#3

SURVIVE THIS!!

VIGILANTE CITY

THE ROLEPLAYING GAME
SUPERHERO TEAM-UP!

VIGILANTE CITY

Book 3: Superhero Team-Up

Vigilante City Created by
Eric Bloat & Josh Palmer

Writing
Josh Palmer

Art
Brandish Gilhelm
Phil Stone
Jacob Blackmon

Additional Writing
Eric Bloat
Michele Lee
Melanie R. Meadors
James M. Spahn

Editing
Eric Bloat & Josh Palmer

Layout
Eric Bloat & Josh Palmer

Bloat Games Logo Design
Jeff Jones

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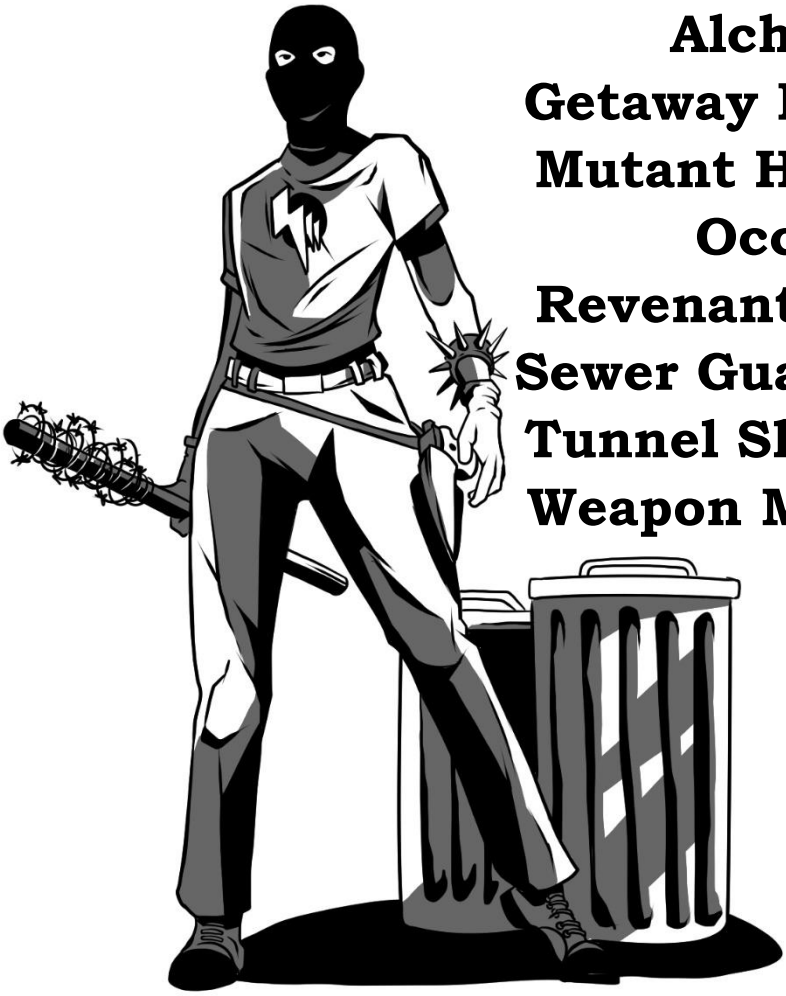
NEW CLASSES



Alchemist
Getaway Driver
Mutant Hunter
Occultist
Revenant Hero
Sewer Guardian
Tunnel Shadow
Weapon Master

ALCHEMIST

In high demand in the underworld and among black marketeers, Alchemists are a rare breed of walking contradictions that mix science and magic to create powerful brews. Alchemists are known for their studious nature and usually social outcasts. Many of the alchemically inclined denizens of the sewers are becoming savvy business people, trading in the Bazaar, and among vigilante groups.

PRIME ATTRIBUTE:
INTELLIGENCE & WISDOM. An Alchemist must have a minimum INT of 10 and a minimum WIS score of 13.

SAVING THROWS:
Alchemists are accustomed to working with volatile chemicals and dangerous ingredients, so they gain +2 to the Poison save stat.

SKILL TRAINING:

- First Aid
- Knowledge- General
- Knowledge- Magic at +1
- Languages (2 extra languages)
- Mathematics
- Science
- 3 other skill points
- Potion Making: You may attempt to gather the necessary materials (1/3 of the potion's cost) and mix them in the proper proportions to create a usable potion. When you acquire the required materials, you may roll to create a potion X times a day (X is your level + WIS modifier). Roll a d20. If you roll a 1, the attempt fails no matter the bonuses. Add your WIS modifier & other related bonuses to your roll. For every +3 Knowledge: Magic (including class bonuses) you have, add a +1 to your potion making roll.

D20	Potion Creation Chart
1	Failure. All ingredients are ruined. Your potion making supplies are damaged. Until you spend 1/10th of your equipment's cost to fix them or acquire new equipment, all of your potion making attempts are at Disadvantage.
2-4	Failure. All ingredients are ruined. The remnants get all over you. For the next few days, you have an odd smell about you, and any other person that can create potions will know that you know the magic arts.
5-10	Failure. Half of the ingredients are ruined.
11-13	50/50 Brew. When drank, the potion has a 50% chance of doing nothing. If the potion fails, the drinker gets -1 to a random attribute for 1 hour.
14-15	Success. Weak batch. Potion has a 30% chance to do nothing when used.
16	Success. Fair batch. Potion has a 15% chance to do nothing when used.
17	Success. Extra sip. Potion has two uses, but both uses have a 25% chance to do nothing when used.
18	Success. Strong batch. Potion has a 5% chance to do nothing when used.
19	Success. Power batch. When used, the potion gives the user +1 to all attributes for 1 hour.
20+	Success. Double batch. This creates an extra potion of the same type.

CLASS BONUS

The Alchemist gets a one-time bonus of +1 to WIS and -1 to CHA.

STARTING GEAR:

- Alchemy Kit (Any attempt to make a potion without the kit is made at Disadvantage)
- Library of Magic & Science books
- Padded Armor
- Knife
- Chemicals
- Small Garden
- Hazmat Suit
- Roll on Money Chart

Level	Alchemist Level Progression
2	+1 to one skill. You can drink a potion without using an Action (once per round). Toughness: Magic +1.
3	Gain Outsmart. +2 to Science or First Aid. Toughness: Radiation +1. Ignore the first PUSH of each day (if applicable) or +1 to Potion Making.
4	+1 to INT & +1 to WIS. +2 to Knowledge: Magic. Immunity to natural Poisons.
5	Your potions last one extra hour. +1 extra Language and +1 new Knowledge.
6	You may use an extra SUR point on any failed roll. +3 to Potion Making. Any working potion you drink heals you a d4 HP.
7	Your potions only cost ¼ of the cost of materials. Re-roll the first natural 1 on the Potion Creation Chart each day.
8	Your potions last two extra hours. Toughness: Magic +1.
9	+1 extra Action per round. +1 to Outsmart attempts.
10	You may use an extra SUR point on any failed roll. Advantage on potion-making.

GETAWAY DRIVER

Skilled drivers are recruited by street gangs, the police department, villainous organizations & Super Hero teams. Their skills are extremely valuable in the crime-ridden streets of Vigilante City. The Driver's split-second reflexes can be the difference between a clean getaway with thousands of dollars or the capture of a most wanted criminal.

PRIME ATTRIBUTE:
DEXTERITY. A Getaway Driver must have a minimum DEX score of 13.

SAVING THROWS:
Getaway Drivers are accustomed to driving at high speeds and being jolted around during a chase, so they gain +2 to the Critical save stat.

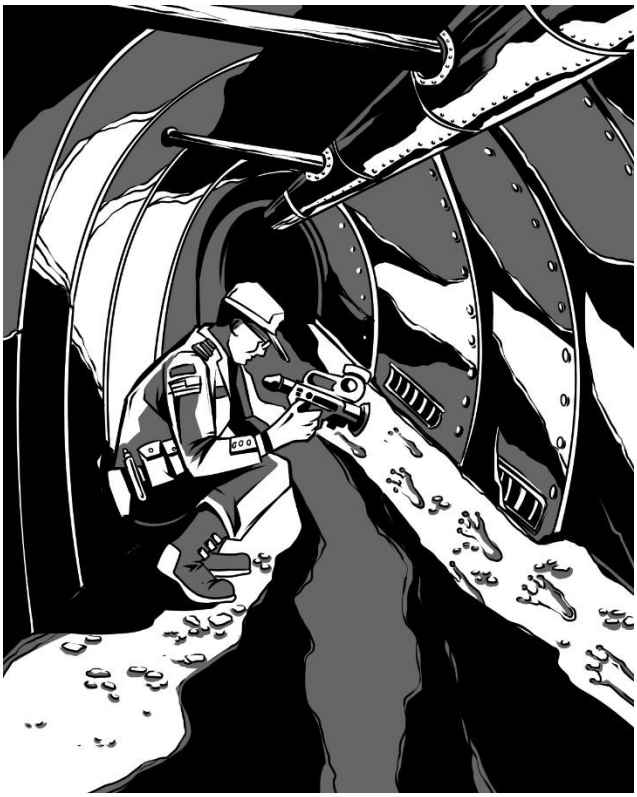
SKILL TRAINING:

- Combat Training
- Fighting- Brawling (can switch to another at the cost of 1 skill point at 1st level)
- Knowledge- Local Geography at +3
- Mechanics
- Piloting: Basic at +3
- Street Smart
- Subterfuge
- 2 other skill points
- +2 to Initiative while driving

CLASS BONUS:
The Getaway Driver gains a one-time bonus of +2 to DEX and a -2 to CHA.
STARTING GEAR:

- A basic sports car
- Driving Gloves
- Padded Armor
- Switchblade
- Cool leather driver's jacket (+1 AC)
- Pistol (w/ ammo)
- Mechanics Kit.
- Roll on Money Chart

Level	Getaway Driver Level Progression
2	+3 to Avoid Obstacles, +2 to Speed Up, you and your passengers take d4 less damage when you Crash. *That's My Jam*: Gain +2 to Pilot: Basic while jamming music that you love.
3	+2 to Pilot: Basic, you incur no DC penalties when driving at Speed 4 or less
4	Choose 3: Gain +3 to Avoid Obstacles, Jump, Pass (all), Speed Up, Sudden Stop, Turn or U-Turn
5	+2 to Push It, +2 to Pilot: Basic, Driving DEX checks are done at Advantage & any vehicle/tires you drive gains Toughness +1
6	You can Drive and shot without penalty (you may shoot and use a Drive action simultaneously) and any vehicle you drive gains +1 to Max Speed
7	You gain Advantage on all Pilot: Basic checks and on Initiative rolls while driving.
8	You and your passengers take d6+ your DEX modifier less damage in a Crash. You may use an extra SUR point on a failed Driving related roll.
9	+1 extra action per round. When you Spin-Out you may make a DEX check. If you pass, you may move forward 1 space and gain 1 Speed in any direction.
10	All your Driving DCs are 1 less. You may re-roll the first Critical Fumble on a Driving roll each day. You may see the fumble roll before deciding to re-roll.



MUTANT HUNTER

"Whether sewers, mountains, forests, swamps, or urban jungle, I will find any mutant freak you pay to hunt down." – Death Eel

Often hired by law enforcement and criminal organizations to hunt down wanted Anthropomorphs and Mutants, Mutant Hunters are highly trained trackers that have mastered hunting a superior quarry.

PRIME ATTRIBUTE:
WISDOM. The Mutant Hunter must have at least a 10 WIS.

SAVING THROWS:
Due to the wide range of skills needed, Mutant Hunters receive a +1 to two different Saving Throws of their choice.

CLASS BONUS:
Mutant Hunters gain a +1 to WIS and a +1 to SUR.

SKILL TRAINING:

- Athletics Basic
- Combat Training
- Fighting Skill of their choice
- First Aid
- Intimidation or Persuasion
- Investigation at +1
- Knowledge of their choice
- Piloting: Basic
- Ranged Weapons
- Street Smart of Stealth
- Street Survival or Wilderness Survival
- One other Skill
- Can run at x3 Move
- +1 to all attacks and skill checks against Anthropomorphs and Mutants.

STARTING GEAR:

- Survival/hunter's clothes
- Hunting rifle (100 rounds of ammo)
- Survival knife (with flint & steel, matches, aspirin)
- Pocket knife
- Survivalist Kit
- Roll on the Money Chart

Level	Mutant Hunter Progression Table
2	Advantage on all Tracking attempts against Anthropomorphs and Mutants. +1 to Initiative or Toughness +1. Detect Anthropomorph or Mutant 5'
3	Advantage on Street Survival or Wilderness Survival checks. +1 to attacks. Gain 2 new Skills.
4	Toughness +1. +1 to WIS. An additional +1 to all attacks and skill checks against Anthropomorphs and Mutants.
5	Detect Anthropomorph or Mutant 30' +1 to all Saving Throw stats. +1 to Initiative.
6	Fearless. Advantage on any saves against Radiation. Gain an Extra Action each round.
7	Gain Outsmart against Anthropomorphs and Mutants. Detect Anthropomorph or Mutant 50' An additional +1 to all attacks and skill checks against Anthropomorphs and Mutants.
8	You can Run at x5 your Move while in pursuit of Anthropomorphs and Mutants. Toughness +1. Gain 1 new Skill.
9	You may use an extra Survival point on any failed roll. Detect Anthropomorph or Mutant 100'
10	An additional +1 to all attacks and skill checks against Anthropomorphs and Mutants. +2 to Outsmart checks against Anthropomorphs and Mutants.

OCCULTIST

An Occultist is an unusual mix of Mystic and Alchemist. Usually a member, or ex-member, of a like-minded group, Occultists carry about them a secretive aura that spooks most people.

PRIME ATTRIBUTE:

WISDOM. The Occultist must have at least a 12 WIS.

SAVING THROWS:

Occultists are resilient against magic and toxins. They gain a +2 to their save stat against Magic and +1 to the Poison save stat.

SKILL TRAINING:

- Intimidation or Persuasion
- Knowledge- Magic at +1
- Knowledge- Religion at +1
- Language- Cultic Tongue (only members of your cult and those that can magically understand languages can speak this tongue). **Those ex-members are at Disadvantage when attempting to understand a Cultic Tongue they previously learned because it has changed over time.*
- Mathematics
- Science
- 2 other skill points
- Potion Making: You may attempt to gather the necessary materials (1/3 of the potion's cost) and mix them in the proper proportions to create a usable potion. When you acquire the required materials, you may roll to create a potion X times a day (X is your level + WIS modifier). Roll a d20. If you roll a 1, the attempt fails no matter the bonuses. Add your WIS modifier & other related bonuses to your roll. For every +3 Knowledge: Magic (including class bonuses) you have, add a +1 to your potion making roll. ****Occultists make potions at Disadvantage, and their potions have an additional 10% chance of doing nothing when used.***

CLASS BONUS:

Occultists gain +1 to WIS.

STARTING GEAR:

- Alchemy Kit (Any attempt to make a potion without the kit is made at Disadvantage)
- Library of Magic & Science books
- Padded Armor
- Knife
- Cloak
- Chemicals
- Small Garden
- Hazmat Suit
- Roll on Money Chart

MAGIC

Occultists acquire and activate Rune-Tattoos as a Mystic (p.145 & 148 Core Book), and they can Step into the Void as Mystics (p.148 Core Book). They are susceptible to Madness (p.150 Core Book). Spells start on p.151 of the Core Book.

SPELLS LEARNED EACH LEVEL

You gain this number of spells (plus ½ of your INT modifier, rounded up), along with their corresponding rune-tattoos, when you achieve the appropriate level without danger. You cannot attempt to learn or cast any spell that is a level higher than a spell you can learn on the table below.

Level	1	2	3	4	5
1	+1	-	-	-	-
2	+1	-	-	-	-
3	+1	+1	-	-	-
4	+0	+1	-	-	-
5	+0	+0	-	-	-
6	+0	+0	+1	-	-
7	+0	+0	+1	-	-
8	+0	+0	+1	+1	-
9	+0	+0	+0	+1	-
10	+0	+0	+0	+0	+0

MAXIMUM RUNE-TATTOOS PER LEVEL

Maximum number of rune-tattoos you may have at each level

Level	1	2	3	4	5
1	4	-	-	-	-
2	8	-	-	-	-
3	10	4	-	-	-
4	12	8	-	-	-
5	12	10	-	-	-
6	14	12	6	-	-
7	14	12	10	-	-
8	16	12	10	6	-
9	16	14	12	15	-
10	20	14	12	20	5

MAXIMUM SPELLS PER DAY

Maximum number of spells you can cast each day without having to Step into The Void. Add ½ of your INT modifier, rounded down, to this number.

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	4	1	-	-	-
4	6	2	-	-	-
5	8	3	-	-	-
6	8	5	2	-	-
7	10	7	4	-	-
8	12	8	6	1	-
9	12	10	6	2	-
10	14	10	8	3	1

Level	Occultist Level Progression
2	+1 to the Mental save stat & you can drink a potion without using an Action (once per round).
3	+1 to Potion Making, +1 to Knowledge: Magic and +1 to Knowledge: Religion
4	Once per day, you may negate a new Madness point by taking a permeant Mutant Deformity (p.138 Core Book). +1 to WIS.
5	You may Step into the Void when casting a spell to add your level to the spell's damage. Immunity to natural Poisons.
6	Fearless or Toughness: Magic +3. Gain Outsmart.
7	You may use an extra SUR point on any failed roll. Lose Disadvantage on Potion Making, or you may Step into the Void to have a spell target an additional target or to double the spell's duration. Make just 1 attack roll if needed.
8	+1 extra Action per round. If you cast a second spell for that Action, you must Step into the Void when you cast it.
9	Fearless or Toughness: Magic +3.
10	You may cast a spell without speaking or moving by Stepping into the Void. Lose Disadvantage on Potion Making or gain +2 to any attribute.

REVENANT HERO

You have recently been brought back from the dead to avenge a terrible wrong inflicted upon you and one of your loved ones or close friends. When you awaken, your purpose is made clear. You know who you must vanquish to set your soul at rest. Perhaps you must kill them, or maybe just bringing them to justice will work. You may roll on the charts below to determine your purpose & primary enemies, or you may select your idea.

PRIME ATTRIBUTE:
SURVIVAL. The Revenant Hero must have at least a 12 SUR.

SAVING THROWS:
Since you are undead, you never have to make a Critical, Death, or Poison save check.

SKILL TRAINING:

- Athletics, Basic
- Combat Training
- Fighting: Chose one
- Interrogation
- Intimidation at +2
- Knowledge: Local
- Ranged Weapons
- Stealth
- 3 other skills
- You can run at x3 your Move.
- Toughness +1
- You are undead, but you are not rotting and do not smell bad. You do not breathe, eat, drink, sleep, or feel physical pain. You cannot heal by normal means; in fact, you take damage from mutant, psionic, and magical healing. You regenerate 1 HP each round, and you can reassemble or regrow lost body parts. You are immune to Shadow damage, which heals you (1/2 rate). You are also immune to poisons, diseases & radiation.
- Any time you become Out of Action, you are returned to the fray after d4 rounds, with d10 HP.
- Select or roll a Weakness.

CLASS BONUS:
The hero gains a +2 to SUR.

STARTING GEAR:
You start with some ragged clothes.

Revenant's Purpose (Your death and . . .) Once you avenge your loss, clear your name, etc. you can rest in peace. (d20)

Roll	Purpose	Roll	Purpose
1	Death of a child	11	Rescue several people/ animals
2	Loss of business	12	False Accusation (Murder)
3	Death of parents	13	False Accusation (Rape)
4	Death of significant other	14	False Accusation (Arson)
5	Death of a pet	15	False Accusation (Theft)
6	Destruction of community	16	False Accusation (Human Trafficker)
7	Destruction of the environment	17	Gathering of several important lost or stolen items
8	Destruction of a priceless relic	18	Death of a best friend or partner
9	Atonement for a wrongdoing	19	Death of a sibling
10	False Imprisonment	20	Hard luck! (re-roll twice, ignoring this result in the future).

Revenant's Primary Enemies (d20)

Roll	Enemy	Roll	Enemy
1	Dirty Cops	**11**	Crooked Justice System
2	Racist Street Gang	**12**	Serial Killer(s)
3	Frat or Sorority/ Normal people	**13**	502 Trioxin Gang
4	Mutant Gang	**14**	The Arkangells Gang
5	Anthropomorph Gang	**15**	The Iron Clan or Yakuza
6	Former Best Friend	**16**	Los Chupacabras
7	Super Villain	**17**	Slick's Mobsters
8	Super Villain Team	**18**	Dr. Azmournus
9	Corrupt Corporation	**19**	Some horrific monster
10	Corrupt government agency	**20**	Conspiracy (re-roll twice, ignoring this result in the future).

Weakness. Each Revenant has a weakness that can hinder their pursuit of revenge and justice. Weakness of a type of damage doubles the damage. Your GM may wish to incorporate more effects your weakness may cause. (d12)

Roll	Weakness	Roll	Weakness
1	Air & Sound	**7**	Psionics
2	Earth	**8**	Light & Daylight
3	Electricity	**9**	Water
4	Fire	**10**	Blunt damage
5	Ice	**11**	Edged weapons
6	Magic	**12**	Your soul links to an animal that follows you around. If the animal is harmed, you are also harmed.

Level	Revenant Level Progression
2	+2 to Courage save stat & Advantage on Interrogation checks
3	+1 AC, +2 Initiative & you can fall from any height without taking damage
4	+2 to attack & damage against your enemy type(s)
5	Fearless & gain an extra action per round
6	Toughness +1 & Seize the Moment +1
7	You may use an extra Survival point on any failed roll
8	+1 AC, +2 to attack, +1 STR & +1 CON
9	Seize the Moment +1 & your enemy type cannot Outsmart your Actions.
10	You can run at 5x Move & Toughness +1

SEWER GUARDIAN

The guardians of the sewers below Vigilante City are known as the Sewer Guardians. They work for the powers that be in the sewers (Insecto, Dr. Azmournus, The Bazaar, etc.). They are trained to detect, monitor, and possibly, banish outsiders, all the while protecting the denizens of the underworld from the hazards of the sewers.

PRIME ATTRIBUTE:

STRENGTH. Sewer Guardians require a 12+ STR to defend the underworld.

SAVING THROWS:
Sewer Guards are accustomed to bad smells and toxic environments. They receive a +2 to their Poison save stat.

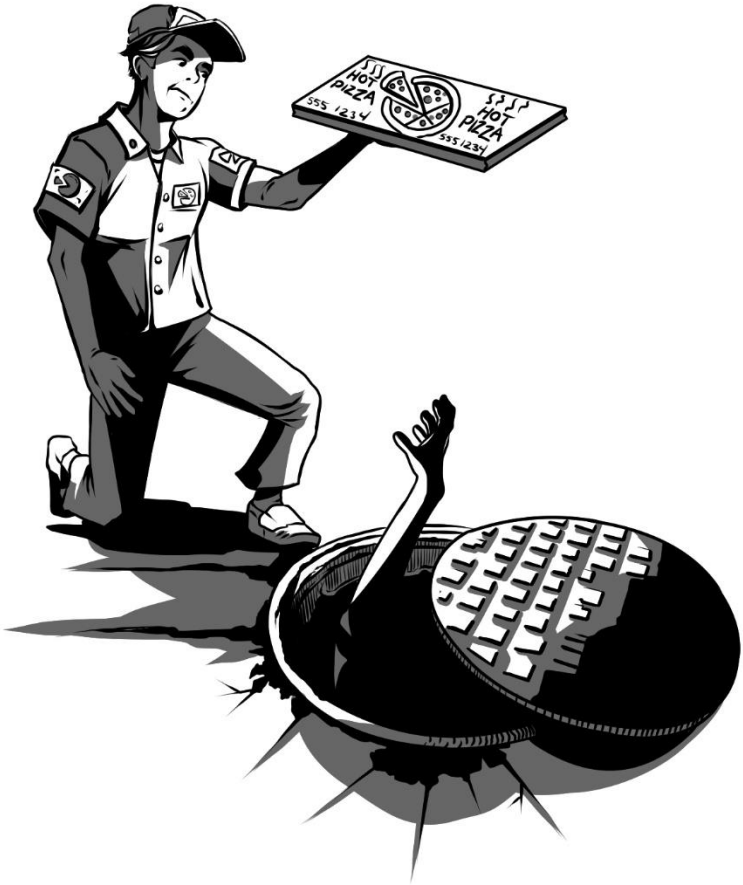
SKILL TRAINING:

- Athletics Basic
- Combat Training
- Fighting: Brawling (can upgrade for one skill point at 1st Level)
- First Aid
- Intimidation or Investigation at +1
- Knowledge: Local
- Ranged Weapons
- Sewer Survival
- Street Smart
- 2 other skills
- +1 to attacks, +1 to Initiative & +1 to AC
- Toughness +1

CLASS BONUS:
The Sewer Guardian gains +1 to STR

STARTING GEAR: Kit of your choice, 2 Daggers, 2 Light Weapons, 1 Heavy Weapon & Leather Armor. Roll on Money Chart.

Level	Sewer Rat Level Progression
2	Sewer Defense: You gain +1 to AC, +1 to Initiative, +1 to all saving throw stats & +2 to all Skill checks while underground
3	+1 to attacks, +2 to Spot or Listen & +1 to STR
4	+5 to Move, Advantage on Swimming checks & +3 skill points
5	Advantage on Sewer Survival & +1 extra Action per round
6	+3 to Street Smart, +2 to Spot or Listen & Can Run 4x Move
7	+2 to AC, +1 to STR & +1 to attacks
8	+1 to damage & Toughness +1
9	You may use an extra SUR point on any failed roll
10	Advantage on a skill of your choice & Immunity to Poisons



TUNNEL SHADOW

Tunnel Shadows are highly trained messengers, rogues, and master assassins. They dwell in the darkness of the underworld and are masters of avoiding detection as they quickly and silently traverse the sewers and the shadows.

PRIME ATTRIBUTE:
DEXTERITY. Tunnel Shadows require a 13+ DEX to start training.

SAVING THROWS:
Tunnel Shadows dwell in the darkness, making them accustomed to suppressing their fears. They receive a +3 to their Courage Save stat.

SKILL TRAINING:
**Tunnel Shadows have a unique Fighting style and cannot take a Fighting skill.*

- Athletics: Basic
- Combat Training
- Investigation
- Knowledge: Local Sewer Geography at +1
- Parkour
- Range Weapons
- Sewer Survival at +1
- Sleight of Hand
- Stealth at +2
- Subterfuge
- One other skill
- Dark Vision 60'
- +3 to attacks and damage if the opponent is Surprised
- +3 to Initiative
- +5 to Move
- +2 to Listen checks
- You can Run at x3 your Move

CLASS BONUS:
Tunnel Shadows gain +1 to DEX, +1 to SUR, and -2 to CHA.

STARTING GEAR:: Leather Armor, Cloak, Dagger x4, Bow or Crossbow (w/ 20 ammo), Kit of your choice. Roll on Money Chart.

Level	Tunnel Shadows Progression
2	Choose 2: Advantage on Climbing, Advantage on Jumping, Advantage on Swimming, +1 to AC, +1 to Melee attacks or +1 to Range attacks
3	Can Run x4 your Move, +1 to attack & damage on Surprise Attacks
4	Run on Water (1 round per level), +5 to Move, Create Darkness 60' area 3x/ day (lasts d4 minutes)
5	+1 extra Action per round, Advantage on Stealth, Range attacks are at Disadvantage against you if you are moving
6	Choose 3: Advantage on Sleight of Hand, Advantage on Investigation, Fearless, +3 to Listen checks, +2 to AC, +2 to Melee attacks or +2 to Range attacks
7	Run on Walls (1 round per level), Disappear: Use an Action and a SUR point to Disappear and reappear anywhere within 100' (this can negate a successful attack on you before damage is rolled)
8	Can Run x5 your Move, +1 to attack & damage on Surprise Attacks
9	Run on Ceilings (1 round per level). You may use an extra SUR point on any failed roll.
10	Choose 2: +2 to attack & damage on Surprise Attacks, +2 to AC, +5 to Move, Fearless, or Advantage on Listen checks.

**You may Run on these surfaces as long as you get a running start (1 round) and continue to Run. While on these surfaces, you Move at your normal speed instead of your Run speed. Once stopped, you cannot Run on these surfaces again for d4 rounds.*

WEAPON MASTER

The Weapon Master has spent years training to fight with dozens and dozens of types of weapons and can offensively use almost anything. Any weapon they wield becomes vastly more deadly and powerful. Weapon Masters tend to rely on their weapons but are not helpless when unarmed.

PRIME ATTRIBUTE:
DEXTERITY & STRENGTH. Weapon Masters require a 10 DEX & STR.
SAVING THROWS:
Weapon Masters gain no Saving Throw bonus.

SKILLS:

- Athletics: Basic
- Combat Training at +2
- Demolitions
- Fighting: Brawling (Can upgrade for two skill points)
- Mechanics
- Piloting: Basic
- Ranged Weapons
- +2 to attacks with a weapon
- +1 to damage with all weapons
- X times per day (X is ½ your level, rounded up), you may re-roll a Critical Miss you make with a weapon at Disadvantage.

CLASS BONUS:
Weapon Masters gain a +1 to either STR or DEX.

STARTING GEAR: Plastic Armor, 3 Light Melee weapons, 1 Heavy Melee weapon, 2 Pistols (w/ ammo), 1 Frag Grenade, Mechanics Kit

Level	Weapon Master Progression
2	Choose 2: +1 to Melee attacks, +1 to Ranged attacks, +1 to Initiative or your weapon range is increased by 20%
3	Keen Eye: +2 to all Spot checks. +1 to Initiative & +1 to all attacks with a weapon
4	Your weapon attacks ignore 1 Toughness
5	+1 extra Action each round, +1 to all damage with a weapon
6	+1 to all attacks with a weapon & your ROF penalty is reduced by 1
7	Your weapon attacks ignore an additional 1 Toughness
8	You may use an extra SUR point on any failed attack roll. +1 to all damage with a weapon
9	Choose 2: +1 to DEX, +1 to STR, +1 to all attacks with a weapon or +1 to Initiative
10	+1 extra Action each round & all of your weapon attacks ignore an additional 1 Toughness

UPDATED SKILL LIST

SKILL	ATTRIBUTE	
Art & Music	INT	
Athletics: Basic	STR/ DEX	
Athletics: Advanced	STR/ DEX	NEW
Bionics	INT	
Combat Training	-	
Computer Hacking	INT	
Computer Skills	INT	
Dancing	DEX	
Demolitions	INT	
Electronics	INT	
Fighting: Brawling	-	
Fighting: Martial Arts	-	
Fighting: Wrestling	-	
First Aid	WIS	
Genetics	INT	NEW
Interrogation	WIS	
Intimidation	STR/ WIS	
Investigation	WIS	
Knowledge: General	INT	
Knowledge: Magic	INT	
Knowledge: Psychic Phenomenon	INT	
Knowledge: _____	INT	
Language	INT	
Maintenance	INT	NEW
Mathematics	INT	
Mechanics	INT	
Parkour	DEX	
Persuasion	CHA	
Piloting: Basic	DEX	
Piloting: Flight	DEX	
Ranged Weapons	DEX	
Science	INT	
Sewer Survival	WIS	NEW
Sleight of Hand	DEX	
Spelunking	DEX	NEW
Stealth	DEX	
Street Smart	INT	
Street Survival	WIS	
Subterfuge	WIS	
Wilderness Survival	WIS	

NEW SKILLS:

Athletics: Advanced
Genetics
Maintenance
Spelunking
Sewer Survival

Athletics: Advanced
(STR/ DEX) Prerequisites: Athletics: Basic & at least 3rd Level
This skill costs one skill point and does not accumulate ranks. You work out every day and train in the depths when it comes to athletic events. You can hit a 95 MPH fastball, throw a football 70 yards, a dunk from the free-throw line and execute a perfect German Suplex. You gain +1 to STR or +1 DEX and +5 to all balance, climbing, digging, jumping, and swimming checks.

Genetics
(INT) Prerequisites: Science with 2 ranks
You are skilled in the science of genetics, being an expert at lab work, and deciphering genetic code. Maybe you can find a cure for mutations, or find a way to make stronger mutations?

Maintenance
(INT) You are skilled at maintaining a building or compound. You can fix basic electric problems, mend structural damage, care for the property grounds, and do basic upkeep.

Spelunking
(DEX) You are highly skilled at maneuvering your way through caves and underground systems.

Sewer Survival
(WIS) Living in the sewers is second nature to you. You know how to find your way through tunnels while avoiding contaminated water and highly radiated areas.

TEAM COMBO ACTIONS

These are optional Team Actions that groups can perform to enhance their attacks, defense, or skills as needed. Team Actions are performed as listed.

FORMATIONS

Each team can be in only 1 Formation at a time. They can immediately switch to another Formation, or no Formation, as an Action of one of the team. The effects work within a 100' Radius of the team leader. Any member of the group can ignore the Formation (it takes an Action to rejoin), but at least three members must be in a Formation for it to be active.

Aggressive Formation

The team is unified under aggressive posture to take down their enemies in melee. Each team member gains +2 to Melee attacks, +1 to Melee damage, and is at -2 to AC.

Assault Formation

The team is focused on bringing down a foe with ranged combat. Each team member gains +2 to Range attacks, +1 to Range damage, and is at -2 to AC.

Caving Formation

The team works together to do some spelunking. Each team member gains +5 to Spelunking checks, +2 to Athletics checks, +1 to all save stats and are at -1 to all attacks.

Chasing Formation

The team is hustling after a target or objective that is moving away from them. Each team member can run one time faster than their normal run speed (i.e., if you can run two times your Move, you can now run three times your Move). You also gain Advantage on any skill or attribute checks involving hindering terrain.

Defensive Formation
The team stays in a defensive formation to maximize protection of the group, or those they are escorting. Each team member gains +2 to AC and Toughness: Area Effects +1, and are at -2 to attacks.

Escort Formation
The team forms a tight formation that is meant to protect one member from harm. Select the one member you wish to protect during the escort. They gain +3 to AC and Toughness +2, and all other members of the formation gain -2 to attacks. If the selected escort member is hit by an attack and is adjacent to another formation member, the other member can use a SUR point to take the damage/ effect instead. The escorted member cannot attack or perform a hostile action towards any target or the formation will break.

Flying Formation
The team stays in a close formation, to fly at a greater speed and with more protection. Each member gains each of the following if Flying: +5 Move and +1 to AC (40' or below). They gain +10 Move and +2 to AC if above 40'.

Hunting Formation
The team is focused on hunting down a single target, or another small group. Each team member gains +3 to Stealth checks, +3 to Tracking checks, and +2 to all attacks against the selected targets. They are at -1 to AC and -1 to attack any other targets while in Hunting Formation.

Resilient Formation
The team huddles near to increase their resilience to damage. Each team member gains Toughness +1, +1 to AC, and -1 to all attacks.

Stealth Formation
The team is focused on sneaking by something, or all others, in the area. Each member gains +5 to Stealth checks, +1 to AC, and Move at ½ speed.

Swimming Formation
The team stays in a close formation, to swim at a greater speed and with more protection. Each member gains each of the following if swimming: +5 Move and +1 to AC.

Tactical Formation
The team creates an optimal formation for tactical success. Each team member gains +1 to all attack and skill check rolls, and all enemies within range are at -1 to attack and on skill checks.

Tight Quarters Formation
The team creates a tight formation for protection. Each character must be adjacent to another character in the group and form as compact a formation as possible. The outer members gain +1 to AC and +1 to each save stat. The inner members gain +3 to AC, +1 to each save stat, and Toughness +1. These benefits immediately end for a member if they leave the formation.

Combo Actions

These are Actions that multiple characters can work together to pull off by working together. Each combo action has different prerequisites.

Barrage

A team can make up to 4 simultaneous Range attacks against a single target (at the lowest Initiative). Each successful hit does an extra one damage.

Battering Ram

One teammate rams another teammate into an adjacent target for d6 damage (at the lowest Initiative). The one slamming the teammate rolls the attack. If successful, add both the teammate's STR modifier to the damage.

Cardiac Clothesline

Two characters make a simultaneous attack against one target (at the lowest Initiative). One character Grabs the target. If successful, the other target clotheslines the target (Melee attack) for d8+STR modifier in damage and knocks the target down. They drop any weapon they had in hand.

Charging Sandwich

Two characters make a simultaneous Charge attack at the same target (at the lowest Initiative), ignoring the knockback. If both chargers are successful, they deal their normal damage plus an additional d10 damage and Stuns the target for d4 rounds, unless they make a CON check. They drop any weapon they had in hand.

Deadly Drop
Two characters make a simultaneous attack against one target (at the lowest Initiative). One character Grabs the target. If successful, they throw the target into an adjacent area where the ally makes a melee attack, putting the target into a cutter attack. The target loses their DEX bonus during this Action. If you hit, the target takes 2d6+ STR modifier in Kinetic damage. They are Stunned unless they make a CON check. They drop any weapon they had in hand. The target and the second ally are on the ground.

Double Bearhug
Two characters attack the same adjacent enemy with powerful bear hugs. Each attacker makes simultaneous Grab attacks (in the place of the lower Initiative). For each successful Grab, the target takes damage equal to the attacker's STR modifier in Kinetic damage. The target must make a single CON save, adding +3 to the roll, or they pass out for d4 rounds.

Double Chokeslam
Two characters attack the same adjacent enemy with powerful chokeslams. Each attacker makes simultaneous Grab attacks (in the place of the lower Initiative). If they both successfully Grab, then they slam the target to the ground doing d10 + double the combined STR modifier in Kinetic damage. The target must make a Critical save or be Stunned for d4 rounds.

Double Clothesline
Two characters attack the same adjacent enemy with a powerful clothesline. Each attacker makes a simultaneous attack (in the place of the lower Initiative). Each successful attack does 1+STR modifier in damage. If both hit, the attack knocks down the enemy unless they make a STR check at Disadvantage.

Double Dropkick
Two characters attack the same adjacent enemy with powerful punches. Each attacker makes a simultaneous attack (in the place of the lower Initiative). If they both hit, they each deal two additional Kinetic damage and knock the target to the ground (unless the target makes a STR save, adding 4 to their roll). The drop kickers can kip-up of the ground as a Free Action if they make a DEX check.

Double Punch
Two characters attack the same adjacent enemy with powerful punches. Each attacker makes a simultaneous attack (in the place of the lower Initiative). If they both hit, they each deal two additional Kinetic damage and Stun the target (unless they make a Critical save).

Double Suplex
Two characters attack the same adjacent enemy with a powerful suplex. Each attacker makes simultaneous Grab attacks (in the place of the lower Initiative). If they both successfully Grab, they suplex the target to the ground doing d10 + double the combined STR modifier in Kinetic damage. All three characters are now on the ground.

High and Low
A dual melee attack where one attacker kicks high and the other attacker swings low, with hopes of knocking the target down. Each attacker makes a simultaneous (lowest Initiative) kick attack at +1 to attack. For each successful attack, the target takes an additional d4 Kinetic damage and must make a STR or DEX check, adding +3 to their roll for each hit. If they fail any of the checks, they fall.

Otherworldly Assault
Make a Psionic and Magic based attack on a target (at the lowest Initiative). If both are successful and deal damage greater than the target's level or HDE, the target is Stunned for d4 rounds.

Overhead Death
A flying ally drops you for an attack, or you can jump on a target from up high. Make a Melee attack, adding your DEX modifier instead of STR, if successful, you deal the attack damage +d6 Kinetic damage for each 10' you fell. The attacker takes the fall damage and lands next to the target.

Magical Onslaught
Multiple spellcasters can make a simultaneous attack on a single target to make their spells more potent. They attack together at the lowest Initiative. Any saves against those spells are made at Disadvantage and any spell damage by these spells by-pass 1 point of Toughness.

Overrun
Multiple attackers Charge an opponent at the same time (lowest Initiative). Each successful Charge attack ads a d6 Kinetic damage to their damage.

Piercing Barrage
A team can make up to 4 simultaneous Range attacks against a single target (at the lowest Initiative). Those attacks are at -2 to hit but ignore 2 Toughness.

Piercing Onslaught
A team can make up to 4 simultaneous Melee attacks against a single target (at the lowest Initiative). Those attacks are at -2 to hit but ignore 2 Toughness.

Psionic Onslaught
Multiple Psions can make a simultaneous attack on a single target to make their powers more potent. They attack together at the lowest Initiative. Any saves against those powers are made at Disadvantage and any spell damage by these spells by-pass 1 point of Toughness.

Shell Shock
Multiple teammates make a simultaneous blunt, Melee attacks against the same adjacent target (at the lowest Initiative). Add 1 Kinetic damage to each successful hit and Stuns the target for d4 rounds, if they take damage equal ½ their current HP rounded up.

Speedball Toss
A special Action, where a strong character tosses a durable character into combat like a baseball or missile. The throwing character must have at least an 18 STR and makes a Range attack 20'-70' (adding the thrown character's DEX modifier to the attack). On a successful attack, the thrown character rolls melee damage, tripling the STR modifier damage. The thrown character takes a d4 damage and lands next to, or behind, the target. This uses both character's Actions.

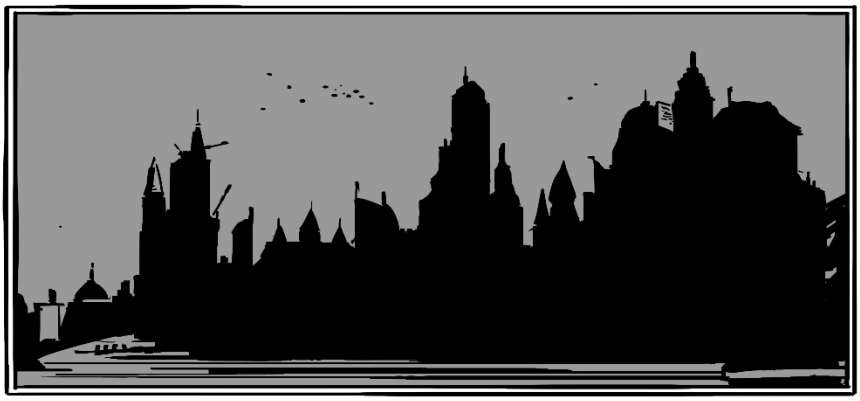
Thrown Hurricanrana
A special Action, where a strong character tosses a durable character into combat like a missile. The throwing character must have at least an 18 STR and makes a Range attack 20'-70' (adding the thrown character's DEX modifier to the attack). On a successful attack, the thrown character performs a hurricanrana on the target, landing in their spot, doing d4 + STR Kinetic damage and knocking the target to the ground (STR check negates the knockdown, move the thrown 5' away). If the attack misses, the thrown character takes d4 Kinetic damage and lands 5' away.

BASE OF OPERATIONS

Selecting your group's base of operations is an important moment for any hero, vigilante, or villain team's development. It gives your team a stable home and makes you feel like a real organization, not just some ragtag unit of do-gooders or evildoers.

Based on your income and the team's tastes, select one of the following locations to start the building of your hideout, headquarters, lair, etc. These are basic base descriptions and upgrade costs; the GM can adjust these prices based on the quality of the property and upgrades.

Each location has an average upkeep cost that must be paid. This takes care of power, upkeep, simple supplies, etc. If not paid, then the location will begin to decay and will need more repairs.



Starting Locations *(Select or Buy One)*

Abandoned Locations

Abandoned locations are usually run down and offer few amenities. All abandoned locations have no initial property costs, but future problems may occur if you are discovered, or if the property is set to be demolished or renovated by its real owners.

Location	Description
Abandoned Camp (Free)	100 acres. 3 Cabins. 2 Sheds. Lake. Barn. Dock. Boat House. Monthly upkeep: $300
Abandoned Castle (Free)	10 acres. Castle. Shed. Monthly upkeep: $500
Abandoned Cave System (Free)	10 acres. Monthly upkeep: $200
Abandoned Factory (Free)	10 acres. Factory. Monthly upkeep: $200
Abandoned Farmhouse/ Large House (Free)	20 acres/ 30 acres of Farmland. House. Barn. Pond. Dock. Monthly upkeep: $300
Abandoned Sewer Section (Free)	2 acres. Monthly upkeep: $500
Abandoned Urban Building/ School (Free)	10 acres. Monthly upkeep: $400
Abandoned Warehouse/ Hanger (Free)	20 acres. Hanger. Landing strip. Monthly upkeep: $400

Building Locations

The basic structure in which the base is located. The costs may be more or less, based on the size and location.

Location	Description
Casino, Small ($100 Million)	7000 square feet. Two floors. 25 acres. Hotel. Generators. Pool. Monthly upkeep: $10 Million. Makes $10-20 Million a month.
Casino, Large ($500 Million)	40,000 square feet. Three floors. 100 acres. Generators. 5 Hotels. Monthly upkeep: $40 Million. Makes $35-55 Million a month.
Castle, Small ($300K)	5500 square feet. Two floors. 15 acres. Castle. Shed. Monthly upkeep: $5K
Castle, Large ($5 Million)	20,000 square feet. Four floors. 100 acres. Pool. Castle. Barn. Pond. Dock. Boat House. Monthly upkeep: $15K
Compound ($2 Million)	150 Acres/ 50 acres of farmland. 2500 square feet house. Dozen buildings. Bunker. Monthly upkeep: $10K
Factory ($200 Million)	40,000 square feet. Four floors. 20 acres. Factory. Monthly upkeep: $50K
Farm, Small ($500K)	5000 square feet, 2-floor house. 10 acres/ 30 acres of farmland. Barn. House. Lake. Dock. Monthly upkeep: $6K
Farm, Large ($10 Million)	8500 square feet, 4-floor house, 50 acres/ 450 acres of farmland. 3 Barns. Pond. Lake. Dock. Boat House. House. Monthly upkeep: $40K

Location	Description
House, Rural ($250K)	3500 square feet, 2-floor house. 5 acres. House. Shed. Monthly upkeep: $400
House, Suburban ($300K)	3000 square feet, 2-floor house. ½ acre. House. Shed. Monthly upkeep: $500
House, Urban ($175K)	2000 square feet. ¼ acre. House. Monthly upkeep: $250
Mansion ($10 Million)	35,000 square feet, 4-floor house. 250 acres. House, Mansion. House. Barn. Multiple buildings. Pond. Pool. Monthly upkeep: $60K
Skyscraper, Small ($10 Million)	40,000 square feet, 10 floors. 1 acre. Heli-pad. Monthly upkeep: $100K
Warehouse, Small ($3 Million)	10,000 square feet, two floors. 40 acres. Pond. Monthly upkeep: $35K
Warehouse, Large ($15 Million)	50,000 square feet, three floors. 100 acres. Pond. Monthly upkeep: $150K

Mobile Locations

Mobility can be key in being a vigilante team, but these bases may not improve your status or offer a lot of space for planning. See Vehicle creation to build these (p.45).

Location	Description
RV ($100K)	**700 square feet. Monthly upkeep: $1200**
Van ($15K)	**75 square feet.**
Yacht, Small	**($400K) 400 square feet.**

Underground & Nature Locations

These locations are well hidden beneath the ground or in the wilds.

Location	Description
Bunker ($25K)	250 square feet. 2 acres. Monthly upkeep: $200
Cave System ($1 Million)	25,000 square feet. Three levels. Monthly upkeep: $2K
Hollowed Out Mountain ($500 Million)	100,000 square feet. Six levels. Monthly upkeep: $1 Million
Mountain Top Observatory ($5 Million)	10,000 square feet. 3 levels. Multiple buildings. Monthly upkeep: $5K
Treetop Base ($300K)	20,000 square feet. 2 levels. Monthly upkeep: $5K
Underwater Base ($300K)	15,000 square feet. 2 levels. Outlet to lake. Dock. Monthly upkeep: $10K
Wilderness Camp ($600K)	40,000 square feet. 100 Acres. 3 Cabins. 2 Sheds. Lake. Barn. Dock. Boat House. Multiple buildings.

Upgrades

(Cost/ amount to add to monthly upkeep)

Interesting things to add to your base of operations. GMS, feel free to add more options and details if you wish to make the building process more intricate. These are mostly just ideas to add flavor to your base.

Upgrade	Cost, Upkeep & Details
Acre of Land	($2500/ $30)
Acre of Farmland	($2500/ $100) Land for farming. Makes $75-$400 per acre.
Barn	($10K/ $200) Adds storage, home for livestock, tack storage, food storage
Boat House	($10K/ $200) Adds storage.
Bunker	($15K/ $200) Underground safe house. Supplies.
Cabin	($25K/ $300)
Castle	($200K/ $5K)
Docks	($2K/ $25) Boating.
Factory	($20 Million/ $40K) Working factory.
Generators	($4K/ $300) Decrease monthly upkeep costs by 30%.
Hanger	($100K/$2K) Storage. Airplanes. Gas pump.
Hotel	($100K/ $5K) Multiple rooms. Can make money.
House	($50K/ $500) Living quarters.
House, Mansion	($35 Million/ $60K) Living quarters.
Lake	($40K/ $300) Fishing and visual appeal. Boating.
Landing Strip	($1K/ $50) Planes.
Livestock	($500/ $200) Various livestock: horses, chickens, cows, goats, etc. Some will cost more than the $500 average.
Pond	($2K/ $50) Fishing and visual appeal. Boating.
Pool	($30K/ $100)
Security System	($50K/ $1K) Alarms
Shed	($1K/ $20) Adds more storage space.
Silo	($5K/ $300) Food storage.

VEHICLES & VEHICLE COMBAT

Featuring New Vehicles and Upgrades!

Vehicles (Cars, Trucks, Vans, Motorcycles, etc.) can be a big part of your game. Nothing is more thrilling than a seeing a vigilante run down a gang member on a motorcycle, either on foot or in a car. Plus, who does not love a good car chase?

Vehicles have Hit Points and an Armor Class, just like people do. However, once they take damage, only a mechanic can restore (fix) them. Vehicles also have Armor Points, which act as Toughness against any damage. Max Speed indicates the top speed a vehicle can go in a chase or race. Basic tires & windows have HP 3 & AP 1.

If a vehicle reaches zero HP, it breaks down and then a roll d6. If the result is 1-5, the vehicle is salvageable and are repairable. If the result is a 6, the vehicle is destroyed and will explode in d10 rounds (the GM may keep this timer a secret). The explosion deals 5d6 damage to all within 40' (half damage, rounded down, with DEX check).

Vehicles		
TYPE	**COST**	**SPECS**
Ambulance	50,000	HP 55 AP 5 AC 14 Max Speed 6. Medical Supplies. Sirens & Lights.
Armored Bank Truck	150,000	HP 80 AP 8 AC 15 Max Speed 4, Bullet Proof Tires & Glass
ATV	5,000	HP 20 AP 1 AC 13 Max Speed 3, -2 DC on weather & terrain modifiers
Bicycle, BMX	150	HP 5 AP 1 AC 15 Max Speed 3. No upgrades.
Bicycle, Mountain Bike	125	HP 6 AP 1 AC 13 Max Speed 3. No upgrades
Boat, Air Boat	30,000	HP 25 AP 2 AC 15 Max Speed 6. +1 to Drive checks on water.
Boat, Sail	10,000 12,500 w/ Engine	HP 25 AP 2 AC 13 Max Speed 5 (requires wind or a motor)
Boat, Speed	20,000	HP 25 AP 2 AC 15 Max Speed 10
Boat, Yacht (Small)	400,000	HP 60 AP 4 AC 14 Max Speed 7. Extra space.
Bus, Half	45,000	HP 50 AP 5 AC 13 Max Speed 5, Extra Seats
Bus, School	75,000	HP 70 AP 5 AC 13 Max Speed 5. Extra space
Cement Truck	100,000	HP 80 AP 6 AC 14 Max Speed 5
Dump Truck	120,000	HP 80 AP 7 AC 14 Max Speed 5. Extra space.
Economy Car	10,000	HP 25 AP 3 AC 13 Max Speed 5
Fire Truck	200,000	HP 80 AP 6 AC 14 Max Speed 5. Sirens & Lights. Medical Supplies. Hose.
Golf Cart	2000	HP 12 AP 1 AC 14 Max Speed 3
Helicopter (News)	200,000	HP 35 AP 3 AC 16 Max Speed 8
Helicopter (Military)	1 Million	HP 80 AP 8 AC 17 Max Speed 10 2 Mounted Auto Guns
Hovercraft (Military)	500,000	HP 80 AP 8 AC 14 Max Speed 5. Ignore most hinderances below you. Can float on water.
Hovercraft (Small)	200,000	HP 50 AP 5 AC 13 Max Speed 4. Ignore most hinderances below you. Can float on water.
Jetpack	200,000	HP 5 AP 2 Max Speed 4, Max ceiling 1000’
Jet Ski	3500	HP 15 AP 1 AC 14 Max Speed 5. +2 to Jumping attempts

Vehicles		
TYPE	**COST**	**SPECS**
Limo	200,000	HP 50 AP 2 AC 12 Max Speed 4 Extra passengers, Luxury Interior
Luxury Car	100,000	HP 40, AP 4, AC 14 Max Speed 7
Minivan	20,000	HP 45 AP 3 AC 12 Max Speed 6. Extra space.
Motorcycle	7,000	HP 15, AP 1, AC 13 Max Speed 7
Moving Truck	30,000	HP 60 AP 4 AC 13 Max Speed 5. Lots of extra space.
Pick Up Truck	20,000	HP 50, AP 5, AC 14 Max Speed 6
Scooter	2,000	HP 5, AP 1, AC 13 Max Speed 3
Police Car	50,000	HP 50, AP 4 AC 14 Max Speed 7
RV	100,000	HP 80, AP 5, AC 14 Max Speed 4
Semi-Tractor	65,000/ 100,000 w/ Trailer	HP 55 AP 4 AC 13 Max Speed 5. Add Trailer to add Extra space, +25 HP, +1 AP & +1 to AC.
Snowmobile	10,000	HP 25 AP 3 AC 14 Max Speed 4 (6 on snow). Advantage on Driving checks on snow.
Sports Car, Basic	50,000	HP 30, AP 3, AC 14 Max Speed 8
Sports Car, High End	125,000+	HP 30, AP 3, AC 16 Max Speed 10
Station Wagon	15,000	HP 30 AP 2 AC 13 Max Speed 5. Extra space.
SUV	20,000	HP 40 AP 2 AC 13 Max Speed 6. Extra space.
Tank	300,000	HP 125 AP 10 AC 13 Max Speed 4. Tank Gun: 6d6 dmg/ 5000' range/ 1 ROF/ 25 shells
Tow Truck	40,000	HP 55 AP 5 AC 13 Max Speed 6 (5 if loaded). Can tow an extra vehicle.
Tractor, Small	500	HP 20 AP 2 AC 11 Max Speed 2
Tractor, Combine	250,000	HP 100 AP 8 AC 12 Max Speed 3. Front blades do 6d6 damage to anything that enters into the same space as the front of the combine.
Transport	150,000	HP 100 AP 6 AC 14 Max Speed 5
Van	15,000	HP 50, AP 6, AC 14 Max Speed 5
Zamboni	10,000	HP 60 AP 5 AC 15 Max Speed 2

VEHICLE UPGRADES

Vehicles, like weapons, can be given specific vigilante gadget upgrades to make them more effective while on missions. You may only have 1 armor, 1 armor add-on, 1 glass, and 1 tire set per vehicle. Other grades are unlimited based on GM ruling unless noted in (*). Black Market and knock off upgrades may cost less.

Upgrade Max	Cost	Effect
All-Terrain Tire Set	1000	+4 HP & +4 AP to tires. Negative road conditions have ½ effect (rounded down)
Amphibious	15000	Vehicle can drive on water like a boat
Armor Add-On	5000	Must have an armor set. Gain +5 AP against one of the following: Air, Electric, Fire, Ice, Metal, Sonic, or Water.
Armor Add-On, Advanced	8000	Must have an armor set. Gain +5 AP against one of the following: Magic or Psionics.
Armor Light Set	1000	+1 AC, +2 AP
Armor Medium Set	2000	+2 AC, +4 AP, -1 Max Speed
Armor Heavy Set	3500	+6 AP, +3 AC. Vehicle is noticeably armor-plated. -2 Max Speed
Armor Heavy, ASP CORP	10000	+2 AC, +5 AP
Auto Tire Repair	600 each	A liquid foam patch deploys, and the tire inflates itself when it first hits 0 HP. 1 uses each.
Balanced Rotors (1)	10,000	+2 to all Flight skill checks
Battering Ram (2)	500	+d4 Ram damage, +3 to Ram checks
Bullet Proof Glass	1250	+5 HP & +10 AP to all glass
BulletProof Glass, Extreme	4000	+10 HP & +13 AP to all-glass (can only have 1 type of glass)

Bullet Proof Tire Set	1500	+10 HP & +6 AP to tires
Collison Absorbers (1)		When you Crash or get rammed, all passengers take ½ damage rounded down
Communications (1)	200	2-way Commlink communications, 20-mile radius. Plus, digital satellite uplink.
Computer, On-Board (1)	7500	+1 to Initiative, +2 to all Drive checks, Vocal warning system (for any problem)
Chameleon Vehicle (1)	1500	Can change the paint color and change the license plate. +1 AC
Flame Thrower	2000	2d6 dmg to adjacent vehicle/ 5 shots ($20 refill)/ 20 HP/ adds a d6 damage to vehicle explosion/ up to 3 per vehicle
Grappling Hook	3000	Range attack against vehicle. 1 round reload. If hit, they cannot pull more than 1 Speed away. 15 HP
Gyro-Leveler (1)	6000	When you spin out, you automatically right yourself in the direction you wish.
Helicopter Upgrade	100K	Your vehicle has retractable copter blades that allow it to fly (Max 8 Speed). It takes 1 round to deploy. You maintain the same speed when you start to fly (unless above Max speed).
Hose	400	Hose and water supply to put out fires. Range: 75’
Identity Change (1)	5000	Activate to change the appearance of the vehicle’s paint job, rim appearance, and license plate.
Jets (2)	5000	+1 Speed per round & +4 Max Speed & cannot stop for 4 rounds. 3-minute recharge.
Luxury Interior	3500	Plush materials, designer look, special immensities

Medical Supplies (1)	100	First Aid Kit and more in vehicle (+2 to First Aid checks on site).
Missiles, Roof (1)	10000	Cluster of missiles. Does 4d6 damage/ 500' Range/ ROF 1-3/ 12 Shots/ 24 HP
Missiles, Side (1)	8000	One on each side. Does 4d6 damage/ 500' Range/ ROF 1-2/ 3 shots each/ 12 HP
Mounted Auto Gun (Doors, Roof or Trunk)	1500 each	2d6 dmg/ 150' range/ ROF 1-2/ 30 shots/ control on dash/ 10 HP
Mounted Manned Gun (Doors, Roof or Trunk)	1350 each	3d6 dmg/ 150' range/ ROF 1-2/ 30 shots/ 10 HP/ shooter uses their Ranged attack roll
Mounted Rocket Launcher	6000	6d6 dmg within 10' & 3d6 in the next 10'/ 1000' range/ ROF 1/ 1 Shot/ 1 round reload ($1000 each)/ 15 HP
Oil Slick	2500	Pursuers make a DEX check adding 1 per Speed to avoid. If hit make a Pilot: Basic DC:17 or spin out and stop. 4 uses.
Parachute (2)	1000	Deploys if you fall more than 30'
Performance Tire Set	1500	Advantage on all turns, +1 all DC rolls related to Speed
Remote Control	5000	Allows a Vigilante's phone to control car. DEX & Piloting checks are at Disadvantage due to the lack of proper visibility and tactile feedback.
Roll Cage (1)	1000	Passengers take ½ Crash damage (rounded down) and they have Advantage on Critical saves while in this vehicle.
Self-Destruct (1)	1250	5d6 explosive damage to all within 40'. ½ with DEX check Rounded down).
Shielding System (ASP CORP) (1)	8000	Ignoring AP, the shield absorbs the first 25 HP your vehicle takes. Takes 1 hour to regenerate.

Sirens & Lights	1000	Loud siren & lights
Smoke Screen	1500	Pursuers must make Pilot: Basic DC: 20 or be at Disadvantage on all Pilot: Basic rolls for 4 rounds. 4 uses
Speed Boost (2)	5000	+1 Speed each round (if moving forward) & +1 Max Speed
Spike-strip	1250	Pursuers must make a Pilot: Basic DC:20 or their tires take 3d6 damage. 2 uses.
Steering Upgrade (3)	2000	+1 to all Driving checks.
Thumpin' Sound System	2000	You have an awesome sound system.
Tire Rippers (1)	2500	Any vehicle that enters into an adjacent spot next to your sides, their tires take a d8 damage.
Wall Runner (1)	8000	Can drive up a wall, but if they stop or fail to move in a round, they fall.
Wire Insulation (1)	750	Your vehicle is protected from EMPs and gains Toughness: Sonic +5.

Water Chase Updates

Here are additional rules for vehicle chases in water:

- Flat tires do not matter on the water, so they do not affect water chases at all.

- You do not Crash on water if going under four-speed, you Sink instead. Sinking takes d4 rounds. Roll a d6. If you roll 1-5, the boat is salvageable. On a 6, it cannot.

- If a salvageable vehicle stays submerged for a few days, it will no longer remain salvageable.

Aerial Combat Updates

Chases in the air are handled the same as driving chases, except:

- Piloting checks in the air are made with Pilot: Flight skill. If a pilot does not have the skill and has Pilot: Basic, they may attempt Flying rolls at Disadvantage.

- Characters that can fly may roll flying skill checks without piloting skills, using their DEX bonus + their level instead.

- Flying characters Move in vehicle combat
    - Move 9 is Speed 2
    - Move 12 is Speed 3
    - Move 18 is Speed 4
    - Move 24 is Speed 5
    - Move 30 is Speed 6
    - Move 36 is Speed 7

- +1 Speed for each 6 Move
- You can Move up or down in the air.

- You ignore ground hinderances while in the air; however, air hinderances do affect you (powerlines, signs, etc.).

- While in the air, if you are forced to Move down and hit the ground, you must make a Pilot: Flight check DC: 15. If you fail, you crash. If you pass, you stabilize and return to the above spot.

- Crashing from the air adds an additional d4 damage per 10' of falling (ignoring the first 10').

New Gear

Armor

Gear	AC	Tough-ness	Price	Notes
A.S.P. Corp Sewer Assault Suit	+4	+2	8000	Heavy. Environmental. 15 HP. 4 Hours of oxygen. Toughness: Water +1
A.S.P. Corp Sewer Suit	+3	+1	5000	Light. Environmental. 12 HP. 4 Hours of oxygen. +2 to Stealth.
A.S.P. Corp Spelunker Suit	+3	+2	5000	Light. Environmental. 10 HP. 4 Hours of oxygen. +2 to Spelunking.
****Bazaar Armor, Padded**	+2	-	1000	Light. +2 to Mental save stat
****Bazaar Armor, Superior**	+4	+1	2500	Light. +2 to Mental save stat
Bulletproof Tuxedo	+1	+1	800	Light. +1 to CHA
HAZMAT Suit	+1`	-	200	Light. Protects against diseases & you gain Advantage on Radiation checks.
Mutant Hunter Armor	+3	+2	9000	Heavy. Environmental. 10 HP. 4 Hours of oxygen. Toughness: Kinetic +2. Laser/ Light Protected (1/2 damage rounded down).

				Dark Vision 60', Smell filter (+2 to Tracking) & Outsmart attempts against you are at -2.
Mystic Hunter Armor	+2	+1	15000	Light. Environmental. 9 HP. 4 hours of oxygen. Toughness: Magic +5.
Psion Hunter Armor	+2	+1	15000	Light. Environmental. 9 HP. 4 Hours of oxygen. Toughness: Psionics +5.
Radiation Suit	+1	-	300	Light. Protects against Radiation and diseases
Radiation Suit +, A.S.P. Corp	+1	-	600	Light. Protects against Radiation and diseases, has radio & communications. Toughness: Water +1
Robes of Goohlathaun	+2	+1	1200	Light. +5 to Stealth
Sewer Armor	+1	+1	25	Light. Easily made junk armor. -1 to Stealth.
Slip-Proof Boots	-	-	50	+2 to all movement relate skill checks on slippery terrain. +1 to Move on slippery terrain.
Stealth Armor	+1	-	100	Light. +5 to Stealth in the dark or at night.

Weapons

Weapon	Dmg	Range	Ammo	ROF	Cost	Notes
****Bazaar Double Sword**	D8	-	-	-	4000	Heavy. +1 to AC, +2 to attack those with a lower Initiative order, 5' Reach
****Bazaar Master Double Sword**	D8 +1 Light Dmg	-	-	-	8000	Heavy. +2 to AC, +2 to attack those with a lower Initiative order, 5' Reach, create Light x5/ day for 1 hour
Chainsaw, Large	2d6+1				400	Heavy.
Chainsaw, Hand	D8+1	-	-	-	200	Heavy.
Harpoon	D6	35	1	1	15	Light. +2 to attack if thrown underwater.
Harpoon, Gun	D8	500/150 under water	2	1	125	Light. +2 to attack if underwater.
Strike Team Assault Gun	D4/D8	125	20	2	2000	Heavy. Bayonet does d4 damage. Bullets do

						d8 damage. Has 2 Electric nets with 30’ range. On a hit, they Stun for d4 rounds (Critical save negates).
Strike Team Pistol	Stun / D6	75	10	1	1350	Light. Can shoot for d6 damage, or Stun for two rounds (Critical save negates).
Whip, Razor	D6+1		-	-	50	Light. Reach 5’. When you Critically miss with this weapon, you take 2 damage.

Gear

Gear	Damage	Range	Cost	Notes
Alchemy Kit	**-**	**-**	**400**	Needed to make potions
Alchemy Lab	**-**	**-**	**5000**	It requires a room or large space. Add +2 to any Alchemy related checks when using.
Emergency Floatation Device	**-**	**-**	**150**	If you fall to water that is 30'+ deep, it will deploy and surface you face up.
Flashlight, Heavy	**-**	**300' beam**	**50**	Heavy, waterproof
Glammer Belt	**-**	**-**	**1500**	Can change the appearance of your clothing at will.
Laser Sight	**-**	**-**	**300**	+3 to a single Range attack within 1000' (ROF may only be 1)
Motion Sensor, Hand-held	**-**	**300'**	**1000**	Detects motion of anything larger than a child within 500'.
Night Goggles	**-**	**120'**	**500**	Can see in the dark.
Odor Belt	**-**	**-**	**1500**	Neutralizes all smells with 30'
Radiation Pills,	**-**	**-**	**10**	Negates Sickened & you

Simple				gain Advantage on all Radiation checks for 12 hours.
Raft, Inflatable	**-**	**-**	**150**	4 Man. 2 Oars.
Raft, Self-Inflating	**-**	**-**	**350**	4 Man. 2 Oars. Inflates in 2 rounds.
Rifle Scope, Infra-Red	**-**	**-**	**150**	Can see heat up to 150'. +2 to Range attack if they give off heat.
Scuba Gear	**-**	**-**	**300**	+5 to Swimming, can breathe underwater for 1 hour (extra tanks are $40).
Water Proof Bag	**-**	**-**	**10**	
Water Proof, Bag-Book	**-**	**-**	**25**	
Water Proof, Film Camera	**-**	**-**	**2000**	
Water Proof Sleeping Bag	**-**	**-**	**200**	
Water Repulsion Belt	**-**	**-**	**3500**	Repels water and liquids from touching you. Toughness: Water +3.

Bionics (Basic)

Bionics are still extremely rare and expensive outside of military and corporate experimentation. These upgrades are generally not as advanced or as strong as a Borg's upgrade.

Underworld doctors can be found to attempt the complex implantation. They cost 25% less, but have a 20% chance of failure.

Bionic	Cost	Notes
Arm	110K	+1 to STR
Clock	40K	Always knows time and direction
Extra Arms	300K	+1 extra Action per round, +2 to STR
Extra Legs	300K	+5 Move, +5 to Jump, +1 to DEX
Eyes	35K	Cures Blindness. Add Infrared (+2 to attack a target that emits heat) $10K. Add Video Recorder $15K.
Finger/ Toe	5K	Add $10K for USB drive
Finger Nails	25K	D4 damage, +2 to Climbing
Gills	35K	Breathe underwater & above
Hand	35K	+1 to Sleight of Hand
Hearing System	30K	Cures Deafness. Add Radio $5K.
Heart	50K	+1 to Death save stat
Jaw	25K	D4 bite damage
Leg	110K	+1 to DEX, +5 to Move
Lung	35K	One hour of extra air each and you can hold your breath x3 longer. +2 to Poison save stat. Add Gas Filter (Advantage on all gas-related saves) $50K.
Shoulder	100K	+1 to STR
Spine	200K	Cures paralysis
Tentacles, Pair	175K	+1 STR, +2 to Grab attempts, extra working hands
Voice Modulator	20K	Can change voices
Wings, Gliding	250K	Fly at 18 Move when falling
Wings, Metal	750K	Fly at 24 Move.

**Alchemy Potions

- Potions do not stack with the same potion.
- Each potion has one use and takes 1 Action to use unless otherwise noted.
- Each potion lasts d4 Hours unless noted.
- After each potion's effect wears off, the drinker has a 2% chance of having a negative effect. If they roll in the 2%, they must make a save against Magic, or they gain a Permanent Mutation.

Potion	Cost	Effect
Bulletproof	1500	Toughness +5/ Ranged attacks
Charisma	1200	+d4 to CHA
Climber	800	+10 to Climbing & can climb at a normal rate
Constitution	1200	+d4 to CON
Dark Vision	900	Can see in the dark 60'
Defender's Brew	1000	+3 to AC and -1 to all attacks
Deformity Potion	1500	The drinker gains a Mutant Deformity for the potion's duration. The drinker may roll a Death save at Disadvantage to negate this effect.
Dexterity	1200	+d4 to DEX
Elixir of Life	1 Million+	If administered up to 36 hours since the death and the body is mostly intact, it returns the drinker to starting HP and removes diseases, curses, and poisons. Regenerate lost body parts. Lose 1 SUR permanently. Ingredients may require a quest.
Elixir of Time	500K+	Reverse your age by 2d4 years. Ingredients may require a quest.
Flying	2000	Can Fly at 36 Move
God's Brew	5000	Gain +3 to each Attribute, except SUR. Regenerate d4 HP at the end of each round.
Healing, Minor	800	Heal d8 HP. Removes one normal disease or curse.
Healing, Supreme	1400	Heals d20 HP. Removes all normal diseases and curses.
Intangibility	2200	Turn intangible for up to 5 minutes at a time.
Intelligence	1200	+4 to INT
Melee Master	1000	+2 to Melee attacks & +1 to Melee damage. Seize the Moment +1.

Mutation Potion	8000	Roll a random mutation for the potion's duration. 1% chance of becoming permanent.
Push Resistance	2200	You do not have to roll for your first Push today. You have Advantage on all Push and Mutant Deformity rolls.
Radiation	1000	You gain immunity to Radiation and +4 to the Death save stat
Rage	1000	Gain +4 to STR, +10 HP, +1 extra attack, -2 to AC for d6 minutes (not d4 hours)
Range Master	1000	+2 to Range attacks, +1 to Range damage, +25% Range
Resistance	1000	Gain Toughness +5 to one of the following: Earth, Electricity, Fire, Ice, Kinetic, Light, Metal, Poisons, Sound, or Water.
Resistance: Disease	900	Gain Immunity to disease and illness
Resistance: Magic	2000	Gain Toughness: Magic +5
Resistance: Psionics	2000	Gain Toughness: Psionics +5
Reverse Mutation	10000	Ignore the potion maker's potion failure %. Take for a 45% chance to remove a Mutant Deformity, Anthropomorph form, or Mutant power of your choice. If it fails to work, the drinker has a 35% chance of gaining a new Mutant Deformity. It does not affect the unwilling.
Saver	1000	Advantage on all save attempts
Skilled	800	Advantage on all non-physical skill checks
Speed	1500	+20 Move & +2 to Initiative
Stealth	1000	+10 to Stealth & can Move at normal rate when in Stealth
Strength	1200	+4 to STR
Survival	1200	+4 to SUR
Toughness	12005	Toughness +2
Tracking	800	+10 to Tracking
Void Potion	1100	Step into the Void at Advantage.
Water Adept	1400	Can breathe underwater, +8 to Swimming
Will of the Psion	1000	Reduce your Force of Will damage by 1 (cannot go below 1) and it takes 25 Force of Will damage to lose CON
Wisdom	1200	+d4 to WIS

***Bazaar Items*
These items are found in Shayana's Bazaar. If found elsewhere, they will cost much more.

THE GOOD DOCTOR'S SURGICAL STRIKE TEAM

They are Dr. Azmournus' team that collects specimens for his experiments and recruits able-bodied fighters for his service. His base of operations is located below the Nuclear Power Plant in the Western part of Victory City.

DR. AZMOURNUS

The Terror of the Sewers

Dr. Azmournus is an evil, mutant doctor known for doing tests on mutants and Anthropomorphs, with the hopes of controlling and reversing mutations. He wears a large white trench coat, which is coated in green, red, and black stains. Only his eyes and the top of his head are visible above his lab coat collar. He wears large glasses and has a series of long, jet-black tendrils that come from his back and are usually busy experimenting on something.

The good doctor has an array of mutated henchmen that collect "volunteers" for his experiments. The very name of Azmournus makes most sewer dwellers shake with fear. Most everyone in the sewers knowns someone that has disappeared at the hands of Dr. Azmournus. Miss Menagerie and her minions are constantly at war with the good doctor and his henchmen.

Dr. Azmournus always has a group of mutants and/ or Anthropomorphs with him.

Armor Class: 18
Hit Dice: 6 (54 HP)
Move: 12/ 24 Swimming
Actions: 3
Attack Damage: Tendrils (d4+2), Laser Scalpel (d4+1 laser damage)
Special: *Tendrils, **Super Genius, Outsmart x7, ***Danger Sense, ****Resistance to Water
Bonuses: +3 to Melee attacks, +2 to Range attacks, +3 to Melee damage, +8 to Spot, +8 to Listen, +6 to Initiative, +7 to Intimidation, +6 to Art & Music, +8 to Interrogation, +3 to Outsmart
STR:16 INT:22 WIS:17 DEX:17 CON:16 CHA:12
Morale: 9 Terror: 15
HDE: 7

*__Tendrils__: He has two pairs of green & black tendrils coming from your back. They are 6' long, with suckers. +3 to Initiative and he cannot be surprised if conscious. His tentacles can strike as your normal arms, but he gains Advantage on any grapple or grab

attempts.
****Super Genius**: He is a master genius of the highest level. He can speak several languages. He may make a skill roll on any knowledge/ language-related skill, even if you do not have that skill. He may PUSH to re-roll a failed skill check or Outsmart. Disadvantage on Melee attacks.
*****Danger Sense**: He has a sixth sense that tells him when he is in harm's way. He cannot be the target of Seize the Moment. He gains Advantage on Initiative, range attacks on him are made at Disadvantage, he cannot be surprised & he can detect if his mind is being probed. He may PUSH to gain +6 to AC, +4 to Initiative & Advantage on all saving throws for d4+6 minutes.
******Resistance to Water**: He has Toughness: Water +11. He gains Advantage on all water-based Saving Throws & attribute checks. He may PUSH to double your resistance for d6 minutes
Dr. Azmournus' Lab Coat: +3 to AC, Toughness +2, Toughness: Acid +5, Levitation x2 a day (lasts 30 minutes, can float up to 20' at 10 Move) and the wearer regenerates 1 HP every 5 minutes.
Dr. Azmournus' Goggles: He can see through any illusion; invisibility and you can see in the dark. He gains Advantage on Spot checks.

McHAMMERAM LIMISH
Dr. Azmournus' main bodyguard and henchmen. McHammeram is a large Anthropomorphic Great White Shark. He has a quick temper, but is highly intelligent. He likes throwing grenades.

Armor Class: 17
Hit Dice: 5 (71 HP)
Move: 12/ 24 Swimming
Actions: 2
Attack Damage: Tail (d6+4), Bite (d8+4), Rifle (d8+2), Grenades
Special: Amphibious, Toughness +2, *Iron Stomach, **Killer Instinct, ***Tail, ****Smell Blood
Bonuses: +10 to Melee attacks, +5 to Range attacks, +6 to Melee damage, +7 to Spot, +7 to Listen, +6 to Initiative, +12 to Intimidation, +7 to Interrogation, +31 to Swim, +10 Stealth, +11 to Sewer Survival
STR: 20 INT:14 WIS:11 DEX:17 CON:21 CHA:14
Morale: 9 **Terror:** 13
HDE: 6
***Iron Stomach:** Can eat almost anything, Advantage on Poison saves
****Killer Instinct:** When attacking a living target that has less than half of their starting HP, you gain +1 to Melee attacks and +2 to Melee damage.
*****Tail:** Advantage on Balance checks, double STR modifier against Trips
******Smell Blood (300')** If they smell blood, they gain the Aggressive trait (+1 to Initiative & +1 to Melee attacks. -1 to your AC if you have not used an Action during the round).

Camo Sewer Armor: +3 to AC, Toughness +1, +5 to Swim & Stealth checks (bonuses added)

DEATH EEL

The Death Eel is one of the most feared denizens of the underworld. She is an Anthropomorphic Moray Eel with Mutant powers. Her face is oddly beautiful, as she appears very human, except for her sharp, jagged teeth. She wears a jet black, environmental armor that makes her look like a bad-ass skeleton. She is known as a great hunter and is paid quite well by Dr. Azmournus to capture runaways and those that he seeks to experiment upon.

Armor Class: 18 Hit Dice: 5 (33)
Move: 16/ 32 Actions: 2
Attack Damage: Fangs (d6), *Vicious Bite, Trident
Special: Toughness +2, Toughness: Electric +10, Amphibious, Advantage on Stealth, **Mutant Tracker, ***Necromaster, ****Killer Instinct, Weakness to Psionics
Bonuses: +8 to Melee attacks, +3 to Melee damage, +11 to Ranged attacks, +7 to Initiative, +11 to Spot & Listen, +13 to Climbing & Jumping, +23 to Swimming, +10 to Tracking, +9 to Stealth, +11 to Sewer Survival
STR: 16 INT: 15 WIS: 18 DEX: 21 CON: 17 CHA: 15
Morale: 8 Terror: 12 HDE: 6
*Vicious Bite: Bite attack deals an extra one damage (bypassing Toughness) at the start of the next round (Critical save negates).
**Mutant Tracker: She can sense mutants within 200' and can sense the nature of their mutant powers.
******Killer Instinct:** She knows when something is hurt, and she knows how to finish them off. When attacking a living target that has less than half of their starting HP, she gains +1 to Melee attacks and +2 to Melee damage. She can make a WIS check at Disadvantage to tell whether a living target has near full HP, about ¾ HP, near ½ HP, or below ¼ HP.
*****Necromaster:** She can control the undead. 10x per day, you can raise the dead to do your bidding (simple tasks). The undead remain animated for up to 3 hours or until destroyed. She may have one undead activated at all times (ignoring the duration limit) and can control them at a range of 350'. She needs access to a mostly intact dead body to create a zombie, ghoul, or mummy: or a skeleton to create a skeleton. She can control 6 undead at any one time. If she is knocked out, all but 1 of your undead will collapse, and the remaining undead will defend you. She may PUSH to create an undead beyond her daily allotment, heal all your undead d8 HP or double the duration of an undead's animation.

Undead	AC	HP	Move	Attacks	Special*	Bonuses
Skeleton	14	15	12	1/ d4 claws or weapon	Toughness +1, Blunt melee weapons do ½ damage	+2 to attack, +2 to Spot
Zombie	12	18	9 cannot run	1/ d4 +1 slam or bite	Toughness +1, Edged weapons do ½ damage	+2 to attack
Ghoul	16	26	15	1/ d6 +1 bite or weapon	Toughness +2, more intelligent (can take more complicated orders)	+4 to attack, +5 to Spot
Mummy	16	30	12	1/ d6 slam or weapon	Takes three rounds to create. Toughness +3. Melee attacks drain d4 CON for 1 hour (Death save negates)	+6 to attack, +1 to Spot

*Undead are immune to poison, toxins, gases, critical damage, mind control, and fear. They cannot heal by normal means. Most heals damage the undead.

Death Eel's Battle Armor: +5 AC, Toughness +2, Toughness: Electric +10, Environmental & light sources. The face is an energy shield that can open for a bite attack at any time.
Shock Field: anyone touching the suit must make a CON check or take a d4 Electric damage. If activated underwater (as an Action), the field will shock everything else within 30' underwater (damage as above, but doubled).
Force Field: Absorbs 20 damage before she is hit. Once knocked down to 0, it will regenerate in d4 rounds.

Death Eel's Trident: Range: 100'/ 200' underwater, +2 to attack underwater. Ranged Attack: Electric blast does d4 Electric damage (double underwater) Melee Attack: Does d4 Kinetic damage & d4 Electric damage (double electric underwater). It can be used to knock out targets out if she declares so before the attack. Attack as normal, but it does no damage if it hits. The target must make a CON check (at Disadvantage underwater), adding 3 to their roll, or they are knocked out for d4 rounds.

She carries several energy handcuffs and sedatives for keeping captives.

MJUSI KAL

Mjusi Kal is an Anthropomorphic Green Basilisk Lizard with larger than normal claws. He is an immigrant from South Africa that was a medical student that was maimed in an experiment gone wrong. Dr. Azmournus saved him from certain death, but it turned him into a lizard creature. Mjusi is loyal to the doctor because he promised him that he would develop a cure for his mutations one day. Mjusi is a fierce warrior and charismatic speaker.

Armor Class: 16
Hit Dice: 4 (40 HP)
Move: 12/ 24 Swim
Actions: 1
Attack Damage: Claws (d8/ extra-long & retractable), Fangs (d6) by weapon
Special: Toughness +2, Advantage on Balance checks, can fall 50' without damage, can Run on water, Advantage on Gas saves
Bonuses: +21 to Climb, +18 to Jump, +18 to Swimming, +3 to Melee attacks, +4 to Ranged attacks, +5 to Initiative, +7 to Spot & Listen, +8 to First Aid, +7 to Persuasion, +7 to Sewer Survival, +9 to Stealth, +7 to Knowledge: Medicine
STR: 12 INT: 17 WIS: 16 DEX: 18 CON: 17 CHA: 17
Morale: 6 Terror: 12
HDE: 5
Wears modified ASP Armor w/ gas mask (bonus added)

FAHARISHA & KINGSLY ASWALLA

Once mercenaries for justice and defenders of the little man, Faharisha and Kingsly Aswalla, have turned full-time hitmen for Dr. Azmournus. Both grew up under the crime-ridden shadow of the nuclear power plant, deep in UZI-8 territory. For years they were bullied and saw their loved ones suffer at the hands of gang violence. Both made great grades and were accepted to VSU, where they became interested in African Studies. They soon joined a militant group set on reclaiming the streets. Both changed their names, began wearing traditional African garb, and they started spreading literature throughout gang territories. The Nimox Square crew, an underlying gang of UZI-8, kidnapped the two friends, sealing them in barrels and dumping them in a toxic waste dump. The radiation of the dump triggered a change in the two, turning them both into mutants. Their newfound powers allowed them to dish out revenge upon their would-be murders and other oppressive gang members. For months, the pair took down gangsters, but they would have to fight the police and other vigilantes as much as the criminals. They soon took their frustrations out on the police as much as the gangs, making them rise on the most wanted list. After a fight with the Crisis Knights that left the pair badly injured, they escaped to the sewers and were captured by Death Eel. Dr. Azmournus healed them and offered them highly paid jobs as part of his team.

FAHARISHA

The larger and stronger of the two, Faharisha is far more aggressive and impulsive. He uses his powers to compensate for his lack of combat training. That said, he has a big heart and cares deeply for the plight of his people.

Armor Class: 13
Hit Dice: 3 (37 HP)
Move: 12
Actions: 1
Attack Damage: By punch or weapon
Special: Toughness +2, *Bulletproof, **Channel Rage, ***Super Resilience, ****Super Strength, Advantage on Mental Saves
Bonuses: +7 to Melee Damage, +6 to Melee attacks, +2 to Spot & Listen, +8 to Athletics, +4 to Street Survival, +3 to Stealth, +5 to Knowledge: General, +8 Knowledge: Pan-African Studies, +6 to Pilot: Basic
STR: 19 INT: 17 WIS: 11 DEX: 12 CON: 18 CHA: 14
Morale: 7 Terror: 10 (in action)
HDE: 4
*Bulletproof: Any projectile fired at him from 10'+ harmlessly bounces off. Any projectile shot at him from less than 10' does ¼ damage (rounded down). He may PUSH to attempt to direct a projectile that would have hit him back to its source as a free Action (by making a Range attack at -2).
**Channel Rage: When he takes enough damage, he can channel his rage into a deadly display of combat. Whenever he goes below half of his stating HP, he may go into a rage for d6 minutes, or until the fight ends. During the rage, he gains: +4 STR, heals d10 HP, gains one extra attack, and you are at -2 to AC. During the rage, he may only perform melee attacks, unless nobody is nearby. If so, he may throw items. After the rage, he is at Disadvantage on all rolls for d6 minutes. He may PUSH to rage if he goes below 2/3 of his starting HP.
***Super Resilience: Re-roll the first two failed save attempts each day.
****Super Strength: You can lift & carry around a ton with ease. You gain Advantage on all STR checks. You may PUSH to double your lifting ability & add +4 damage to all Melee attacks for 3 minutes.
Gear: Bulletproof Dashiki (+2 AC), Enchanted Kufi (Advantage on Mental saves and +1 INT)

KINGSLY ASWALLA

Kingsly is smaller than his best friend and has a cooler head in combat. He relies on his tactics and his range attacks. He loves to tend for plants and often makes new parks and urban green zones.

Armor Class: 15
Hit Dice: 3 (22 HP)
Move: 12
Actions: 1
Attack Damage: Plant attack or Radiation blast
Special: Toughness: Radiation +5, *Energy Blast: Radiation, **Plant Mastery, ***True Vision, Advantage on Mental saves
Bonuses: +6 to Initiative, +5 to Range attacks, +5 to Spot & Listen, +5 to Street Survival, +7 to Stealth, +5 to Knowledge: General, +10 Knowledge: Pan-African Studies, +5 to Electronics
STR: 11 INT: 18 WIS: 16 DEX: 16 CON: 12 CHA: 14
Morale: 6 Terror: 9 (in action)
HDE: 4
*Energy Blast: Radiation - Each blast does d6+3 Radiation damage and Sickens the target for d4 rounds (unless they make a Death save). Range: 90'. He may use this blast 6x per day. He has Toughness: Radiation +5 and may re-roll one Mutant Deformity roll each day. He may PUSH to double range, add d6 damage, or use another blast past his daily limit.
**Plant Mastery: He can speak with, summon and control plants. He gains immunity to all plant/ wood-based damage, and he can sprout a vine that can grab or attack things (d4 damage + 1 Poison damage, with +10' range and 10 STR). He can control any vegetation within 245' per level at will. He can summon plants from anywhere 6x per day. He can summon a bark-like armor 4x a day (adds +3 to AC & Toughness +2 that lasts 20 minutes). He may PUSH to summon beyond his daily allotment or double his control range.
***True Vision: He sees things as they are and cannot be visually duped. He can see twice as far as a normal person, is immune to all illusions, can see through holograms, and can detect shapeshifters (he does not know their true form, but know they have altered their current appearance). Advantage on all Spot checks and any Blindness effects on you are halved (rounded down). He may PUSH to remove a Blindness effect from yourself.
Gear: Bulletproof Dashiki (+2 AC), Enchanted Kufi (Advantage on Mental saves and +1 INT)

WRETCH SLAYERS

The Wretch Slayers are a well-known vigilante team that operates all over Victory City. They are wanted by the authorities, as well as many criminal and *"legitimate"* organizations (including A.S.P. Corp). Their HQ is located under northern McMillin Park, but have safe houses in the underworld and neighborhoods throughout town. Manual's secret lab is located below Mystic Lake. They are allied with Insecto, and the Underground and Below.

MANUAL

Dr. Jesse Lynn McMurtry, aka Manual, was a young, up and coming robotics professor at VSU. She had made many amazing breakthroughs in neutrally controlling robots, garnering the attention of several large corporations, including A.S.P. Corp. After declining A.S.P. Corp's initial offers for her to sign an exclusive contract, Dr. McMurtry was assaulted by a gang of mutants that broke both of her legs and put her in the hospital for weeks. After healing up, Jesse began to fashion new legs for herself, and she started to build up defenses for her lab. When the gang returned, Jesse fought them off with a new type of robot she just created. Soon after, she withdrew from VSU and now works in her lab hidden below Mystic Lake. She has created a team of Vigilantes to defend her work and to aid those that cannot assist themselves.

Dr. McMurtry recently discovered that she has mutant powers, and has had her legs robotically augmented. She is an athletic woman with long blondish-blue hair that is always in a ponytail. She always has a smirk on her face and her nose in a book or lab manual. She is always followed around by her helper robots.

Armor Class: 20 (24 in Airy Defense) Hit Dice: 5 (41 HP)
Move: 21 (Can run at x5 Move speed) Actions: 2
Attack Damage: Controlled machines
Special: *Energy Armor: Airy Defense, **Machine Manipulation, Outsmart x 12/ day, ***Resistance: Psionics, ****Super Genius, Toughness +1 (+2 w/ Airy Defense), Toughness: Psionic +10, Disadvantage on Melee attacks, *****Leg Augmentation
Bonuses: +3 to Outsmart, -2 to Melee attacks, +9 to Range attacks, +8 to Initiative, +12 to Spot & Listen, +17 to Mechanics, +13 to Knowledge: General, +15 to Knowledge: Robotics
STR: 9 INT: 24 WIS: 22 DEX: 22 CON: 17 CHA: 16
Morale: 9 Terror: - HDE: 6
*__Energy Armor: Airy Defense__ – She can cloak yourself in an armor of air energy 10x/ per day, for 40 minutes. When enclosed in the armor, she is protected from pressure, gases, and environmental effects and damage. The armor produces breathable air and a comfortable climate. She may wear a Light armor below her air armor, but nothing larger. The armor gives her immunity to Air damage, +4 to AC, Toughness +1, +1 to all save stats, and she is immune to knockbacks, fall damage and Trips. She may walk on the air. She may PUSH to create an armor past her daily allotted amount or to double its duration.
__Machine Manipulation:__** She can control non-sentient machines within 100'. She may control vehicles and machines with an electric system. At any time, she can control 35 machines at once. It takes an Action to commandeer a machine, and you can drop command at will. When she uses her Actions for a round, she may also command each machine to do something by making a Mechanics DC: 15 check for each machine. If she fails the check, the machine fails to follow that order. All of her attack Actions, not her machines, are at -1 for each machine she controls. If someone else tries to take control of a machine she controls, both must make a Mechanics check, and the highest result gains control.
***__Resistance: Psionic__ - Toughness: Psychic +10. Advantage on all psychic based Saving Throws & attribute

checks. When she is affected by a psychic power, its duration is halved (rounded down). She may PUSH to double her resistance for d6 minutes.
****Super Genius**: She may make a skill roll on any knowledge/ language-related skill, even if she does not have that skill. She may PUSH to re-roll a failed skill check or Outsmart.
*****Leg Augmentation:** Both of her legs have been replaced from the knee down with special robotics. She has enhanced speed, DEX & Move.
Gear: A.S.P. Corp Environmental Shield Belt (Environmental armor, waterproof)

Manual's Helpers
These are small, 1' tall, armless, metal robots that follow and assist Manual. They are loyal to her and cannot harm her under any circumstance. She usually has 10-20 with her at all times.
Armor Class: 11 Hit Dice: ½ (2 HP)
Move: 9 (can run x3 Move speed) Actions: 1
Attack Damage: Bite (1 Kinetic damage), Shock Touch (1 Electric damage)
Special: Toughness +1, Mechanical traits, Dark Vision 90', Self-Destruct (does d4 Kinetic +1 Fire damage to all win 10')
Bonuses: +1 to Melee attacks, +1 to Initiative, +5 to Jumping, +4 to Spot & Listen
Morale: - Terror: 4 (per 10 Helpers) HDE: ¼

Manual's A+ Helpers
3' tall versions of the normal Helpers, except these robots have retractable arms and more intelligence.
Armor Class: 12 Hit Dice: 1 (8 HP)
Move: 12 (can run x3 Move speed) Actions: 1
Attack Damage: Bite (d4-1 Kinetic damage) & Shock Touch (d4 Electric damage)
Special: Toughness +1, Mechanical traits, Dark Vision 90', Self-Destruct (does d6 Kinetic +1 Fire damage to all win 10')
Bonuses: +2 to Melee attacks, +2 to Initiative, +9 to Jumping, +8 to Spot & Listen, +10 to Mechanics, +8 to Mathematics
Morale: - Terror: 7 HDE: 1

SKYCRAKKER

Carrie McMurtry, aka Skycrakker, is Manual's little sister and bodyguard. She began to develop her powers a short time ago and is still growing into them. She is only 16 and acts a bit immature at times.

Armor Class: 18 Hit Dice: 2 (20 HP)
Move: 12/ 26 Flying Actions: 1
Attack Damage: Electric Blast or by weapon
Special: *Energy Blast: Electricity, **Flight (Wingless), ***Invulnerability,
Bonuses: +1 to Melee attacks, +3 to Range attacks, +3 to Initiative, +10 to Jumping, +10 to Climbing, +5 to Swimming, +4 to Art & Music
STR: 9 INT: 12 WIS: 8 DEX: 17 CON: 16 CHA: 15
Morale: 8 Terror: -
HDE: 3

***Energy Blast: Electricity –** Each blast does d6+2 Electric damage & the target is knocked out for d4-1 minutes unless they make a CON save. Range: 70'. She may use this blast 4x per day. She has Toughness: Electricity +5. She may PUSH to double range, add d6 damage or use another blast past her daily limit. She may turn basic electronics off or one within your range. She may short out basic electronics by touch.

****Flight (Wingless):** While flying, she can use her body as a battering ram due to crash into solid objects doing d6+2 damage. She takes no damage from this or any fall & this does not end her flight. She may PUSH to double her flight speed for d10 minutes.

*****Invulnerability:** She cannot come to harm from gas, poison, disease, physical damage, and energy damage. She still needs to breath and eat, can feel pain and is still vulnerable to magic and psychic damage.

Gear: Energy Sword (d6+1 Light damage), Combat Armor (Environmental)

SEWERTRON-M1

Sewertron-M1 is a Borg created by Manual after A.S.P. Corp soldiers mortally wounded him. Sewertron-M1 is Purvis Romo, a young sewer rat that is fiercely loyal to Manual and has a deep hatred of A.S.P. Corp and others that wish to benefit from the suffering of the sewer dwellers. He speaks in a high-pitched robotic voice and is known for having a soft heart for stray animals.

Armor Class: 14 Hit Dice: 3 (39 HP) Move: 22/ 60 Underwater Actions: 1

Attack Damage: Weapons or punch

Special: *Borg Powers, Toughness at +2, Toughness: Electricity +5

Bonuses: +4 to Melee attacks, +3 to Melee damage, +4 to Range attacks, +5 to Initiative, +5 to Spot, +2 to Listen, +30 to Swimming, +8 to Climbing, +10 to Jumping, +8 to Street Survival, +4 to Knowledge: Local, +5 to First Aid

STR: 18 INT: 12 WIS: 15 DEX: 18 CON: 18 CHA: 8

Morale: 9 Terror: - HDE: 4

***Borg Powers**

- Shelf Recharging Power Source.
- The power reserve is 180 minutes.
- Basic functions can run indefinitely (certain functions will drain the supply).
- It takes 1 hour off-line to recharge for 100 minutes.
- AQUATIC CONVERSION Fully water & pressure proof (to 2500'). Toughness/ Water +10. Can breathe underwater. +4 to DEX underwater.
- CYBERNETIC HEAD Basic Eye Implants: +4 to Spot checks, minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording). Radio Scrambler: Basic radio (10 miles), radio scrambler (25 miles).
- CYBERNETIC LEGS (2)
- CYBERNETIC TORSO (both arms and chest)
- FILTER Located in mouth. Advantage on all gas, poison & toxins saves or checks. Blocks all basic air & water pollutants. Voice Modulator.
- FLAME THROWER (1) Range: 30'. d6 damage per round (10 shots per canister).
- FOREARM/ SHOULDER MACHINE GUN (1) Range. Ballistic. Must have a cybernetic forearm or shoulder. Machine Gun does d6+2 damage/ 65' (40 shots per clip).
- METAL JAW Melee. Bite does d4+ STR damage.
- RADAR Cannot be blinded or surprised
- RETRACTABLE SWORD (1) Melee. Does d6 + STR damage.
- SHIELDED Systems are immune to EMPs and Flash Grenades.
- SHIELDING ARMOR Electricity/ Lightning: Toughness/ Electricity +5
- SPOTLIGHT Attached on the shoulder or neck. Telescopes out up to 10'. Casts bright light.
- STUN GUN (1) Melee. Built-in the palm. Stuns the target for 1 minute (Critical save negates). Uses 1 minute of power for each use.

Gear: Gas Grenades x4 (20'x20' cloud that lasts d4 minutes, knocks out anyone at the end of a round within the cloud unless they make a Poison save). Medic Kit.

KID EGO

Kid Ego is a rare, street smart Knight Nurse that has a loud mouth and a giant, braggadocios personality. Kid Ego was born, Orson Tarkov, the eldest son of a poor Russian family in western Victory City that had 12 children. His parents were killed by members of the Arkangells, forcing him and his siblings onto the mean streets. They struggled to survive, but Orson's knack for healing people made him popular among those that wish to get medical services under the radar. His vibrant personality began to rub some of his clients the wrong way, causing a gangster to bomb his apartment, killing some of his siblings. Kid Ego and his girlfriend, Koshkavor, went to the gangster's HQ with the intent to kill him, only to be thwarted by Manual and Skycrakker, who were there to apprehend the gangster for his many crimes. Manual agreed to let them go if they agreed to work with her vigilante group and try to help the people of Victory City.

Kid Ego has a real attitude about his size and is defensive of his girlfriend. Being only 5' 2" has given him a huge chip on his shoulder. Even friendly comments can anger him. Although, not much of a fighter, he will get in anyone's face.

Armor Class: 15 Hit Dice: 5 (27 HP)
Move: 12 Actions: 2
Attack Damage: By weapon
Special: *Knight Nurse abilities, Toughness +1
Bonuses: +4 to Courage saves & Terror checks, +1 to Melee attacks, +2 to Range attacks, +6 to Initiative, +9 to Spot & Listen, +13 to First Aid, +8 to Knowledge: Local Geography, +10 to Street Survival, +10 Pilot: Basic, +5 to Athletics: Basic
STR: 9 INT: 16 WIS: 17 DEX: 15 CON: 12 CHA: 16
Morale: 9 Terror: - HDE: 5

***Knight Nurse Abilities:**

- Mend Wounds during combat x8/ day
- Into the Fray: If you are going to aid an injured target, you may re-roll your Initiative (adding your WIS & DEX bonus to the roll), gain +d6 Move, and gain Advantage on all First Aid checks for 4 minutes.
- Set broken bones and stop bleeding with Mending Wounds.
- Using Mending Wounds takes 1 round for healing and basic procedures, and it heals d6.
- All allies within 60' gain +2 to Courage save stat & Terror checks.
- Anytime you heal someone by any means, they gain 1 extra HP.
- Can use Mending Wounds during combat without a First Aid roll, and you can use it on yourself.
- All Mending Wounds attempts now take you 1 action and heals d8 HP

Gear: Medic Kit, three extra Medi-Pack I, A.S.P. Corp Environmental Shield Belt (Environmental armor, waterproof), 3 Knives, Stun Gun

KOSHKAVOR

Abandoned before she turned 10, Rachel Koshka has had a hard life in Victory City. She became a master thief and trusted scout for the Arkangells, but was sold to Dr. Azmournus for experimentation by some of low-level gangsters. She was mutated into a feline-like mutant by the doctor, in hopes of making her an even greater thief. While on a mission, she was severely injured and left for dead by her cohorts. Kid Ego saved her and they have been inseparable ever since.

Koshkavor is a mutant that looks like an anthropomorphic black and grey domestic cat. She is very quiet, but if angered, she will become very vocal. She has a soft spot for stray animals and gives a percentage of her earnings to local shelters.

Armor Class: 19 Hit Dice: 4 (34 HP)
Move: 17/ 22 (Fleeing, can Run x5 Move speed) Actions: 1
Attack Damage: Claws, Fangs or Weapon
Special: *Anthropomorphic Feline, **Feline Powers, ***Intangibility, ****Natural Thief, Toughness: Cold +2, Advantage on Balance checks
Bonuses: +2 to Melee attacks, +8 to Range attacks, +7 to Initiative, +23 to Climbing, +20 to Jumping, +11 to Spot & Listen, +15 to Sleight of Hand, +16 to Stealth, +2 to Critical save stat, +8 to Persuasion, +11 to Tracking, +10 to Knowledge: Animals, +11 to Street Survival, +8 to Swimming
STR: 10 INT: 15 WIS: 17 DEX: 21 CON: 17 CHA:17
Morale: 9 Terror: 5 HDE: 5

***Anthropomorphic Feline (Push Mutation)** Is a mutant and can be Pushed. Best of Both Worlds, Claws (d6), Climber, Extra Dexterity x2, Fangs (d6), Fur, Jumper, Speed, Stealthy, Tail, Tracker

****Feline Powers:** Advantage on Death save attempts, Advantage on Stealth checks, can fall 60' before taking damage and. She has retractable claws that do d4-1 damage. She can PUSH to negate all damage from a fall.

***Intangibility**: She can turn intangible 8x per day, for d6+4 minutes. She can carry 200 lbs, and it remains intangible. She may PUSH to stay intangible for d6 additional minutes, turn intangible beyond your daily limit or double the weight she can carry. While intangible, she is immune to energy & physical damage.
****Natural Thief:** Can fall 60' before taking damage, she deals an additional 1 damage to any Surprise Attack, and anyone Tracking her is at Disadvantage.
Gear: Thieves Kit, Laser Pistol, 6 knives, A.S.P. Corp Environmental Shield Belt (Environmental armor, waterproof)

DEATH HOPPER

Carlos Sousa is a member of the legendary Sousa, Brazilian, kickboxing family. He has been kickboxing since he was 3 and is a vicious fighter. After losing a fight to a secretly enhanced mutant, Carlos found himself in debt to Dr. Azmournus. The good doctor experimented on Carlos, turning him into an Anthropomorphic rabbit known as Death Hopper. Death Hopper became a popular fighter in the underworld but refused to throw a fight at Dr. Azmournus' command. He fled after the fight and has been wanted ever since.

Death Hopper is good friends Kid Ego and often guards him in combat. Death Hopper loves to pull practical jokes on people and is a hard drinker.

Armor Class: 18
Hit Dice: 4 (35 HP)
Move: 22 (can run x5 Move speed)
Actions: 2
Attack Damage: Claws (d6), Bite (d4) or Punch
Special: *Rabbit Anthropomorph Abilities, **Crushing Blow, ***Stunning Blow, Toughness +2, Toughness: Cold +2
Bonuses: +8 to Melee attacks, +4 to Melee damage, +7 to Range attacks, +8 to Initiative, +15 to Digging, +20 to Jumping, +10 to Swimming, +9 to Tracking, +6 to Spot & Listen, +9 to Knowledge: Alcohol, +12 to Street Survival, +7 to First Aid, Seize the Moment +1
STR: 16 INT: 11 WIS: 12 DEX: 21 CON: 16 CHA: 10
Morale: 9 Terror: 6
HDE: 4
***Rabbit Anthropomorph Abilities:** Claws, Digger, Extra Dexterity, Fur, Jumper, Tracker, Speed, Amphibious
****Crushing Blow:** On a successful, weaponless, Melee attack roll of a natural 19-20, you deal an additional d6 damage
*****Stunning Blow:** On a successful, weaponless, Melee attack roll of a natural 19-20, you Stun the target for a d4 rounds unless they make a Critical save. This only works on living targets that are susceptible to stuns.
Gear: Medic Kit, Brass Knuckles, portable gas filter

V-SPY

Lister, Reginald Lister, are words that bring dread to the wanted in Victory City. Reginal Lister is an infamous spy & bounty hunter that specializes in bringing to justice the worst of the worst. Lister is an Anthropomorphic Velociraptor that has a ton of gadgets that help him ply his trade with great ease. He has an impressive device that alters his appearance, making him almost impossible to detect until it is too late.

He is a suave, smooth ladies' man with a ton of charm. He can be a bit cocky, causing him to get into many sticky wickets. He works for many groups but favors working for Manual.

Armor Class: 16 (18 in Tux) Hit Dice: 5 (40 HP)
Move: 12 (can run x4 Move speed) Actions: 2
Attack Damage: Claws (d6), Bite (d6), Weapon, Gadget
Special: *Anthropomorphic Velociraptor, **Killer Instinct, ***Regeneration, Toughness +1 (+2 in Tux), Advantage on Stealth checks, Outsmart x3/ day, Seize the Moment +1
Bonuses: +5 to Melee attacks, +1 to Melee damage, +8 to Range attacks, +7 to Initiative, +9 to Spot & Listen, +6 to Art & Music, +9 to Interrogation, +12 to Investigation, +10 to Persuasion, +11 to Subterfuge
STR: 14 INT: 16 WIS: 14 DEX: 19 CON: 17 CHA: 16
Morale: 9 Terror: 13 HDE: 5

***Anthropomorphic Velociraptor:** Claws, Fangs, Feathers (1/4 damage from falling, Toughness: Water +3), Hide, Jumper (fall 50' before taking damage), Stealthy, Superior Senses

****Killer Instinct**: When attacking a living target that has less than half of their starting HP, he gains +1 to Melee attacks, +2 to Terror, and +2 to Melee damage.

*****Regeneration:** Heals 1 HP every 5 minutes. +3 to Poison save stat.
Gear: Bulletproof Tuxedo, Glammer Belt (allows him to change his and his clothing appearance at will), tons of weapons and gadgets (he always seems to have what he needs)

INSECTO'S SEWER GUARD

The Underground and Below control much of the sewer system below Victory City. Insecto has many great warriors and spies under his command, but his Sewer Guard is his most important weapon against Dr. Azmournus and other sewer interlopers. Insecto has two primary bases in Victory City, below the middle of the Western City and below the Trendy Shop area in Eastern VC. Members of The Grotesque often accompany the Sewer Guard.

THE TUNNEL SAMURAI

The Tunnel Samurai, once known as Mikio Yomoro, is a highly respected and fear figure in the underworld. He is a great and fair warrior but has zero tolerance for those that wish harm upon his people. He is an Anthropomorphic Elephant with several scars, deformities & mutations from years of fighting.

Armor Class: 17
Hit Dice: 6 (50 HP)
Move: 12/ 17 Charging
Actions: 2
Attack Damage: Weapons or Tusks
Special: *Anthropomorphic Elephant, Toughness +3, Toughness: Radiation +5, Advantage on Radiation checks, Weakness: Earth, Amphibious, **Mechanical Left Arm, ***Damage Adaptation, Fearless
Bonuses: +11 to Melee attacks, +6 to Melee damage, +2 to Initiative, +10 to Spot & Listen, +10 to Investigation, +11 to Intimidation, +9 to Tracking, +11 to Athletics, +9 to Street Survival, +8 to Mechanics
STR: 22 INT: 15 WIS: 14 DEX: 9 CON: 19 CHA: 10
Morale: - Terror: 9
HDE: 7

***Anthropomorphic Elephant:** Bulk, Charger (triple STR modifier damage when charging), Hardened, Hide, Prehensile Trunk, Tusks (d6), Purple skin,

****Mechanical Left Arm** (Retractable sword, USB hub, Palm Laser)

*** **Damage Adaptation**: He has the uncanny ability to adapt to the damage he takes. Whenever he takes at least one damage from a source (i.e., Fire, Kinetic, Magic, etc.), he becomes immune to further damage and ill effects from that source for the next d4 minutes. He may PUSH re-roll your immunity duration.

Gear: Survival gear, throwing stars, knives, Infra-red goggles,
Blade of Gyniric (d8 Magic damage, +2 to attack, lights up or brings darkness at will in a 20' radius, unbreakable and is made of silver)
Rooto-Yi's Ring (worn on a tusk) +1 to AC, +1 to CON, Advantage on Poison saves

MORTAL EXHAUST

Hubert J. McCloud is a tough street detective that used to work the southeastern slums of VC. He was a familiar sight on the streets and was well-known for his prowess as a detective, arresting hundreds of criminals. His mutant powers of historical reading and true vision have always been available to him, with his other powers manifesting after encountering the Mutator Supreme in the sewers of Victory City. Insecto saved him and now works from him as his chief investigator.

Hubert is a normal-looking man in his early 30's. Out of friendship and necessity, he maintains many of his police contacts. He has taken on the nickname, Mortal Exhaust, to put a little fear into the bad guys of VC.

Armor Class: 12 /14 Smoke
Hit Dice: 4 (24 HP)
Move: 12/ 20 Flying in Smoke form
Actions: 1
Attack Damage: By weapon or Heat Vision
Special: *Form: Smoke, **Heat Vision, ***Historical Reading, ****True Vision
Bonuses: +1 to Melee attacks, +7 to Range attacks, +5 to Initiative, +12 to Spot & Listen, +9 to Stealth, +8 to Sleight of Hand, +15 to Investigation, +11 to Knowledge: Local, +10 to Knowledge: Law, +8 to Pilot: Basic
STR: 12 INT: 14 WIS: 18 DEX: 16 CON: 9 CHA: 13
Morale: 7 Terror: 12 (Smoke form)
HDE: 4

***Form: Smoke -** He can transform 8x per day, for d10+4 minutes. While in a smoke form, he can see in darkness 60', is immune to all Kinetic damage, Poisons, and gas. He cannot hold anything or touch anything while in smoke form. He gains Flying at 20' Move, can expand or shrink, gains +2 to AC and Toughness:

Energy +2. He can create smoke in up to a 30' radius around himself (causing Blindness to those within that cannot see in the dark and making ranged attacks into the smoke be at Disadvantage). Those in the smoke are at -2 to attack and Spot at Disadvantage. He may PUSH to remain in smoke form for an additional d4 minutes or to transform beyond his daily limit.

****Heat Vision**: His eyes glow a bright red and have no visible features. He can see normally, or he can adjust your vision only to see heat patterns (allowing him to see the invisible and he cannot be blinded using heat vision). He can concentrate on seeing heat through solid objects (1 round per 5'). 8x per day, he can shoot a heat ray from your eyes (60' Range, 2d4 Heat damage, igniting small, flammable objects). He can PUSH to double his range or to shoot a heat ray beyond his daily limit.

*****Historical Reading:** He has the odd ability to see what happened in an area, or to an item, in the past. If he takes an Action in the area, or by touching an item, he can see what has happened to it in the past year. He can concentrate on seeing further back and with more detail. The furthest he can see back is 80 years. He can PUSH to double his time range.

******True Vision**: He sees things as they are and cannot be visually duped. He can see twice as far as a normal person, is immune to all illusions, can see through holograms, and can detect shapeshifters. He has Advantage on all Spot checks, and any Blindness effects on him are halved (rounded down). He may PUSH to remove a Blindness effect from himself.

Negative Mutations

Anosmia: He has no sense of smell, losing any ability to make checks related to smell. All taste-related checks are made at Disadvantage.

Gear: Detective Kit, Pistol, 2 Knives, Notepad & Pen

THE CEREBRAL WEASEL

Little is known about the vigilante known as the Cerebral Weasel. She is an Anthropomorphic, Mutant weasel that has great mental powers. She is constantly laughing and cracking wise at the expense of her opponents, often quoting music lyrics or film.

Armor Class: 22 Hit Dice: 4 (29 HP)
Move: 12 Actions: 1
Attack Damage: Claws (d6), Bite (d6), Mind Control or by weapon
Special: *Weasel Powers, **Damage Adjuster, ***Genuine Genius, ****Mind Control, Outsmart x8/ day, Toughness +2 (armor), Toughness: Cold +2
Bonuses: +1 to Melee attacks, +8 to Range attacks, +8 to Initiative, +7 to Spot & Listen, +2 to Outsmart, +20 to Climbing, +13 to Stealth, +9 to Sleight of Hand, +13 to Knowledge: General, +12 to Art & Music, +11 to First Aid
STR: 13 INT: 20 WIS: 16 DEX: 22 CON: 11 CHA: 19
Morale: 7 Terror: 6 HDE: 5

***Weasel Powers:** Claws, Climber, Extra Dexterity x2, Fangs, Fur, Stealthy, Superior Senses

****Damage Adjuster:** She can alter the source of damage from one type to another, without changing how it is delivered or what it looks like. As an Action, she can alter the damage source to another source for d4 minutes (Range: 40'). The damage remains the same but deals with a different type of damage (i.e., Fire to Ice, Magic to Acid, etc.). Types: Acid, Air, Earth, Electricity, Energy, Fire, Ice, Kinetic, Light, Magic, Psionics, Radiation, Shadow, Sound & Water. She may PUSH to expand her range by 20' or to alter 2 sources in one Action.

***Genuine Genius:** She may PUSH to use Outsmart past the allotted daily amount.

****Mind Control**: She has a natural charisma and may attempt to control the minds of others. She can try to mind control 8x per day. The target must be within line of sight & within 300'. The target makes a Mental save adding her CHA bonus to their roll. If they pass, nothing happens. If they fail, she controls them for d6+4 minutes. If she ever makes a command that would go completely against someone's alignment, they get another Mental save (without your CHA bonus) to try to break the control. She must concentrate on maintaining control. She may PUSH to make a control attempt beyond her daily limit or to make a target re-roll a successful save against her.
Gear: Tactical Elite Armor (+5 AC/ Toughness +2, Environmental), Medic Kit, Laser Pistol, 2 Flash Grenades

DRUNKEN WISDOM

There are thousands of poor souls in Victory City that have found themselves penniless and homeless in the past few years. Bobby Sieving was one of those sad souls that found himself on the street. He spent his days panhandling for change and swigging down any cheap booze he could get his hands on. Bobby became famous for yelling random philosophical statements that make no sense to anyone, besides Bobby himself.
Bobby was taken one night by Dr. Azmournus' men and was experimented on by the good doctor. During the experiment, Bobby's body turned to water and poured down the medical room's drain. He soon resolidified in the sewer but was very sick. The Tunnel Samurai found him and brought him to Insecto, who was able to save Bobby's life. Bobby was given the name Drunken Wisdom, due to his oddball sayings and his love of liquor. He is a portly man with an awesome mustache, known for wearing unusual, thrift store clothing.

Armor Class: 11
Hit Dice: 3 (30 HP)
Move: 12
Actions: 1
Attack Damage: Punch or water attacks
Special: *Form: Water, **Reactive Adaptation, ***Wisdom of the Ages, Outsmart x5 a day, Toughness +1
Bonuses: +1 to Melee attacks, +1 to Initiative, +1 to Outsmart, +9 to Spot & Listen checks, +7 to Art & Music, +8 to Street Survival, +7 to Knowledge: Philosophy
STR: 12 INT: 11 WIS: 20 DEX: 12 CON: 16 CHA: 16
Morale: 6 Terror: 10
HDE: 3

***Form: Water –** He can transform 6x per day, for d10+3 minutes. While in water form he is immune to Kinetic & Fire damage, gains Toughness +3, can swim perfectly, can breathe underwater, can shoot water at will (100', d4+3 Water damage), can water blast (100', no damage but a knockback 20' on a failed STR check), grow up to 35' (you get per 10': +2 to STR, +4 to HP, Toughness +1, +1 Melee damage) & drown things (make a melee touch attack, if successful they must save against Death, or they lose all actions begin to drown – taking d4 damage a round until removed from water). He may PUSH to transform past the allotted daily amount, to double your transform duration, or to double his size for 2 minutes.

****Reactive Adaptation:** He can immediately adapt to whatever physical situation he encounters. He is immune to all diseases, gases, radiation & poisons. He can breathe underwater, in smoke, in a vacuum, etc. His eyes adjust to darkness, bright light, foggy situations, etc. He is immune to pressure, lack of pressure & can move freely underwater, or if hindered. He may PUSH to re-roll a failed Saving Throw or attribute check.

*****Wisdom of the Ages:** Anytime he fails a skill check, he gains an accumulative +1 to his next skill check of the same type. Once he passes, the bonus is gone.

EAU DE NIL

The newest member of Insecto's Sewer Guard is known to the world as Eau de Nil, a young French-Algerian woman named Claire Zidane, an exchange student at VSU. Speaking seven languages, she had come to VSU with hopes of graduating from their prestigious linguistics program. She knew she had a special power to learn, and she continued to push herself hard in her studies.

After a 12-hour, weekend cram session, Claire awoke, finding herself transformed into a green-skinned monster. In a panic, she ran through her dorm, destroying most of it as she barreled through walls, fleeing to a near-by tunnel that went below Lake McMillin. Claire encountered dozens of mutants and anthropomorphic creatures as she fought her way down the tunnel. Even though she had never been in a fight in her life, she easily defeated those she encountered until she ran into the Cerebral Weasel. The Weasel was able to sedate the green intruder, taking her back to Insecto. She accepted his help and begun training her new-found physical skills and expanding upon her mental talents.

Claire is a short, beautiful young woman with very sharp, facial features. She has an unusual green tint to her hair that mixes with her natural jet-black hair, which is usually braided. She has a mutant deformity of light green skin and claws.

Armor Class: 14 Hit Dice: 2 (18 HP)
Move: 12 Actions: 1
Attack Damage: Claws (d6), Punch or by weapon
Special: *Kinetic Absorption, **Lineage- Medusa, ***Unstoppable Force, Toughness +4, Quick Learner
Bonuses: +2 to Range attacks, +1 to Initiative, +1 to all save stats, +4 to Spot & Listen, +5 to Knowledge: General, +5 to Art & Music, can speak 7 languages (English, French, Arabic, Berber, German, Italian & Spanish)
STR: 13 INT: 16 WIS: 14 DEX: 15 CON: 10 CHA: 17
Morale: 7 Terror: - HDE: 3
***Kinetic Absorption:** She and the clothing/ gear on her are immune to all forms of Kinetic attack. When you absorb 10 points of Kinetic damage you may release it do one of these actions: energy blast (d6+2 damage, 70'), heal d6 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage or +3 to AC for d6 minutes or double her Move for d6 minutes. These effects are cumulative. She may PUSH to use one of these abilities with only 5 points of damage.
****Lineage- Medusa:** Advantage on Poison-related saves, immunity to petrification, and she may re-roll, at Advantage, the first Deformity you roll each day. Mutation: She has green hair and snake-like eyes.
*****Unstoppable Force**: When she starts moving, it is very difficult to stop her. She Moves at ½ speed (rounded down) until she gets going. When running, she Moves at ¾ speed after the first round of running. After 4 rounds, she runs at normal speed until she stops. She ignores hindering terrain. If she has been moving for at least 2 rounds without stopping, she can make a **Steamroller attack** (she can run over multiple people or objects): attack the first target at +1 to attack and damage per round you have been moving (+8 max) that does d12 + STR damage. If successful, it knocks the target down under her feet. Then she may attack the next person in the row and a third if successful.
Gear: Experimental Reflective Armor (+3 AC, Toughness +1 & lasers/ light does ½ damage)

GOOHLATHAUN THE CORRUPTOR OF THE WATER WORLDS

Goohlathaun is a monstrous, globular creature that has made itself a home in the sub-sewers below Lake McMillin. It arrived from another dimension a few years ago and has grown in size and power ever since.

Goohlathaun feeds on contaminated water and the mutations caused by the spread of a radioactive chemical it produces that mutates almost every life force it touches. It creates acolytes to help spread the mutation. If not checked, Goohlathaun will mutate the world into a radioactive hellscape populated by his mutated followers. Insecto and Manual have banned together to declare war against the alien menace.

GOOHLATHAUN

This creature is a massive, transparent, globular monster that lives in a massive cavern below the sewers of VC. It stands an impressive 30' tall and fills a 60' radius. His putrid internal workings can be seen clearly at almost any angle. Anyone not under his control, that sees Goohlathaun in person is horrified by its alien physiology and general disgustingness.

Armor Class: 20/ 15 within shield Hit Dice: 14 (101 HP)
Move: - Actions: 4
Attack Damage: 20' Tentacles on all sides (d6 or Grab), *Corruption Spray,
Special: Toughness +10, Outsmart x11/ day, Immortality, Fearless, Weakness: Clean Water, **Magic Shell, ***Immunities, True Sight (can see through any illusion), ****Magic Abilities, all saves at 19, Very Highly Radioactive (all within 10')
Bonuses: +10 to Melee attacks, +5 to Melee damage, +6 to Range attacks, +10 Ranged Magic attacks, +20 to Spot, +5 to Outsmart, +25 to Knowledge: Magic, +20 Knowledge: Physics & Mathematics, +18 to Knowledge: Biology, +20 to Persuasion, +20 to Intimidation
STR: 22 INT: 24 WIS: 22 DEX: 6 CON: 22 CHA: 14
Morale: - Terror: 16 HDE: 16 Madness: 8

***Corruption Spray**- Range: 200' As a Range Action (one roll), once a round, it can spray anything in front of it up to 30'. Anyone hit must make a Death save at Disadvantage or take a d6 Poison & a d6 Magic damage. If they can be Pushed, they Push. For the next d6 rounds, the ground is covered with corruption. At the start of each round, each player within the corruption must make a DEX check at Disadvantage, or they must roll a save against the corruption again.
Those that take 20+ accumulative damage from the spray must make a Mental Save, or they become a follower of Goohlathaun for 1 hour and roll on the Mutant Deformity Chart. Continual exposure may cause the mind control to become permeant.
****Magic Shell**- Goohlathaun is surrounded by an invisible, defensive shell that expands 10' from it. The shell provides +5 to AC, Range energy attacks deal ½ damage (rounded down), Range physical attacks deal ¼ damage (rounded down), and Psionic attacks deal 1/3 damage (rounded down). The monster can speak, read and understand any language.
*****Immunities**: Immune to poisons, toxins, sensory loss, Shadow mind control, and telepathy.
******Magic Abilities:**
-Add +6 to any save roll or attribute check a target attempts against its spells.
-Damaging spells bypass 10 Toughness.
-EMBRACE THE VOID – When it Steps into the Void, it gains +1 to AC, +1 HP, and its spells deal +1 additional Shadow damage for 5 minutes (This stacks). It gains Weakness: Magical Light during this period.
-If it casts an extra spell in a round, it must Step into the Void as its cast.
-SPEED of DARKNESS – It always has Initiative (if a tie, you act simultaneously), gains Immunity to Shadow, and it can immediately adapt to any environment. It ignores all effects that slow or hinder its movement. It can turn intangible as an Action, but it stops if it attacks or cast a spell on another target. You feel no compassion with humanity or feel the need to help anyone.
-May Step into the Void when casting a spell to:

- Add +10 to the spell's damage.
- Add 100' to the range of a spell.
- Have a spell target an additional target or to double the spell's duration. Make just 1 attack roll if needed.
- May cast a spell without speaking or moving.

-Knows all listed spells.
-Maximum Spells per day: 1-3 Any, 4- 12 and 5- 6 spells

Acolyte of Goohlathaun
Basic acolyte of the monster that is under its control. They will die for their master without a second thought.

Armor Class: 13
Hit Dice: 1 (10 HP)
Move: 12
Actions: 1
Attack Damage: Dagger or Punch
Special: Toughness +1, Dark Vision 60', True Sight (can see through illusions)
Bonuses: +1 to attacks, +1 to Initiative, +1 to Spot or Listen, +6 to Stealth, +1 to Knowledge: Magic
Morale: 7 Terror: -
HDE: 1 Madness: 2 (15 WIS)
Gear: Robes of Goohlathaun (+2 to AC, Toughness +1 & +5 to Stealth), 2 Daggers

Priest of Goohlathaun
Priests of Goohlathaun serve with fierce loyalty and are responsible for bringing new members into the fold. They will die for their master without a second thought. 50% of Priests have at least Mutant Deformity.

Armor Class: 14 Hit Dice: 2 (16 HP)
Move: 12 Actions: 1
Attack Damage: Magic, Dagger or Punch
Special: Toughness +1, Toughness: Magic +3, Dark Vision 60', True Sight (can see through illusions), *Magical Abilities
Bonuses: +2 to attacks, +2 to Initiative, +4 to Spot or Listen, +8 to Stealth, +3 to Knowledge: Magic, +5 to Persuasion
Morale: 9 Terror: - HDE: 2 Madness: 3 (17 WIS)
Gear: Enchanted Robes of Goohlathaun (+3 to AC, Toughness +1, Toughness: Magic +3 & +5 to Stealth), 2 Daggers

***Magical Abilities:** The Priest can do each of these 3 times a day.

- Corrupt Water (Range: 100', up to 20 Gallons)
- Heal (Range: Touch, heals d6+2 HP)
- Lies (Range: 30', makes target believe a lie unless they make a Mental save)
- Corruption Bolt (Range: 50', does d4 Magic damage and the target must make a Death Save, adding +3 to the roll, or they roll on the Mutant Deformity Chart p. XX that lasts 1 day). This effects non-mutants and Anthropomorphs.
- Adaption (Range: Self, The Priest can adapt to any environment for 1 hour).
- Darkness (Range: 40', creates a 20'x20' area of Darkness for d6 minutes)

May Step into the Void to use one of the abilities an extra time beyond the daily allotment.

High Priest Xinchaju, the Ever-Slime
Once a middle-aged, industrial parts salesman that got caught up in drugs, Xinchaju was corrupted by Goohlathaun and quickly showed a great talent acquiring more followers. The High Priest leads Goolhathaun's acolytes into battle.

Armor Class: 17
Hit Dice: 6 (50 HP)
Move: 12
Actions: 3
Attack Damage: Tentacles, Dagger or Punch
Special: Toughness +2, Toughness: Magic +4, Dark Vision 100', True Sight (can see through illusions), *Magical Abilities, **Deformities
Bonuses: +5 to attacks, +4 to Initiative, +9 to Spot or Listen, +6 to Stealth, +6 to Knowledge: Magic, +9 to Persuasion, +16 to Swimming
Morale: 9
Terror: -
HDE: 7

Gear: High Robes of Goohlathaun (+5 to AC, Toughness +2, Toughness: Magic +4 & +5 to Persuasion), Dagger of the Dirty Waters (d4 Magic & d4 Water damage, may add or subtract up to 5 from any Step into the Void roll), 2 Daggers

***Magical Abilities**: The Priest can do each of these 3 times a day.

- Corrupt Water (Range: 100', up to 20 Gallons)
- Heal (Range: Touch, heals d6+2 HP)
- Lies (Range: 30', makes target believe a lie unless they make a Mental save)
- Corruption Bolt (Range: 50', does d4 Magic damage and the target must make a Death Save, adding +3 to the roll, or they roll on the Mutant Deformity Chart that lasts 1 day). This effects non-mutants and Anthropomorphs.
- Adaption (Range: Self, The Priest can adapt to any environment for 1 hour).
- Darkness (Range: 40', creates a 20'x20' area of Darkness for d6 minutes)

May Step into the Void to use one of the abilities an extra time beyond the daily allotment.

****Deformities:**

-Form-Slime: He can transform into green slime. He can transform 12x per day, for d10+6 minutes. While in slime form he is immune to physical & Water damage, gains Toughness +3, can swim perfectly, can breathe underwater, can shoot slime at will (100', d4+6 Water damage and they lose 2 Move for 4 minutes) and can create a Slime Patch:100' range, 45' area of effect, lasts d6 minutes, all are at ½ Move, STR check required to walk out of area & no running in area. He may PUSH to transform past the allotted daily amount, to double his transform duration, or to double his size for 2 minutes.

-**Extra set of tentacles arms**

-Webbed hands and feet

-No hair on his body

-Weakness: Sound

RAYA AL-UHMON

Raya is an ancient mutant of great power that was born in 439 CE in Egypt. Her father was an Egyptian bureaucrat, and her mother was an Indian alchemist & trader. Raya seemed like an ordinary child until she became too curious as a 7-year-old and went on a drinking spree in her mother's secret lab. The chemicals made her pass into a coma for months. Her mother was blamed and was stoned to death in the street. Her father fled out of fear, leaving Raya alone in the world. Raya somehow lived in a coma without substance, drawing a crowd of worshippers and curiosity seekers. When she awoke, she was much more intelligent, stronger, filled with an unknown power, and a great sense of calm. She gladly accepted the worship of her new admirers, seeming to feed upon their praise. She joined a famous caravan that traveled Africa and Eurasia, spreading the word of peace and trading goods from all over.

Raya is an immortal mutant that exudes an aura of peace that prevents others from committing violence. She looks like a tiny, teenage Middle-Eastern woman that is dressed like a hippy. She is a collector of relics, books, and exotic plants. She truly hates violence. She runs the Bazaar.

Armor Class: 21 Hit Dice: 28 (400 HP)
Move: 36/ 72 Flying Actions: 4
Attack Damage: Cannot attack
Special: *Alchemical Enhancements, Outsmart x20/ day, All saves at 19 & at Double Advantage, Toughness +15, Fearless
Bonuses: +24 to Initiative, +40 to Persuasion, +40 Knowledge: History, +40 Knowledge: Relics & Antiquities, +30 to Knowledge: General, +40 to Knowledge: Plants, +30 to Spot & Listen, +15 to any knowledge related check
STR: 12 INT: 24 WIS: 24 DEX: 24 CON: 24 CHA: 24
Morale: - Terror: - HDE: 30

Alchemical Enhancements
Adaptation: She can breathe in any atmosphere and is immune to poisons, toxins, radiation, pressure, or lack of pressure. She cannot lose any sense.
Flying: She can fall from any height without taking damage.
Immortality: She can effectively live forever. Advantage on all Saving Throws, she heals 1 HP a minute (even if Out of Action) & she is immune to all diseases and Poisons. She can only die if you are reduced to ash or disintegrated.
Push Proof: She cannot Push or be Pushed. Abilities can not remove her powers.
Sleep Speak: She can talk to a target within 30' and put them to sleep for 1 hour. Mental save at Disadvantage negates but Stuns them for 1 round.
Super Sanctuary: She exudes an aura of peace and calm. You have a 300' aura that makes yourself and anyone else within it feel calm and reluctant to attack or become hostile. Nobody within the aura can make a hostile Action. She can focus to expand the aura to 1000'. Anyone at Range that attempts to attack her must make a Mental save at Double Disadvantage or they cannot attack her.
Gear:
The Glasses of Z'Nuff *(golden glasses with rainbow glass)*
True Vision: She cannot be fooled by any illusion, cannot be Blinded, and can see 300' in any condition. She cannot be lied to. Twice a day, she can teleport herself and up to 1 ton, to any location within 2500 miles.
+5 to Initiative, Advantage on all save attempts, +5 to Range attacks
Shayana's Shawl
+5 to AC & Toughness +3
Wearer can alter the appearance of their clothing at will.
She can create food, simple plant life, and water at will.
She can create an air pocket up to 40'x40'. All within can breathe and are immune to pressure or lack of pressure.
-Dozens of Potions

Bazaar Guards

Dozens of Bazaar guards defend the Bazaar and the surrounding tunnels, making it a safe place to trade and study. Anyone breaking the rules will be escorted out of the Bazaar. If attacked, the guards will try to subdue first, but they will fight to the death if pushed.

The guards are dressed in light armor and are equipped with double-bladed swords.

Armor Class: 15
Hit Dice: 2 (20 HP)
Move: 15
Actions: 1
Attack Damage: Sword d8
Special: Toughness +1, Advantage on Courage saves and Terror checks
Bonuses: +3 to Melee attacks, +2 to Melee damage, +3 to Ranged attacks, +5 to Initiative, +6 to Spot & Listen, +3 to Street Survival, +4 to Tracking, +5 to Athletics, +5 to Spelunking, +2 to Mental save stat
Morale: 9 Terror: -
HDE: 2
Gear: Padded Bazaar Armor (+2 to AC, +2 to Mental saves), Bazaar Double Sword (+1 to AC, +2 to attack those with a lower Initiative, d8 damage, 5' Reach), Medi-Pak, Handcuffs

Bazaar Guards, Elite

Armor Class: 18
Hit Dice: 5 (45 HP)
Move: 18
Actions: 2
Attack Damage: Sword d8
Special: Toughness +2, Advantage on Courage saves and Terror checks
Bonuses: +7 to Melee attacks, +3 to Melee damage, +7 to Ranged attacks, +9 to Initiative, Seize the Moment +1, +11 to Spot & Listen, +6 to Street Survival, +8 to Tracking, +11 to Athletics, +7 to Spelunking, +2 to Mental save stat
Morale: 9 Terror: -
HDE: 5
Gear: Superior Bazaar Armor (+4 to AC, Toughness +1, +2 to Mental saves), Bazaar Master Double Sword (+2 to AC, +2 to attack those with a lower Initiative, d8 damage + 1 Light damage, 5' Reach, create Light x5/ day for 1 hour), Medi-Pak, Handcuffs

THE BAIRNS

The Bairns are a small gang that reside at Bairn's Pit, in the underworld just north of City Hall. All of the gang members are youths or look like they are young, that follow the leadership of the mischievous Yancy Everhall. The gang is leery of outsiders unless they bring money or trade to dump things into the pit. Most Bairns carry super soldier shots or potions with them.

Yancy Everhall

The Bairns leader is a youthful appearing scamp named Yancy Everhall. Although he looks 15, he is a several hundred-year-old mutant that never grew up.
Armor Class: 17
Hit Dice: 6 (44 HP)
Move: 12
Actions: 2
Attack Damage: Sword or pistol
Special: *Immortality, **Lineage: Elf, ***Negator: Mutant, Toughness +2, Advantage on all saves, Outsmart x6/ day, Advantage on all Magic-related saves
Bonuses: +5 to Melee attacks, +1 to Melee damage, +9 to Ranged attacks, +6 to Initiative, Seize the Moment +2, +11 to Spot & Listen, +9 to Street Survival, +9 to Tracking, +8 to Athletics, +5 to Spelunking, +11 to Sleight of Hand, +11 to Stealth
STR: 12 INT: 18 WIS: 17 DEX: 20 CON: 17 CHA: 20
Morale: 9 Terror: -
HDE: 7
***Immortality**: He can effectively live forever, has Advantage on all Saving Throws, you heal 1 HP a minute (even if Out of Action) & he is immune to all diseases and poisons. Can only die if you are reduced to ash or disintegrated.
****Lineage Elf:** He seems to have Elven heritage. He only adds 5 to extra PUSH attempts, instead of 15.

***Negator: Mutant**- He can negate mutant powers. When he is within 50' of a mutant, all durations and ranges of mutant powers are halved (rounded up). He may try to negate the activated mutant abilities of a person within 225' by spending an Action to make the save against Death (if he touches them, they roll at Disadvantage). If they fail, they lose all activated mutant powers for d8 minutes. This does not affect Yancy or static abilities like claws, wings, invulnerability of mutants. He may PUSH to make a target re-roll a successful Death save against him or to double his range for d6 minutes.
Gear: Burglar's Kit, Night Vision goggles, several pistols, knives, Medi-Kit x3, several alchemy potions, ***Sword of Kort-ull-am*** (Rapier does d6 Kinetic damage + 1 Magic damage, deals double damage to Psions and can Light up a 30' area at will).

Bairns Gang Member

About 20% of Bairns members have a Mutant Deformity. About 12% have a mutant power, and 7% are Anthropomorphs.
Armor Class: 13
Hit Dice: 1 (8 HP)
Move: 12
Actions: 1
Attack Damage: Sword or pistol
Special: Toughness +1
Bonuses: +2 to Melee attacks, +1 to Melee damage, +1 to Ranged attacks, +1 to Initiative, +4 to Spot & Listen, +3 to Street Survival, +2 to Tracking, +2 to Athletics, +1 to Spelunking, +3 to Sleight of Hand, +3 to Stealth
Morale: 6 Terror: -
HDE: 1
Gear: Padded armor, sword, knives, pistol, most have 1 or 2 Super Serums or Potions.

BACKUP:
A Vigilante City Adventure

By David Okum

Introduction

The inspiration for this adventure is the "buddy cop" movies and television shows of the 70s and 80s. Because of the point one, two and three of the structure the adventure may feel like too much like a railroad for the GM or players if they do not know as much about the characters and their role in the city. The events should unfold organically, moving from one location and set-piece to the next, driving the momentum of the story.

Background

Riggs and Sonny are legends on the streets of Vigilante City. This unlikely duo of detectives originally specialized in gang violence but are now best known for their work investigating super-powered and paranormal crime. It would be a good idea to introduce the duo at some point before this actual adventure (see Building Towards the Adventure below). Riggs is a real flirt and uses his good looks and swashbuckler persona to get away with more than the average police detective should. Sonny is a 50-something African-American man with a spare tire, and a penchant for white suit jackets with his sleeves rolled up. Riggs has blonde surfer hair and likes to wear Hawaiian shirts. He is in his early 30s and has yet to have a meaningful emotional relationship with anyone other than himself. He is obsessed with his appearance and often has 2-3 girlfriends that he strings along, not wanting to break their hearts. Sonny is weeks away from retirement and rumor has it that Riggs will be transferred to a desk job after that.

Building Towards the Adventure

1. The vigilantes could encounter some violent gang members using Overt to commit petty crimes. They seem to be using a drug that makes them strong, fast, and psychotic. Word on the street is that it is a new military-grade drug that will be widely distributed shortly.

2. When the vigilante's collar a criminal and the police arrive, Sonny and Riggs, show up and have a bit of banter with the characters. If any of the vigilantes are female, Riggs will flirt mercilessly. The encounter should be amusing and brief.

Part One:
A Dark and Stormy Night

Setup

The adventure begins when one of the characters gets a mysterious phone call from Sonny, identifying himself as a police officer asking to meet in an isolated location. The vigilantes should arrive at the bus depot at the appointed hour in the middle of a midnight thunderstorm. The night crews are cleaning and repairing the buses in the depot, but it's mostly deserted for the night. Sonny has arranged to meet in the covered lot behind the main building, where the buses are parked for the night. Sonny's trademark white muscle car is parked near the entrance; a waterfall of rain from the metal roof must be passed through to enter the structure. He is sitting on the hood of his car, sipping on a foam takeaway cup of Earl Grey tea. "Tea is like the streets. When it's too hot, you gotta wait until it cools down before you can do anything. Thanks for coming."

Information

Sonny explains that two weeks ago, he and Riggs intercepted a shipment of military super serum originally designed for a military test project know as *Operation Overt*. The serum works, increasing Strength, Reflexes, and Fortitude, but it was never put into general use because of the inevitable psychotic reaction experienced by repeat users. The effect only lasts for about a half-hour and each use damages the self-control of the user. Sonny does not want to involve Riggs because the people shipping this stuff are very influential, connected to the police force, and he does not want anything bad to happen to Riggs once he is not around to look out for him. He has a lead that his

supervising detective (Barry Pembroke) may be linked to the drug source as he has a military background and has been linked to military tech leaks before. As he expresses his concern, there is a chance for the heroes to notice that thugs armed with crowbars and metal pipes are surrounding them. These thugs have taken a dose of the Overt Serum from an EpiPen-like injector and operate like a standard Gang Member (p.199 Villain's Guide), but with extra strength (+2 to Melee attacks & +2 to Melee damage), faster reflexes (+2 to AC, +2 to Initiative & +2 to Ranged attacks) and some invulnerability (Toughness +2). There should be 2 gang members per player character. Sonny will stand his ground and defend himself as best he can, but would be in serious trouble if he were hit.

Outcome

The characters will learn of internal police involvement providing Overt Super Serum to criminal gangs. They will also meet up with some gang members that have taken the serum and see how strong they can get. The threat to Sonny's life means that Pembroke must suspect that Sonny knows something. Sonny is more concerned about the safety of his own family and Riggs. "If Pembroke knows I know… Riggs is as good as dead." The vigilantes should rush to ensure that Sonny's wife and teenage daughter are safe and try to find Riggs, who never seems to answer his phone.

Part Two:
Home Fires Burning

Setup

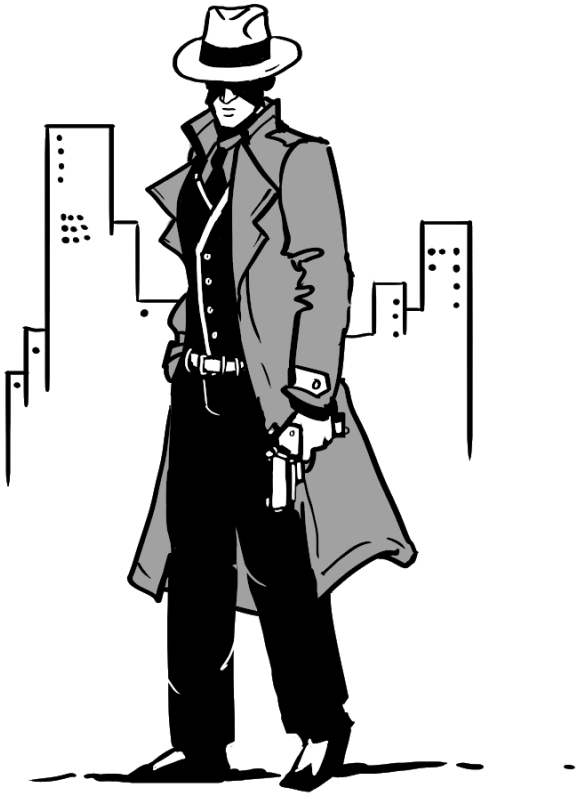
Sonny lives in a modest brownstone within walking distance of his precinct. When the vigilantes and Sonny arrive, there are two police cars parked out in front of the building. The storm is letting up, but the ground is covered in large puddles, and lightning weakly flashes in the early morning sky. There are no police in or around the cars, and the front door is wide open. The lights are on, and there is a sign of a struggle. Sonny will be visibly panicked but trying to keep it together. Two cops are found unconscious, bashed through the interior walls of the house, the door is torn off the bathroom, and there is a huge hole in the wall leading to the backyard. The hole is full of busted plaster, brick, bent pipes spewing water, and sparking electrical wires. The fence in the backyard is torn apart. Whatever hurt the cops and trashed the townhouse also has Sonny's wife and daughter.

Complications

If the vigilantes try to track the kidnappers, one super-powered gang member per hero will attempt to stop them in the alleys and parking lots beyond the broken-down fence. This will give the kidnappers enough time to get the wife and daughter to a secure location (*through the sewers*). Sonny will begin freaking out when more sirens are heard, and he does not trust Pembroke enough to report in. He wants to find them himself, and that means enlisting Riggs, wherever he is.

Outcome

The characters realize that the local police cannot be trusted as long as Pembroke is in charge. Sonny says he will meet up with them at Riggs' place. He wants to get back to his car to secure some evidence. Sonny is going to rough up the unconscious police in his townhouse to find out if they are loyal to Pembroke or not. Short answer: yes, and Sonny is as good as dead. Sonny will get out of there as fast as possible and head to Riggs.



Part Three: Rigged

Setup

Riggs lives in a very nice apartment in Vigilante City's more professional neighborhoods. There is a doorman and security at a desk in the lobby. Nobody comes and goes without complications. If Sonny accompanies the vigilantes, they will get through after a bit of hesitation. If they are on their own, they will have to crash through security, risking a call to the police. The building is 20 stories tall, and Riggs lives on the 15th floor. Arriving at Riggs's place will reveal he isn't there.

Complications: Picnic

Riggs is not in his apartment. He is currently on the roof wining and dining Suzette, an informant. She is getting close to spilling the beans on one of the biggest drug organizations in the city, and his suave charm is cranked up to 11. It is a romantic rooftop picnic with fine wine, flowers, and all the fixings. When the characters interrupt, she will pull a pistol on him, claiming she has been set up. He will swear innocence and beg for his life, but if there is a female character in the vigilante crew, he will shamelessly flirt with her at the same time. He cannot seem to turn it off. The characters may try to stop her from killing him if they are fast enough. Give them at least one chance. Riggs is not wearing a bulletproof vest under his Hawaiian shirt. He is fairly vulnerable. Suzette will attempt to flee, and Riggs tells the vigilantes just to let her go. She has not done anything wrong. She will run into the building and head for an elevator.

Choppers:
As Riggs is talking to the vigilantes, it is clear he does not seem to believe them or is not taking them seriously. He checks his phone (which was turned off) and cannot believe all the messages from Sonny. "That old dude didn't even know how to text, and his daughter had to teach him." Riggs will insist he is fine and can take care of himself. Pembroke is not the boogieman Sonny claims. "Yeah, the guy is probably dirty, but he's not going to do anything stupid, right?" At that note, the overwhelming sound of two police helicopters and a strong wind that sends the picnic blanket and flowers flying cranks up, and the roof is flooded with two high-powered spotlights. An automatic rifle will open up on the characters, and Riggs runs for the stairs. Two SWAT officers for each player character juiced up on Overt Serum will leap from each helicopter and attempt to take down the characters and Riggs. It is up to the characters to stop them for Riggs to getaway. The choppers will fly off to safety once their cargo has been dropped. The SWAT officers are well-trained police (p.206 Villain's Guide) loyal to Pembroke. They have tactical body armor (+3 AC & Toughness +1), pistols and automatic rifles. They are also extra strong (+2 to Melee attacks & +2 to Melee damage), fast (+2 to AC, +2 to Initiative & +2 to Range attacks), and ignore a fair amount of damage (Toughness +2).

GM Notes:

This should be a crazy fight to stop the Overt SWAT officers from getting to Riggs. They will burst through concrete walls, fire their weapons, and try to get past the vigilantes. Make the fight as mayhem-filled as you can with residents storming out into the halls to demand to know what's going on and lots and lots of property damage.

Super-Secret GM Note:

Suzette has been chased down and shot by Riggs. This will be not noticed because of the mayhem of the SWAT attack force. She was stuffed into a garbage chute room near where the vigilantes will find Riggs. Riggs was very good about hiding the evidence, including using her gun as the murder weapon if he can get to it. Otherwise, he will have used his service pistol and put it in her own hands. He is working with Pembroke, and the SWAT team was an attempt to get rid of the Suzette because she was the link to the drug supplier for Pembroke, the do-gooder Vigilantes and/or Sonny if possible.

Outcome

The SWAT team will not go down easy and will not run away. When the vigilantes get to Riggs, he is calmly talking on his cell phone, holding up his finger for them to wait. Riggs hangs up after talking to Sonny. His shirt is rumpled and torn, his hair is mussed, and he has bloodstains on his shirt, but otherwise, he seems okay. He is very grateful to the heroes, but can't believe Pembroke would do something like this. "He's a jerk, but this isn't his style, ya know?" Riggs will continue to flirt shamelessly with any female characters. He is charming, and he cannot seem to help it. "Anyway," Riggs says, "Sonny and I have a secret meeting place set up in case this sort of thing happens. Let's go."

Part Four:
Safe as Houses

Setup

Riggs leads the vigilantes to a small, dilapidated house down by the docks. It is surrounded by chain-link fences and industrial land and appears abandoned. There is a white muscle car parked out front, and Sonny is sitting on the hood of his car sipping on a foam takeaway cup of Earl Grey tea. "Tea is like the streets…" he starts. "when it's too hot, you just gotta wait until it cools down before you can do anything." Riggs finishes his sentence. They share a special handshake and Riggs adds: "I don't know how you can drink that crap Sonny, I really don't." Heading inside, there are provisions and supplies to lie low for a while. Sonny pulls an automatic rifle out from behind the couch and tosses it to Riggs. "Let's get my family back." Before Sonny can get the other rifle, he is shot at close range with full-automatic fire by Riggs. This should be unexpected and require an initiative roll as combat has suddenly started. Riggs will take the opportunity to jab himself with an Overt injector (it looks like an EpiPen) as his next action. The sound of helicopters and bright lights illuminate the house from outside. The initiative roll also includes a squad of Overt SWAT officers landing in the front yard. As the team process this turn of events, they will have a few goals:

1. Try to save Sonny.

2. Takedown Riggs.

3. Deal with the two helicopters landing outside and the arrival of Pembroke and another squad of Overt SWAT officers.

Complications:
Sonny is Hurt/Dying/Dead

Sonny is not stupid. He has already contacted the Commissioner of Police for Vigilante City and sent him his report on Pembroke's connection to the shipment and use of the Overt Serum. He did not expect Riggs would be part of the conspiracy. It is possible to save him, but it will require skilled First Aid and time in the ICU. This will require at least one character ensuring that he is stabilized and remains safe from the rampaging Riggs, Overt SWAT officers, and Pembroke.

Riggs

Riggs is more of a challenge than the standard thugs and SWAT officers using Overt. He is more experienced and has more martial arts training. He has sided with Pembroke since day one and is completely unrepentant. He will use up the remaining ammunition in the automatic rifle and then attempt to tear the characters apart with his brute strength. Riggs will fight to the death he is ruthless and has nothing left to lose.

Armor Class: 13
Hit Dice: 4 (22 HP)
Move: 10
Actions: 1
Attack Damage: Automatic Rifle or Punch
Special: -
Bonuses: +4 to Melee attacks, +2 to Melee damage, +5 to Ranged attacks, +1 to Initiative, +3 to Spot & Listen, +6 Knowledge- Law, +7 to Street Smart, +7 to Pilot: Basic
Morale: 8 Terror: -
HDE: 4
**When using Overt Serum add: +2 to Melee attacks, +2 to Melee damage, +2 to Ranged attacks, Toughness +2, +2 to AC & +2 to Initiative.*

Overt SWAT Officers

There will be two SWAT Officers for every player character. They have been ordered by Pembroke to kill Sonny and the characters. They will rely on their automatic rifles but do not take cover, moving boldly toward the vigilantes as if nothing could hurt them. They have the same stats as the Part 3 encounter.

Pembroke and Sonny's Wife and Daughter

Pembroke wanted to deal with Sonny personally. He does not trust his officers to do everything for him anymore. They have failed him too many times. If the vigilantes are defeated and Sonny dies, they will also be shot and killed and identified as more victims in the drug war currently raging in Vigilante City. Pembroke will attempt to use Sonny's wife and daughter as human shields if things go poorly and try to get away in one of the helicopters or one of the cars. Police backup is on its way, and they know what Pembroke has done. Things will not go well for Pembroke once his secret is exposed, so he will try to call in favors from the criminal underworld he has been working with for so long. If he gets away, he will be a dangerous foe seeking revenge. It is up to the vigilantes to keep Sonny's wife and daughter safe and/or rescue them.

Outcome

The police backup will arrive, and the helicopter pilots will give themselves up once it appears, they have lost. It appears that the street gang from Part One and the SWAT team at Pembroke's disposal are the only other "dirty cops" other than Riggs. The last scene should be the vigilantes visiting Sonny in the hospital with his wife and daughter as the doctor announces he'll make a full recovery, but will have to retire early. The Mayor will arrive with a clutch of reporters and camera crews to bestow a medal of bravery to Sonny for exposing the Overt drug conspiracy and stopping Pembroke from taking over the drug underworld. Sonny will thank the characters for helping him and saving his life, and now he can open that teashop he's been dreaming of. Freeze frame as everyone has a good laugh and the credits roll.

Overt Enhanced Street Gang

Use standard gang members weaker than the characters. They should have enhanced strength, reflexes, and some resistance to damage. Physically they will be hyper-aware, sweating profusely, and their skin will be streaked with raised black veins until the Overt dosage wears off in half an hour. The gang are repeat users and will be single-minded psychopaths.

Overt Enhanced SWAT Officers

Use the stats for police, but give them tactical body armor, automatic rifles, and pistols. They also respond to Overt in the same way the gang members react. They don't use the drug as much, so their actions will be much more considered and tactical, relying less on hand to hand combat and more on ranged attacks.

Overt Enhanced Riggs

Jason Riggs has only used Overt once before while training with Pembroke. He is much more lucid and less psychotic than the gang members but has more experience, martial arts, and police training making him far more formidable as an opponent.

Sonny

Sonny Vincent is a highly experienced police detective that could give the vigilantes a few lessons in street fighting and criminal psychology. He is slowing down as he ages, so he plays it cool, so he does not have to fight as much. He has a reputation in the underworld for being fair and professional.
Armor Class: 14
Hit Dice: 3 (20 HP)
Move: 12
Actions: 1
Attack Damage: Pistol (d6+1) or Punch
Special: -
Bonuses: +2 to Melee attacks, +1 to Melee damage, +5 to Ranged attacks, +2 to Initiative, +4 to Spot & Listen, +4 Knowledge- Law, +5 to Street Smart, +4 to Pilot: Basic, +5 to Persuasion
Morale: 8 Terror: -
HDE: 3

Pembroke

Barry Pembroke rose through the ranks of the Vigilante City Police Force from beat cop to police detective and now, 25 years later, is supervising detective specializing in drug crime and paranormal/super crimes. He has made many deals with the criminal underground to allow for a symbiotic relationship. The arrival of Overt serum has tilted the balance of power and driven him to act quickly to secure his control of the city. Riggs has been in his back pocket since day one. Sonny was always the thorn in his side.

Armor Class: 16
Hit Dice: 4 (30 HP)
Move: 15
Actions: 1
Attack Damage: Pistol (d6+1), Punch or other weapons
Special: -
Bonuses: +7 to Melee attacks, +4 to Melee damage, +6 to Ranged attacks, +6 to Initiative, +9 to Spot & Listen, +7 to Street Smart,
Morale: 9 Terror: -
HDE: 5

The SynGen Situation
A Vigilante City Adventure

by Melanie R. Meadors

This adventure scenario is designed to be a jumping-off point for players and their game master to become acquainted with Vigilante City and some of the possibilities for gameplay. It also introduces some NPCs players could meet again in future adventures, as well as a "tavern" where characters can return to rendezvous. This adventure is open-ended. It's the designer's hope that game masters will continue to come up with different scenarios of their own to defeat the bad guys, take down SynGen, and bring justice and freedom back to Vigilante City.

He and I. Alone, together. He never called on me. He never asked me to come. But every night, I put on my mask, snuck out of the house, and met him on the rusted bridge over the river at the edge of the city. I was always there for him, and he was always there for the city. We never saw the faces behind each other's masks. We didn't need to. Our hearts were identical. Nothing existed--nothing needed to exist--but him, me, and justice.

But not this night...

Briefing:

The characters receive a summons which reads:

> *From our past dealings, I know you care about this city and what happens in it. Or maybe you just care about the rewards. I don't know. But regardless, meet me at Zippy's in the northern quadrant of the city tonight at 11. Something big is going down. People are missing. Power's changed hands. There's something in the air, and I don't like it.*
>
> *--F*

Players can decide if their characters know each other before they receive this. Perhaps they go to another PC for guidance, only to find that they have received the same message.

Zippy's is a shady dive in the northern part of town. It's a place where vigilantes can hang out, get missions, talk, drink, and, if they feel lucky, eat a bit of Zippy's grub. There's no menu. When players sit, a waitress comes over, and simple asks, "Booze, joe, or grub?" There are no other choices. A sign over the bar reads, "Masks eat free with proof of service." This is a good time for characters to share some backstory if they'd like.

The characters hear a hiss come from a dark corner of the room. It's Finz, a toothy guy with a gray-like pallor to his skin--at least, what little skin they can see around his mask. They've worked with him in the past, and his information's usually reliable.

When Finz talks, he has to pause to control his saliva problem. It's not easy to talk around his rows of pointy teeth.

"Thanks for coming. You know I wouldn't call on you unless it was important. I'll make it fast. Who knows who's listening in? Doesn't matter, I guess, because there won't be hiding this for long."

The night before, he was supposed to meet with a reporter from the Vigilante Herald, Sarah Lamprey. He'd talked to her before about prisoners--people he helped put away--disappearing from the city jail. She told him she'd look into it and meet him at Zippy's to let him know what she found. "Only she never showed up. Not like her at all."

Finz goes on to explain that he thought a hero they are well familiar with, Haze, might have been able to help him shed light on the situation. But no one's seen him since the mayoral election a few days before. Haze works one of the most dangerous sections of the city, and his absence is very noticeable. Already criminals are becoming nervier.

"Here's the thing, though. His sidekick is still out there trying to do the job herself. Not very well, I might add. I tried to talk to her, but she's as paranoid as Haze was. Is. Doesn't trust me. Must be my dashing looks. I figured maybe you folks could get through to her. Find out what's where Haze is, see if maybe he knows anything about Lamprey or the prisoners since that's all in his district. We don't know whose side this new mayor in town is on, and I don't know if we can trust him enough to confront him with this stuff. We have to keep this in our own hands for now."

If characters agree to look into this, Finz tells them to go where Haze and his sidekick Squirt usually lie in wait for villains: an old rusty bridge on the east side of town.

The Bridge

These two...I've never seen them before. I've never seen anything like them before. I spray both of them straight in the face with Haze's latest fog, and it has no effect. They look more reptilian than human, and the one who has me in a chokehold has a tongue that darts out as if tasting my fear. Part of me still waits for Haze, knowing he'll show up. Knowing he'd never just leave me out here. The other part tells me I'm just an idiot kid who should have known better than to trust even him. I hold my breath and remind myself I'm not the 'fraidy cat I used to be.

Characters hear trouble before they see it. As soon as they step onto the bridge, which is empty of traffic this time of night, they hear a nasally, high voice.

"Looks like Haze left behind his little Squirt. Guess he's too important now to care about his tag-a-long."

Characters see two tall figures facing a shorter one who's backed against a trestle of the bridge. A tail flicks out behind one of the tall figures, jerking around like a cat's when it sees a bird. The other tall one has a gleam to its skin, like scales from a snake. Both are wearing orange prison jumpsuits. The short one cries out and kicks her feet--the snake guy has her by the throat.

If the player characters use stealth, they can sneak up on the two and attack. If the two figures detect the party on the bridge, they attempt to flee. Tail Guy says, "I'd rather die than go back to that lab, you vigilante scum. We managed to escape. *Nothing* is getting us back there!" If the PCs try to question the figures, they only say, "Some heroes you people keep around the city. You think I'm telling you anything? You voted that guy in. You deserve everything you get. You want to know more? Why don't you ask that kid what her daddy figure's been up to. What he's been doing in that lab." The figures try anything they can to flee. If the figures are killed, player characters find the snake guy has a knife, and the tail guy has a screwdriver.

Snake Guy
Armor Class: 13
Hit Dice: 1 (12 HP)
Move: 12
Actions: 1
Attack Damage: Knife or Bite (d4+1)
Special: Scales, Regenerates 1 HP at the end of each round, Toughness +1, Advantage on Poison saves
Bonuses: +2 to Melee attacks, +1 to Melee damage, +2 to Initiative, +2 to Spot & Listen, +10 to Jumping & Swimming
Morale: 4 Terror: 6
HDE: 1
Items: Knife

Tail Guy (Fox Man)
Armor Class: 15
Hit Dice: 1 (10 HP)
Move: 12
Actions: 1
Attack Damage: Screwdriver (d4-1) or Bite (d4)
Special: Fur, Toughness: Cold +2, Tail, Advantage on Balance checks
Bonuses: +1 to Melee attacks, +3 to Range attacks, +3 to Initiative, +4 to Spot & Listen
Morale: 4 Terror: 5
HDE: 1
Items: Screwdriver

After the figures have either fled or were defeated, players do Persuasion DC: 12 check to Squirt, in order to convince her that she can trust them. If they fail, she flees, but they can still follow her.

If they succeed, Squirt admits she hasn't seen Haze in a couple days. She doesn't know where he is, and she is worried that he's been hurt or worse. The last time she saw him was the day before the election, which isn't good because the city needs him now more than ever. Since the new mayor was elected, new villains seem to be crawling out of the woodwork, she says. They seem to be getting braver, testing the waters.

"There's only one place I can think of where we might find some clues as to where Haze is, or maybe where he might go when he's not being a hero. Like those guys said. We should go to SynGen Labs. It's where Haze gets some of the chemicals, he uses for fighting scum like that. But we can't go in through the front door. I know a secret way."

The Lab

Haze took me here once, when I was hurt. It's the quiet part of town--quiet because even the punks don't dare to tread here. This is the territory of the drug-crazed goons, the people you could shoot, and they wouldn't care. They'd just continue on like the living dead. It's worse than the combat zone. These streets are an asylum for Vigilante City's most insane, the type the hospitals don't even know what to do with.

Come to think of it, maybe there is *something to the rumors of SynGen's human experimentation.*

Squirt stops in front of a house that looks more like a shack. The windows are boarded over with rotting plywood, and every inch of asbestos siding is covered with graffiti. The asphalt shingles on the roof are completely disintegrated. There's a porch in the front that sags, and most of the floorboards are broken and cracked, leaving big holes. Squirt pulls an inhaler out of her pocket and uses it before she steps onto the porch, being careful to avoid the holes.

As the PCs step onto the porch, UNLESS they have done a successful DC 10 Spot check, they must perform a CON check. If they succeed, they notice they feel unreasonably on edge, paranoid, scared. Squirt notices their hesitation and offers them the inhaler. "It's a deterrent to make people too afraid to come near the place. I just assume Haze has everywhere covered with his spooky spray. That inhaler is an antidote to most of his stuff."

If players fail both the checks, the GM can choose one PC at their discretion to start attacking one other player. After one turn of fighting, Squirt sprays them with something from her belt that makes them lose their aggression. Then she gives everyone her inhaler. She explains Haze boobytraps it so no one comes near.

If players try to open the door, they find it is locked. However, the window beside the door is broken, and someone can easily reach inside and unlock the bolt on the inside of the door. Alternately, the door can be broken down with a STR check. A failed STR check here cause 1 damage.

Inside, the living room is lit by the moon shining through a giant hole in the roof. The room is empty, save some stray leaves and refuse that has blown in from the outside through broken windows. The feeling of fear is a bit higher here, but if every one has taken a puff of the inhaler, it is tolerable. There is one closed door on the far wall from the entrance. There are holes here and there in the floor. The shadows seem to scurry, and mice, insects, and other crawly things are clearly present.

All players who cross the room to the door must do a DEX check, or else they fall through the floor. They aren't injured directly through this, but their fear returns, and for them to be calm again, another player must grapple them, and they need another puff of the inhaler.

The door on the other side of the room is not locked, and on the other side is a bathroom of horrors. The only light comes in through a smashed window by the toilet. There isn't a clean surface in the room. Everything has a crust of green/brown/orange to it, and the smell is indescribable.

"These are the only two rooms here in the house. I remember Haze bringing me here, and doing something to the toilet. But I wasn't well enough to see what."

Players who roll a DC: 10 Spot check will notice that on the lid of the toilet tank, there are some smudges in the filth, like fingerprints of someone having opened it recently. If they lift the lid, they will see a lever inside the tank. If no one wants to pull the lever, Squirt pushes past and pulls it herself.

The floor under the toilet starts to move, turning to reveal a staircase leading down. Suddenly, a light below turns on. The staircase is clean, and the air coming up is fresher than anything in the house, or even in the neighborhood.

If the players climb down, they find a clean hallway with a cement floor and cinderblock walls, about five feet wide, that is lit with flickering fluorescent lights. If they proceed, they walk for several minutes without seeing anything. The hall isn't straight, it curves and they can't see the end. Suddenly, a low guttural growl fills the hall, seeming to come from up ahead around a curve.

Players should decide what they want to do. If they scout around the corner to assess the situation, they see a large alligator (GM can use discretion--if there are more than 4 players, there can be two alligators to make this a fair challenge) in front of a gray metal fire door with no window in it. He's not chained at all, and he is looking straight in the direction the PCs are coming from. As soon as a character is within sight, he begins to hiss (p. 211 Villain's Guide).

If the characters defeat the alligator, they can get past to the door, which they find is unlocked. If they listen before opening, they can't hear anything from the other side.

When they open the door, characters find themselves in a small lab, complete with glassware, centrifuges, cabinets (full of flasks and bottles of various chemicals), and small refrigerators. Under the countertop on the left side of the room are drawers. On the right side of the room is a shelving unit with jars and bottles, a refrigerator, and then blank wall space. On the countertop to the left is a jar of what appears to be half-sour pickles and a purple mask. Squirt immediately says it's Haze's. Across the room, there is another door, this one with a window. If anyone looks out, there is just a hall on the other side, a typical looking corporate building with doors on either side of the hall. If they try to open the door, they find that it's locked via a two-way deadbolt.

Note: if at any point the characters pick up flasks or test tubes, they must do a DEX check at Advantage. Any failed roll means they drop the item and receive d4 Acid damage. If they take the stopper out of a container, have the player roll a d20. Effects are as follows:

- **1-5:** PC passes out for 10 minutes
- **6-10:** Any characters within 5' become very agitated and aggressive (WIS check negates), and roll Initiative to fight with each other. Other characters can intervene to try to grapple or succeed at CHA check to get them to stop. When characters hit half of their starting hit points, they come to their senses.
- **11-20:** Fumes from chemicals put the character in a highly compliant, suggestible state. Charisma rolls against them have Advantage for the rest of the game. After anyone opens a container, Squirt immediately closes it again. She is immune to all poisons and chemicals in the lab.

"There has to be some clue here as to where Haze has been, or what he's doing here," Squirt says. "Maybe in one of those drawers."

The drawers are three across and four down. Players can roll a d12 to see what's in the drawer they open.

- **1-4:** Basic lab equipment, nothing interesting.
- **5-8:** Trapped--the character who opens the drawer must perform a successful DEX check or else suffer d4 Acid damage.
- **9-12:** Open a drawer containing papers, most with the letterhead of SynGen Labs on them. Some of these are receipts for chemicals, but there are some letters, including one dated three days ago that reads:

Project HAZE a success. Voters compromised. Erwin Hayes, CEO of SynGen, wins emergency election. Parallel Project PRISON at SynGen is GO.

Next phase program to commence 2:00:00 June 30 at the lab. Congratulations, Mayor Hayes. PS: Beware reporter Sarah Lamprey, snoop from Vigilante Herald. Has been poking around.

"Isn't that in just a couple days?" Squirt says.

Players can roll an INT check to see if they can figure anything out from the letter. It shouldn't be hard to make a connection between the names Haze and Hayes, the new mayor. Sarah Lamprey is the reporter Finz says went missing. The emergency election occurred because the last mayor was found murdered, and the killer is still at large.

Lamprey's Revelation

Suddenly characters hear muffled sounds coming from the right side of the room, but all that is on that wall is a refrigerator (holds flasks and test tubes with various chemicals), and then a blank space. A DC: 15 Spot check will show several handprints on the shiny surface of the wall near a seam. If characters press on the place where the handprints are, the wall swings open, revealing a disheveled woman tied in a chair, she is wearing business casual clothing, glasses, a gag, and a death glare as never seen before. Otherwise, the room is empty.

If characters remove the gag, the woman says, "I suppose you're here do finish the job? Doesn't Hayes have the guts to do it himself? You don't have to do everything you're told, you know. There is still a brain in there somewhere, despite whatever chemicals he's feeding you."

A successful DC: 12 Persuasion check convinces her they are not going to hurt her. She starts talking immediately:

"Haze caught me because I started uncovering stuff he didn't want found. Mayor Hayes isn't who he claims to be. He and the vigilante Haze are one and the same. He's the CEO of SynGen. Worked long hours. One day, several years ago, while he was at work, someone broke into his house and killed his wife and daughter. A tragedy. That's when he picked up the mask. But I have reason to believe he's about to take things a step too far. He's gotten power-hungry. Grief broke him, and he's using his position as mayor and the CEO of SynGen to do something to the city. I've only been able to uncover bits and pieces. But I do know that he's using prisoners from city jail as test subjects. I saw vans going back and forth from the jail to SynGen. They are full when they arrive and empty when they leave. He's also flat broke, and records are showing he's spent every last cent on purchases from chemical suppliers. I managed to see what they were doing. Some kind of spray they put into the sprinkler system. It made the prisoners do whatever they were told, follow orders without question. When I realized what was going on, I tried to get out before it affected me, but they caught me. I'm positive this is how he won the election, as well. Some kind of small-scale version of what he's planning on doing to the whole city. Just enough to get votes to win. I don't have proof, but I think he might have been behind the old mayor's murder as well."

"Haze wouldn't do anything like that. You don't know they are the same person," Squirt says. A successful DC: 15 Persuasion check will allow characters to convince her that what Lamprey is saying makes sense. However, if the roll fails, Squirt is not convinced and says she's going to warn Haze, even if everything else Lamprey says is true. He's not a bad guy.

Suddenly, there is a click, and the door bursts open. Three people dressed in prison jumpsuits are in the doorway, one holding a crowbar, another a bat, and the third has a knife (again, the GM can decide to have a couple more fighters depending on the size and level of the playing party). They are smiling and look friendly.
"Hello," the first one says. "Haze sent us over to give you intruders his regards."

Characters can try to get information from the ex-cons. If they can convince the people to talk (and they will, readily, but that doesn't mean they won't fight, too), the prisoners explain that Mayor Hayes has developed a way of curing the city of all crime. So-called superheroes will be obsolete. Police will be obsolete. One spray of the serum he's developed is all it will take, and everyone will be happy, just like the prisoners themselves are. Everyone will follow all the laws and do everything Mayor Hayes tells them to. This is all the information the prisoners give before they start fighting if fighting hasn't already started. Hayes ordered them to kill the intruders, and so they are forced to obey because of the serum.

If the players do not attack first, the prisoners attack after explaining about the serum. They will not stop fighting until they kill the PCs, or until the PCs kill them. Once the fighting begins, Lamprey grabs Squirt and pulls her back into the secret room to hide.

The prisoners have nothing on them except for the weapons they came in with (p. 201 Villain's Guide Goons, but with only a crowbar/ d6 damage).

Once the prisoners are defeated, players will have to remember to open the door to let Lamprey and Squirt out. If they don't, after a moment, they hear knocking on the wall.

Once she's out, Squirt says to Lamprey, "Wait. You said Haze spent all his money on this. If that's true, he won't be able to do this again. If the supply is destroyed, he can't afford to make a new one."

"You forget, kid. He's mayor now. He can just get the city to pay for it. But you have the right idea. Maybe with enough people, we can not only destroy the supply but tell the whole city about what the Mayor is up to. Tell them he wants to make everyone into automatons." Lamprey turns to the vigilantes. "The city needs you now. Are you up to the task?"

Whether they are or aren't, an alarm suddenly goes off, lights start flashing, and the sprinkler system suddenly goes off, spraying something that looks like a mist rather than the normal water that would come out. If players don't decide to Run toward the tunnel, they came in through themselves, they have breathed JUST enough of the mist so that when Lamprey yells, "Run, get out of here!" they do so without question and leave the way they came in. If any characters think to look back, they will notice that Squirt hasn't followed them into the tunnel.

This marks the end of the beginning of this adventure. But clearly there is more to be done before the streets of Vigilante City are safe--from one of the very people who claim to be protecting it!

When I open the door to his office, he doesn't react. He takes the last couple bites of the pickle he's been munching on before even turning to fully face me.

"I should have known you'd find me eventually," he says. "I wanted to protect you from all this."

"You never told me about your wife. Your kid," I say. "You never really told me anything."

"Those things didn't happen to Haze," he says.

I look at him. I don't recognize him. There's nothing familiar about him. Not even the way he walks. Yet I know it's him.

"You came with those others, but you didn't run away with them. You're no coward," he says.

I shake my head, but the action shakes some tears loose. They fall down my cheeks.

"There's nothing I can do? Nothing to convince you this is the only way that I'm doing the right thing?" He clenches his fists by his sides and closes his eyes. "What do you want from me, kid?"

I can't help myself. I'm at him before I can think, but instead of hitting him, my arms are around him, my face buried in his chest. But the wool of his suit scratches my face. I can't feel any warmth coming from him, even as he puts a hand on my back in a familiar gesture. There is no cocoon of security, no impenetrable shell. I know it's over.

"I want a hero," I say, my voice muffled in his suit coat.

His hand leaves my back and goes to the back of my head. I feel him untying my mask. I know I should stop him, but I don't. It falls to the floor, an insignificant seeming scrap of cloth that's held my secrets for so long. He looks into my eyes with his steel-blue gaze.

"I have to do this," he says. "I won't back down."

"I know," I say.

He clenches his jaw, and his face twitches ever so slightly.

"Get out of here, kid. Now. Before it's too late. I don't know what you'll do out there..."

"I'll do the same thing you'll do," I say, picking up my mask. "I'll do what I have to."

The Demonic Cabal

A Vigilante City Adventure

An Intermediate Adventure for 5-7 players

by Michele Lee

A loose fellowship of heroes has formed in Vigilante City, and while they still don't offer dental, there are mentorships available, and sometimes promising young heroes are offered access to training gyms. This is where we find our players. Their beginning exploits have been promising, and they have been taken under the wing of a grizzled, but enthusiastic, cape who goes by the moniker Roadkill.

Roadkill is, as far as the players know, in his late fifties. He is open about being an ex-cop and jokes that he was too bored in retirement, so he took to street justice. He doesn't talk about himself much, and certainly nothing about his life right now. But he gladly tells stories of his days legally fighting crime, some of which sound too wild to be true.

Roadkill runs a gym that caters to superheroes and kids. He hosts small self-defense classes wherein kids are required to show up in costumes. Homemade, store-bought, or simply towel capes and bandanas, what the costume is doesn't matter. Roadkill's goal is to encourage physical activity, imagination, and confidence.

As a mentor, Roadkill is no-nonsense but never cruel, similar to a grandpa who loves the players, but knows they can do better. Most curiously, the players don't know if Roadkill is actually a Mega-Human or just a tough, stubborn old man.

A side note for this story: players should probably have Roadkill as a mentor for a few adventures before approaching this story since it kicks off with Roadkill's death.

It is a quiet night after a day of storms, and the players have made plans to meet up at Roadkill's gym for a good, guided workout. It's a simple, but good gym, with some adjustments made to try to accommodate people (and heroes) with powers. When the players approach, they find the gym still and quiet, which is very unlike it. The door lock is broken. Any checks for present danger reassure players that whatever happened here has already happened, and things are now calm.

Very quickly, players discover the brutalized body of their mentor, sprawled in the boxing ring where he spent the most time. An initial investigation reveals he was beaten to death, suffered from an unusually vicious level of attacks, and also appears to have been chewed on. The players can choose to investigate more on their own, or they have access to a fellowship medical professional who will perform an autopsy and follow the chain of contact to notify Roadkill's mundane family/next of kin. The next contact up in the fellowship assures the players this will be investigated.

However, several days pass and no one contacts the players. In fact, the fellowship goes cold and silent, not answering calls or notes, and seems to be actively avoiding our heroes. Furthermore, the murder also doesn't make the news, and if the players check out the gym, they find new locks on the doors and a sign saying the facility is closed for “Upgrades”. The only other contact the players know a physical location for is the 24-hr. emergency vet clinic that serves as the secret medical facility for the fellowship.

At first when the players approach, they are rebuffed. The facility denies harboring secret hero medical rooms, even though the heroes have been here before. The staff threatens to have players arrested and/or force them off the property. However, there is a loading dock on the back marked as a *"large animal entrance"* that players can sneak in through.

The hero medical rooms are in the basement, which is easy to find since the entrance is set up to avoid anyone in the main clinic from seeing injured heroes sneaking in through the back. Once inside the players can easily find and confront the Knight Nurse/doctor who typically sees the hero patients. She is quick to spill the details of the autopsy.

Roadkill suffered from an extreme amount of damage before his death, especially seeing as he did have a superpower, a boosted healing factor. Furthermore, his attackers (of which there were at least 3) ate part of his body. Worse still, this is not the first body like this the Knight Nurse has seen. The fellowship's higher members are trying to keep newer vigilantes away from this case because no one who has gotten involved has survived.

The Knight Nurse reveals the existence of an underground fighting ring. Considered distasteful, even to the city villains, the ring attracts the greedy, the desperate, and the genuinely psychotic. She has no idea how Roadkill got involved because he wasn't the type to be interested in that kind of violence, even with all his stories of great battles. He always thought fighting should be done for a cause, not for money, and looked down on those who fell into a minion or street fighter role. She can't tell you more because she knows the ring moves around to avoid detection and is invite-only, to both fighters and spectators.

When the players leave, they find personalized invites left for them (some place obvious, but also personal to them, such as on a car, or the door of their apartment.)

The underground games are held at a once-abandoned warehouse deep in the eastern slums. There is a heavy armed presence here, but it appears unaligned with any of the known gangs or crime lords of the city. The players can show their invites to get access. They are escorted by power suit-armed guards to a side room. A woman and a man in suits enter the room. The woman addresses the players and asks if they understand the terms of the competition. Once they go past this room, they will be locked on the premises and not allowed to leave until the games are over, or until they are escorted out in body bags. Death is a possible side effect of fighting. The competition has minimal rules; powers and the use of any tech or magic currently on the characters is allowed. Any attacks that damage spectators will be punished. The prize is currently at five million dollars.

When the players agree to join the games, they are escorted to quarters until the first fight.

Another side note: If the storyteller wishes to make this a larger adventure, they could easily write up other teams and make the games longer, or even a round-robin. However, this write up focuses on the main villain team.

Behind the scenes, players are allowed some access. There is a gym and cafeteria and a medical facility. Teams are kept separate with rotating access to these areas. Staff can easily be spoken with and questioned. Players can gather more information about their situation thought role play. There are 5 members of the other team, two women and three men. They are the current victors at the games, often fighting for other small purses. Most staff are scared of them because they appear to enjoy killing, humiliating, and eating parts of their opponents. They commonly also threaten the staff. They are making easy money off the games; most feel they enjoy having "permission" to hurt people too.

If any players have access to any street level or gang contacts, they will easily discover a midlevel minion of one the crime lords working as staff at this location. The minion will freely tell them that there is an off-the-books agreement between most of the VC crime lords and gangs that these villains are too psychotic, violent, and uncontrollable and the underground is watching them, but neither recruiting nor fighting them, because they hope these people will get bored and move on to another town.

The players will find themselves fighting the villain team in three phases. The first "round" is two on two. The player team must choose two of their own to face Rogue and Revenant. After the fight players will have access to the medical facility which will patch wounds, restore health, etc. Players have three days after the fight to rest and recover. And to investigate more.

During these three days, the staff will open up a little more (especially that minion, who seems eager to see some heroes take out these villains that make even the other villains uncomfortable.) The staff do remember seeing Roadkill fight in competitions here. If pushed, one remembers his last fight too, which he won against one of the cabal, Reaver. Further questioning the minion reveals that he was told though his villain team that Roadkill was ambushed after winning his fight outside of the facility, where the mercenaries guarding the games won't intervene.

The second round is three on three. Players pick three of their team to face Rogue, Reaver, and Revenant. Side Note: If the game doesn't have five players, feel free to eliminate villain team members to keep both sides at equal numbers. The only villain who can't be excluded are Jessie and Ronin.

After the second round, players only have two days to rest and recover. Again, the staff opens up a little more, and reveal that Roadkill was asking around for information on the main villain team, particularly on their youngest member, Jessie. One staff member will reveal that they saw Roadkill and Jessie meeting up in secret. The staff member overheard him promising to get her out, and her, emotionally, calling him Dad.

The final battle includes everyone. Up to seven players are allowed to fight, and all five villain characters will fight. One villain stands out from the others, Jessie. Unlike the others, she is nervous and not well-practiced. She seems to be forced to fight, with the others making barbed comments at her beforehand. The night before the final fight, she makes an attempt to meet up alone with the players but is interrupted almost immediately by Revenant, who coldly tells her that she made her choice and leads her away.

Facing the cabal should be a big challenge for the players. Antagonists can be adjusted in level, come to fight already partially wounded, or the mafia minion can pull a *deus ex machina* to give the players a one-time assist if needed.

As the players and villains face each other in front of a crowd and prepare to fight, Ronin gleefully tells the players he is glad they received his invites. Their mentor's flesh tasted sweet when Jessie sacrificed him to the cabal, and he expected such amusing heroes to be just as sweet, and more tender.

While most of the cabal is joyful in fighting the players, Jessie is reluctant, until finally, Reaver lashes out at her, telling her, “That meat wasn't even your real father. Now fight, or I'll devour you myself.” After that Jessie will throw herself more fully into the battle, with intent to kill.

Vigilante points and Experience should be based on how many of the cabal players defeat, role-playing creativity, and on whether they capture or kill to avenger their mentor. While the players may restrain themselves from executing these cannibal killers, the other villains of the city might decide this cabal is too chaotic and destructive and eliminate them.

The Villainous Cabal

The villainous team consists of five members. They are openly sadistic, psychopathic, and cruel, even to each other. They always eat part of their kills, and always kill when they can. The cabal believes themselves not to be humans, Anthropomorphs, or mutants, but to be half-demons, trapped in this reality and trying to earn their place as full-blooded members of their race and find a magic way back to their demonic reality through the consuming of human flesh and by using human pain.

Jessie

Jessie is the newest recruit and the youngest. She was raised in destitution in the slums by a single mother. When Ronin found her walking home late one night from her job at the mall (serving pretentious rich kids), he stopped the beginning of an attack on her and then began a predatory relationship with her. He told her how special she was, how much more important she was than the humans around her, and began grooming her as a new member of the cabal. Jessie does have some conflict about hurting other people, but ultimately she desperately needs to feel she is important and special, so she chooses to become an accomplice in the cabal's evil by manipulating Roadkill, the hero who showed up trying to stop the underground fights, into thinking he was her father, then sacrificing him to "awaken the demon blood inside her".

Class: Human- Protégé Level: 1st
Alignment: Chaos- Turmoil
HP: 11 Move: 12 AC: 14
Initiative Bonus: +2 Attack Bonuses: Range: +2
Attributes:
Str: 11 (0)
Int: 9 (0)
Wis: 8 (-1)
Dex: 17 (+2)
Con: 15 (+1)
CHA: 16 (+2)
Sur: 12 (0)

Saving Throws: All 14
Special Abilities: Underestimated: Add Cha Mod to AC
Languages: English
Skills: Athletics: Basic +1, Combat Training, Fighting: Brawl, First Aid +1, Stealth +3, Persuasion +4, Parkour
Bonuses: +1 to punches & kicks, +1 against Intimidation attempts, Toughness +1, Advantage on Jumping & Climbing checks

Supports: (1 active at a time)
Alert: Allies within 60' gain +3 to Initiative and +1 to AC
Bolster: Allies within 60' gain +1 AC and Toughness +1
Fight: Allies within 60' gain +2 to all Melee attacks and do +1 Melee damage

Weapons:	Armor:
Katana	Leather Armor
(1d6, +1 to attacks)	(+2 to AC)

Ronin

Ronin is the leader of the cabal. He is medium size and build. He would be nondescript and fit in well in most situations if it wasn't for the cruel glint in his eyes and the purple hair, nails, and tongue. No one knows where he came from or who he really is, other than a sociopath. The other members of the cabal seem to both love and fear him. He, like Revenant, usually wears a black, loose-fitting gi and gloves and boots.

Class: Mutant Level: 3
Alignment: Chaos - Sociopath
HP: 18 Move: 12 AC: 15
Initiative Bonus: +3 Attack Bonuses: Melee: +4 Range: +3
Attributes:
Str: 17 (+2)
Int: 15 (+1)
Wis: 15 (+1)
Dex: 18 (+3)
Con: 15 (+1)
CHA: 14 (+1)
Sur: 12 (0)

Saving Throws: All 12
Bonuses: Toughness +1, Advantage on Jumping and Climbing checks

Special Abilities:
Addictive Flesh
Skeletal Growths: Can pull spikes out and throw or use as a melee weapon (1d6), unarmed attacks vs Ronin leads to 1d6-1 damage to attacker, Push Action: Can fling growths in a 30' circle around you or +4 AC for 1d6 minutes
Magic Eater: Immune to all magic, all magic users and familiars within 130' are -5 to move and at Disadvantage on Initiative and saves, Absorb 10 pts of magic damage and you can: Energy Blast (d6+3 damage, 60' range), or heal 4 HP, +2 Str, +2, Dex, +2 to Melee attacks, or AC for d6 minutes, or double Move for d6 minutes
Outsmart x2/ day
Languages: English, Spanish
Skills: Combat Training, Persuasion +4, Parkour, Fighting: Martial Arts

Rogue

Rogue is the obvious brick of the team, a squat, large man, who is monstrously strong and tough. He is a failed A.S.P. Recruit, who somehow survived and escaped. He is emotionally imbalanced and prone to rages. The only one who seems to be able to control him is Ronin, though he seems to have a crush on Revenant and will sometimes listen to her.

Class: Super Soldier Level: 2
Alignment: Chaos - Unrestrained
HP: 26 Move: 17 AC: 14
Initiative Bonus: +2
Attack Bonuses: Melee: +6 Range: +2
Attributes:
Str: 21 (+4)
Int: 9 (0)
Wis: 12 (0)
Dex: 17 (+2)
Con: 17 (+2)
CHA: 14 (+1)
Sur: 14 (+1)

Saving Throws: All 14
Bonuses: +5 to Melee damage, +10 to Jump. +6 to Balance
Special Abilities:
Seize the Moment +1

Augmentations: Toughness +2

Languages: English

Skills:
Athletics +6, Fighting: Brawl, Combat Training

Super Boost: Tank Serum, Strength

Reaver

Reaver is an Anthropomorph who appears rabid, often snarling and drooling. He sometimes loses the ability to use words. He has a passion for biting and rending flesh with his claws. He also appears to fear Ronin, sometimes flinching from his voice, even when the words or tone aren't particularly mean or commanding.

Class: Anthropomorph (Panther) Level: 1
Alignment: Chaos - Psychopath
HP: 8 Move: 12 (can Run at 4x Move)
AC: 14
Initiative Bonus: +4
Attack Bonuses: Melee: +2 Range: +4
Attributes:
Str: 14 (+1)
Int: 9 (0)
Wis: 10 (0)
Dex: 19 (+3)
Con: 13 (+1)
CHA: 9 (0)
Sur: 14 (+1)

Saving Throws: All 14
Bonuses: +1 to Melee damage, +8 Climb, +6 Tracking, +9 Stealth, Advantage on Jumping and Climbing checks

Special Abilities:
-Animal Appearance: Panther, Pounce Attack (leap 10+ ft & do double damage),

Languages: English

Skills
Combat Training, Fighting: Brawling, Sleight of Hand +4, Stealth +13, Street Smart +2, Parkour

Weapons: Claws (d6) & Bite (d6)

Revenant
Revenant is the only other female member. She is a magic user and quite pretty, from what one can see, as she wears a black karate gi that covers her almost completely and gloves. She has long, dark hair, can fake a very pretty smile, and seems to feel some genuine affection for both Reaver and Rogue.

Class: Human Archer Level: 3
Alignment: Chaos - Unpredictable
HP: 21 Move: 12 AC: 14
Initiative Bonus: +2
Attack Bonuses: Melee: -1 Range: +4 (+6 w/ bow)
Attributes:
Str: 12 (0)
Int: 17 (+2)
Wis: 13 (+1)
Dex: 17 (+2)
Con: 16 (+2)
CHA: 10 (0)
Sur: 11 (0)

Saving Throws: All 13
Special Abilities:
-True Shot (x1/ day add your INT modifier to a Range attack)
-No negatives for shooting into Melee
-50% better range with bows
Languages: Portuguese, English, Spanish

Skills:
Athletics +3, Combat Training, Parkour, Ranged

Gear: Short Bow, Leather Armor (+2 AC), Quiver- 100 normal arrows, 4 Silver arrows, 2 Smoke Arrows, Stunner Arrows

Quiver of Serpents

A Criminal Organization for Vigilante City

By James M. Spahn

The slosh of water echoed through the tunnel, ruining any hope of an ambush. But that didn't bother the Midnight Ace any more than the nauseating smell ankle-deep raw sewage or the pitch darkness of the winding sewers beneath Victory City. What bothered him more than anything was the fact that down here, his Atomic Engine was all but useless. Without an open sky to fly under, he felt all but useless. All he had was a pistol and his rapidly dwindling courage.

"Nervous, Ace?" Solaria quipped, obviously enjoying his discomfort. She was hovering on the thermal waves she generated through force of will, both rising above the muck and wordlessly reminding him that at least one of them could still fly down here. She saw him glance back and hoped he noticed her long red cape and yellow bodysuit, even in the faint light offered by the orbs of flame radiating from her hands.

"No," the Ace snapped back, more than a bit defensive. "It's just, I-"

"Shh!" came the harsh admonishment from Agent Patriot. He was a few steps ahead of them, kneeling in the muck, a gloved hand touching the slimy bricks of the sewer floor. He didn't seem to care that the edges of his long coat were covered in filth, and none of them quite knew how he managed to see in the meager light of Solaria's flames -- especially with that damn fedora pulled so low. "If the two of you are done, we've got work to… Wait! Do you hear that?"

Over the soft trickle of running sewage, a soft hiss began to rise. It split into the sound of a thousand cobras and when the three of them looked up to see scaled creatures that were once innocent kids into terrible monsters. They walked like humans, but the Dark Chi had turned them into cold predators who, if unchecked, would slither from the shadows beneath Victory City. They would infect the city, and in a few days, it would be home to a Quiver of Serpents that would overwhelm the city.

As they moved forward into Solaria's light, their numbers seemed only to grow. As they came into that light, what seemed like a dozen became one hundred. The pistols sprang into Agent Patriot's hands, and the chamber was suddenly filled with the light of Solaria's fire. In that blazing illumination, the Midnight Ace saw only darkness. Hundreds of serpentine beings that embodied a terrible, terrible darkness…

Introduction

Quiver of Serpents is a criminal organization for use with *SURVIVE THIS!! Vigilante City Tabletop Roleplaying.* The organization is written to be as present or absent as the Game Master needs them to be, inserted when the plot demands such and to fade into the background with the same ease. Below you will find a brief background for the organization, as well as stock statistics for its most common agents as well as Lang Chan Shi, it's nefarious leader.

Background

Lang Chan Shi came to America over one hundred years ago from a village in rural China so remote that it had no name. Though he had no wife and no children, he served as mentor and spiritual advisor to a large group of migrant workers who took the long journey across the Pacific in hopes of finding a new future in the west. Sadly, such was not to be. Shi and his and his fellow migrants were soon taken into the employ of a greedy rail baron who saw only dollar signs to be earned on the backs of the labor of others. This baron drove his Shi and his men to work day and night, laying railroads, constructing bridges, and even blasting holes into great mount sides for rail tunnels so he could become the most powerful transport lord in the west. Half of Shi's people died in the effort, but their cruel master earned his place ad became one of the founders of Victory City.

When that happened, Shi and his people were forgotten, and when they dared to call on the Baron to recall their service to him, they were framed as criminals, vagrants, and undesirables. They were driven away under fear of death, and before long they took up residence in abandoned tunnels, they had once dug. There Lang Chan Shi built a secret temple to draw upon the power of Chi.

Beneath the city, Shi called upon the spirits of his slain kinsmen, upon the power of his ancestors, ad took up again the art of Kung Fu that he'd practiced in secret since he was a boy. But as he brooded and practiced, training by punching stone until his fists bled and flitting from darkness to darkness the chi that powered his physical prowess was corrupted until even the ancestor spirits that once guided him fell silent.

Though his Dark Chi and his hate kept him alive, and slowly, Lang Chan Shi slithered from the darkness and became Master Yang, a kindly and unassuming citizen of Victory City. Ageless and patient, Shi worked for years - often faking his death and "reappearing" as his descendant. But each rebirth changed the man. First came a hiss to his voice. Then came the slits in his eyes (hidden by sunglasses), but his charming words and uncanny force of will no one suspected this kindly older man was planning to corrupt the city from the inside out.

A scant thirty years ago, Master Yang opened the first "Quiver of Serpents" karate dojo. Marketed to children, particularly those who are young and troubled, Master Yang offered free lessons to any who came to his dojo and were willing to set themselves under his tutelage. Thus, began their corruption.

Each student who followed Master Yang's mantra of "Strike as the fang, swift and first, and lay the poison upon your foe" to its completion and earned their black belt became forever bound by Shi's Dark Chi and was brought to the great Temple of Darkness now foul and corrupted. In this Temple, now hidden in the deepest passages of the city sewers, they became Serpents and acted as agents of Shi's true Quiver of Serpents.

Quiver of Serpents in Victory City

The Quiver of Serpents is more than just a ninja cult under the command of an immortal dark master. Its agents are real estate agents, police officers, lawyers, teachers, and other upstanding citizens. From these positions of trust and power, they poison the innocent minds of the city's youth, recruiting them to join Quiver of Serpents. While many who come to one of the many Quiver of Serpents dojos that now dot strip malls across Victory City never take more than a handful of lessons, those who show promise are encouraged through free lessons to continue their training.

Once committed, having earned their black belt, and taking the Oath of the Forked Tongue beneath the city in the lightless hall of the Temple of Darkness, they learn secret techniques directly from Shi himself. These include the dreaded "Touch of Death," the subtle "Voice of Subterfuge," and the "Hidden Gaze of the Mind's Eye." More than just master assassins and martial arts, agents of the Quiver of Shadows use the subtle powers of Chi to cloud the minds of those they wish to manipulate and report back to Shi. This creates a network of weak-minded citizens, ripe for manipulation.

When Shi must take direct action, he calls upon his most devout students. Those who have wholly and completely given themselves to the power of the Dark Chi. This darkness has transformed them, body, and spirit. After meditating for eighty days in the lightless Temple of Darkness and in the presence of their master, these students arise as Serpents of the Quiver. Now, something inhuman, they are covered in black scales, and their slitted yellow eyes are that of a cold-blooded predator. They can never return to the light, moving out into the shadow of night at their master's command to slay as he wills it. They are as silent as death. They are as swift as a serpent. And as deadly as a snake's poison.

But Lang Chan Shi does not do this for wealth, though he has acquired millions of dollars over the years and owns dozens of properties across the city. Instead, the day will come - the Night of Cobras Shi calls it - when all his agent receives the psychic command to act as one and destroy Victory City in a single evening from the inside out. Once Victory City has fallen, Shi and his Quiver of Serpents agents will take hold, and he will build a new city. A proper city. And those who destroyed all that he loved for the hoarding of wealth will be made to cower and suffer under the poison that the Quiver of Shadows has injected into their souls before letting them wither and die.

Agents of Quiver of Shadows

Shi Lang Chan (alias Master Yang)

Appearing to the people of Victory City as a kindly older man with leathery skin and a wisp of white hair atop an otherwise bald head. He walks softly and slowly, leaning on a long bamboo cane. Always wearing sunglasses and dressed in fine suits, he introduces himself as Master Yang to all he meets. His voice is dulcet and kind, welcoming, and soft. His students get a glimpse of a sterner man, but only those who see him in his secret Temple of Darkness see Shi Lang Chan as he truly is - a husk of a human forever corrupted by the predatory power of Dark Chi.

Armor Class: 20
Hit Dice: 9 (111 HP) Move: 24 (can run x3 Move)
Actions: 3
Attack Damage: Claws (d6 + STR Kinetic damage, +d4 Shadow damage), Bite (d6+ STR Kinetic damage, +d4 Shadow damage), Punch or by weapon
Special: Dark Vision 120', Weakness: Light, Scales, Amphibious, Toughness +5, Advantage on Jumping & Climbing, Advantage on Mental saves, Immune to Poisons & Toxins, Fearless, Unmovable Mountain (cannot be Knocked Back or Tripped), cannot be mind-controlled, Great Defense (Whenever an opponent hits you with a Melee attack you may add your WIS bonus +1 to your AC against them for 9 minutes. Does not stack.), *Dim Mak. **Illusions
Bonuses: +12 to Melee attacks, +8 to Melee damage, +11 to Initiative, +8 to Range attacks, Seize the Moment +4, +13 to Spot, +16 to Listen, +20 to Athletics, +20 Knowledge: General
STR: 22 INT: 22 WIS: 23 DEX: 22 CON: 21 CHA:20
Morale: 10 Terror: 15 (in action) HDE: 12

*Dim Mak
It cannot be used with any other special attack. Choose to use Dim Mak and the chosen effect before making an attack. It can be your only attack of the round and can only be used against a living creature. If you miss with the attack, you lose d4 HP (Toughness does not prevent this). When you strike an opponent with a successful melee punch choose 1 of the following effects (only one of each may be active simultaneously on a target):

- They lose all of their attack bonuses and damage bonuses for d6 minutes
- Knock your opponent unconscious for d6 minutes (Critical save negates, but they still take damage)
- Ignore your damage. The target loses half of their HP (rounded down)
- Heal yourself d6 damage, and they take that much Magic damage (in addition to your normal damage)
- Ignore all Toughness, and they get -2 to AC for the next d6 minutes (you still deal damage)

**Illusions: He can change his appearance and his gear's appearance at will.

Serpents of the Quiver

Appearing as humanoids whose skin has become that of a black serpent and whose once human eyes are now slitted and reptilian. Strangely, they still have human hair if they had it before transforming and often still wear human clothes. This gives them a strange and uncanny appearance that only accentuates their corrupted nature. They carry themselves as apex predators, rarely speaking. They sway as they stand, always waiting for the psychic command from their master to strike down any foe foolish enough to oppose them.

Armor Class: 15
Hit Dice: 2 (18 HP)
Move: 12
Actions: 1
Attack Damage: Claws (d6 + STR Kinetic damage, +1 Shadow damage), Bite (d6+ STR Kinetic damage, +1 Shadow damage), Punch or by weapon
Special: Dark Vision 90', Weakness: Light, Scales, Amphibious, Toughness +2, Advantage on Jumping & Climbing, Immune to Poisons & Toxins, Great Defense (Whenever an opponent hits you with a Melee attack you may add your WIS bonus +1 to your AC against them for 2 minutes. Does not stack.)
Bonuses: +5 to Melee attacks, +2 to Melee damage, +5 to Initiative, +3 to Range attacks, Seize the Moment +1, +5 to Spot, +7 to Listen, +7 to Athletics
Morale: 7 Terror: 9
HDE: 3

Agents of the Quiver

Agents of the Quiver are still normal humans, though they have earned a place of respect within the Quiver of Serpents by both training to the level of a black belt martial artist and proving their loyalty by serving as a spy and manipulator for Shi. They have no exceptional powers beyond heightened physical abilities and combat training that comes from years of martial arts experience. They are also very mentally disciplined and highly resistant to any psychic influence from anyone who is not part of the Quiver of Shadows.

Armor Class: 13
Hit Dice: 1 (8 HP)
Move: 12
Actions: 1
Attack Damage: Punch or by weapon
Special: Toughness +1, Advantage on Jumping & Climbing
Bonuses: +3 to Melee attacks, +1 to Melee damage, +2 to Initiative, +2 to Range attacks, Seize the Moment +1, +3 to Spot, +3 to Listen, +3 to Athletics
Morale: 6 Terror: -
HDE: 1

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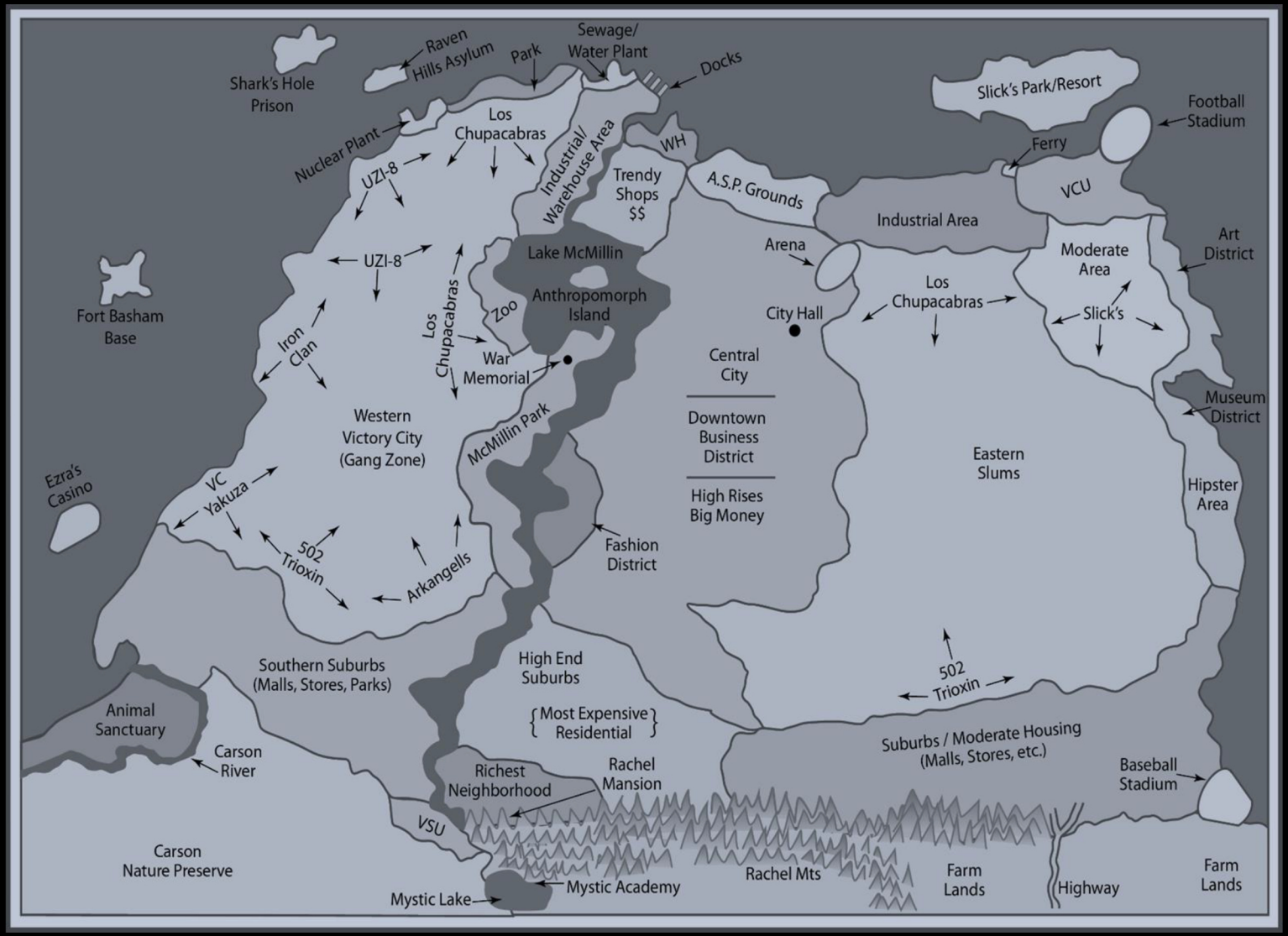
Shark's Hole Prison
Raven Hills Asylum
Park
Sewage/ Water Plant
Docks
Slick's Park/Resort
Football Stadium
Nuclear Plant
Los Chupacabras
Industrial/ Warehouse Area
WH
Trendy Shops $$
A.S.P. Grounds
Ferry
VCU
Industrial Area
Art District
UZI-8
UZI-8
Lake McMillin
Arena
Moderate Area
Fort Basham Base
Los Chupacabras
Zoo
Anthropomorph Island
City Hall
Los Chupacabras
Slick's
Iron Clan
War Memorial
Central City
Museum District
Western Victory City (Gang Zone)
McMillin Park
Downtown Business District
Eastern Slums
Ezra's Casino
VC Yakuza
High Rises Big Money
Hipster Area
502 Trioxin
Arkangells
Fashion District
502 Trioxin
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High End Suburbs
Animal Sanctuary
Most Expensive Residential
Suburbs / Moderate Housing (Malls, Stores, etc.)
Carson River
Richest Neighborhood
Rachel Mansion
Baseball Stadium
VSU
Carson Nature Preserve
Rachel Mts
Farm Lands
Highway
Farm Lands
Mystic Lake
Mystic Academy