaints about his taking business away from them.

Campaign Use: Like Alicia Coronado (see above), David's an example of a "normal" person who happens to have superpowers and uses them in everyday life. He doesn't even make a big deal out of using them the way Alicia does. He just figures that if he's got them, he ought to use them to do the best job he can — he owes it to his employer. His general refusal to get involved in the world around him contrasts sharply with the attitudes of the PCs... and maybe through exposure to them he can learn that with power, great or not, comes at least a little responsibility.

Appearance: David Louttit is a black male in his early twenties. He's six and a half feet tall and superhumanly muscular, easily dwarfing everyone around him. He keeps his hair short and his face cleanshaven. He typically wears t-shirts, jeans, and other clothes appropriate to working on a construction site.

Snooty Maitre d'



ALBERT MATURIN

10 STR	10 DEX	8 CON	8 BODY
10 INT	8 EGO	13 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
16 END	17 STUN		

Abilities: Conversation 12-; High Society 12-; KS: Etiquette 14-; KS: French Cuisine 11-; KS: Three Coins Menu 16-; Language: French (basic conversation; English is Native); Persuasion 12-; PS: Cooking 11-; PS: Maitre d' 14-; PS: Waiter 13-; Stealth 11-; Incorruptible (-3); Immovable (-5), Unfriendly (-2)

25+ Disadvantages: Psychological Limitation: Arrogant And Snooty; Psychological Limitation: Suck-Up

Background/History: “Good evening, sir. Your name, please?”

“Richardson. Mark Richardson.”

He scanned over the reservations book. “I’m sorry, sir, but we do not seem to have a reservation in your name.”

“I didn’t make one. I don’t make reservations; restaurants let me in anytime. Let’s just say I’m a very big tipper.”

“I’m sorry, sir, but the Three Coins is booked weeks in advance. I’m afraid I can’t accomodate you. I’d be happy to take your reservation for several weeks from now, but we have no tables available tonight.”

“Let me speak to the manager immediately! I’ve eaten at the best restaurants in the world and *never* been treated this badly.”

“I’m sorry, sir, the manager is unavailable. I am in charge of the reservation system, and as I just informed you, if you do not have a reservation we are unable to accomodate you this evening.”

Fuming, Richardson left, practically dragging his date with him. A few minutes passed. Suddenly the door was darkened by an enormous man with a beautiful woman on his arm. A light seemed to glitter off the man’s skin — light generated by the woman!

“M’sieur Ironclad! Mademoiselle Sapphire! Welcome back to the Three Coins! How may I help you this evening?”

“Hello, Albert,” Ironclad said. “We were hoping to have dinner. We don’t have a reservation, though...”

“*Pas de quoi*. We always have a table available for members of the Champions! Wait here but a moment and I will have them bring out the reinforced chair for you.”

Personality/Motivation: A critically-acclaimed, highly popular top of the line gourmet restaurant like the Three Coins needs a pit bull to guard the door — but a pit bull so polite he can bite your head off and have you thanking him for it. Albert Maturin is that pit bull. As *maitre d’* (and thus chief employee, after the head chef... at least in his eyes) at the Three Coins, he’s the guardian at the gate — the person who ensures that only the best people are seated in the dining room.

Maturin is as stuck up as a piece of used flypaper. He’s a notorious suck-up who likes to think he’s “friends” with all sorts of famous people; he drops names all the time. He never lets people forget he’s French (actually French-Canadian, but he conveniently doesn’t mention that particular fact).

Quote: “It’s so good to see you again, M’sieur.”

Powers/Tactics: Maturin’s main “power” is his utter inflexibility when it comes to his reservation book. He can’t be bribed (Incorruptible), persuaded (Immovable), or made friends with (Unfriendly) — the only way to get a table is to have a reservation, and the Three Coins is usually booked at least 3-4 weeks in advance (make that 3-4 months for popular dates like Valentine’s Day). But his inflexibility vanishes when the person in question is famous; he willingly makes a table available for popular superheroes, movie stars, rock stars, and the like.

Campaign Use: Even heroes have to have fun sometimes, and one way to have fun is to eat a delicious gourmet meal in an elegant setting. But that means getting a table, which in turn means getting past Albert Maturin. But if one of the characters is famous, Albert quickly becomes his “best friend,” letting the heroes enjoy the fun of being part of the “in crowd.” He might also learn a useful fact or three based on who’s eating at the Three Coins.

Appearance: Albert Maturin is a white male in his early forties, 5’10” tall and a trim 160 pounds. He has black hair and dark eyes, and wears expensive men’s suits in dark blue or black.

MARTHA REECE

6 STR	7 DEX	7 CON	7 BODY
10 INT	10 EGO	10 PRE	7 COM
1 PD	1 ED	1 SPD	2 REC
14 END	14 STUN		

Abilities: Running -4" (2" total); Conversation 11-; KS: The Bible 11-; PS: Cooking 11-; PS: Volunteer Worker 11-

25+ Disadvantages: Age (60+); Physical Limitation: Heart Condition; Physical Limitation: Badly Nearsighted (needs corrective lenses to do just about anything); Psychological Limitation: Charitable Devout Christian



Sweet Little Old Lady

Background/History: Born to a poor Mississippi family, Martha Iverson moved north with her family to Chicago when she was just a girl. It was there as a twentysomething factory worker that she met and married her husband, Albert Reece. After their second child was born the family moved to Detroit so Albert could take a job in an auto factory. Their third child, Leah, was a surprise when she came along in Martha's mid-thirties, but a pleasant surprise for all that.

Martha worked just as hard raising the kids as Albert did in the factory, and all three grew up to be happy and successful. The third one, Leah, is even famous! She's a superhero who works for the FBI, as Martha is quick to tell people these days. She's every bit as proud of her other children, but it's fun to see the light in people's eyes when they realize Teknique is Martha's daughter.

Albert died of a heart attack in 1998, and shortly thereafter Martha moved into Morningdale Heights, a retirement community and assisted living center. She'd rather have gone on living by herself, but her children were worried about her staying all alone, and she had to admit they were probably right. Once she got over the pain of leaving her home, she found she actually enjoyed Morningdale — it was fun to socialize with so many people like herself and participate in group activities. Since she had more energy and acuity than most she soon began helping out a little around the place. She looks in on her neighbors who are in poor health, reads the Bible to people who want to hear the Lord's word on days other than Sunday, and helps feed residents who can't feed themselves. And of course she's always ready for a visit from her grandchildren. Now, if only Leah would meet a nice young man and start her own family....

Personality/Motivation: Martha is a ray of sunshine in a world that's often sad and gloomy. Despite her own health problems (heart condition, food allergies, nearsightedness, arthritis...), she remains optimistic and upbeat, and tries to make sure others feel the same. She credits her long life and positive attitude to the Lord, who looks out for her just like He looks out for you. She's always ready to lend a helping hand even when it would be better for her, personally, to rest a bit.

Quote: "Now don't you worry, dear. These things have a way of putting themselves to rights."

Powers/Tactics: Although she's reasonably spry for her age, Martha's health is not the best. She has a serious heart condition and doesn't dare exert herself. If she's forced to do too much, or if she's badly frightened, make a CON Roll for her (with a modifier, if appropriate). If the roll fails, she has a heart attack; if it fails by 4 or more, the heart attack is definitely fatal.

Campaign Use: In contrast with the feisty and humorous Wanda Van Der Schaaf (see below), Martha Reece is more like the typical "old relative" DNPC found in most *Champions* campaigns. She's in poor health (though she has a good attitude about things), can't protect herself in any meaningful way, and makes the perfect hostage for a supervillain.

Appearance: Now in her sixties, Martha Reece is a black woman with white hair. Slightly stooped with age, she stands only 5'3" tall, but her spirit's at least seven feet. She usually wears simple floral-pattern cloth dresses, usually with a sweater since she feels the chill a lot more these days. On Sunday she dresses in her best, including a fancy hat, to go to church.

Dockworker

**EDDIE RIDOLFI**

18 STR	12 DEX	16 CON	13 BODY
8 INT	8 EGO	15 PRE	10 COM
5 PD	3 ED	3 SPD	7 REC
32 END	30 STUN		

Abilities: KS: Pro Sports 11-; KS: Shipping Procedures And Practices 12-; KS: What's Going On On The Waterfront 14-; PS: Dockworker 11-; Stealth 11-; Streetwise 12-; TF: Construction & Agricultural Vehicles; WF: Handguns

25+ Disadvantages: Hunted (bookies and loansharks he owes money to); Psychological Limitation: Compulsive Gambler

Background/History: When you grow up poor down near the waterfront, the odds say you'll stay there the rest of your life. Eddie Ridolfi isn't one of the guys who beat the odds — an all-too-common occurrence for him, as he'll lament if you give him half the chance. Given his strength, some people figured him for a football career, but he didn't have the skills to go with the size so it never worked out. He ended up just where he expected to all his life — down on the docks, unloading ships and moving crates around.

Personality/Motivation: Eddie alleviates the boredom of his life in two ways: drinking and gambling. He'll bet on just about anything, whether it's poker, dice, the next big game, or things like which crew can unload its ship first. He's not very good at it, as his generally empty pockets attest; at any give time there are usually a few bookies and loansharks trying to shake payments out of him.

Quote: "I got five here says I can chug my beer quicker'n you can chug yours."

Powers/Tactics: Eddie doesn't really have any connection to the Superhuman World — but he knows just about everything that goes on on the waterfront. He can tell you what ships have come in recently, who unloaded 'em, and who picked the stuff up. He knows where the underground card games are going on and which organized crime gangs currently control what part of the docks.

Campaign Use: Eddie mostly serves as an information source for low-powered heroes whose adventures involve fighting the mob and keeping the streets safe for ordinary people. If the PCs get to know him well he might make a good candidate for VIPER recruitment, thus forcing them to prove to him that he's got better options than putting on a green-and-yellow uniform.

Appearance: Eddie's an Italian-American male in his mid-twenties. He's got curly black hair, brown eyes, a black moustache, and most of the time looks like he hasn't shaved in a day or two (even if he just shaved a couple hours ago). He usually wears sturdy working clothes, plus a good, heavy jacket and gloves in cold weather.

JACKSON TANEY III

10 STR	12 DEX	9 CON	8 BODY
13 INT	10 EGO	10 PRE	8 COM
3 PD	3 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: Running -2" (4" total); AK: Egypt 12-; AK: India 11-; AK: Middle East 11-; CuK: Arabic Culture 11-; CuK: Indian Culture 11-; KS: Ancient Egyptian History 14-; KS: Ancient Near East History 14-; KS: Art History 12-; KS: History 16-; KS: Indian History 13-; KS: Layman's Arcane And Occult Lore 14-; KS: The Museum World 11-; Languages (Akkadian, Egyptian Hieroglyphics, French, Latin, Greek, German, Sanskrit, Arabic, Farsi, all fluent conversation); Navigation (Land) 8-; PS: Archaeologist 11-; PS: Museum Curator 12-; PS: Professor 11-; SS: Anthropology 11-; SS: Archaeology 13-; Stealth 11-; Survival (Desert) 8-; WF: Handguns; Linguist; Scholar; Traveler; Contact: Dr. Ka 11-

25+ Disadvantages: DNPC (wife Audrey, two grown children)



**Museum Curator And Expert
On Archaeology And The Occult**

Background/History: In his younger days, Jackson Taney was a field archaeologist who spent every season in Egypt, the Middle East, or India (his areas of specialty), and every off-season teaching or preparing his next expedition. But a mishap involving an Assyrian statue and badly-rigged pulley left him with permanent injuries to his leg, which meant the end of field work.

Not caring for the idea of doing nothing but teaching for the rest of his life, Taney sought and obtained a position as Assistant Curator at the Millennium City Museum of Antiquities (MCMA). Drawing upon his extensive experience, he revitalized the museum's Near East and Egyptian exhibits and wrote a series of books and articles that have made him an acknowledged world expert on Assyro-Babylonian and Egyptian history and culture. Today he's the curator in charge of the Mediterranean section of the MCMA (which covers Rome, Greece, North Africa, Egypt, and the Middle East) and doesn't miss being out in the field... much.

Personality/Motivation: When you first meet him, Dr. Taney comes across as being on the quiet and serious side — all business, especially if business gives him a chance to talk about his subjects. But after you get to know him, he opens up and becomes friendly, even effusive at times. He thoroughly enjoys scholarly conversation, especially with persons as versed in his favorite topics as he, and is happy to consult with people who can make use of his learning.

Quote: "See this? See how those cuneiform characters differ from one tablet to the next? This is a fascinating alternate version of part of the Gilgamesh epic!"

Powers/Tactics: Doctor Taney knows an enormous amount about history (particularly ancient history), the cultures of Egypt, the ancient Near East, and India, the occult, and archaeology in general. If the heroes need help with these subjects, he's the man to turn to.

Campaign Use: The most obvious use for Jackson Taney is as a consultant to help the heroes. If they get involved in plots involving ancient Egyptian or Assyrian gods/monsters/spirits, or if they lack a mystic hero who can dig up information on the occult, he can help them out. Beyond that his access to all sorts of ancient artifacts may spark all sorts of plots.

Appearance: Jackson Taney is a scholarly-looking man in his early fifties whose dark hair is going prematurely bald. He's 5'8" tall, slender, and wears glasses and nice (but not expensive) men's suits.

Comic Book Shop Owner



RONALD THOMPSON

8 STR	8 DEX	9 CON	9 BODY
10 INT	8 EGO	10 PRE	8 COM
2 PD	2 ED	2 SPD	4 REC
18 END	18 STUN		

Abilities: KS: Literature 8-; KS: Roleplaying Games 8-; KS: Superhumans 18-; PS: Comic Book Store Owner/Operator 13-; PS: Roleplaying Gamer 11-; PS: Website Maintenance 8-

25+ Disadvantages: Psychological Limitation: Fascinated By Superheroes And Their Stories

Background/History: Ronald Thompson got his first comic book when he was just four years old... and he never looked back. Superheroes and their stories completely enthralled him, and the older he got the more intense his interest became. It came as a surprise to no one when, after he graduated with a degree in Comparative Literature, he opened his own comic book shop.

His store, Four Color Fantasies, has thrived ever since thanks to his ability to know what his customers want and give it to them. In the end he's just a big comic book geek like they are, so he realizes how they think and what appeals to them. His store is jam-packed with comics, from the most recent releases to a deep selection of older titles — including some so valuable he keeps them in a specially-locked glass display case. Knowing his customers really just want a place to hang out and geek out, he set up part of the store as a “conversation pit” where fans could get together and talk comics. He sells coffee, sodas, and snacks so they don't even have to leave the place to eat. It's such a great job he can't believe he gets paid to run the place.

Personality/Motivation: Ronald Thompson eats, breathes, sleeps, and live superhumans — whether they're the fictional ones found only in the pages of comic books, or the real ones that fight (or commit) crime in his city every day. No matter how obscure a detail about a superhuman, or how trivial a reference point, you can count on him to know it. His biggest dream is to one day meet and become friends with some actual superheroes.

Quote: “No way, man — there are three types of kelvarite. There's that regular green stuff, and the blue kind, just like you said. But in issue #213 of *Champions* on page 17 Defender encounters some purple kelvarite. And that means there's probably gotta be red kelvarite, too, since red and blue would make purple, but that's just a guess.”

Powers/Tactics: Ronald's “power” is his encyclopedic knowledge of superheroes. Other than that, he's just an ordinary guy trying to keep a small business going.

Campaign Use: Ronald's a change from the sort of sycophantic fans heroes often encounter (people like Bobby Grey and Kevin Kithe (see Chapter Five). He's as big a fan as they are, but he leavens it with a little more maturity and common sense. He's channeled his interest in the subject of superhumans into a job that supports him and even offers a little bit of an “ego boost” because he's regarded as an authority on supers by all the local comic book fans. He's intelligent, well-read beyond the bounds of the four-color world, and would conduct himself responsibly in the presence of his idols. He'd make an ideal target for a villain who needs to learn more about a hero quickly.

Appearance: Ronald Thompson is a white male in his late twenties with dark hair and hazel eyes. He's 5'9” tall and a little overweight (though compared to many of his customers he's positively svelte). He usually wears t-shirts and jeans.

WANDA VAN DER SCHAAF

8 STR	8 DEX	8 CON	7 BODY
10 INT	11 EGO	10 PRE	6 COM
1 PD	1 ED	2 SPD	4 REC
16 END	15 STUN		

Abilities: Can Handle Her Booze (+12 CON, Only For Resisting The Effects Of Intoxication); Running -3" (3" total); KS: Every Bar For Five Miles Around 14-; KS: Motorcycles 11-; PS: Cooking 8-; PS: Sewing 11-; Stealth 11-; Streetwise 8-; TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms

25+ Disadvantages: Age (60+); Psychological Limitation: Too Reckless For Her Own Good; Social Limitation: Harmful Secret (used to be Dr. Bedlam)



Feisty Senior Citizen

Background/History: “Ma! What’re you doing here?”

“Whaddazit *look* like I’m doing, kid? I’m havin’ a drink! You want one?”

“Ma, the people at Morningdale are worried sick about you — you walked out without telling anyone. *I’m* worried sick about you.”

“Horse hockey. No one at Old People Jail gives a damn about me, and neither do you or you wouldn’t’ve put me there.”

“Come on, Ma, don’t be like that. You know we had to do it. You’re getting too old to live by yourself, and I’m not always around to take care of you. Morningdale was the best choice; it’s a great place.”

“It *sucks*.”

“Let’s get you home, Ma. You shouldn’t be in a place like this; it’s not safe.”

“Ha! You go home then. I can handle anyone in this bar if they gimme any trouble. Barkeep! Another shot!”

“No, Ma — we gotta go. Come on, I’ll get your coat.”

“Spoilsport.”

Personality/Motivation: Wanda van der Schaaf (*nee* Abramowitz) grew up tough on the streets of the city, and her feisty streak’s never left her. She sees no reason why being old should keep her from enjoying life even if her son wants her to sit around peacefully and die slowly. When the Morningdale Heights rest home staff isn’t looking, she sneaks out to go have some fun — shooting pool in a smoky bar, playing mumblety-peg with bikers, drinking some big palooka under the bar. She’d like to try bunjee jumping or parachuting, but she can’t get away from the home long enough before her killjoy son Brian (Hypnos of PSI) tracks her down and brings her back to Morningdale (sometimes with the help of just a touch of Mind Control, though he doesn’t like to do that).

Wanda doesn’t talk about it, but she used to be a supervillain herself back in the Seventies — Dr. Bedlam, a sort of roughhousing brick with a few minor psychic abilities. Her superpowers faded away long ago, leaving her sort of bitter. But what really upsets her is that her only son Brian pays so little attention to her. Running away from Morningdale is as much an attempt to get him to “visit” her as it is to have fun.

Quote: “Okay, which one of you suckholes thinks he can drink more’n me? I’ve got twenny bucks here says I can put you all out!”

Powers/Tactics: Although her superpowers may no longer work, Wanda remains active — the very definition of the word “spitfire.” She refuses to accept the usual roles assigned to older people; she wants to go on living life the way she always has. Unfortunately, her body can’t take that sort of strain anymore, so if she keeps this up it’s only a matter of time before she creates health problems that will sideline her for good.

Campaign Use: Wanda is a twist on the usually “helpless old person” DNPC. She’s not really capable of fully looking out for herself, but the tough old battle-axe would never admit that. She keeps trying to live the life she used to live, creating opportunities you can exploit for comedy and fun — and perhaps eventually a touch of tragedy when she overdoes it. Convincing an elderly relative like her to slow down and stay put should tax the ingenuity of any superhero!

Appearance: Wanda van der Schaaf is in her sixties or seventies (she refuses to say exactly how old she is), but to look at her you’d think she’s about ten years younger despite her grey hair. She still stands tall and proud, and can get around a lot better than many people her age. She prefers pantsuits to dresses.



DARRYL YATES

10 STR	10 DEX	10 CON	10 BODY
14 INT	11 EGO	15 PRE	12 COM
4 PD	2 ED	2 SPD	4 REC
20 END	20 STUN		

Abilities: Bribery 12-; Computer Programming 8-; Conversation 12-; Gambling (Card Games, Dice Games, Sports Betting) 13-; CK: Millennium City 11-; KS: World Superhumans 13-; Persuasion 12-; PS: Bookie 11-; PS: Petty Crook 11-; Stealth 11-; Streetwise 12-; WF: Hand-guns

25+ Disadvantages: Hunted (Watched by the MCPD); Social Limitation: Criminal Record

Background/History: Darryl Yates got started in petty crime at a young age by shoplifting from neighborhood stores. As he got older, he worked his way up the ranks of the underworld... a little. For a long time, the best he ever did was to get in with a gang that pulled off liquor store heists in a semi-organized way.

His big break came when a bookie he knew hired him to do “collections.” But Darryl wanted to be more than just a thug and legbreaker. He was smart, so he kept his eyes open and paid attention, and slowly but surely he learned the bookie’s trade.

When his “mentor” died, Darryl decided to try to take over his business. Going was a little rocky at first, but he convinced most of his customers to stick with him. He knew he needed a “gimmick” to attract new business — something that would set him apart from all the other bet-takers out there.

Inspiration struck one day when he was driving around and ran into a traffic jam caused by a superfight. Up ahead he could see flashes of colored light... and then someone threw a car... and there were some flying guys... it was enthralling, even from a distance when he couldn’t see most of what was going on. That’s when it hit him: Hey, people would bet on these battles!

In a few days Darryl had a new line going: superbattle betting! He made a list of pairings and took bets on who’d win the next time the two superhumans (or teams) met. It caught on quick with the betting public; he expanded, adding more fights and even taking suggestions from customers about pairings to post.

Since then, Darryl’s established himself as the #1 “superhero bookie” around. Other bookies have gotten into the business, but he’s the one known for setting the odds. Sometimes there’s trouble over what amounts to “a fight” or “winning,” but these days he’s got his own legbreakers to take care of things like that for him.

Personality/Motivation: Darryl’s pretty much just out to have as much fun and make as much money as he can. Beyond that, his motivations are to avoid jail and other forms of trouble.

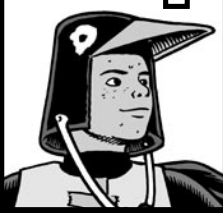
Quote: “C’mon, three for one on the Champions versus the Ultimates! How can ya pass that up, man?”

Powers/Tactics: Darryl is a slick-talking guy who’s cleverer than most people on the street... but not nearly as clever as he thinks he is. He prefers to talk his way out of difficult situations (defined as “anything my bodyguards can’t handle”); he doesn’t even carry a gun.

Campaign Use: Darryl’s not enough of a crook to attract most superheroes’ attention, but the unusual nature of his “superbattle betting” may get them involved in his life somehow. How they react at that point is up to them. Some heroes may think of it as exploitative or cruel, while others may want to bet on themselves to win!

Appearance: Darryl Yates is a black man in his late twenties. He’s 5’7” tall, a little too thin for his size, and dresses like a “gangsta” with a lot more money than good taste.

chapter eight:



THE GM'S VAULT

THE GM'S VAULT



This section contains additional and/or secret information about the characters in this book that's for the GM's eyes alone. *If you're playing in, or plan to play in, a campaign based using these characters, or based on the Champions Universe setting, do not read this section!!*

The GM's Vault is organized by chapter and page number. If the Vault doesn't comment on some part of the main text, it's usually safe to take what's written there as accurate (or as left for each GM's individual interpretation). As always, you're free to change anything in this book to suit your own preferences or campaign.

CHAPTER ONE

PAGE 10 — SEBASTIAN ABRAMS

Here are three plot seeds for Sebastian Abrams:

Abrams gets word that his daughter's been kidnapped... and that if he doesn't turn the results of AT's latest research project over to her kidnappers, he'll never see her alive again! Aware that the kidnappers must be watching him somehow, he surreptitiously contacts the PCs (perhaps in ways they won't immediately recognize as "making contact") and asks for their help.

AT researchers come up with an astounding breakthrough in the field of alternate energy — one they weren't even expecting. Whoever gets his hands on this information might easily be able to generate massive amounts of energy for pennies and without creating any pollution. Aware of its value, Abrams has taken the research data and gone into hiding until he can decide what to do. Meanwhile, various villains and unscrupulous governments are trying to find him to get the data for themselves. The PCs have to find him and protect him... or, depending on who they work for, take his research for their employer.

Abrams returns to Ravenswood Academy (see *Teen Champions*) for an evening to give a lecture on modern business. While he's there, something odd happens and the entire school is trapped in a dimensional vortex. Somehow he's the cause of it, or at the center of it, so the heroes have to go in, get him out of there, and restore the Academy to normal.

PAGE 12 — CATHERINE BARRAS

Here are three plot seeds for Catherine Barras:

The classic Catherine plot: she fixates on a "bad boy" PC — the rebel of the team, or a character

who's perpetually flirting with being in trouble with the law — and dumps "Rick Swift" to pursue him. This eventually sets up a confrontation between Davos and the PC, since even if he sometimes takes advantage of Catherine and doesn't treat her as well as he should, Davos genuinely cares for her and won't let some other guy "steal" her without a fight.

While on assignment, Catherine stumbles onto some *highly* incriminating accounting data — data she wasn't supposed to find because it was hidden under a layer of routine accounting errors and trivial malfeasance. She's pretty sure the people she's working for know that she knows... and that they'll kill to protect the data. She appeals to the heroes for protection, but the data is so arcane she can't really explain to their satisfaction why it's so bad.

Seeing her as a "weak spot" in the Emphyreans' armor, the Lemurians kidnap Catherine in an effort to force Davos to work with them. Knowing he can't fight so many enemies at once, Davos asks for the PCs' help... while still trying to conceal the secrets of Arcadia.

PAGE 13 — JANICE GWYN

Here are three plot seeds for Janice Gwyn:

When a supervillain gets Knocked Back into her office building during a superbattle, he takes Janice hostage to ensure that he can get away. Unfortunately her no-nonsense, generally uncooperative, and even insulting attitude isn't really calming him down. The heroes have to save her from the villain... and herself.

The Boss seems to be having some problems, so Janice, like any good assistant, covers for him as best she can. But it's been going on so long that it's becoming noticeable. What's wrong with him, and why is she so concerned about preventing anyone from learning about it?

Janice believes the PC who works at the office has been falsifying his time records (which may very well be true, since he has to sneak out to fight crime sometimes). She sets out to prove it, and her snooping could put both the PC's secret identity and his job in jeopardy. How can the heroes decoy her and allay her suspicions?

PAGE 14 — BILLY OH

Here are three plot seeds for Billy Oh:

Billy's son Robert begins to display some odd behaviors and abilities. Confused and concerned, he appeals to the PC in his civilian identity for help (if he knows/suspects the PC is a superhero) or goes to the PC and his team for help (if not). In

the latter case, the PC may have to be careful about letting slip with any personal details, since Billy's certain to remember anything he hears the heroes talking about.

Billy tries hard to recruit the PC to join the weekly office poker game. If the PC doesn't take part, he won't be seen as "one of the guys," which may hurt his chances for promotion; if he does, he risks exposing his identity or cutting into his crimefighting time.

Billy puts two and two together and gets five — he realizes the PC is a *supervillain*. He wants to go to the authorities, but he's afraid of what the PC will do to his family. He becomes nervous, jumpy, and paranoid around the PC, which may make the PC think he's up to something....

PAGE 15 — SAM RAVEL

Here are three plot seeds for Sam Ravel:

The classic Sam plot: Sam's going about his daily routine on a day when he's not at work and sees something interesting that he doesn't realize is dangerous — such as some superhuman battles. The heroes have to keep him safe in the middle of whatever else they're doing.

Some oddly-shaped, unusually heavy packages have been arriving for someone in the building recently. Sam happens to mention it to a PC who works in the building in his secret identity. Is there a sinister plot afoot... or is some executive just ordering things he doesn't want his wife to see?

A PC with psychic senses notices some sort of unusual "psionic aura" around Sam. Could he perhaps have some sort of mental powers? Has a supervillain taken control of his mind (and if so, why)? Is he receiving messages from space aliens?

PAGE 16 — HELEN SANDERS

Here are three plot seeds for Helen Sanders:

The PC who works for Helen and his co-workers show up for work one morning to find Helen dead at her desk, a knife in her back! It's murder most foul, with about five dozen suspects to choose from between the employees who hated her guts and her rivals among the company's executive ranks. Who did it? And what if suspicion should happen to fall upon the PC...?

Helen assigns the PC who works for her to attend a convention with her. Due to an administrative screw-up, only one one-bed hotel room was reserved... and there are no other rooms available, anywhere. Wackiness ensues as the two try to put up with one another. Will Helen's harsh facade crack, revealing a softer side? Will true love blossom? Stay tuned!

The PC discovers Helen's taking ice skating lessons. What will he do with this juicy piece of gossip — make fun of her behind her back at the office, or keep it to himself in the hopes that having a hobby will make her more likeable? And if word gets out and he didn't do it, what happens when Helen discovers he knew about it and *assumes* he told?

CHAPTER TWO

PAGE 18 — MICHAEL SCOTT BECK

Here are three plot seeds for Michael Beck:

The classic Beck plot: he gets just a *little* too close to the action during a super-battle and winds up a hostage. Rather than become scared the way any reasonable person would, he tries to turn the situation to his advantage by interviewing his captors and reporting live from wherever they're keeping him. For now the villains are tolerating him (hey, it's free publicity!), but their patience may not last forever. The heroes have to use bits and pieces of information from his broadcasts to figure out where he's being held and rescue him.

Beck's constant contact with the Superhuman World pays off in an unexpected way — romance. He begins dating a superheroine (your choice who) and thus becomes something of a news item himself. Unfortunately, this makes him a target for some supervillains, the heroine's jealous ex-boyfriends, and so forth... and she's not always around to rescue him.

Foxbat decides it's time to start FN! — the Foxbat Network! — so that everyone has all the news about him they could possibly want, 24 hours a day. He kidnaps Beck and makes him FN!'s "news anchor" (he snatches other media figures to fill other jobs). It's up to the heroes to shut FN! down and keep Beck and his colleagues from falling victim to one of Foxbat's comically-twisted deathtraps.

PAGE 19 — THOMAS CASSIDY

Here are three plot seeds for Thomas Cassidy:

Cassidy decides to set up a new charity for victims of supervillain violence and asks the PCs to help promote it by appearing at the announcement party (and maybe even donating money, if they're wealthy). Naturally, some of their old enemies see this as a chance to strike back at them, and at Cassidy for SNN's "lousy" coverage of their (the villains') activities, at once....

After a major villain frames the PCs for a heinous crime, Cassidy buys into the lie and begins some harsh coverage of the PCs' "evil actions." One of the quickest ways to help clear their names and get back in the public's good graces is to persuade Cassidy they're innocent... but that not only means convincing him, it means getting to him without making it look like they're attacking him.

Holocaust claims he's reformed and is about to publish a tell-all book detailing his crimes, many other super-crimes, and other sordid details about the villainous side of the Superhuman World. Cassidy and SNN have agreed to help promote the book and Holocaust's claims. This is sure to earn top ratings... and the enmity of many villains, who want to find out where the book tour interview is taking place and attack it to kill Holocaust. The heroes have to protect Cassidy, his people, and Holocaust — and figure out if Holocaust is for real, or it's all a part of some elaborate plot he's hatched.

PAGE 20 — JIMMY CAXTON

Here are three plot seeds for Jimmy Caxton:

Unbeknownst to his adoring public, Caxton is still a VIPER agent! His career is all an elaborate plot to infiltrate the entertainment industry and subconsciously indoctrinate kids through music and movies. But what if Caxton decides he'd rather be a plain old rock star and not a VIPER agent anymore?

The Ultimates kidnap the Kickers and replace them with fembots. The plan is for the fembots to rob selected targets across the US during Caxton's upcoming tour and then bring the proceeds back to Binder and his men. If the PCs don't figure out what's going on and stop it, the Ultimates will get away with millions.

Caxton's latest hit song contains a series of chords that were suggested to him in a dream by an evil extradimensional sorcerer. When the song's first played live on stage, it opens up a dimensional rift allowing the sorcerer and his army of demons to invade Earth. The heroes have to stop the sorcerer and seal up the rift... but it can only be permanently closed if Jimmy plays the song backwards on the same stage!

PAGE 21 — LIN CHOW

Here are three plot seeds for Lin Chow:

The classic Lin Chow plot: Lin starts dating one of the PCs. Even if Deng isn't aware her new love interest is a superhero, he knows this guy isn't good enough for his sister, and he intends to convince him of that with a well-deserved beating. If the PC can fight back and beats Green Dragon, all that will do is make him angry enough to attack again at the first opportunity.

While working backstage cleaning up after a theater performance, Lin overhears what seem to be some VIPER agents shaking down and roughing up the theater owner. What does VIPER want with a man who owns a theater? Uncertain of what to do about it, she decides to contact the PCs. (Alternately, she starts snooping around on her own, gets caught, and has to be rescued from the snakes.)

That jade medallion Deng gave Lin years ago isn't just a beautiful piece of jewelry — it's an enchanted amulet he stole from the monks who taught him Kung Fu. Now it's the centerpiece of some occult plot, with all sorts of mystic villains (see *Arcane Adversaries*) trying to get it from her. The PCs have to protect her and figure out what the medallion does.

PAGE 23 — DAVID FARQUAR

Farquar *has* had affairs with several super-heroines — his fascination with them extends to the romantic/sexual, which is one reason he started *Uncaped*. His wife knows about his extramarital activities, but tolerates them as long as he supports her and the children in the wealthy lifestyle to which they've become accustomed.

Here are three plot seeds for Farquar:

The *National Inquisition* publishes a story claiming that Farquar is really an agent of an alien species bent on conquering Earth — he was sent here decades ago to gather information on Humanity's superhuman defenders. For some reason a lot of people start believing this (even though the *Inquisition's* not exactly known as a bastion of journalistic accuracy or integrity), causing *SuperWorld's* sales to plummet and Farquar's ability to get interviews with superhumans to dry up. He appeals to the heroes to find out what's going on and clear his name.

Lady Blue claims she's pregnant and that Farquar is the father of her baby. Publicly Farquar denies the charges. Privately, he seeks the PCs' help. He confesses to having had "a liaison" with the soft-hearted villainess but insists he couldn't have gotten her pregnant — he had a vasectomy years ago. He implores the PCs to clear his good name.

Farquar requests that he and several of his people be allowed to do a "Day in the Life of a Super-team" feature on the PCs. He wants to follow them around all day, take pictures of everything they do, and basically be an intimate part of their lives for 24 hours. Obviously there's some risk, but he's willing to take the chance to get the story. Will the heroes agree to his proposal? If not, what if he offers to donate twenty thousand dollars to their favorite charity as "payment?"

PAGE 24 — TRAVIS GARVER

Here are three plot seeds for Travis Garver:

Menton (or some other mentalist of your choice) becomes addicted to *TSTW* and decides it would be fun to kidnap the actors and make them *really* act out their scenes. He mentally controls them to think they're their characters, equips them with super-tech to mimic their powers, and turns them loose on the city. The heroes have to capture both the "heroes" and the "villains" without letting any of the helpless actors get hurt. Meanwhile, since they're distracted, Menton decides to take the opportunity to steal a few valuables....

In an effort to improve his portrayal of Templar, Travis asks the PCs if he can "accompany" them for a week or so as they go about their routine. He doesn't care if it's just hanging around the base or a trip to Saturn, he wants to see how superheroes really live and work. Naturally, during the week he's bound to get into all sorts of trouble that the heroes have to rescue him from.

Travis Garver has disappeared! All the cops can find is a ransom note containing a few odd references, mysterious clues, and mentions of more clues to come. Who committed the dastardly deed, and what do they have in mind for "Templar"? Could the whole thing be a publicity stunt cooked up by some unscrupulous studio exec?



PAGE 25 — CLINTON LAMBERT

Here are three plot seeds for Clinton Lambert:

The classic Clinton Lambert plot: while following the PCs (or some other superhumans) around filming things for his latest documentary (with or without their permission...), he gets in trouble and has to be rescued. This might range from being taken hostage by a supervillain, to falling into a pit at a super-battle site, to accidentally getting caught in a deathtrap meant for the PCs.

While working on a documentary about the connections between supervillains and organized crime, Lambert attracts the attention of the wrong people. Before they kidnap him to find out what he knows, he mails off a rough copy of some of his footage to the PCs. Using the information in the film, the heroes have to track down where the gangsters are holding Lambert hostage and rescue him.

In one way or another, Lambert finds out a PC's secret identity. He threatens to reveal it in his next documentary if the PC doesn't agree to convince the rest of the PCs to let Lambert make a documentary intimately portraying their personal and private lives as a superteam.

PAGE 26 — JULIE MORGAN

Here are three plot seeds for Julie Morgan:

While spying on a criminal transaction, Julie witnesses something she didn't expect — a mob hit pulled off by the Ultimates. Unfortunately, they heard her as she started to run for the cops. Now they're chasing her all over the city as she desper-

ately tries to get to the only people she thinks can help her: the PCs. And why would the Mafia need the Ultimates to pull off a hit anyway?

Julie's got a contact the DA desperately wants to interview, but she refuses to reveal her source. He appeals to the PCs to follow her covertly and learn the contact's identity. Without that information, a major case against a Mafia family (or, if you prefer, a supervillain team) will collapse.

Julie and Mark break up (perhaps temporarily, perhaps not). She starts dating a PC. The PC begins to notice that Nighthawk is paying him a lot of attention... and not of the pleasant sort. Is a confrontation inevitable?

PAGE 28 — ELISA PEREZ

Here are three plot seeds for Elisa Perez:

If one of the PCs is a musician, he may meet and become friends with Elisa when he books time at her recording studio, or at a gig somewhere. If friendship threatens to blossom into romance, MeteorMan might get a little upset....

A lightning bolt hits Studio 7, creating a massive jolt of feedback right into Elisa that gives her sonic powers. Now she needs help learning how to use and control her powers, so she turns to the PCs to get it. Will MeteorMan become jealous, or does this mean he can finally share his secret with her? What if the jolt seems to have unhinged her mind a bit?

Elisa shows up to work one day to find every speck of recording and sound projection equipment missing! There are no signs of a break-in; it's as if the gear vanished into thin air. She can't solve this mys-



tery on her own, so she asks the PCs for help after the cops don't believe her. Who took the equipment, and why?

PAGE 29 — ROBERT J. RENNSALIER

Here are three plot seeds for Robert Rennsalier:

The classic Rennsalier plot: some supervillain gets *really* angry at RJ for something he said (either in print or during a speech) and comes after him seeking revenge. Despite the fact that they hate his guts, the heroes have to rescue him.

An NPC superhero, drunk out of his mind after going on a bender two weeks ago because his wife left him, decides it's time for someone to get rid of this jerk Rennsalier once and for all. The heroes have to defuse the situation and save RJ before their distraught friend does something he'll regret for the rest of his life.

A shadowy figure in the world of finance is making a major play to take over the *Daily Nation* by buying up stock. Rennsalier can't find anything out and is desperate not to let his paper fall into the hands of someone he doesn't know about and can't trust. He swallows his pride and asks the PCs for help.

PAGE 30 — WARREN STADT

Here are three plots seeds for Warren Stadt:

A little kid, not realizing Nar-Cola Man isn't even a real hero, gets in danger and calls out to him for help. Warren, despondent, can't do anything and the child dies. Now deeply depressed, he begs the heroes to help him acquire some actual superpowers so this never happens again.

Maybe he's not so typecast after all! A major movie studio offers Warren a role in the big blockbuster it's about to start filming. But as part of the deal he has to tell them a few... confidential... pieces of information about Nar-Cola and the company that produces

it. Concerned that something illegal's going on but not wanting to earn any bad publicity by going to the cops, Warren contacts the PCs for help.

A rival cola company kidnaps and drugs Warren to make him susceptible to certain hypnotic suggestions. Now the company's controlling him and making him do things in public to embarrass Nar-Cola. A company official who knows one of the PCs asks him to look into the unusual situation.

PAGE 31 — SHEILA SWINSON

Here are three plot seeds for Sheila Swinson:

Mark Binnaker goes around the bend a bit. He decides Sheila cheated him out of his share of the business (and profits)... and he wants them back. He kidnaps her, holding her for ransom until he gets the \$100 million he believes he's entitled to. He hacks into Super_Talk.Com to leave clues for the heroes to follow to bring him his money.

Sheila gets some potentially explosive information about supervillains infiltrating the US government. Scared to leave it on her server, she copies it to a flash drive and mails it to herself. The supervillains find out that she's on to them and snatch her. The heroes have to figure out what's going on, rescue Sheila, get the flash drive, and investigate the information it contains... all before the villains carry out their plot!

The Super_Talk.Com computers start going haywire for no reason. Suspecting that it's some sort of attack with potentially sinister implications, Sheila asks some of her superhero acquaintances to shrink down to micro-size, enter the computer in physical form, and find out what's going on.

PAGE 32 — ELLIS WHEATLEY

Here are three plot seeds for Ellis Wheatley:

Wheatley hatches a scam with the local Nar-Cola

sales rep. The sales guy will approach the PCs about sponsorship and advertising deals, but after he's got them interested will insist they have an agent... and recommend Wheatley. After they sign the deal, Wheatley will kick back 10% of the proceeds to the sales rep. What could go wrong?

When Wheatley takes an unannounced and unscheduled vacation to Bermuda with his latest bimbo girlfriend, Cavalier assumes he's been kidnapped. Lacking the investigative skills and resources to find his friend, he approaches the PCs for help.

Wheatley is actually an agent for ARGENT. His assignment: get close to all the heroes he can and find out as much as possible about their equipment. Far from the buffoon he sometimes seems to be, he's a highly-trained and very observant scientist.

CHAPTER THREE

PAGE 34 — GEOFFREY ABBOTT

Here are three plot seeds for Geoffrey Abbott:

Thunderbird decides it's time to eliminate the "whore who keeps supervillains out of jail." His first shot misses... by a hair... and Abbott goes running to the PCs for help. Will they live up to their heroic ideals and protect him from the murderous vigilante, or will they throw him to the wolves whose company he so richly deserves?

It turns out Abbott's phenomenal legal abilities aren't the result of natural talent: seven years ago he sold his soul to the Devil for them. Now the Devil's coming to collect what's owed him and Abbott's having second thoughts. He begs the PCs to help him out of this dilemma.

Foxbat hires Abbott to get a restraining order against the heroes, claiming they've been harassing him. When Abbott succeeds, Foxbat takes advantage of the situation to go on a crime spree. The heroes have to get the order overturned, but the judge seems decidedly sympathetic to the defense....

PAGE 36 — REPRESENTATIVE MARK AYEN

Here are three plot seeds for Representative Ayen:

The House Subcommittee on Superhuman Technology is investigating pollution and other negative side effects of super-devices like teleportation chambers and powered armor. It wants a gadgeteer PC to testify. It asks one of its members, Representative Ayen, to try to arrange the testimony without the need for a subpoena. Ayen agrees, but what he doesn't know is that the hearings are a plot by a villain to either get the PC in a situation where he's vulnerable, or to try to steal the secrets of his technology.

Ayen's wife Shannon is kidnapped. He receives a note telling him he has to vote a certain way on an obscure bill or he'll never see her alive again. If he contacts the police, she'll be killed. Unwilling to risk his wife's life by going to the FBI, but also



unwilling to sit by and do nothing, he covertly appeals to the PCs to help him. And just what's so important about that bill that would drive someone to kidnapping?

Representative Ayen accidentally receives some secret documents revealing a conspiracy between certain high-ranking members of the military and a strange race of aliens who want to exchange their technology for some information about Earth. Concerned about this, he alerts the PCs.

PAGE 38 — GREG BETTS

Here are three plot seeds for Greg Betts:

A supervillain wants to hire Betts to defend him. When Betts protests that he's really not a criminal defense attorney and tries to refer the man elsewhere, the villain *insists*. Rather than provoke the villain further, Betts agrees, but when he gets the chance contacts the PCs to request their help. Why is it so important that *he* take this particular case?

After the PCs start a super-battle that damages several houses in a Millennium City residential neighborhood, the owners of the houses hire Betts to sue the heroes on numerous claims, including infliction of emotional distress. The heroes soon find that Betts is a tough nemesis as he hits them with depositions, requests for admissions, and a blizzard of other legal paperwork. Of course, the heroes can make the whole thing go away if they'll just pay a hefty settlement....



Betts overhears a couple of men talking at the courthouse — they seem to be planning some sort of terrorist attack. He can't convince the cops that he's on the level, so he goes to the PCs with his information.

PAGE 39 — FRANK CORSINI

Here are three plot seeds for Frank Corsini:

While working on a seemingly ordinary divorce case, Corsini stumbles onto what *seems* to be a VIPER plot. Knowing he can't take on the snakes, he alerts the PCs. Assuming the heroes believe he's not just pulling their legs, what's happening? Is it really VIPER... or something else?

Corsini contacts one of the PCs. He tells the hero that someone — he thinks maybe the government or a villain team working through an intermediary — has hired him to uncover the hero's secret identity. Corsini's no fool and knows what a dumb thing that would be to do, but he doesn't want to risk angering his client and suffering retribution. He and the hero have to work together to solve the dilemma while keeping Corsini's skin intact.

One of Corsini's old Army buddies approaches him with a problem. It's not a problem that can be solved by going to the cops. Corsini feels he owes the guy, but doesn't want to get into legal hot water himself. He decides to try to trick the PCs into finding out about the situation and dealing with it.

PAGE 40 — DETECTIVE LIEUTENANT MARTIN DESSART

Here are three plot seeds for Detective Dessart:

A series of strange murders takes place. Suspecting there's some sort of occult connection between them,

Detective Dessart starts investigating. By the time he realizes that the Crowns of Krim are involved, he's gotten too close and can't get away. He sends one frantic, garbled message to the PCs for help, then disappears. If the PCs don't find him in time, he'll end up another sacrifice to the demon-god Krim.

The other detectives show up to work one day to find Detective Dessart's desk totally bare and empty... except for a Voodoo doll that looks disturbingly like him. Recognizing that they're out of their depth, and unable to contact Dr. Ka or Brother Thunder for some (possibly related) reason, they turn to the PCs for help.

A PC mystic meets Detective Dessart at a seminar or symposium and notices that he's got an unusual aura — almost as if he had somehow been enchanted or cursed. What's going on? Is it just a "residue" from his past experiences, or is someone attacking him with magic?

PAGE 41 — OFFICER LAURA ESPINOSA

Here are three plot seeds for Officer Espinosa:

Officer Espinosa recently found a dead body with what seemed to be strange letters written in blood nearby. She reported her suspicion that it was some sort of cult killing to the detectives, but they brushed her off. She's heard about two or three other bodies found in similar conditions around the city. Worried that something strange is going on and no one's paying attention, she takes her information to the PCs... but insists they let her take the case to the department once they figure out what's going on.

Officer Espinosa thinks that one of the PCs is actually a villain in disguise — and working on

some devious plot, no doubt! This could be the case that takes her to the big time, so instead of going to the detectives she begins investigating the PC in her spare time.

One of Officer Espinosa's brothers has a long criminal record... and now he's become a supervillain! Not wanting anyone to connect her with him, but knowing she can't stop him on her own, she appeals to the PCs for some discreet help.

PAGE 42 — JOHN LIEBERMAN

Here are three plot seeds for John Lieberman:

The classic Lieberman plot: he slips up at work and gives some of the inmates a chance to break free. Now there's a hostage situation in the middle of Stronghold, and he's at center stage. Will he recover enough of his self-respect to put himself on the line and help the heroes try to stop it (even at the risk of his own life), or is he too far gone to care?

When one of the PCs is wrongfully imprisoned in Stronghold, Officer Lieberman is one of the few guards who believes he's innocent. Lieberman keeps a special eye on the PC and does his best to protect him from vengeance-minded supervillainous inmates, creating a bond of trust between the two of them. When the hero finally gets set free, maybe he can repay his friend by tracking down his wife and convincing her to return to him....

Lieberman is found dead in his home. It looks like a heart attack — but could it have been a clever murder perpetrated by some former or current inmate who hates his guts? Is it possible he's not even dead, but just placed in some sort of state of suspended animation by a villain for some nefarious purpose?

PAGE 43 — JUDGE ALBERT ROOK

Here are three plot seeds for Judge Rook:

Scandal rocks the courthouse when the Michigan State Police accuse Judge Rook of taking bribes from organized crime! No one in the Millennium City judicial system believes it's true, but the evidence seems rock-solid. Judge Rook insists he's being framed. With the conventional authorities apparently stymied, it's up to the PCs to find out if he's innocent.

A PC with a lot of street contacts gets wind of a rumor that someone's planning to take Judge Rook out permanently — he's annoyed one too many powerful criminals, apparently. But the rumor's devilishly hard to track down. Is someone really looking to assassinate a judge, and if so can the heroes save him?

A crazed, *extremely* well-armed man has taken Judge Rook and his entire courtroom hostage to protest the way the Judge handled his divorce case. The kidnapper is no fool, either — he's got enough tech skills to set up a force-field preventing anyone from getting into the room via Desolidification, Teleportation, or the like. The heroes have to find a way to defuse the situation and rescue the hostages before the kidnapper starts shooting. If they're smart they'll dig into his records... at which point

they'll find he's never been married! There's more going on here than meets the eye, and that may be the key to resolving the crisis safely.

PAGE 44 — JAVIER SANCHEZ

Here are three plot seeds for Javier Sanchez:

A villain who wants to know the secret information about PRIMUS's staffing and hiring policies kidnaps Javier to force him to reveal the data. Mayte asks the heroes to help PRIMUS locate him as quickly as possible to save both the agency's secrets and his life.

Mayte gets in trouble during a field mission. Javier drops everything and goes to rescue her... only to end up captured himself. Now the PCs have to rescue both agents.

Over a period of a couple weeks, Javier becomes sullen, bitter, and withdrawn — completely unlike himself, in other words. Mayte can't find anything wrong, but she knows there's something going on. She asks the heroes to investigate.

PAGE 45 — ALLISON ZUCCARRO

Here are three plot seeds for Allison Zuccarro:

The classic Allison plot: a supervillain she sent away for a long prison sentence breaks out and comes looking for revenge. The heroes have to protect her from her from him at all costs — if villains realize they can get away with terrorizing and intimidating people in the judicial system, it will be major trouble.

Allison and Geoffrey plan a camping trip, but at the last minute he has to cancel out, so she goes alone. While she's out in the swamps she has an encounter with the Skunk Ape (*Vibora Bay*, page 112) and winds up missing. The heroes have to (a) find her before she gets hurt, and (b) figure out why the Skunk Ape would want to snatch her (that's not its usual sort of activity).

After a male PC and Allison spend a lot of time together preparing for a trial, Amphibian gets the wrong idea and begins making trouble for the hero. Can Allison convince him nothing's going on before things really get ugly between Amphibian and the PC?

PAGE 46 — DEL ZWICKIE

Here are three plots seeds for Del Zwickie:

The classic Del Zwickie plot: Del takes on a job to bring in a particular supervillain. After he tracks down the guy, he discovers he's bitten off more than he can chew. He decides to hire the heroes to help him out so the next meeting with his quarry goes the way he wants it to.

Someone attacks Del and his men. The men are slaughtered, and Del's in a coma, barely clinging to life. The why is obvious (probably...), but the big question is who did this. The heroes, friends of his from working on cases together previously, have to solve the mystery and bring the killers to justice.

The producers talking to Del about making him the focus of a reality show want to add something that

will give the show some zing — superheroes! With some heroes helping Del, the show has the potential to really take off. Del asks the PCs if any of them would be interested in becoming TV stars....

CHAPTER FOUR

PAGE 48 — JENNIFER BALDWIN

Here are three plot seeds for Jennifer Baldwin:

The classic Jennifer Baldwin plot: she falls for some guy who's no good for her. After this guy screws with her emotions and dumps her, Harpy comes looking for revenge. The teen heroes of Ravenswood Academy have to save the schmuck — whom they probably don't really even like — from an enraged, experienced supervillainess. And if her first attack doesn't get the job done, maybe Harpy will come back with some friends....

Jennifer disappears. Harpy begins tearing up the town looking for her; the heroes both have to stop the rampaging supervillainess and find the girl before any harm comes to her.

In an effort to alleviate her angst and fit in, Jennifer joins the Weirdo clique and begins engaging in some self-destructive behaviors. The teen hero PCs have to figure out a way to wean her from that path without driving her further into the arms of the nonconformists.

PAGE 49 — DR. MAXWELL BRADY

Here are three plot seeds for Dr. Brady:

The classic Dr. Brady plot #1: Doctor Brady's come back from his latest dig with all sorts of artifacts to study and catalog. One of them turns out to be an ancient mystical item. As he studies it, Dr. Brady "triggers" it, releasing a demon or causing some other havoc the PCs have to correct.

The classic Dr. Brady plot #2: While on a dig, Dr. Brady gets into serious trouble. This could range from being taken hostage by vicious tomb looters and drug smugglers who somehow have supervillainous help, to accidentally opening a gate to another dimension where an evil god was imprisoned aeons ago. The PCs have to journey to his camp and put matters to rights.

DEMON decides Dr. Brady knows things it needs to know. It plots to kidnap him, then use a sorcerous spell to steal his memories and transfer them into a book, leaving him a mindless vegetable. The heroes have to follow the clues left behind (some, perhaps, by Dr. Brady himself) to find him before DEMON reduces him to a babbling idiot.

PAGE 51 — MARK "FORKLIFT" GUTTMAN

Here are three plot seeds for Mark Guttman:

Guttman and a PC both want to take the same girl to the prom. How will they resolve their differences? And just what does this girl have to say about it?

Guttman suffers a serious injury on the football field that may end his career. It's within the power of the teen hero PCs to find or create a potential

cure for him. Can they put aside their loathing for him long enough to give him back his life, or are they too petty to care? If they help him, will Guttman become their friend?

A teen hero PC gets a summer job working construction... only to discover that the "G" in G&D Construction is Rick Guttman, Mark's dad, and that he (the PC) has to spend the whole summer working alongside "Forklift." Does this mean a summer of bullying, or can the two of them find some common ground for friendship?

PAGE 52 — SUZY ISHAMURA

Here are three plot seeds for Suzy Ishamura:

If one of the heroes has some sort of connection to literature — for example, he's an embodiment of a Greek god or hero, or derives his powers from a medieval knight's magical sword or armor — Suzy arranges to have him speak to her English class. Naturally, a villain or group of villains takes advantage of this opportunity to attack his hated foe....

Suzy finally raises enough money to launch her "Student Week In Japan" program and takes her first group of four students over to the Land of the Rising Sun. Unfortunately, one of them brings something back in his luggage besides souvenirs — the mirror demon Kagamishoki (*The Ultimate Speedster*, page 194) hidden inside a pocket mirror. Once in the States, Kagamishoki goes on a rampage, often tormenting Suzy and Shugoshin when not having fun elsewhere. Suzy appeals to the PCs for help to defeat the wily demon.

Something seems to be wrong with Shugoshin — it's as if he's reverting to the selfish, brutal criminal he once was. Concerned that he's been possessed, mind controlled, or injured, Suzy asks the PCs to find out what's going on.

PAGE 53 — DR. HARRIET JACKSON

Here are three plot seeds for Dr. Jackson:

The classic Harriet Jackson plot: one of her experiments goes awry and the heroes have to deal with the consequences (see Chapter Five of *Villainy Amok* for plenty of ideas, though she's not exactly a "mad" scientist). Most often this means there's an Earth-shattering ka-boom and the heroes have to put out the fire, shore up the lab, and save anyone who's in danger (Chapter Four of *Villainy Amok* covers fire scenarios). But it could mean she's created a dimensional rip and Istvatha V'han's D-soldiers or some monster is coming through, or a being of living energy has been "born" in the heart of her equipment, or she herself has gained temporary superpowers and been driven insane by the "rush."

ARGENT decides that Dr. Jackson's work has become so potentially useful for its plans that it can't allow her to remain free any longer. It kidnaps her and forces her to work for it. The heroes have to rescue her before she designs some sort of super-weapon or ultra-device that ARGENT can sell to the likes of VIPER or the Warlord.

The heroes need to find a way to cross the



cosmic powers to put a stop to weapons development, space travel, and related projects she thinks imperil Earth.

An accident similar to the one that created Photon (*Conquerors, Killers, And Crooks*, page 189) affects Dr. Rosenbaum. Crazed by her sudden transformation, she runs riot through the city. The heroes have to rescue potential victims, stop her without hurting her, then discover what's going on out in space to transform innocent female astronomers into supervillains.

PAGE 57 — REGGIE WENDELKIN

Here are three plot seeds for Reggie Wendelkin:

Reggie is actually an FBI agent. Rogue right-wing elements within the Bureau have planted him in the leftist student movement as a way of both spying on and discrediting it. If his "colleagues" were ever to find out, Reggie's life might be in danger....

Reggie hates the government, but not so much that he wants to kill people. When he overhears some of his left-wing friends discussing a plot to blow up City Hall, he decides enough's enough and alerts the PCs. But he tries to "tag along" with the PCs during their investigation to ensure that they don't do anything more than they absolutely have to to end the plot... while at the same time trying to conceal his own involvement in the matter.

Reggie's part of the planning committee that's staging a massive protest march and concert at the university later this month. The PCs get word that some supervillains are going to try to infiltrate the protest in disguise so they can gain access to restricted labs on campus and steal experimental devices. To keep from disrupting the event (for which all permits have been properly obtained), the heroes have to go undercover themselves to ferret out their adversaries.

PAGE 58 — PROFESSOR SCOTT WILSON

If conspiracies and strange creatures exist in your world (and why wouldn't they??), they're almost certainly Hunting (Watching) Professor Wilson. Lots of people take him seriously, and he's a genuine expert in the field of the Paranormal & Weird. He's also too high profile for a group of conspirators to safely eliminate; they'd settle for misdirecting and humiliating him as much as possible.

Here are three plot seeds for Professor Wilson:

The heroes receive a garbled radio message: "Wilson Expedition... trouble... Nepal... invasion" that cuts off abruptly. Preferring to be safe rather than sorry, they fire up the team jet and head to the Himalayas....

Professor Wilson contacts the PCs. He claims to have a large number of confirmed UFO reports in rural Minnesota and believes something's going on. He's traced most of the activity to a large body of water, Lake Winnepaka, and believes the aliens may have established a base beneath its surface. He asks the PCs to come help him investigate and, if necessary, thwart an alien invasion. Are his fears legitimate or the product of an over-active imagination? If the former, which species is behind the invasion — the Hzeel? the Gadroon? the Sirians?

While investigating some mysterious pyramid-like structures in western China, Professor Wilson uncovers a long-lost outpost of the Lemurians! (See *Hidden Lands*.) Now freed from their suspended animation, the automated Lemurian war machines are wreaking havoc. The PCs have to team up with the Tiger Squad to destroy the menace.

CHAPTER FIVE

PAGE 60 — RODGER BRIGHT

Here are three plot seeds for Rodger Bright:

The Ultimates decide it's time they had a killer base — and Rodger Bright's the only man with the skills to design it. They kidnap his wife and family to force him to work for them. Knowing the villains will hurt his family if he goes to the police, Bright tries to covertly get word to the PCs so they can save his wife and children... and prevent the Ultimates from getting an impregnable super-fortress of their very own!

VIPER figures that if it knows how various super-teams' bases were built, it can easily infiltrate and destroy those facilities. It kidnaps Rodger Bright, intending to psionically retrieve the information about superbase construction that's locked within his mind. If the heroes don't find him in time, a lot of their secrets will wind up in the hands of the snakes!

When a super-base that Bright designed collapses unexpectedly, killing three people and injuring twelve, investigators initially blame shoddy work by the “super-architect” and his firm. But Bright’s *positive* there was no problem with the base. He’s convinced that someone else deliberately weakened the structure. He asks his friends the PCs to look into the situation and clear his good name.

PAGE 62 — WENDY BROOKS

Here are three plot seeds for Wendy Brooks:

The classic Wendy Brooks plot: while the Champions are in the middle of an adventure, she puts her work aside to rush out and help! After the villain captures her despite her (utterly futile) efforts, the Champions have to save her from a deathtrap. Once in a while, though, she’s actually studied up on the villain enough to have a useful tidbit of information or two that she can offer the Champions at just the right moment.

The Champions recover an ancient Greek artifact from a Demonhome and ask Wendy to take a look at it. While translating the writing she forgets their warning and reads some of it out loud. The resulting spell transforms her into an avatar of the monster-god Typhon! The Champions have to stop her rampage through Millennium City without hurting her.

While the Champions are away, the Crimelords attack Homestead and capture it, taking the entire staff hostage... except Wendy, who successfully hid from them. Now it’s one spunky housekeeper against an entire team of supervillains — can she hold out and keep them from launching their Master Plan until the Champions return?

PAGE 64 — CORRINA CADEAU

Here are three plot seeds for Corrina Cadeau:

Corrina refuses to work for supervillains. Foxbat decides it’s time to change that. He wants her to freshen up his image a bit, make him look cooler and deadlier, and he’ll keep attacking and threatening her until she agrees to do it... or the heroes stop him.

A big-time Hollywood exec approaches Corrina about licensing the images and stories of the PCs for a major motion picture. One problem: he assumes they’re clients of hers, when they’re not. Or at least, not yet. She sets out to get their business... whatever it takes!

Corrina has a great new idea: superhero rock bands! People love rock ‘n’ roll; people love superheroes; put the two together and people will *really* love it. Now she just has to convince the PCs to learn to play instruments and form a band....

PAGE 65 — DANIEL CALHOUN

Here are three plot seeds for Daniel:

Teleios offers to give Daniel his super-abilities back — permanently, and at an even greater level of power. All he has to do is betray the PCs into the master geneticist’s hands....

After a training accident seriously injures one of his clients, Daniel finds his business drying up to nothing. Desperate for money, he takes a job training supervillains (or perhaps VIPER agents). When the PCs start to encounter much better-trained, tactically-aware adversaries, they have to figure out what’s going on and put Daniel back on the straight and narrow.

Daniel’s powers start to return... but he can’t control them! Desperate not to lose them again, and certain he’ll get them under control eventually, he conceals his condition from his superhero clients. Will tragedy result?

PAGE 66 — THE COAST WATCH

Here are three plot seeds for the Coast Watch:

The Watch finds a very sick homeless man. He’s delirious and raving. Concerned that his illness may have resulted from some sort of super-virus or plague weapon, they call in Amphibian to investigate. It turns out they’re right... but now Amphibian’s got the bug! Too sick to fight crime, he asks the PCs to finish the investigation and find the cure.

All members of the Watch vanish without a trace one night! Three were out on patrol, but the rest were home in their beds or out on the town having fun. Amphibian lacks the investigative skills to figure out what happened to his friends, so he asks the PCs for help.

A new member joins the Watch... but the others aren’t entirely sure about him. He *seems* sincere, and he’s willing to do a lot of work, but something about him doesn’t feel quite right. Could he be a plant from VIPER or some gang? Amphibian doesn’t think he is, so the suspicious Watch members have to investigate on their own, or ask the PCs for help.

PAGE 67 — DR. GARY DENNEY

Here are three plot seeds for Dr. Denney:

The classic Dr. Denney plot: a hero goes to Dr. Denney’s clinic to get some medical care... but finds the place ransacked and Dr. Denney missing! Has some supervillain found the place and decided to deprive heroes of Dr. Denney’s services, or did street punks break into the clinic and rob it for drugs?

While treating a sick superhero, Dr. Denney is infected by a “super-germ.” The virus would just make a superhuman sick, but it gives him strange powers of body-warping and disease control. Delirious from fever, he goes on a rampage through the city; the heroes have to stop him (hopefully without hurting him) and then figure out how to cure him.

Doctor Denney’s treating a badly-injured super-strong hero who’s in a coma... and the hero’s skin is so tough that Dr. Denney can’t cut through it or puncture it! He asks the PCs to find a small sample of the one substance the injured hero is Susceptible to so he can weaken the patient just long enough to cure him. If the heroes can’t find the substance in time, the injured hero will die.

PAGE 68 — DENISE DUMONT

Here are three plot seeds for Denise Dumont:

The classic Denise Dumont plot #1: Dumont finds herself whipsawed between the demands of DOSPA and wanting to help the Champions “do the right thing” regardless of the government’s needs. What will she do... and how will it affect the heroes?

The classic Denise Dumont plot #2: While monitoring the Champions’s activities, Dumont gets a little too close to the action and winds up kidnapped. Now the Champions have to get her back, and they ask the PCs to help them. (Or, if she’s working with the PCs rather than the Champions, they simply have to rescue her themselves.)

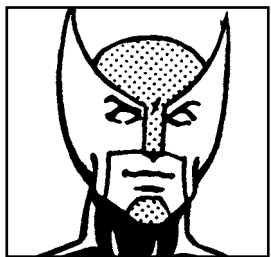
Dumont begins dating a nice man and things start to turn serious. A couple of the Champions are a little suspicious, though — this guy seems too good to be true. Could he be a supervillain who plans to use her to get information on them and DOSPA? Whether he is or isn’t, how will Dumont react to their “snooping”?

PAGE 69 — BOBBY GREY

Here are three plot seeds for Bobby Grey:

The classic Bobby Grey plot: Bobby decides to “apply” to one of the PCs to become his sidekick. He begins following the hero around, begging to be trained, and inevitably either (a) interfering with the hero’s work, and/or (b) getting into harm’s way so that the hero has to rescue him.

Rejected by one hero too many, Bobby goes around the bend and decides to become a *supervillain’s* sidekick. There are plenty of villains out there evil enough to exploit a gullible child for their own purposes. The heroes have to win Bobby back from the dark side... without encouraging him to think they want him to become a sidekick to one of them.



Bobby happens to be friends with a PC’s kids who are about his age. He starts spending more time hanging around with them, creating the disturbing possibility that, with his knowledge of superhumans, he might put a few clues together and figure out the PC’s secret identity.

PAGE 70 — JUDSON

Here are three plot seeds for Judson:

Foxbatler: Foxbat kidnaps Judson and tries to take his place. Of course, he’s wearing a butler’s uniform over his Foxbat costume, so it’s not likely the deception will work for long....

A villain or villainous organization (such as Menton or VIPER) psionically takes control of Judson and begins using him to spy on the PCs. As his behavior becomes increasingly odd, will the heroes figure out what’s going on, free Judson, and find a way to confront their attacker?

During a supervillain attack on the PCs’ base, Judson experiences a radiation accident and gains superpowers! Now he wants to fight crime alongside the heroes. What will they think about adding Super-Butler to their team?

PAGE 71 — KEVIN KITHE

Here are three plot seeds for Kevin Kithe:

The amazing Foxbat kidnaps Kevin! He wants to use Kevin’s encyclopedic knowledge by hooking up his brain to the incredible new Foxbatbeamcannon he’s designed. Then when he uses the cannon against a hero, Kevin’s mind will automatically select the type of attack most likely to hurt the hero! It’s up to the PCs to find and save Kevin before Foxbat has him fully wired into the weapon.

A “radiation accident” occurs during a super-battle one day when Kevin’s been following his latest favorite hero around, inflicting hyper-intelligence on Kevin. He’s now the Smartest Man on Earth... and he knows just about all there is to know about superheroes. What happens if enhancing his intelligence so suddenly unhinges him, turning him villainous because the heroes didn’t save him?

Kevin develops a *major* crush on a PC heroine. Wackiness ensues.

PAGE 72 — JEANINE MCGILLICUDDY

Here are three plot seeds for Mrs. McGillicuddy:

Mrs. McGillicuddy decides it’s time for some of the Champions to begin “settling down” and begins playing matchmaker, drawing on the single children of her wide circle of friends, other superheroes she’s met through their visits to Homestead, and the like.

Millennium City Pet Rescue, for which Mrs. McGillicuddy does volunteer work without telling anyone about it, wants to hold a big fundraiser. Knowing that she works for the Champions, MCPR asks her to get them to be a part of it. She has to figure out how to recruit and manage them so they participate fully but never find out what her connection with MCPR is.

While the Champions are away on an adventure, Mrs. McGillicuddy and Sunshine the cat get sucked into an extradimensional vortex and find themselves trying to stop one of Istvatha V’han’s dimensional invasions. The PCs have to find them, help them, and bring them home.

PAGE 73 — ANDREW OLMSTED

Here are three plot seeds for Andrew Olmsted:

The Hzeel are planning their invasion of Earth and need to keep Humans (particularly Americans) in the dark as long as possible. They kidnap Dr. Olmsted so they can deprive the US of his services. The heroes have to track them down, get him back, and hopefully stave off the launch of the invasion for the time being (if not forever).

A bizarre-looking alien, completely unknown to Humanity, lands in the middle of Washington, D.C. and insists on seeing Dr. Olmsted and the heroes as

soon as possible. He claims the future security of the Galaxy may depend on it. What's going on?

Doctor Olmsted is really a Hzeel using technology to disguise himself. He's been feeding the US government misinformation about alien life to soften Earth up for invasion. Will the heroes figure out what's going on in time to undo the damage?

PAGE 74 — RALPH POLAREWSKI

Ralph's hoverchair is as heavily armed as rumor suggests. Any supervillains who think to kidnap or rob him are in for a nasty surprise... assuming he can bring himself to actually pull the trigger.

Here are three plot seeds for Ralph Polarewski:

Wayland Talos dislikes Ralph intensely and decides to eliminate him in the most ironic fashion possible: with gadgets. He launches a shadowy "robotics war," sending remote drones to attack Ralph, who defends himself and fights back. If this keeps up, though, it's going to get worse, and then innocents might get hurt....

A supervillain who wants to discredit Ralph starts subtly sabotaging his gadgets so it looks like they fail at the worst possible time. Ralph's reputation among the superhero community quickly starts to sour. He *knows* he didn't do anything wrong, so he appeals to the PCs for help.

A PC coming to hire Ralph to design a new blaster pistol finds him lying unconscious on the floor — someone poisoned him with something, putting him into a coma. His hoverchair and a lot of parts and equipment are missing. Who's behind the robbery, what do they plan to do with the stuff, and what sort of drug or toxin did they use? If the PCs can't answer these questions fast, Ralph is going to die, and who knows what sort of trouble the thieves are going to cause....

PAGE 75 — DR. MARK SEBREE

Here are three plot seeds for Dr. Sebree:

A supervillain steals Dr. Sebree's medical records in the hopes of using them to concoct a virus that applies only to superheroes. At first Sebree tries to recover them himself so that doctor-patient confidentiality isn't compromised any more than it's already been, but when that just makes things worse he turns to the PCs for help.

Teleios kidnaps Dr. Sebree and substitutes a controlled clone for him so he (Teleios) can spy on superheroes and obtain tissue samples from them for his own work. The PCs realize Dr. Sebree's acting a little oddly; can they figure out why, rescue him, and short-circuit the master geneticist's plan?

A drug Dr. Sebree administers to a superhero has an unintended side effect — it makes the hero both more powerful and ravingly paranoid, sending him on a rampage against his friends, family, and teammates. The PCs have to join forces with a lot of other superheroes to bring him down without hurting him... and then they need to find an antidote!

PAGE 76 — COL. SHANE SILVERMAN

Here are three plot seeds for Col. Silverman:

The classic Col. Silverman plot #1: supervillains kidnap Col. Silverman to find out about US anti-superhuman tactics so they can overcome them and conquer the nation (or kidnap the President or achieve some other goal). The heroes have to rescue him before the bad guys can get the information they need.

The classic Col. Silverman plot #2: For some reason, Col. Silverman decides the PCs are an imminent threat to US security. He brings the resources of the military and DOSPA to bear to capture, confine, and interrogate them. They have to avoid him long enough to figure out what's going on and clear their names.

Colonel Silverman believes certain key sections of the Department of Defense have been subverted by VIPER. Not knowing how high up the corruption goes, he doesn't dare inform his superiors. Instead, he alerts the PCs and asks for their help in uncovering and defeating the snakes.

PAGE 78 — MICHELLE STUCK

Here are three plot seeds for Michelle:

That handsome fellow Michelle started dating recently — doesn't he look a lot like Freon? Is he getting close to Michelle so VIPER can spy on (and then attack) the heroes, or are they just being paranoid?

When an airplane crash leaves Michelle badly injured — possibly crippled for life — she's so desperate to get back into the air that she makes a deal with ARGENT to buy the technology she'll need to fly planes again. Of course, ARGENT's price involves more than just money....

The heroes' new team plane is delivered and Michelle can't wait to try it out. But there's a problem — special systems and software secretly installed in the plane by Cybermind cause it to take over her mind mid-flight and use her, in essence, as an incredibly powerful autopilot. Cybermind's threatening to attack the city with the plane's devastating weapons unless his demands are met.

PAGE 79 — SUNSHINE

Here are three plot seeds for Sunshine:

The King of the Cats comes to Sunshine with a mission. He needs a particularly clever and competent cat to spy on the Trismegistus Council, some of whose members are suspected of feline abuse. Sunshine agrees to the mission, but he's not entirely sure the King doesn't have some sort of ulterior motive. Why would the Ruler of All Felines wish the Trismegistus Council ill?

Sunshine comes to live with a PC mystic during a Familiar Exchange Program initiated by some members of the Mystic World. But he doesn't seem like the Sunshine the PCs once met. He's temperamental, surly, and destructive. Is it possible he's suffering from possession or some other malady? Or is he an imposter, and if so who sent him and what have they done with the *real* Sunshine?



When the Champions get knocked out and taken prisoner by the Warlord, Sunshine goes to get help. The first heroes he finds are the PCs. Can he convince them to follow him back and rescue his mistress and her friends?

PAGE 80 — ZHU HSAIO

Here are three plot seeds for Zhu Hsaio:

The classic Zhu Hsaio plot: a powerful supervillain kidnaps him to force the secrets of Yengtao martial arts (or sorcery, though he knows little about them) from him. The heroes have to rescue him before Yengtao's wisdom is in the hands of evil men!

Zhu Hsaio believes a PC *may* be worthy of learning the secrets of Yengtao. To prove his worthiness, the hero must pass a series of grueling and dangerous tests devised by Zhu Hsaio. After he sees if the hero passes the tests, and how he passes them, Zhu Hsaio will decide whether he's worthy of instruction at this time.

Zhu Hsaio awakens one morning to find that a priceless Yengtao relic, a jade amulet in the form of a *ch'i-lin* (see *The Asian Bestiary*, Vol. I, pages 10-13), is missing! Nightwind is unavailable, so he asks the PCs to find it and bring it back to him. He cannot say for sure, but fears it may possess mystic power that would make it deadly in the wrong hands....

PAGE 82 — RICARDO ZUÑIGA

Here are three plots seeds for Ricardo Zuñiga:

Z-Guard takes a job to guard a new superteam's base... but Zoon quickly decides something's not right. He becomes convinced the new team is a villain team masquerading as heroes for some reason. He has no proof, and so under his own personal code can't turn on his employer, but he thinks he has to do something. He covertly contacts the PCs and leaves an anonymous tip.

Z-Guard's forces are attacked by the Ultimates during an assignment, and Zoon suffers a serious injury that may leave him crippled for life. He's determined to find a way to get back on his feet and back to work... but that may mean contacting people like Wayland Talos or ARGENT for a special exoskeleton that will enable him to walk. Can he bring himself to deal with the devil... and if so, what consequences will follow?

Zoon begins dating a gorgeous, vivacious woman — but something's not sitting right about it with some of his most trusted employees. It's too convenient. They think she might be some sort of supervillain or spy, but he completely brushes off their concerns. Lacking any alternative, they go to the PCs with their concerns.

CHAPTER SIX

PAGE 84 — GINA CLARKE

Here are three plot seeds for Gina:

The classic Gina Clarke plot: the Clarkes, Gina's parents, come to the PCs for help. They've spent months (if not years) trying to find Gina and bring her home, without success. They beg the heroes to help them. But even if the heroes can find Gina (they may even recognize her from pictures, if they've run into the New Purple Gang before), can they convince her to come home... or bring themselves to force her to?

The PCs rescue Gina from Kevin and the New Purple Gang somehow. Now they've got two more problems on their hands. First, they have to make sure Gina *stays* rescued; she keeps trying to run away again. Second, they've made a dangerous enemy in Kevin Poe; he may not care as much for Gina as she does for him, but he likes her enough that he's not going to sit there and take it when some costumed fools steal her from him.

Gina snorts a bad line of cocaine and goes into some sort of coma. The New Purple Gang anonymously drops her off at the hospital. While the doctors try to save her life, she begins... mutating. Before long she's rampaging through the hospital, so it's up to the PCs to stop her *fast*, before she hurts a lot of innocent people. But they can see inside her monstrous form the ordinary girl she used to be, and that girl needs saving, too....

PAGE 85 — BELINDA HUANG

Unbeknownst to Belinda, her husband William (the supervillain Lodestone) was faking about having to go to the hospital. The accident, described on page 170 of *Conquerors, Killers, And Crooks*, didn't hurt him, it gave him superpowers. But he couldn't just walk out of the damaged lab and claim nothing had happened, so he faked being injured until someone found him and called an ambulance. That's why he seemed to recover so quickly — he was never really hurt at all.

Here are three plot seeds for Belinda:

A PC, or PC's spouse, meets Belinda and becomes her friend. Eventually Belinda confesses her worries and fears about her home situation. How will the PC react?

Belinda discovers that her husband is really the supervillain Lodestone. When she threatens to go to the police, he imprisons her in the house. When she fails to show up for scheduled activities or the like, the heroes have to find and rescue her.

After Belinda suffers a minor injury when a super-battle involving the PCs and some villains breaks out, Lodestone decides to take revenge on the hero whose errant energy bolt he blames for his wife's wound. This leaves the PC to wonder: why has the magnetic supervillain suddenly become my Hunted? That in turn may lead to an investigation that exposes Lodestone's identity....

PAGE 86 — LOUIE

Here are three plot seeds for Louie:

Henchman have begun disappearing — everyone thinks they've been killed somehow. Apparently someone's hunting thugs-for-hire, but there isn't even a whisper of a rumor about it on the street. Fearing for his life, Louie approaches the foes he has the most respect for, the PCs, to tell them about it and ask them to find out what's going on. Of course, he figures that if he tipped them off to something major, now they owe him a favor....

After a fight with the heroes leaves Louie crippled (and thus unemployable) for life, his dislike of superheroes turns to intense hatred. Scraping up every bit of money he can get his hands on, he hires Wayland Talos to make him a super-weapon so powerful he can wipe every last one of "those caped bastards" off the face of the Earth... starting with the PCs.

After Mechassassin kills several of Louie's friends who "failed" him, Louie gets fed up with the henchman game and decides it's time to go straight. He approaches the PCs with an offer to come clean about his career as a henchman. Assuming the heroes believe him, all they have to do is keep him alive long enough to testify — there's a *long* line of villains Louie's worked for who'd rather see him dead than let him reveal their secrets.

PAGE 87 — TYLER MARBURG

Here are three plot seeds for Tyler Marburg:

If a PC has a daughter about Tyler's age, you can complicate the PC's home life by having Tyler start to date said daughter. It'll be obvious to the PC that Tyler's just using his daughter and will dump her when he gets tired of her, but the girl's lovestruck and can't see that.

Tyler steals a PC's car for a joyride... only to discover that it's a super-vehicle in disguise! Now the little snot knows the PC's secret identity. How can he use this information for maximum enjoyment? It's fun to have your own pet superhero!

Tyler sees and hears a few things he shouldn't and realizes his father's deeply involved in the occult. This scares him onto the straight and narrow... at least for a little while... and he goes to the PCs with the information. But when the chips are down, will Tyler help the PCs defeat his father — or give in to his desire for money and power and accept Arch-druid Airetach's offer to learn all his secrets and rule the Circle at his side?

PAGE 88 — AILEEN MITCHELL

Here are three plot seeds for Aileen Mitchell:

Thunderbolt finally goes too far and does something Aileen can't forgive. Her eyes now open to how he's treated her, she goes to the PCs for help. Assuming she can convince them she's telling the truth, they have to keep her alive long enough to testify against him.

Aileen meets a male PC (perhaps through her day job), falls for him hard, and transfers her affection to him. Now he's got to deal with (a) a psychologically unhealthy woman who won't leave him alone (and who may do something desperate if he doesn't handle her just right) and (b) an angry supervillain who thinks the PC has stolen his girlfriend.

Aileen gets pregnant. She's afraid Rob's baby could have superpowers of its own and might hurt her when it gets big enough. She can't tell her obstetrician what the problem is, so she asks a PC who's a doctor (or has an autodoc) to help her on condition of anonymity for Rob.

PAGE 89 — BARBARA REDHORSE

Here are three plot seeds for Barbara Redhorse:

Thunderbird gets hurt too badly for Barbara to patch up, but she doesn't dare take him to the hospital. She seeks the help of a PC, making him promise only to heal him — "He'll die if you don't help, and aren't you a hero who *saves* lives?". Despite his promise, the hero now knows more about Thunderbird than the vigilante's comfortable with, possibly leading to a showdown.

Barbara disappears. Thunderbird goes to the extreme, racking up the body count in his search for her. The heroes have to find her *fast* to calm him down... and heaven help the underworld if some supervillain's killed her.

Barbara decides its time to expand her role. Now

there are *two* Thunderbirds causing twice as much havoc in the city. It's up to the PCs to find them and put a stop to their execution spree.

PAGE 90 — MELISSA RENWICK

Here are three plot seeds for Melissa Renwick:

When several of the bar's patrons fall sick, blame falls on Melissa — all the evidence shows that she's been poisoning people! She insists she's innocent and appeals to the PCs to help her. Meanwhile, Cybermind is doing his own investigating, and he's considerably less gentle than the heroes are likely to be. Who's doing the poisoning, and why?

Melissa begins to suspect that something's fishy about Dan. He doesn't seem to be running a business, but he's still making lots of money. She snoops around a bit and discovers he's really Cybermind. She goes to the cops with her suspicions, but they don't take her seriously... and then Cybermind, realizing what's going on, kidnaps her. The PCs have to rescue her before he takes revenge for her betrayal.

Melissa wakes up one morning to find herself seemingly *inside* a computer! It turns out that Cybermind, wanting her to be able to share his "real" world, hired Wayland Talos to create a special nano-virus he could inject into her to give her cyberkinetic abilities like his. Horrified, she rejects him, leading to a running battle across the city and cyberspace that the heroes have to put a stop to before a tragedy occurs.

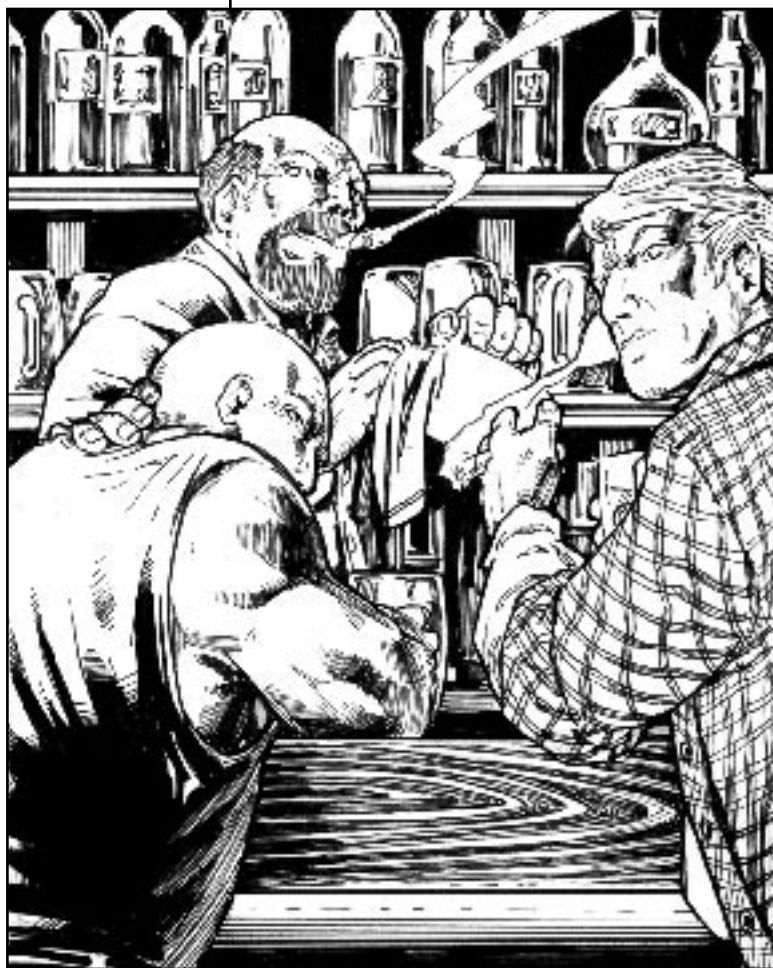
PAGE 91 — DR. RAYMOND WRIGHT

Here are three plot seeds for Dr. Wright:

It's the trial of the century! PRIMUS has captured Menton at long last. Carefully shackled and confined with a power-draining collar to prevent him from using his psionic abilities, he's in court to be judged by a jury of his peers. Doctor Wright is ready to testify on the defense's behalf that Menton's psionic powers affect his sanity and judgment, making him unable to appreciate the nature, consequences, or wrongfulness of his acts. The heroes know this is flat wrong, but the prosecution has no expert qualified enough to counteract Dr. Wright's testimony. The PCs have to find a way to convince Wright not to testify, lest he play a part in freeing one of the most dangerous men in the world.

Doctor Wright comes to the PCs' base, clearly terrified for his life. He believes Thunderbird is out to get him and begs for their protection. Is he right? If not, what's spooked him? And do the PCs help him or turn him loose to sleep in the bed he made?

A drug Dr. Wright administered to Stormfront has reacted badly with the villain's mutant physiology, boosting his powers to tremendous levels and sending him on a chaotic rampage. Now manipulating the weather on a continental scale, he could kill millions if he's not stopped. Doctor Wright has an antidote that will calm Stormfront down and knock him out, but he needs the heroes' help to get close enough to administer it.



CHAPTER SEVEN

PAGE 94 — ALICIA CORONADO

Alicia thinks she's a mutant, but that's not the case. When she was a fetus, her mother was exposed to kelvarite, and that affected Alicia, eventually giving her teleportation powers. Unbeknownst to Alicia, kelvarite can hurt (even kill) her if she gets close to it.

Here are three plot seeds for Alicia:

Alicia discovers that one of her clients has been using her to move illegal substances under the guise of sending legitimate mail. Incensed, she contacts the heroes and offers to help them bring down the whole rotten gang.

While carrying an extremely valuable "cargo of military significance" (as the Department of Defense puts it, refusing to elaborate), Alicia seemingly disappears in mid-teleport. The government calls in the heroes to find out what happened and retrieve the package (and Alicia, if possible).

When Alicia's powers start to fade mysteriously, she recruits a PC teleporter to help her keep her company going while she hires the other PCs to find out what's happened to her and stop it.

PAGE 95 — JERRY JONES

Here are three plot seeds for Jerry Jones:

A homeowner, enraged by having had his claim for replacement of his house turned down, kidnaps Jerry and imprisons him in a homemade deathtrap. He's threatening to kill him unless Amalgamated Federated (a) immediately pays his claim in full, and (b) issues a press release to the national media explaining in detail how and why it tried to cheat him and apologizing. The company asks the heroes for help. To make matters worse, it seems as if the refusal to pay for the damage is completely legitimate under the policy....

A bunch of supervillains concoct a scheme in which they buy super-damage insurance policies and then smash up each others' property so they can collect on the policies. Amalgamated Federated thinks Jerry's in on the scheme, fires him, and threatens prosecution. He asks the PCs to investigate and clear him.

All of a sudden, Jerry's golden touch deserts him — he couldn't sell heaters to Eskimos. Convinced he's been cursed, he asks the PCs to find out why and remove the malediction.

PAGE 97 — DAVID LOUTTIT

Here are three plot seeds for David Louttit:

David refuses to get involved when the coffee shop he frequents gets robbed... and a clerk gets fatally shot. Wracked with remorse, he goes to the PCs and begs them to help him find a way to turn back time so he can save her.

David suspects that the job he's currently working on isn't entirely what it appears to be — that part of it, at least, is a secret lair for a supervil-

lain. He doesn't want to get involved, but his conscience nags at him until he sends the PCs an anonymous tip.

David gets so sick and tired of people singling him out for being superhuman that he contacts the PCs and asks for their help in getting rid of his powers. If they won't help him, he'll turn to VIPER, or Teleios, or *someone* who can do it....

PAGE 98 — ALBERT MATURIN

Here are three plot seeds for Albert Maturin:

Albert decides to start his own restaurant. Now the PCs are stuck between the Three Coins (whose owner makes every effort to keep their business) and Albert's new place, Chez Maturin (since Albert's also lobbying hard to get his "friends" to try his restaurant and ignore the Three Coins).

Albert fails to show up for work one day. When they see a strange man at the maitre d's station, the PCs wonder what's going on. Then the owner of the Three Coins asks for their help. It seems that Albert was rather rude to a large gentleman the other day — a gentleman who may have been involved with organized crime or supervillainy. Would the heroes mind investigating?

Albert overhears two customers — almost certainly supervillains — quietly discussing a criminal scheme. Not wanting to let them succeed, but also not wanting the Three Coins to get a reputation as a place where people cannot conduct discreet business, he tries to indirectly let the PCs know what's going on. The heroes have to figure out the meaning of the obscure clues he keeps sending and stop the criminal plot.

PAGE 99 — MARTHA REECE

Here are three plot seeds for Martha Reece:

The classic Martha Reece plot: Martha happens to be in the wrong place at the wrong time and gets kidnapped or taken hostage by a supervillain. The heroes have to rescue her before her heart gives out.

After the heroes rescue her (see above), Martha decides one of them would make an ideal man for Leah. She "persuades" (guilts, tricks, coerces...) him to visit her and just *happens* to have Leah come by at the same time. If things don't work out right away, she keeps trying to throw the two of them together.

Martha shows up on the doorstep of the heroes' base one day. Her daughter, Teknique, hasn't spoken to her in weeks. She's afraid something's happened to the girl, but the FBI refuses to talk to her about it. Would the heroes please find out what's going on?

PAGE 100 — EDDIE RIDOLFI

Here are three plot seeds for Eddie Ridolfi:

A container Eddie's moving bursts open, dousing him with some sort of weird chemical broth that gives him superpowers. Now he can make some *real* money! He fights crime a little to build up a

rep, then starts licensing his image with the help of Corrina Cadeau (see Chapter Five). He's not very concerned with who he works for, just that he gets paid well, which could lead to all sorts of trouble....

A bunch of the bars Eddie likes to go drinking in start to get shaken down by a low-powered supervillain (your choice who). Eddie figures he can take the guy and goes after him. When that lands Eddie in the hospital, he asks the PCs for help.

Eddie sees something he shouldn't have, and now the mob's after him. With nowhere else to go and the gunmen closing in, he goes to the PCs for protection.

PAGE 101 — JACKSON TANEY III

Here are three plot seeds for Dr. Taney:

One of the artifacts in the MCMA's Egyptian collection, a statue of a serpent-god, suddenly comes to life! As it rampages through the city it seems to be unstoppable; the heroes have to work with Dr. Taney to figure out its weaknesses. (For added drama, the statue injures Dr. Taney when it smashes out of the museum, and the heroes have to shrink down and go inside his brain to repair the damage so he can wake up and help them.)

Dark Seraph and the Crowns of Krim kidnap Dr. Taney. They believe they've found an ancient Assyrian tablet with information about *another* Crown and need him to translate it for them. The heroes have to track the villains down and save Taney before he makes Dark Seraph even *more* powerful... assuming this new Crown actually exists.

While Dr. Taney is studying an old Sumerian tablet, an evil spirit imprisoned in it takes over his mind! Now under this fiend's control, he commits a series of clever crimes designed to bring the spirit even greater power. The heroes have to find out what's going on and save him before the spirit can make his body its permanent home.

PAGE 102 — RONALD THOMPSON

Here are three plot seeds for Ronald Thompson:

Some local thugs begin hitting Ronald up for "security insurance fees" (read: protection money). The police don't seem to be able to do anything about it, so he screws his courage to the sticking place and goes to ask his heroes, the PCs, for help.

Ronald comes to the shop one day to find that several of his most valuable comics have been stolen! But there's no sign of a break-in or other illicit activity, so the police don't believe him. He decides to go to the heroes to see if they can find out what happened.

When a hero suffers a bad blow during a super-battle and is in danger of dying, Ronald risks his own life to rush out and drag him to safety. The two soon become friends, much to Ronald's delight... but now Ronald's a potential target for supervillains, particularly the one who nearly defeated the hero before Ronald interfered....

PAGE 103 — WANDA VAN DER SCHAAF

Here are three plot seeds for Wanda:

The classic Wanda van der Schaaf plot: Wanda sneaks out of the rest home to "have some fun" and gets in over her head. Hypnos tries to find (or rescue) her and can't, so he appeals to the PCs for help — or, maybe the PCs find her first by coincidence and have to figure out what's going on.

VIPER (or an old ally of Dr. Bedlam's, if you prefer) tracks Wanda down and offers to restore her youth and powers. Naturally, she jumps at the chance, and Dr. Bedlam makes a comeback! But why does VIPER care about reviving a broken-down old supervillainess from the Seventies?

When an NPC hero falls mysteriously ill, the PCs discover that the only thing that can cure him is an infusion of Dr. Bedlam's blood. Wanda agrees to help on one condition — the heroes have to sneak her out of Morningdale and take her on their next adventure!

PAGE 104 — DARRYL YATES

Here are three plots seeds for Darryl Yates:

The classic Darryl Yates plot: Darryl tries to get close enough to a superbattle to see who wins... only to get too close and end up a hostage. After the heroes rescue him, he tries to befriend them, figuring that the more he learns about the Superhuman World, the better he'll be at setting odds on superbattles.

Darryl needs to scare up some cash fast, so he decides to nudge things along — rather than waiting for one of the high-payoff battles on his list to take place, he's going to plant some false clues and trick the heroes and villains into fighting. How will they react when they find out what's going on?

Darryl's losing his shirt because the Ultimates found out what he's doing and are forcing him to give them great odds. Then they bet on themselves and go out and stage a quick-and-dirty ambush of the heroes they're paired against so they can claim a quick "victory" (and thus win the bet). Darryl secretly tries to get word to the heroes about what's going on.

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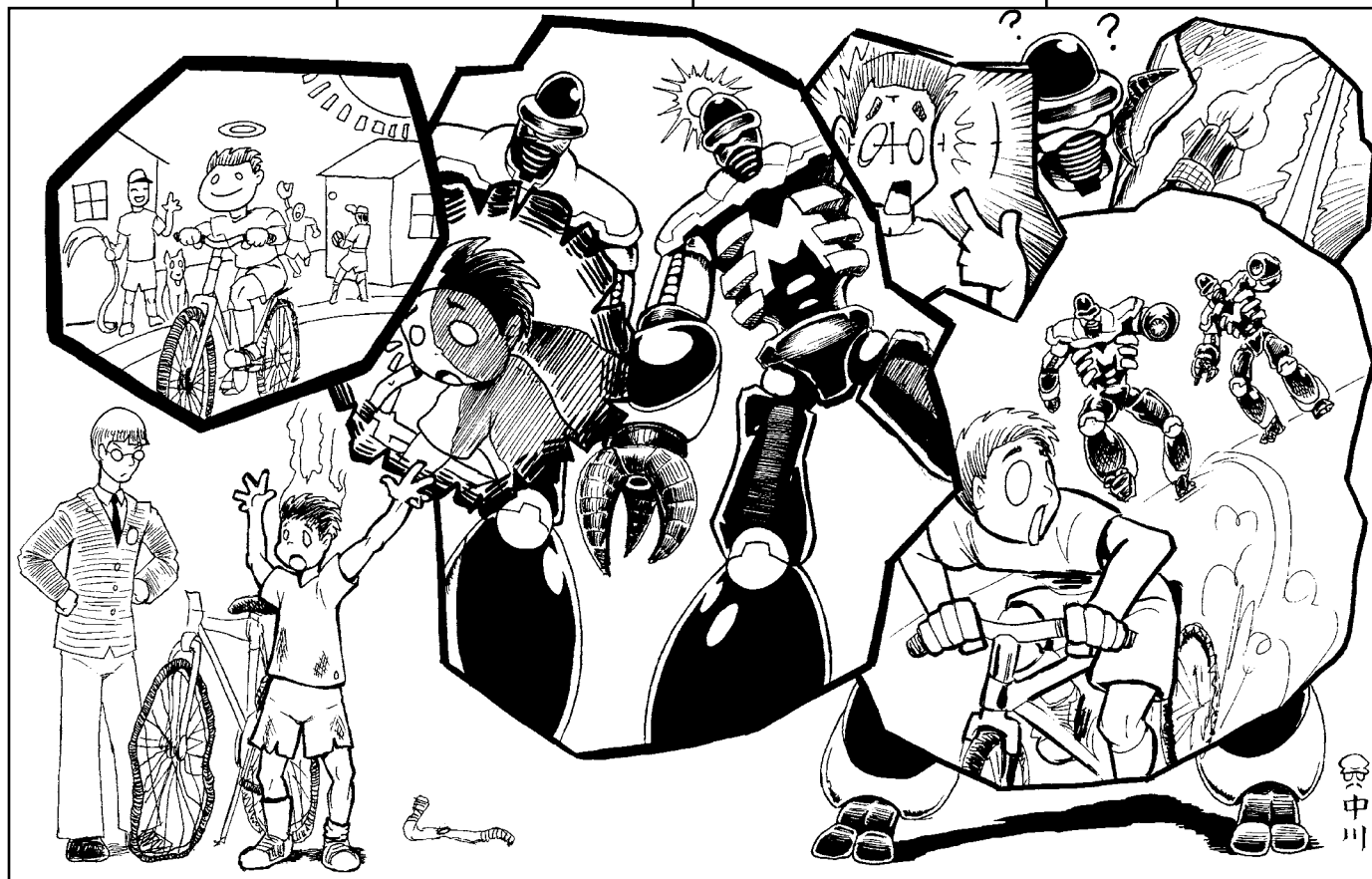
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 Shugoshin.....52
 Teknique.....99
 Thunderbird.....89
 Thunderbolt II.....88
 VIPER.....20
 Witchcraft.....79



EVERYMAN CONTACTS

Each character in this book includes information indicating how many Character Points it costs to buy that character as a Contact on an 11- roll. To save space, the following symbols are used to indicate relevant aspects of the Contact:

† — very useful Skills or resources, ‡ — extremely useful Skills or resources,
\$ — access to major institutions, % — significant Contacts of his own

CHAPTER ONE: AT THE OFFICE

Sebastian Abrams, Eccentric CEO	Contact Cost: 4 points † %
Catherine Barras, Forensic Accountant	Contact Cost: 3 points †
Janice Gwyn, Unflappable Assistant	Contact Cost: 2 points
Billy Oh, Nosy Guy In The Cubicle Next Door	Contact Cost: 2 points
Sam Ravel, Mail Person	Contact Cost: 2 points
Helen Sanders, Demanding Boss	Contact Cost: 2 points

CHAPTER TWO: IN THE MEDIA

Michael Scott Beck, SNN On-The-Scene Reporter	Contact Cost: 4 points \$ %
Thomas Cassidy, Founder And Owner of SNN	Contact Cost: 7 points ‡ \$ %
Jimmy Caxton, Ex-VIPER Agent Rock 'n' Roll Star	Contact Cost: 2 points
Lin Chow, Up-and-Coming Actress	Contact Cost: 2 points
David Farquar, Publisher Of SuperWorld Magazine	Contact Cost: 3 points †
Travis Garver, Actor On To Save The World	Contact Cost: 2 points
Clinton Lambert, Documentary Filmmaker	Contact Cost: 2 points
Julie Morgan, Crime Reporter	Contact Cost: 3 points †
Eliza Perez, Recording Studio Owner	Contact Cost: 2 points
Robert J. Rennsalier, Hero-Hating Newspaper Publisher	Contact Cost: 7 points ‡ \$ %
Warren Stadt, Nar-Cola Pitchman	Contact Cost: 2 points
Sheila Swinson, Super_Talk.Com Owner/Operator	Contact Cost: 3 points †
Ellis Wheatley, Professional Leech	Contact Cost: 2 points

CHAPTER THREE: LAW AND ORDER

Geoffrey Abbott, Supervillain Defense Attorney	Contact Cost: 3 points †
Representative Mark Ayen, Millennium City Congressman	Contact Cost: 5 points † \$
Greg Betts, Civil Attorney	Contact Cost: 3 points †
Frank Corsini, Sarcastic Private Investigator	Contact Cost: 5 points † %
Lieutenant Martin Dessart, Police Detective	Contact Cost: 6 points † \$ %
Officer Laura Espinosa, Police Officer	Contact Cost: 3 points †
John Lieberman, Distracted Stronghold Guard	Contact Cost: 3 points \$
Judge Albert Rook, By-The-Book Judge	Contact Cost: 4 points † \$
Javier Sanchez, PRIMUS Human Resources Officer	Contact Cost: 5 points † \$
Allison Zuccarro, Vibora Bay Assistant District Attorney	Contact Cost: 5 points † \$
Delbert "Del Loco" Zwickie, Bounty Hunter	Contact Cost: 3 points †

CHAPTER FOUR: ON CAMPUS

Jennifer Baldwin, Struggling High School Student	Contact Cost: 2 points
Dr. Maxwell Brady, Absent-Minded Archaeologist	Contact Cost: 3 points †
Mark "Forklift" Guttman, High School Bully	Contact Cost: 2 points
Suzy Ishamura, High School English and Japanese Teacher	Contact Cost: 2 points
Dr. Harriet Jackson, Experimental Physicist	Contact Cost: 3 points †
Lauren Kay, Musical Prodigy	Contact Cost: 2 points
Mitch Omar, Eternal Grad Student	Contact Cost: 3 points †
Dr. Bernadette Rosenbaum, Celebrity Astronomer	Contact Cost: 3 points †
Reggie Wendelkin, Strident Student Activist	Contact Cost: 2 points
Professor Scott Wilson, Researcher Into The Weird	Contact Cost: 3 points †

EVERYMAN CONTACTS (CONTINUED)

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CHAPTER FIVE: MY LIFE AS A HERO

Rodger Bright, Super-Base Architect	Contact Cost: 4 points † %
Wendy Brooks, The Champions's Housekeeper	Contact Cost: 3 points %
Corrina Cadeau, Pitchwoman For The Superheroes	Contact Cost: 2 points
Daniel Calhoun, Superhero Fitness/Combat Trainer	Contact Cost: 3 points †
The Coast Watch	Contact Cost: 6 points (Organization)
Dr. Gary Denney, Doctor For Injured Superheroes	Contact Cost: 3 points †
Denise Dumont, DOSPA Superteam Liaison	Contact Cost: 4 points † \$
Bobby Grey, Sidekick Wannabe	Contact Cost: 2 points
Judson, Butler To Superheroes	Contact Cost: 3 points †
Kevin Kithe, The Ultimate Superhero Fan	Contact Cost: 2 points
Jeanine McGillicuddy, The Champions's Receptionist	Contact Cost: 3 points \$
Andrew Olmsted, Expert On Extraterrestrial Civilizations	Contact Cost: 5 points † \$ %
Ralph Polarewski, Superteam Techspert	Contact Cost: 4 points †
Dr. Mark Seabee, Physician To The Superheroes	Contact Cost: 3 points †
Col. Shane Silverman, Superhuman Defense Expert	Contact Cost: 6 points † \$ %
Michelle Stuck, Superteam Pilot	Contact Cost: 3 points †
Sunshine, Witchcraft's Black Cat Familiar	Contact Cost: 3 points %
Zhu Hsaio, Aged Martial Arts Master	Contact Cost: 4 points †
Ricardo ZuZiga, Superhero Security Specialist	Contact Cost: 3 points †

CHAPTER SIX: MY LIFE AS A VILLAIN

Gina Clarke, Gangsta Girl	Contact Cost: 2 points
Belinda Huang, Worried Housewife	Contact Cost: 2 points
Louie, Professional Henchman	Contact Cost: 3 points †
Tyler Marburg, Spoiled Rich Kid	Contact Cost: 2 points
Aileen Mitchell, Supervillain's Girlfriend	Contact Cost: 2 points
Barbara Redhorse, Vigilante's Wife/Assistant	Contact Cost: 4 points † \$
Melissa Renwick, Bartender	Contact Cost: 2 points
Dr. Raymond Wright, The Supervillains' Psychologist	Contact Cost: 3 points †

CHAPTER SEVEN: AMONG THE MULTITUDES

Alicia Coronado, Teleporting Deliverywoman	Contact Cost: 3 points †
Jerry Jones, Super-Insurance Salesman	Contact Cost: 2 points
David Louttit, Superstrong Construction Worker	Contact Cost: 3 points †
Albert Maturin, Snooty Maitre d'	Contact Cost: 2 points
Martha Reece, Sweet Little Old Lady	Contact Cost: 2 points
Eddie Ridolfi, Dockworker	Contact Cost: 2 points
Jackson Taney III, Museum Curator And Expert On Archaeology And The Occult	Contact Cost: 4 points † \$
Ronald Thompson, Comic Book Shop Owner	Contact Cost: 2 points
Wanda van der Schaaf, Feisty Senior Citizen	Contact Cost: 2 points
Darryl Yates, Superhero Bookie	Contact Cost: 2 points