

SILVER AGE SENTINELS

EMERGENCY RESPONSE



SILVER AGE SENTINELS

EMERGENCY RESPONSE

WRITTEN BY

John Fiala

ADDITIONAL WRITING BY

Jeff Mackintosh, Harry Morosely

ART DIRECTION AND GRAPHIC PRODUCTION BY

Jeff Mackintosh

TRI-STAT SYSTEM™ DESIGNED BY

Mark C. MacKinnon

LINE DEVELOPING BY

Jesse Scoble

EDITING BY

Mark C. MacKinnon, Jesse Scoble

ARTWORK BY

Terry Pallot

COLOURING BY

Jeff Mackintosh

SPECIAL THANKS TO

Nicholas Fortugno

© 2003 GUARDIANS OF ORDER, INC. All Rights Reserved.

GUARDIANS OF ORDER, TRI-STAT SYSTEM, and SILVER AGE SENTINELS are trademarks of GUARDIANS OF ORDER, INC.

'D20 SYSTEM' and the 'D20 SYSTEM' logo are Trademarks owned by WIZARDS OF THE COAST and are used according to the terms of the D20 System License version 4.0.

A copy of this License can be found at www.wizards.com/d20.

DUNGEONS & DRAGONS® and WIZARDS OF THE COAST® are Registered Trademarks of WIZARDS OF THE COAST, and are used with Permission.

Version 1.0

All right reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for Open Gaming Content and personal copies of the character sheet, or brief quotes for use in reviews.

The mention of, or reference to, any company or product in these pages is not a challenge to the trademark or copyright concerned.

All elements of this game are fictional and intended for entertainment purposes only.

All information presented in Helvetica is Open Content.

All information presented in any font other than Helvetica, all images and graphics, and all fictional character names, organizations, items or objects, and locations are Product Identity. All rights reserved.

NOTES ABOUT GAME CONTENT

The game stats presented herein are for both the Tri-Stat System and the d20 System. Values presented on the left side of a character sheet are for the Tri-Stat System while numbers presented on the right side of the character are for the d20 System. Also, information presented outside of double square brackets, before a slash are for the Tri-Stat System while text presented within [[double square brackets]], after the slash are for the d20 System.

For the character entries, some of the d20 System point costs are presented in brackets. This is done to indicate the number of points a character spent to acquire the given Attribute although the Attribute rank listed is higher than the point cost would suggest. This difference is due to the "special" bonuses gained from class level progression for the character's selected class(es).

ISBN 1-894525-60-4 • Production Number 13-006

GUARDIANS OF ORDER, INC. • P.O. Box 25016, 370 Stone Road, Guelph, Ontario, CANADA, N1G 4T4
Phone: (519) 821-7174 • Fax: (519) 821-7635 • info@guardiansorder.com • <http://www.guardiansorder.com>



4 INTRODUCTION**4 PART ONE
HEADS I WIN, TAILS YOU LOSE****4 PLOT OVERVIEW****5 IMPORTANT NPCs**

5 VIOLET DEMITT

6 BETTY STANWICK

7 THE MARKSMAN

8 TANK

9 N-E-1

10 THE CALL FROM PARAGON LABS

11 THE MARKSMAN

11 ON THE TRAIL

11 THE THIRD COMPONENT

12 THE LAYOUT

12 JANUS'S PLAN

12 THE FOURTH COMPONENT

12 THE LAYOUT

13 SECURITY "SPIDER" ROBOT

13 JANUS'S PLAN

13 AMBUSH!

13 THE LAYOUT

14 MERCENARIES

14 HIS PLAN

14 HOW JANUS'S PLAN MAY HAVE TO CHANGE

14 WHAT IF THE HEROES ARE NOT CAPTURED?

15 DEATHTRAPS

15 THE VACUUM ROOM

16 THE ATLAS ROOM

16 THE CAGE OVER BOILING ACID ROOM

16 ESCAPE FROM THE 13TH FLOOR

16 THE LAYOUT

17 VIOLET'S ATTACK

17 THE ENEMY OF MY ENEMY IS MY FRIEND

17 FINAL TOUCHES

17 JANUS'S FATE

17 VIOLET'S FATE

17 SET-UP FOR PART TWO

17 WRAP UP**19 PART TWO
TWO HEADS ARE BETTER
THAN ONE**

19 THE DECOY

19 HOW TO ADAPT PART TWO AS AN
INDEPENDENT ADVENTURE**19 IMPORTANT NPCs**

19 ROSE DEMITT

20 BLUE BOLT

20 SONICK

21 VIOLET NEEDS HELP**22 VIOLET'S PLAN**

23 SONICK

23 BLUE BOLT

24 CLUES

24 WHAT HAPPENS IF THE HEROES
FIGURE IT OUT**24 JANUS'S MACHINATIONS**24 EMERGENCY ONE:
THE ROYAL CROWNE HOTEL

25 EAGLE EYES

25 ONE LAST BLAST

25 EMERGENCY TWO:
A SIMPLE HEIST, GONE WRONG26 EMERGENCY THREE:
A BAD DAY AT THE ZOO

26 BACK AT HEADQUARTERS

26 VIOLET'S LAST LINE OF DEFENSE

26 CONSEQUENCES**27 SEQUELS AND ADVENTURE SEEDS**

27 USING VIOLET IN THE FUTURE

27 USING JANUS IN THE FUTURE

27 USING THE MARKSMAN

27 USING PARAGON LABS

27 THE ARTIFICER'S SHADOW**28 JANUS****29 ALICE, QUEEN OF HEARTS**

APPROVED
BY THE
COMICS
PUBLISHERS
CPA
AUTHORITY

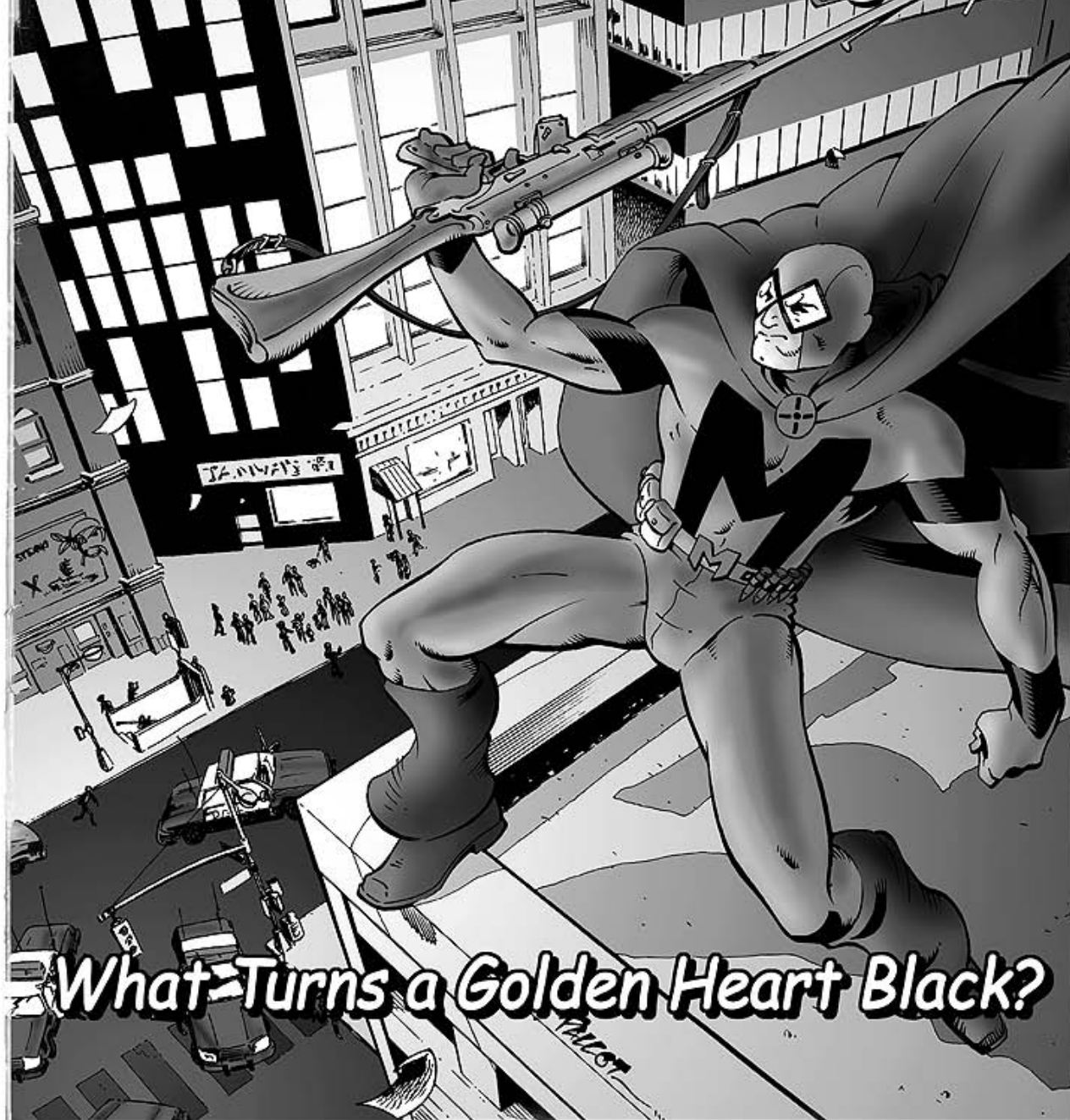
ADVENTURE
COMICS
ENTERTAINMENT

\$2.25

Vol. 4, Issue #1

Amazing Presentations

In the Marksman's Sights



What Turns a Golden Heart Black?

EMERGENCY RESPONSE - 1

INTRODUCTION

Emergency Response is a *Silver Age Sentinels* adventure scenario for three to five characters built with 150 Points each. If the group is small and low-powered, then you may want to make some of the challenges easier; if it's a large and/or high-powered group you may want to increase the weapons and armour of antagonists appropriately.

This adventure tracks the revenge of a spurned sidekick against her former boss, as she tries to teach him a lesson. Although it takes place in the Empire City setting, it is easy to insert this into your own campaign. Any similar villain, who is more of a planner than a powerhouse (even if he doesn't normally have a sidekick), can replace Janus. Any similarly powerful female supervillain can replace Alice, while Violet and Rose can be kept as they are.

HEADS I WIN, TAILS YOU LOSE — PLOT OVERVIEW

Janus is a careful and cunning villain, and part of that care is his constantly changing series of sidekicks that he uses and then tosses away. Although this policy has worked in the past, it is about to backfire on him. Six years ago, during the heat of one of Janus's many feuds with Caliburn, his target was a cache of Nazi gold, jewellery, and paintings hidden in a building that had become a museum. His then sidekick, Violet DeMitt, was an athletic and beautiful girl who unfortunately got caught by Caliburn, and was turned over to the authorities. Janus escaped, but had to leave the valuables behind.

Violet waited patiently for Janus to release her from captivity, if only to get the stash she had hidden before her capture, but as weeks turned to months and months turned to years she realized she'd been abandoned. Furious at Janus, Violet concentrated on revenge, studying and taking college courses by mail. Released early for good behaviour, she retrieved the spoils and initiated the plan she had refined in jail.

Step one of her plan involved buying a highly advanced suit of power armour that would allow her to pose as the villainous assassin, Alice, Queen of Hearts. Approaching Janus as an equal, she tricked him into agreeing to an exchange of favours. "Alice" told Janus the heroes had been a hindrance in her plans recently, and she needed them humiliated. She also explained she didn't want them killed — this was to be a lesson, not an execution. In reality, Violet wanted to keep the heroes alive as a backup plan. If she couldn't handle Janus herself, she knew she could set the

heroes free in exchange for their help in capturing the mastermind. Janus is more than willing to be owed a favour by Alice, and he doesn't think these heroes will be a match for him.

Violet now has a front-row seat to watch how Janus works today. After Janus has captured the heroes, Violet intends to turn on her former employer, humiliating him as he once did her. She has not decided if she is going to end up killing him: on the one hand, having him languish in jail like she did is appealing, but on the other, Janus may well return from prison with his vast intellect focused upon her. In either case, she's carrying a two-headed coin to flip so that she can play with his head a bit.

It has been a while since Janus has faced an entire team, and he is looking forward to matching wits with a new group of superheroic idiots. Having looked over his local assets in Empire City, he has discovered that one of his holdings, Hoffman Biomedical Engineering, is involved in developing a cell irradiator/repairer that can outright cure some kinds of cancer, particularly several kinds that are otherwise inoperable. The prototype is an enormous, jury-rigged machine that takes up two rooms of the Paragon Labs research centre. The second prototype, however, is a complicated mechanism being made in five parts by five different biomedical companies, and is much more portable.

Janus's plan is to steal the components from the other companies himself. As they are stolen, the heroes will no doubt be called in to stop him, which will let him study them in action. Finally, he will be able to set up a detailed ambush at his own company which will take into account the heroes varied powers, and capture them easily. After that he will place them into a "deathless" deathtrap for storage until Alice can come and pick them up. Additionally, he will have an expensive piece of medical equipment to offer any colleagues who have exposed themselves to a bit too much radiation.

A shred of information soon fell into Janus's lap that made the whole caper even more fun. He has discovered the secret identity of "the Marksman," a minor hero who operated in Empire City in the fifties and sixties: Don Downings. As it happens, Don still lives in Empire City with his wife Barbara, who is stricken with a type of cancer the machine can cure. So now Janus is planning to commit the thefts disguised as the Marksman, further confusing the heroes; when he has all five parts Janus plans to force Don into confessing to the crimes in exchange for a cure for Barbara. It's just the right sort of twist that Janus loves in a crime.

IMPORTANT NPCs

VIOLET DeMITT AS ALICE, QUEEN OF HEARTS

180 CHARACTER POINTS, NORMALLY 100 / [[COSTUMED FIGHTER LVL 4, 200/120 POINTS]]

Ten years ago, Violet DeMitt was an active and pretty teenager at Bayside High School, in Queens. Violet was one of the popular ones, who set the trends, dated a football player, and earned better grades than people expected. Once she finished high school she decided to go to Europe to try something new and spend some time away from her twin sister, Rose. A scholarship to a British university provided the financial assistance.

Violet used her vacations to tour the continent, but after her sophomore year she ran into something new: Janus. Handsome, wealthy, devil-may-care, and a true cosmopolitan, Janus was everything Violet thought she was looking for. He, in turn, was looking for another assistant. Violet was young, pretty, impressionable, in great shape, and willing to learn.

Violet never returned to college. Instead, she and Janus started a whirlwind tour of Europe. They stayed in posh hotels, and dined in gourmet restaurants, while Violet studied martial arts, the science of burglary, and several languages. Janus had earlier discovered an old diary of a Nazi clerk who had been in charge of salting away the Third Reich's stolen wealth at the end of WWII. Janus found the folded up cipher in the binding and broke the weak code, prompting the pair to steal the cache of paintings, jewellery, and gold bars from the castle in which they had been hidden.

There was just one small problem. The castle was now the Bern National Museum of Antiquities. Janus and Violet spent an entire month casing the museum, posing as an eccentric uncle and his art-student niece. They were able to get to the treasure, but Violet was caught. She went to jail for robbery, and Janus faded away once again.

Violet waited an entire year before she realized Janus wasn't going to help her. She had instructions on how to help him if he had been captured, and so she had faith that he would help her. But Janus wasn't coming: there were plenty of young and gullible women whom he could take as a new associate.

The next five years of her imprisonment were spent with hatred. Violet immersed herself in training, physically and mentally, and also picked up secrets of the trade from other prisoners. By the time she was released, she was much more than the simple sidekick that Janus had abandoned six years before.

Violet's Item of Power, the "Alice Power Suit," is not bought with Character Points, but instead has been purchased with her wealth from the technosmith, Artificer. The power harness fits under Violet's jacket, providing a substantial amount of Armour to everything but her head and hands. It allows her to masquerade as Alice with an advanced synthetic-polymer mask, imbedded with such cutting edge tools as: a heads-up display; an early-warning system; reflex enhancers; and a mental static emitter. Because it has not been bought with Points the harness is damaged whenever an attack bypasses the Armour. The harness has 60 Health Points; if the harness loses all of its Health Points, Violet loses access to its Attributes.

BODY	7	ATTACK COMBAT VALUE	8/13
MIND	6	DEFENSE COMBAT VALUE	9/12
SOUL	9	HEALTH POINTS	100

STR 11	DEX 18	CON 14	INT 11	WIS 14	CHA 20
REF +7	FORT +5	WILL +3	BASE To HIT MODIFIER +5		
BASE AC MODIFIER +7			HIT POINTS 47		

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK	PTS
	1	3	Attack Combat Mastery	1	(0)
	4	4	Combat Techniques (Blind Fighting, Block Ranged Attacks, Judge Opponent, Lightning Reflexes)	4	(2)
	4	8	Defense Combat Mastery	3	6
	4	4	Divine Relationship	4	4
	1	8	Extra Attacks	1	8
	2	6	Extra Defenses	2	(3)
	2	2	Features (Appearance x2)	2	2
	2	4	Gadgets (Gun, minor tools, two-headed coin)	2	4
	3	3	Heightened Awareness	3	3
	7	7	Highly Skilled	7	7
	20	80*	Item of Power (Alice Power suit — see sidebar)	20	80
	3	6	Massive Damage (Martial arts)	3	6
	1	2	Tough	1	2
	1	3	Wealth	1	3
	-2		• Restriction (Temporarily depleted by purchasing the Power Suit)	-2	

LVL	PTS	ITEM OF POWER'S ATTRIBUTES	RANK	PTS
0	2	Alternate Form ("Synthskin Mask" — Cosmetic Changes)	0	2
-1		• Restriction (Alternate Form; Only appears as Alice, Queen of Hearts)	-1	
6	16	Armour (Partial; Unarmoured head and hands)	6	16
5	15	Attack Combat Mastery	5	15
3	6	Defense Combat Mastery	3	6
2	4	Flight (Skimmer)	2	4
1	6	Force Field (Shield; Stops 80; Area 2)	1	6
3	9	Invisibility (Sight, Hearing, Mental)	3	9
8	8	Mind Shield	8	8
6	24	Special Attack "Fire Projector" (100 Damage, Accurate, Burning, Spreading, Low Penetration, Short Range)	6	24
6	6	Special Attack "Telekinetic Crush" (80 Damage, Tangle)	6	6
5	5	Special Attack "Machine Pistol Spray" (60 Damage, Accurate x2, Auto-Fire, Spreading, Hand-Held, Limited Shots x2: reload with one action, Short Range)	5	5

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	2	Special Movements (Balance, Cat-Like)	2	2

LVL	PTS	SKILLS	RANK
2	6	Acrobatics (Tumbling)	1
2	6	Burglary (Breaking-and-Entering)	1
2	4	Climbing (Walls)	1
3	3	Controlled Breathing (Holding Breath)	1
2	6	Disguise (Make-up)	1
2	2	Etiquette (Middle-Class)	1
2	4	Foreign Culture (Germany)	1
4	4	Languages (English, French, German, Italian, Portuguese, Sign)	4
1	2	Performing Arts (Dance)	1
2	2	Riding (Horse)	1
2	6	Seduction (Male)	2
1	3	Slight of Hand (Pick Pocketing)	1
2	6	Stealth (Silent Movement)	1
1	2	Street Sense (Influential Individuals)	1
3	3	Swimming (Competition)	1
1	1	Wilderness Survival (Forest)	1
3	24	Unarmed Attack (Strikes)	1
2	16	Unarmed Defense (Strikes)	1

PTS	DEFECTS	PTS
-3	Nemesis (Janus)	-3
-1	Owned (Artificer)	-1



VIOLET

Violet returned to Bern, and found the treasure she had secreted just before she was arrested. She never had a chance to tell Janus about it, and figured by this point she had earned it. She fenced most of it and returned to America. There she spent time researching Janus and analyzing how to get her revenge. She soon had a plan.

Janus, however, would not likely trust her. Violet needed to be someone else, someone Janus might accept. Violet decided to become Alice, Queen of Hearts. She went to the Artificer, put down most her wealth. When this proved too low a price, she also offered herself as a test subject. He took the money and her promise, smiled, and three months later returned with an armoured power harness that would let her pass for the mentalist-assassin.

BETTY STANWICK

50 CHARACTER POINTS / [[ADVENTURER LVL 1, 50 POINTS]]

Betty Stanwick once wanted to be a cop when she grew up. Her mother had always said that policemen were their friends. Betty worked hard in school to qualify for the Police Academy, and even learned to shoot.

Tragically, a year ago her younger brother Billy was killed by a policeman because he was carrying a water pistol that looked too real. The Police Commissioner apologized, of course, but the killer cop only received a slap on the wrist as punishment. Betty didn't think he was really sorry, she tearfully confided to a handsome gentleman one evening. But now Janus will help her make them all sorry. Betty has been Janus's sidekick for about six months.

BODY	6	ATTACK COMBAT VALUE	8									
MIND	3	DEFENSE COMBAT VALUE	5									
SOUL	6	HEALTH POINTS	60									
STR	9	DEX	12	CON	9	INT	8	Wis	7	CHA	11	
REF	+1	FORT	-1	WILL	-2	BASE TO HIT MODIFIER			+3			
BASE AC MODIFIER						+3						
						HIT POINTS						7
TRI-STAT										d20 SYSTEM		
LVL	PTS	CHARACTERISTIC ATTRIBUTES								RANK	PTS	
3	9	Attack Combat Mastery								3	9	
5	5	Combat Technique (Accuracy x2, Lightning Reflexes, Steady Hand, Two Weapons)								5	5	
2	4	Defense Combat Mastery								2	4	
1	1	Features (Appearance)								1	1	
1	2	Gadgets (Gun)								1	2	
2	2	Highly Skilled								4	4	
LVL	PTS	SKILLS								RANK		
1	6	Acrobatics (Jumps)								1		
2	6	Burglary (Hot-wiring)								2		
2	4	Climbing (Walls)								1		
1	4	Electronics (Computers)								1		
2	6	Seduction (Males)								1		
1	8	Gun Combat (Rifle)								1		
1	8	Ranged Defense (Personal)								1		
1	8	Unarmed Defense (Holds)								1		
PTS										PTS		
-1										Recurring Nightmares (Seeing her little brother Billy get shot)		-1
-2										Owned (Janus)		-2

THE MARKSMAN

75 CHARACTER POINTS / [[COSTUMED FIGHTER LVL 5, 105 POINTS]]

The Marksman was a minor hero during the fifties and sixties who was very good with a rifle. He was popular with the conservative part of the community, especially when the sixties started getting strange, but then he faded out of the public eye.

BODY	3	ATTACK COMBAT VALUE	7
MIND	6	DEFENSE COMBAT VALUE	5
SOUL	6	HEALTH POINTS	45

STR 9	DEX 13	CON 8	INT 10	WIS 13	CHA 11
REF +4	FORT +1	WILL +2	BASE TO HIT MODIFIER +7		
BASE AC MODIFIER +3			HIT POINTS 28		

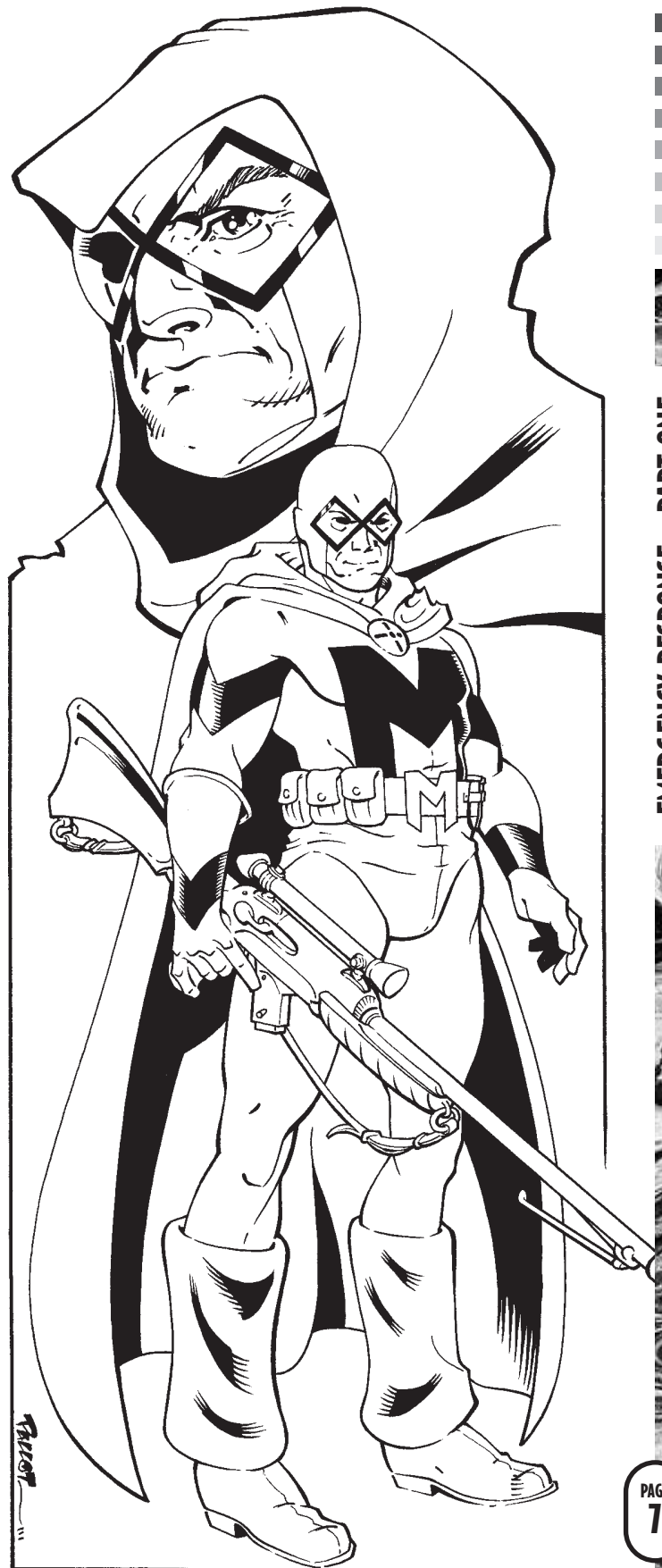
TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
	2	6	Attack Combat Mastery	2	(3)	
	4	4	Combat Technique (Accuracy x2, Steady Hand, Weapons Encyclopedia)	4	(2)	
	2	4	Defense Combat Mastery	2	4	
	1	1	Heightened Awareness	1	1	
	8	8	Highly Skilled	9	(4)	
	2	6	Item of Power (Armoured Costume)	2	6	
	7	21	Item of Power (Marksman's Whitmore Rifle)	7	21	

LVL	PTS	ITEM OF POWER'S ATTRIBUTES (ARMOURED COSTUME)	RANK	PTS
3	9	Armour	3	9

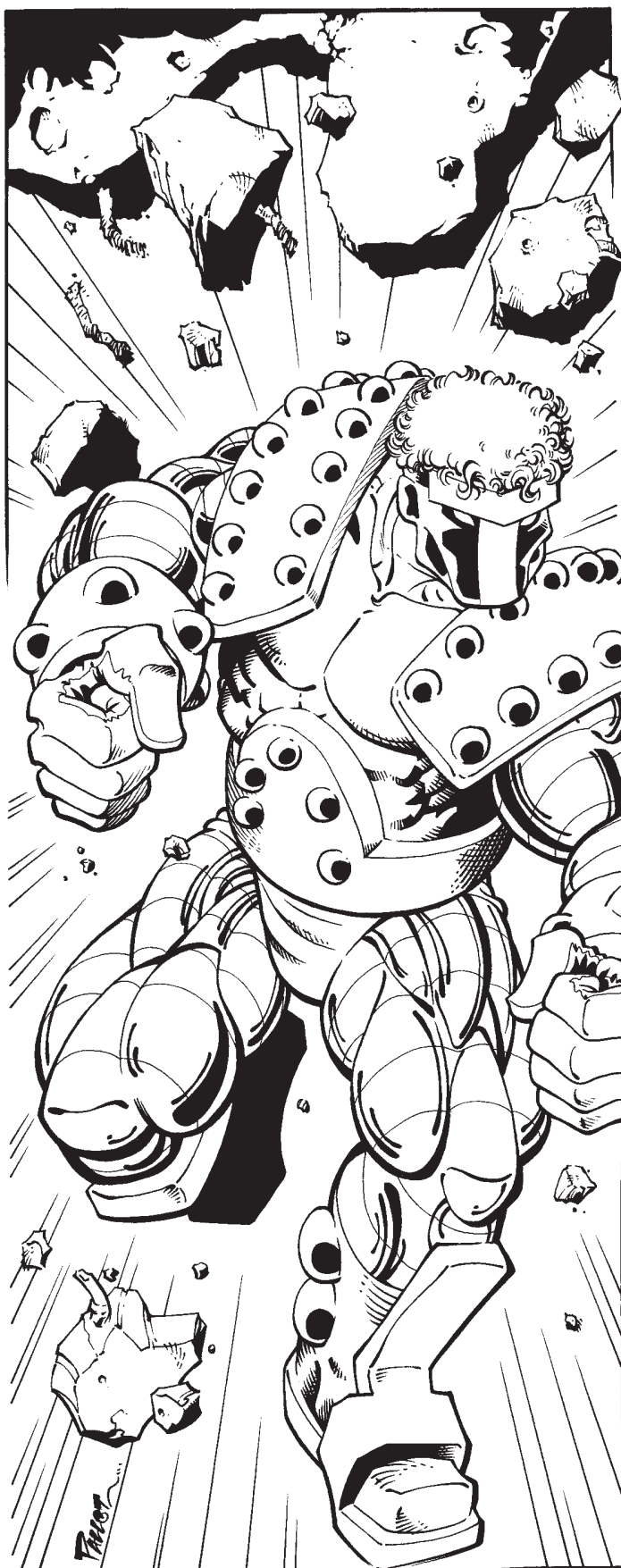
LVL	PTS	ITEM OF POWER'S ATTRIBUTES (WHITMORE RIFLE)	RANK	PTS
1	3	Attack Combat Mastery	1	3
4	16	Special Attack "Stun Round" (80 Damage, Stun, Limited Shots)	4	16
4	4	Special Attack "Glue Round" (100 Damage, Tangle, Limited Shots x2, No Damage)	4	4
4	4	Special Attack "High Power Round" (140 Damage, Limited Shots x2, Short Range)	4	4
4	4	Special Attack "Incendiary Round" (60 Damage, Burning, Flare, Limited Shots)	4	4
4	4	Special Attack "Long Range Round" (80 Damage, Accurate, Long Range, Limited Shots x2)	4	4

LVL	PTS	SKILLS	RANK
2	6	City Knowledge (Empire City, Queens)	1
2	4	Climbing (Natural Surfaces)	2
1	1	Controlled Breathing (Holding Breath)	1
1	2	Cultural Arts (History)	1
2	4	Driving (Car)	1
1	4	Interrogation (Psychological)	1
1	3	Intimidation (Business)	1
2	2	Languages (English, French, German)	2
4	4	Management/Administration (Executive)	2
1	3	Medical (First Aid)	1
1	4	Military Sciences (Tactics)	1
3	12	Police Sciences (Criminology)	2
1	2	Social Sciences (Politics)	1
2	2	Sports (Track and Field)	2
2	6	Stealth (Concealment)	2
1	1	Swimming (Free Diving)	1
1	3	Urban Tracking (Underworld)	1
4	32	Gun Combat (Rifle)	4
1	7	Melee Defense (Improvised Weapons)	1
1	8	Unarmed Defense (Grappling)	1

PTS	DEFECTS	PTS
-	Incomplete Training: No Extra Defenses from class progression	-3
-2	Ism (Ageism)	-2
-1	Famous (Marksman)	-1
-1	Physical Impairment (Slight limp)	-1
-1	Sensory Impairment (Vision, corrected by glasses)	-1



THE MARKSMAN



TANK

Don Downings, the son of a midwestern farmer, lied about his age to sign up in order to catch the end of the war. He found he had a natural talent with a gun. Returning from the army, he finished high school and went to college, where he met Barry Whitmore. Barry was a technical genius and a fan of the new masked adventurers, and was also fascinated by Don's war stories. It was Barry who came up with the idea of Don becoming "the Marksman," and developed a variety of weapon loads and a specialized magazine that allowed Don to select his ammunition type.

Don was initially reserved about becoming a "mystery man," but soon found a love for it. Once Barry and he had graduated, they worked together manufacturing rifles; Barry managed the technical side while Don handled the administrative and testing work. To help with the paperwork, they hired Barbara Brant. As life went on, Barbara and Don fell in love and were married.

After ten years of Don's adventures as the Marksman, Barbara pointed out that other heroes were now available to keep Empire City safe. Don had two children to raise as well as more responsibilities at Whitmore Rifles, which was growing fast. With the Cold War they had a steady stream of supply contracts with the army, and it was time for the Marksman to retire. Don agreed, and the Marksman faded into history.

TANK

150 CHARACTER POINTS / [[POWERHOUSE LVL 3, 170 POINTS]]

Marlon "Tank" Eddowes had always been a big kid. Growing up in Hell's Kitchen, one of Empire City's seedier neighborhoods, he got his allowance by extorting it from the other kids. Head of his own local gang by the time he was in Andrea Baker High School, he dropped out as soon as he could. He quickly got a reputation for being a useful tough guy on a job who could keep his mouth shut, and started helping out with a number of criminal jobs.

The big change for Marlon happened while helping his friend, "Slippery" Jeff Tanner, on a warehouse insurance job. The owner wasn't paying his premiums, and it was time to pay the price. Unfortunately, the owner had been storing hazardous material, so the simple bomb Slippery Jeff set up exploded out of control, and burning chemicals engulfed them both.

Marlon suffered heavy scarring on his face and arms, but when he recovered, he found his nickname had been made real. Tank was tougher and stronger than he had ever dreamed.

BODY 11 **AGILITY** 8 **ATTACK COMBAT VALUE** 10
MIND 3 **DEFENSE COMBAT VALUE** 5
SOUL 8 **CHARISMA** 5 **HEALTH POINTS** 195

STR 57 **DEX** 11 **CON** 24 **INT** 7 **WIS** 17 **CHA** 10
REF +1 **FORT** +10 **WILL** +4 **BASE TO HIT MODIFIER** +6
BASE AC MODIFIER +1 **HIT POINTS** 114

TRI-STAT LVL PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM RANK PTS
3 9	Attack Combat Mastery	3 9
2 2	Heightened Awareness	2 2
3 3	Highly Skilled	11 11
2 4	Organizational Ties (Connected to Janus's organization)	2 4
5 10	Tough	5 10

LVL PTS	POWER ATTRIBUTES	RANK PTS
4 12	Armour	4 (9)
4 40	Damage Absorption (Double Health)	4 40
4 4	Immovable	4 (3)
3 3	Jumping	3 3
1 8	Mass Increase	1 8
-1	• Permanent (Mass Increase)	-1
5 20	Superstrength	5 (16)

LVL PTS	SKILLS	RANK
3 6	Climbing (Natural Surfaces)	2
3 6	Driving (Small Truck)	2
2 2	Gaming (Poker)	1
2 6	Intimidation (Street)	3
3 24	Unarmed Attack (Strikes)	2
2 16	Unarmed Defense (Holds)	2

PTS	DEFECTS	PTS
-1	Blind Fury (By people calling him Marlon)	-1
-	Incomplete Training: No Enhanced Constitution from class progression	-2
-2	Less Capable (Agility)	-
-1	Less Capable (Charisma)	-
-1	Marked (Heavily scarred face and arms)	-1
-1	Phobia (Spiders and bugs)	-1
-2	Skeleton in the Closet (Evidence of crimes)	-2

N-E-1

125 CHARACTER POINTS / [ADVENTURER LVL 3, 130 POINTS]

"Slippery" Jeff Tanner was a childhood friend of Tank's. They grew up together embroiled in petty crimes and graduated together to their roles as street toughs. Jeff had a ready mind and stayed in school, wanting to learn in order to become more than just muscle. When several computers were donated to the school, Jeff found he had a talent for using them. He would often advise the teachers on how to use the machines, and soon branched out into the Internet with the nickname "N-E-1." He soon found a knack for programming, and hacking, and learned how to defeat electronic security systems. Jeff shared with the results with Tank, to their mutual benefit.

After Jeff graduated he continued working with Tank. Two years ago, an easy arson job went awry, and both were showered with strange chemicals. When Jeff woke up, he was astonished to learn

he had been changed — Jeff's body now had a consistency like rubber. The elasticity helped protect against harm, he could elongate his arms, and his features were malleable; he was N-E-1 in real life as well as on the net.

N-E-1 and Tank have continued to work together, and have made their reputations as small-time, but reliable sorts. They have recently hooked up with Janus, and hope to climb the ranks swiftly.

BODY 9 **STRENGTH** 6 **ATTACK COMBAT VALUE** 10
MIND 6 **DEFENSE COMBAT VALUE** 12
SOUL 5 **HEALTH POINTS** 120

STR 14 **DEX** 20 **CON** 17 **INT** 12 **WIS** 9 **CHA** 10
REF +6 **FORT** +4 **WILL** +0 **BASE TO HIT MODIFIER** +5
BASE AC MODIFIER +12 **HIT POINTS** 47

TRI-STAT LVL PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM RANK PTS
4 12	Attack Combat Mastery	4 12
6 6	Combat Technique (Accuracy, Blind Shooting, Concealment, Lightning Reflexes, Steady Hand, Two Weapons)	6 6
8 16	Defense Combat Mastery	7 14
2 2	Divine Relationship	2 2
3 9	Extra Defenses	3 9
1 1	Features (Attractive)	1 1
2 4	Gadgets	2 4
3 3	Heightened Awareness	3 3
12 12	Highly Skilled	12 (3)
2 4	Massive Damage (Guns)	2 4
2 4	Organizational Ties (Connected to Janus's organization)	2 4
2 4	Tough	2 4

LVL PTS	POWER ATTRIBUTES	RANK PTS
0 2	Alternate Form (Cosmetic Changes)	0 2
2 6	Armour	2 (0)
2 4	Elasticity (Arms)	2 4

LVL PTS	SKILLS	RANK
1 6	Acrobatics (Flexible)	2
2 6	Burglary (Hot Wiring)	2
1 3	City Knowledge (Empire City, Little Italy)	1
2 4	Climbing (Natural Surfaces)	2
2 8	Computers (Intrusion/Security)	2
1 2	Cultural Arts (Urban Legends)	1
3 9	Disguise (Costume)	3
2 8	Electronics (Security)	2
2 2	Gaming (Poker)	2
3 3	Languages (English, French, German, Spanish)	3
1 3	Seduction (Female)	1
2 6	Sleight of Hand (Lock Picking)	2
2 6	Stealth (Silent Movement)	2
2 4	Street Sense (Influential Individuals)	2
3 24	Gun Combat (Pistols)	2
2 24	Ranged Defense (Personal)	2
2 16	Unarmed Attack (Grapple)	2
2 16	Unarmed Defense (Grapple)	2

PTS	DEFECTS	PTS
-1	Bane (Cold)	-1
-1	Less Capable (Strength)	-
-2	Skeleton in the Closet (Evidence of crimes)	-2



N-E-1

THE CALL FROM PARAGON LABS

The heroes' first contact with this case occurs when Doctor Akane Fujitsu, a medical researcher with Paragon Labs, calls them. Dr. Fujitsu is a forceful woman who is not intimidated by superheroes. She will ask the heroes to meet her to discuss a series of robberies as soon as they can. She will give some details over the phone, but would rather lay out all of the information to the heroes as a group.

When the heroes arrive, they will be admitted to Dr. Fujitsu's office. Her office is large but messy, covered with scores of journals and books on cancer, radiation, and cell regeneration that have a lot of bookmarks sticking from them. The smell of coffee is strong, and the doctor will greet the heroes warmly and offer them a cup.

Dr. Fujitsu has been working for the last six years on a cell irradiator/repairer that can reverse and cure the effects of some cancers, several of which are often impossible to remove with surgery due to their location in the body. The prototype of the machine takes up two rooms and is a mad tangle of wires and circuitry, but the first production model is much smaller.

Paragon Labs has produced the machine in association with four other companies, and thus the production model was created in five parts. Once it is completed, the second round of government testing can begin.

One part of this machine was stolen from Smithfield Medical in Brooklyn. It had been completed two weeks ago, and after it passed a series of final tests it had been crated up for shipping to Paragon Labs. The night before it would have been sent out, however, someone stole it. The company reported the theft to the police, and quickly rushed the production of a replacement a few days later.

Two nights ago the second piece was stolen from Paragon Labs. This time security cameras caught the burglar's face, and the police eventually identified him as "the Marksman," a hero from the fifties.

ABOUT PARAGON LABS

Paragon Labs is the archetypical scientific laboratory. Founded in the late 60's by millionaire Bruce Stratton, its purpose is to work on ideas and theories that other for-profit labs would consider to have too long a development cycle. Paragon Labs have a long cycle of booms and busts, often surviving for many years on the profits of the last discovery before developing another profitable one. There are a wide range of different experiments and laboratories at the Labs, from high-energy experiments that belong in a science fiction spectacular to chemical experiments that look like a Frankenstein set.

The laboratory has a modern security system. The entrances are all locked with deadbolts and watched by security cameras, while interior doors are locked by a keycard system that identifies when people enter and leave the secure areas.

The windows are very thick shatterproof glass, and have bars on the first story. The Labs has a small security staff, lead by George Bradley. The Labs have not had a robbery in twenty years. This new incident occurred while one security officer was on patrol (Sam Paulson) and the other was on a bathroom break (Rufus Richardson).

The Marksman was wearing a dark red shirt and pants, with a domino mask and a hood; he appeared to be in his seventies. The doctor has copies of the photograph for the heroes, and is willing to let them watch the security tapes. No one has seen the Marksman, however, since he retired decades earlier.

Dr. Fujitsu is sure the Marksman will steal the other three components. Two of the three pieces have been completed and are at Empire City Medical and Centerville Biometrics. The third piece is at Hoffman Medical, but hasn't been finished yet due to some delays. The parts are replaceable, so Dr. Fujitsu and her partners are willing to let the heroes use the other three as bait.

THE CRIME

The police and Dr. Fujitsu are happy to share all of their information with the heroes. The police believe the Marksman picked a lock and entered through a maintenance door. He probably worked alone. He wore gloves the whole time, and left no fingerprints. He apparently knew the layout, as he went straight to the room where the component was located. He used a device to defeat the keycard security, walked in, took the piece (about one cubic foot in size), and left.

If the players search the area, a successful Body or Mind Stat check will allow them to find a camera/transmitter on the bathroom door nearest the security room. This allows someone outside to know when both men were away from the monitors. Unfortunately, the bathroom was not considered a high-security area, and so there is no camera positioned to show who placed the transmitter. The transmitter is small, and has only a limited range; it is commonly available in several local stores.

There is not much else useful that the heroes can discover here. Although security is tight during the night, someone dressed appropriately could walk in the front door during working hours and place the transmitter without being questioned. If the heroes ask around, a janitor (Mike Johnson) will remember seeing someone working where the transmitter was found a few days ago. The man had dark hair, a lined face, and wore a dirty beige uniform with the name Carl embroidered on the breast. He does not remember enough of the man's face to be able to give a sketch artist anything to work with, but if shown a picture of the Marksman, Mike will say he's pretty sure it is the same man.

THE MARKSMAN

These days Don and Barbara Downings are retired grandparents. Don is in fine health for his age, but his wife is battling lymph cancer that's threatening to spread to the rest of her body. She's had surgery, but it was a very difficult recovery and they have learned that not all of the cancer was removed. As it happens, she's a perfect match for the cell irradiator/repairer, and Janus has already contacted Don. Janus has managed to prove to Don that he will have the machine and will use it on Barbara — but Don has to keep quiet while his alter ego's fine name is dragged through the dirt.

The only obvious link to discover the identity of the Marksman would be through Whitmore Rifles, because early in his career he switched to that brand of rifles, and used them for the rest of his career. If they do any research on the Marksman, a successful Mind-based Cultural Arts (Empire City History), or Military Science (Hardware Recognition) Skill check, will indicate the Whitmore Rifle. Janus is not using a Whitmore Rifle, which can be a clue to perceptive heroes that he is a fake. Someone approaching Whitmore Rifles would be able to talk to Barry Whitmore Junior, the current president. If they manage to convince him that they have the Marksman's best interests at heart and are discreet, Barry will set up a secret meeting between them and Don. Game Masters may wish to remind any telepathic characters that many people find unwanted telepathic contact intrusive or repulsive.

ON THE TRAIL

As the heroes chase after Janus and the remaining components, they'll have a choice between Empire City Medical and Centerville Biometrics. Janus himself is planning on robbing Empire City Medical first, and with some investigation the group may discover that. Tank isn't good at keeping things to himself, and as an overconfident braggart, he's told a few friends he's going to go knock over ECM, which could be picked up through any underworld contacts the heroes may have. Feel free to reward any reasonable and creative use of powers to find the next location with success.

The heroes may decide to split their forces between these two locations. If so, they are approximately 20 km apart. Fliers, speedsters, and people with good driving skills may be able to join the battle from the other location depending travel times.

If the heroes end up staking out the wrong location you could have them hear a call for help from a policeman passing by as Tank and N-E-1 start their diversion, or just change the plan behind the scenes to have Janus hit Centerville first.

THE THIRD COMPONENT

Empire City Medical, located deep in Queens, is an up and coming biotechnology company that usually makes its money producing sturdy and inexpensive supplies for invalids. The owner and president of the company, Jerome Michaels, is interested in diversifying and sees the cell irradiator/repairer as being the first step towards that. He is interested in helping the heroes protect his company. Empire City Medical is a nondescript two-story building, half offices and half assembly plant. Most of the actual pieces are manufactured overseas and then ECM assembles them and adds instructions and packaging.

Mr. Michaels intends to stay in his office with his piece of the machine all night, but is willing to change plans to fit the heroes' needs. Any discussions in his office about strategy will be piped right to Janus, who left a frequency-skipping bug there during his last visit.

THE LAYOUT

The ground floor of ECM is half assembly area. The rest of the first floor is offices, the reception area, and the mainframe room. The second floor contains more offices and a large meeting room (although half of the second floor is open space above the assembly area). Windows in the second floor offices look out into the assembly area, which is broken up into quarters by the large machinery that runs from west to east and stands about two metres high. It is possible to look through occasional gaps in the machinery. Security in the building is based on ordinary key locks, supplemented by video cameras and alarms.

The president's office is in the north-west corner, looking over the assembly area through a window that makes up most of the wall. The office is about five metres square, featuring a heavy wooden desk in the centre of the room and a comfortable chair. The north wall is made up of bookshelves holding mostly journals and books dealing with administration and the medical industry and the south wall contains knickknacks, framed degrees and certificates, and a collection of bowling trophies. On the floor is a red-and-blue oriental rug that is beginning to fade.

JANUS'S PLAN

Janus's plan is based on the assumption that the heroes are spread through the building. Feel free to customize his plan based on what he overhears in Mr. Michaels's office. His plan doesn't have to work as long as he gets away, for he snuck in earlier disguised as one of the scientists and stole the component, replacing it with a replica. If one of the heroes inspects the component, a successful Mind-based Electronics (Computers) Skill check will reveal it is a fake.

Janus is only here to judge and inspect the heroes for later. For his first contact with them, he will be extremely careful, and especially observant. He intends to enter the building as part of the janitorial staff, disguised as an ageing Hispanic man named David. Meanwhile, his sidekick Betty will be on patrol disguised as a photographer from the *Weekly Watchers Chronicle*. Her job is to take as many pictures of the heroes in action as she can reasonably shoot, so that Janus can later study them in detail.

Once inside, Janus is going to slowly polish the floor until he gets to the area near the air conditioning/heating machinery. Then he'll use chemicals (hidden in cleaner bottles) that he mixes together to form a sleeping gas that will seep through the building in about two minutes. Obviously Janus has a gas mask to protect himself.

JANUS'S SLEEPING GAS

Special Attack Level 4 (60 Damage, Area Affect x3, Drain Body / [[Constitution]], Enduring x4, Incapacitating vs. Body, Penetrating: Armour x3, Hand-Held, Limited Shots x3, Melee, No Damage, Slow x3, Static, Toxic)

At the same time as this gas is being mixed, Janus will signal his diversion. N-E-1 and Tank have been hiding in a compartment of the sleeper cab parked at the door. When they get the digital

signal they will climb into the trailer, and enter the assembly area. They'll then go across the large open area to the offices to draw attention to themselves. N-E-1 will look like the Marksman. As soon as they are "spotted" by the heroes, N-E-1 and Tank will try to escape, causing the whole group to potentially chase after them (leaving the device unguarded), or split up. Janus has instructed the duo that they are to distract and test the heroes, and then get away. He has reassured them, however, that if they are caught, he will see to their release.

Janus will wait several minutes for the gas to have its effect, and for the diversion to draw some of the heroes off, and then start towards the president's office. He listens to the bug to see if anyone is still there, guarding the device. If all of the sentries have fallen to the gas, he will simply steal the device and walk out. However, if some of the heroes are still awake, he will use his best judgement as to whether or not he should challenge them. Janus is not a fighter, and he sees no reason to risk himself foolishly. Tank and N-E-1 can be caught if the heroes are quick enough, but Janus must get away.

THE FOURTH COMPONENT

Centerville Biometrics has a manufacturing plant outside of the city, located just over the river in New Jersey. Offices and R&D labs are on the 18th and 19th floors of the Eagle Street Tower, a 30-story L-shaped office building that holds a number of other technical and legal firms and an underground parking structure.

Centerville Biometrics has an advanced security system. The doors operate by keycard, while sensitive areas also have a hand-scanner; finally, there are a number of high-performance patrol robots rolling about the corridors at night. There are 16 spider-like robots, which can move between the two floors. The robots can enter any room that requires a card at any time, and can enter all sensitive areas if a non-authorized person is detected. The robots are clever enough to combine attacks if their weapons do not seem to be harming a target.

THE LAYOUT

The 18th floor holds the offices and meeting rooms of the company, while the laboratories, scientists' offices and additional meeting rooms are on the 19th. Both floors have long central corridors along both parts of the L, with rooms branching off. The elevators and restrooms are in the corner of the L, and emergency escape stairwells are located at either end.

In this case the president, Dr. John Ford, intends to keep the component in his highest-security lab until it is time to send it to Paragon Labs. He is currently the only person with access to this lab, and it has no windows. Dr. Ford sees no reason to hang around the building all night, confident in his security, since knockout gas will not affect his robots. He will give the heroes keycards to the main areas, and will let them into the secure room, although if they all leave that lab they won't be able to reopen the locked doors.

SECURITY "SPIDER" ROBOT

16 ROBOTS, 45 POINTS EACH / [[ROBOTIC CREATION (NO CLASS) 45 POINTS]]

* see page 27 for Designer's Note

BODY	8	ATTACK COMBAT VALUE	7*
MIND	2	DEFENSE COMBAT VALUE	3*
SOUL	N/A	HEALTH POINTS	40
STR	21	DEX	16
CON	None	INT	2
WIS	1	CHA	None
REF	+0	FORT	+0
WILL	+0	BASE TO HIT MODIFIER	+0
BASE AC MODIFIER	+0	HIT POINTS	6
TRI-STAT		d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK PTS
2	6	Attack Combat Mastery	2 6
1	1	Combat Technique (Judge Opponent)	1 1
LVL	PTS	POWER ATTRIBUTES	RANK PTS
3	9	Armour	3 9
5	20	Special Attack "Bolt of Electricity" (80 Damage, Accurate x2, Penetrating: Armour, Stun, Internal: limited to 18th and 19th floors, Limited Shots, Short Range)	5 20
5	5	Special Attack "Net Gun" (100 Damage, Accurate x2, Tangle, Limited Shots x2, No Damage, Short Range)	5 5
1	1	Special Movement (Wall-crawling)	1 1
PTS		DEFECTS	PTS
-1		Bane (Water)	-1
-3		Confined Movement (18th and 19th floors)	-3
-3		Marked ("Spider" robot)	-3
-3		Owned	-3
-1		Physical Impairment (No arms)	-1
-2		Sensory Impairment (No sense of touch or smell/taste)	-2
-3		Unskilled	-3
-1		Weak Point (Power linkage on back)	-1

JANUS'S PLAN

Janus has paid the Artificer a hefty sum to hack Centerville Biometrics's security system. Normally, this would be impossible due to the system's isolation, but the Artificer gave Janus a wireless networking device. At approximately 11:00 PM the characters will discover that their keycards no longer work, and the robots now consider them to be non-authorized personnel. The heroes are trapped as the robots turn against them. Janus, disguised as the Marksman, simply rides the elevator up to the 19th floor, walks down the hall to the room with the component, waits for the robots to deal with any heroes guarding it, and then takes care of any left before walking off with the component. If Tank and N-E-1 are still free, they will accompany him as bodyguards. To confuse things further, N-E-1 may choose to appear as Dr. John Ford, another Marksman, or one of the heroes! Once again, Janus's success is the most important part of this scene, while his lackeys can be defeated and captured.

If Janus is lucky enough to take out all of the heroes here, he'll happily cart them off and skip the next part of his plan.

AMBUSH!

The fifth component is at Hoffman Medical, which is wholly owned and controlled by Janus. Tonight the usual staff was sent home on paid vacation, while a specially hired band of mercenaries has been brought in to capture the heroes. The final component is ready and waiting to be shipped out, but the president of Hoffman Medical, Charles Exbridge, along with the other companies, wants the perpetrator caught. Exbridge therefore asks the heroes to come to Hoffman Medical, in a final attempt to stop these men.

Of course, what the heroes don't know is that Exbridge takes orders from his boss, Samuel Twain, a.k.a. Janus. Exbridge has no idea that his boss is a criminal mastermind, however, and he treats the heroes in good faith.

THE LAYOUT

Hoffman Medical is a company that makes various machines used at hospitals. Hoffman Medical has its own campus outside of Manhattan, located in the Bronx, consisting of a warehouse, a manufacturing building, a garage, a maintenance building, and finally a building each for the offices and laboratories.

In the basement of the laboratory building (Building 5) is the high-security lab, where potentially dangerous research is carried out. Janus has decided to lay his trap in there, a 20-metre-square room with an independent air supply and reinforced walls. Other rooms on the ground floor include the bathrooms, a small kitchenette with candy and soda vending machines, two other labs, and a room holding the independent air supply and filters.

The mercenaries are well trained, and have each been given a hero to target with a specialized weapon for attacking that super. If their target is an armoured powerhouse, then the mercenary will be armed with an armour-piercing cannon; if the target has a Force Field, change it to a Piercing (Force Field) weapon instead. The Sonic Cannon should be used against characters who are hard to hit; it can also be changed to a Grenade Launcher by replacing Spreading with Area Affect, and changing the Flare (Audible) to a Flare (Visual). The Net Gun is best against mobile heroes, such as speedsters or stretching heroes, to slow them down, and it is also often good against mystics or occultists. The Homing Missile is also good against heroes who are difficult to hit, due to distance or enhanced reflexes. Finally, the Pepper Spray is used to target foes who are likely to turn invisible or insubstantial, doing damage after the first hit and restricting their abilities.

It is possible that the heroes will get their hands on these weapons. If so, keep track of the shots that weapon has fired, and don't reveal that the weapon has Limited Shots unless they take the time to examine their prizes.

MERCENARIES

2-3 MERCENARIES PER HERO, 60 POINTS / [[COSTUMED FIGHTER LVL 1, 60 POINTS]]

BODY	6	ATTACK COMBAT VALUE	8
MIND	5	DEFENSE COMBAT VALUE	6
SOUL	4	HEALTH POINTS	70

STR 12	DEX 10	CON 12	INT 10	WIS 9	CHA 7
REF +2	FORT +3	WILL -1	BASE TO HIT MODIFIER +4		
BASE AC MODIFIER +3			HIT POINTS 18		

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM RANK	PTS
	3	9	Attack Combat Mastery	3	9
	2	2	Combat Technique (Blind Shooting, Lightning Reflexes)	2	(1)
	3	6	Defense Combat Mastery	3	6
	-	-	Highly Skilled	1	1
	3	9	Item of Power "Blastor" (Easy to Steal)	3	9
	-2		• Conditional Ownership (Item of Power "Blastor")	-2	-2
	1	2	Tough	1	2
	3	6	Gadgets (Tactical armour, tactical shield, goggles and ear protectors, firearm)	3	6

LVL	PTS	ITEM OF POWER'S ATTRIBUTES	RANK	PTS
4	16	Special Attack Damage and Abilities variable: Choose ONE from the following list:	4	16
		"Armour-Piercing Cannon" (60 Damage, Penetrating: Armour x3, Stun, Hand-Held, Limited Shots, Short Range)		
		"Homing Missile" (80 Damage, Accurate x2, Homing, Long Range, Stun, Backblast, Hand-Held, Limited Shots x2, Slow)		
		"Net Gun" (100 Damage, Accurate, Tangle, Limited Shots, Hand-Held, No Damage, Short Range)		
		"Pepper Spray Gun" (80 Damage, Burning, Irritant, Spreading, Hand-Held, Limited Shots, Short Range)		
		"Sonic Cannon" (60 Damage, Spreading x2, Stun, Flare: Audible, Hand-Held, Limited Shots, Short Range)		
-1		• Weak Point (Power pack)	-1	-1

LVL	PTS	SKILLS	RANK
1	4	Military Sciences (Tactics)	2
1	2	Driving (Car)	-
1	8	Gun Combat (Any)	1
1	8	Unarmed Defense (Strikes)	-
1	8	Unarmed Attack (Strikes)	1

PTS	DEFECTS	PTS
-1	Owned (Janus)	-1
-1	Skeleton in the Closet (Evidence of various crimes)	-1

HIS PLAN

Janus has been watching the heroes for two heists, and also has researched them in the media, on the web, in newspaper archives, etc. If a hero has a weakness that has shown up anywhere, Janus will likely know about it and set up attacks to capitalize on it. He will also plan for obvious potential weaknesses, like fire against an ice-based hero.

Janus will have paid attention to the characters' powers. If there's a mentalist, perhaps he paid the Artificer for a number of "mind-shields," (Item of Power with Level 5 Mind Shield). All superteams are different, so the exact details of Janus's attack will vary from team to team. Generally there should be three mercenaries for each hero, and each mercenary will be optimized for that particular target.

Janus tells Charles Exbridge to ask the heroes to guard the component inside of the lab where it is kept. Janus's men will be dressed as security guards inside Building 5. If the heroes do follow Exbridge's instructions and stand sentry inside the lab, Janus might order the lab filled with sleeping gas (especially if it proved effective earlier); or arrange for an alarm to go across the campus, to split the heroes up and make them easier targets; or even have the men charge into the lab, weapons blazing. Janus will be on scene, disguised as the Marksman, and Betty will be at his side.

Of course, with all of the diversions and other problems guarding the other components the heroes may want to wander the building or the campus, spread out or together. In this case, they may play directly into Janus's divide and conquer routine.

Janus and the mercenaries are not above taking hostages. If Janus has a hero helpless he will threaten to kill him or her to force the rest of the team to surrender.

NOTE: If Tank and N-E-1 are still free, Janus will use them as front men for this operation.

HOW JANUS'S PLAN MAY HAVE TO CHANGE (BECAUSE OF PROBLEM POWERS)

The obvious problem power here is Telepathy or Mind Control. The first would allow the heroes to discover the trap before it is ready, and the second allows the heroes to spring the trap on the owner. If Janus realizes the team includes a mentalist, he will have bought mental defense helmets from the Artificer, and supplied them to all of his men in addition to himself and Betty.

In the case of Mass Decrease (Insubstantial), or any other way of walking through walls (or avoiding attacks), Janus could station some of his men outside the room (or building), armed with the Pepper Spray guns, in case of escape. These men would be well hidden, waiting to strike after the hero lets his or her guard down.

WHAT IF THE HEROES ARE NOT CAPTURED?

The scenario is set up for the characters to fail in this encounter, but it is possible that the heroes are in fact not captured and instead capture the mercenaries. If this happens, then Janus will duck into an elevator (back room, out a window, etc.) to escape. The heroes can search the offices of Hoffman Medical. They will be able to track Janus back to his headquarters (see page 16) by questioning Betty, who has a wealth of information; or the mercenaries, who only know where to go to get paid (the loading area of the Burchett Building); or even grilling Charles Exbridge, who tells them that the Chairman of the Board, Samuel Twain (a.k.a. Janus), arranged for security and the plans. The records of Hoffman Medical will reveal phone calls from the 20th floor of the Burchett Building (a dummy office), paperwork for the "security guards" from a rent-a-cop service with offices on the 5th floor of the Burchett Building, etc.

If events play out this way, modify the confrontation in the finale, Escape from the 13th Floor (page 16), as follows: the Marksman won't be there, and Violet will arrive uninvited, after spying on Janus and tracking his movements to his headquarters. The heroes will probably try to confront Janus on their own terms; once things are underway, Violet's arrival should add a dose of chaos and excitement. Janus will try to escape, while Violet will attempt to defeat the heroes so she can have Janus to herself, and the heroes will be stuck in the middle.

DEATHTRAPS

Deathtraps have long been a tradition in superhero comic books, where a situation that a hero cannot punch his way out of is a welcome change. It is often difficult to handle them in a role-playing game. A writer can script his or her hero an escape, but players do not have that luxury and may remain stuck in a trap the GM thinks has an obvious solution. On the other hand, sometimes a player may figure his way out of a trap the GM meant to be foolproof.

There are two types of deathtraps: ones that are only intended to hold the heroes (prisons), and ones that are intended to kill them (executions). In this case, Janus is only interested in imprisoning the heroes. Since each superhero team is different, you are going to have to work up your own deathtrap with the guidelines below. It should be one with no obvious weaknesses, but which can be circumvented with some thought.

A basic deathtrap starts with a heavily armoured room that has a door that can only be opened from the outside. Given that most hero teams include a powerhouse, the Armour is often very thick with an Armour Rating of 100. The Armour should be fireproof and made of non-crystalline metal, so that flash-freezing the Armour does not cause it to become brittle. As an alternative to such heavy armour, consider regenerating walls (or a regenerating Force Field).

Teleporters and people who can change into Alternate Forms that can pass through walls are a tricky problem. There's no practical way to stop them from leaving unless they have a concentration Restriction or some substance they cannot penetrate, and so it's necessary to make them not want to leave. One way is to turn the floor of the room into a scale, and tell the teleporter that if the scale registers a loss of weight then a bomb goes off in a nearby hospital or school (it's not necessary to actually plant the bomb —

only to convince the heroes that there is one; given Janus's reputation, they are likely to believe him). Alternately, if the teleporter is not powerful enough to remove all the heroes at once, plant the explosives in the room — if one leaves, the rest die.

There are other options. For example, one hero might travel through electronics. In this case, Janus will have set up an independent power supply and computer to regulate the cell in a second room that is a vacuum, with a door that only opens outwards. The hero can travel the wires, but will arrive in an airless room with a door held shut by atmospheric pressure. Similarly, a hero who can meld with metal should be put in a ceramic or plastic cell, and flame heroes can be dealt with by submerging them in water or in a vacuum.

THE VACUUM ROOM

This is the default deathtrap for the group. Janus suits the unconscious heroes into a number of used space suits bought from the Russian black market, and hooks each suit up with a hose to an air supply. The heroes are put into a large armoured room, the door is shut, and the air is pumped out of the room.

This is a good basic trap without too many complex parts. Most heroes won't be able to use their powers without breaching their suits; speedsters will be held back by the length of their air hoses, and the door will be held shut by the lock and by the vacuum.

Problem powers for this option include: people who can turn into air-based forms (able to flow up the air hose to the pump), people with airtight Force Fields (able to enclose themselves in a Force Field, allowing other heroes to escape the suits and use their powers), and heroes who can survive in vacuum. If there is a known vacuum-surviving hero in the group, consider flooding the room with water instead. Water-flooding also works if there is a powerful flame projector.



SENTINEL AND CALIBURN STRUGGLE TO SURVIVE THE ATLAS ROOM WHILE RED PHOENIX AND SLIPSTREAM TRY TO ESCAPE THE BOILING ACID ROOM

THE ATLAS ROOM

This is an interesting trap if the heroes include only one powerhouse. Janus puts the heroes in a standard room that has a gravity projector in it — characters without one Level of Superstrength can only lie on the floor, and if they try to crawl they must make a Body check each round to avoid 10 points of muscle and heart stress damage that ignores Armour and Force Fields. The ceiling, however, is a very heavy weight close to (but not over) what the powerhouse can lift. The powerhouse is then stuck, like Atlas, holding the ceiling up from crushing his or her prone allies.

The problems with this setup are: energy protectors and people who can turn into Alternate Forms that are not hindered by the enhanced gravity. An energy protector who is not hurt by the effects can simply bore a hole into the floor he's pressed against, and a hero who can (for example) turn into stone can quite likely support the ceiling while the powerhouse smashes it apart.

THE CAGE OVER BOILING ACID ROOM

The heroes are in a cage, hanging from a chain, which is over a large cauldron of acid, liquid metal, or liquid nitrogen. The chain isn't very stable — too much jostling of the cage causes it to slip downwards towards the nasty liquid, and dipping into the liquid is probably going to be fatal for someone. It's a classic.

You can dress this up a few ways. One is to construct the cage as an elevator on rails, so that the heroes can't start the cage swinging to and fro to land outside of the liquid. Another is to have something to keep the heroes busy — play a video game, pedal a stationary bike, or answer quiz show questions. If the characters don't score well enough or pedal fast enough then the cage starts to descend. For a physical challenge, a Body Stat check with relevant modifiers would be appropriate, while for a trivia challenge, a character can either answer the question or make a Mind Stat check (the GM can reveal the answer outright, or simply provide a clue). The point is not that Janus wants to test the characters so much as he wants to keep them busy. The quiz can be automated, or someone like N-E-1 or Betty can play host.

There are problems with this if you've got a character with an Alternate Form, or a strong flyer that can simply lift the cage from the inside. A powerhouse might try to tear the cage apart, so it's important to give him a pedal machine or something to keep him busy.

ESCAPE FROM THE 13TH FLOOR

The deathtrap is situated in one of Janus' favourite hideouts, the 13th floor of the Burchett Building. The Burchett Building (1285 Sixth Avenue; formerly the Equitable Building II) takes up three-quarters of a block in downtown Empire City and is 42 stories tall. When Janus purchased the building, he ordered significant renovations to his precise specifications, which included a hidden 13th floor that doesn't show up on the official plans. He works from the 13th floor, and rents the other floors out to other businesses. An interesting twist could develop if a hero or a hero's significant other worked on another floor.

Confident that his captives will stay put, Janus calls the real Marksman and tells him to come there. Once the Marksman arrives, Janus shows off his captives to gloat and punish the Marksman further. Assuming that light and sound aren't avenues for the heroes to escape, they can talk from their cell (shouting or through an intercom). Janus wants the Marksman to squirm, so Janus leaves him in front of the deathtrap while he goes to fulfil his end of the bargain, and prepare the cell irradiator/repairer. Janus also wishes to force the Marksman into making a videotaped confession, admitting to "his crimes." As Janus leaves, he will forcibly remind the Marksman that his wife's life lays in Janus's hands.

While the Marksman waits anxiously, the heroes can talk to him at greater length, and possibly convince him to tell his story. If the heroes cannot escape, or are in danger of dying, they can sway the Marksman to help with a little bit of effort. He does want to help them ... but he needs a little push.

Meanwhile, Violet arrives dressed as Alice, and Janus brings her up to the 13th floor.

If the Marksman is under arrest or otherwise unable to show up at the end of the scenario, and the heroes still can't escape their deathtrap, their release can be triggered by Violet (as Alice). She could either ask for their help, or be responsible for a wild shot that hits the wrong piece of machinery (blows the power, etc.). If it is a wild shot, be sure to let the heroes see it happen. The floor is soon lit up with emergency lighting shortly in either case.

THE LAYOUT

Janus's headquarters are a mix of high-tech headquarters and a luxury suite. There is a private elevator with a sentry that delivers people to the reception room. There are beige leather chairs, old magazines, and an attractive receptionist, Mercedes. From there a visitor passes through an armoured door (Armour Rating 30) into a hallway which leads either to Janus's apartment to the left, or the headquarters to the right.

Janus's apartment is large and stylish, and is his usual place to stay while in town. His apartment is panelled in warm wood and features fine, antique furniture. He has few visitors other than his current sidekick, Betty, and a long time maid, Anna Maria, but after a long day it is a comfortable place to relax. His home consists of a living room, kitchen, pantry, dining room, a small office, the master bedroom, a guest bedroom, and a lavish bathroom with a black-marble tub that could fit four people.

The rest of the floor is taken up with the headquarters. There is a large control room with computer banks, a large central screen, and plenty of room for meetings or plans. Two computer operators are often on duty co-ordinating data retrieval and monitoring the control room. There is a kitchen, a bathroom, and a barracks for Janus's mercenaries and security team, so that they can be available 24 hours a day. Currently, eight of the men are sleeping in here (some are on duty elsewhere in the building, and a handful are off-duty). In the centre of the 13th floor, behind the control room, is a large, windowless chamber that holds the deathtrap prison.

An art gallery separates Janus's living space from his working space. It is accessible from his living room, as well as from the control room. Various paintings and sculptures are on display, stolen from the finest museums. The whole floor, as well as many parts of the building, are laced with hidden passageways, known only to Janus.

VIOLET'S ATTACK

Violet is expected, as Alice, so all she needs to do is walk in. She has been keeping an eye on Janus's movements, and knows about the mercenaries, computer operators, and heroes. She will initially ask Janus for a tour of the facilities, which he will happily give to show off his operation and listen to "Alice" compliment him on his achievements. He is heady with the thrill of having captured the heroes, and ruined the Marksman. He doesn't trust "Alice," but he also doesn't expect her to try anything. If the heroes are still captured, Violet will try to speak to them privately and reveal her true identity. She will offer the heroes release in exchange for their help in bringing down Janus. Otherwise she will start by tossing a sleep gas grenade into the barracks, or otherwise barricading the door, to neutralize Janus's men before she takes on her former boss.

THE ENEMY OF MY ENEMY IS MY FRIEND

Once things dissolve into a three-way brawl between Janus, the characters, and Violet, it's possible that two sides will join forces against the third. Janus's mercenaries will likely be delayed by Violet's actions, and will enter the fray as soon as appropriate. They may still have their special Blasters, but the heroes should now be prepared for them.

The heroes may already have teamed up with Violet if she released them. If not, Violet will try to convince the heroes that Janus is the greater threat. Violet will co-operate until Janus is captured, and then she'll consider double-crossing the heroes to get Janus to herself.

The likelihood of the heroes teaming up with Janus against Violet is extremely small, but if the heroes realize that Violet is to blame for everything then it could happen. If things are going badly for him, Janus will apologize for capturing the heroes and offer a truce. If things are truly dire, especially if Violet has captured him, he will offer to surrender in exchange for the heroes' help.

ADDING THE MARKSMAN TO THE FIGHT

If the heroes are weakened, another option is for the Marksman to join in on the heroes' side. Normally he wouldn't want to get involved (it's been too many years since he's been active), but if he can see the heroes losing then he'll do what he can to help. This is a good idea if one of the heroes is incapacitated, as that player can run the Marksman and not miss out on the big fight.

FINAL TOUCHES

The heroes have escaped, and revealed Janus's secret hideout. They have probably learned that Janus, not the Marksman, was the thief all along, and possibly learned that he was doing this for Violet/Alice.

JANUS'S FATE

If the heroes did well in the conclusion, then they now have Janus in custody. Janus will be furious, but he'll wait for his lawyers to get him out of jail. If his sidekick is still free, she has a list of instructions Janus gave her in case the authorities captured him. (Step one: call my lawyer.) Janus is a major villain, and no jail will hold him for long. If, however, the heroes failed to capture Janus, he will go to ground in one of his many safe houses, and plan to wreak vengeance upon Violet.

VIOLET'S FATE

If Violet is still free and Janus is captured, Violet realizes she has earned his enmity. Violet decides she should kill Janus outright, and may certainly try to murder him in jail. If her "Alice Power Suit" is still functional, she may try a direct assault. Otherwise, she will have to acquire some new resources, and plan accordingly. If Violet is in jail, and Janus is not dead, she will realize her options have become limited, and she needs to figure out a way to get him off her back (see Part Two, page 19).

SET-UP FOR PART TWO

Part Two works best if Violet has been captured. If she is not captured at the final fight at the Burchett Building, the heroes could stop her as she tries to kill Janus in jail. Or, if Janus learns where Violet is, he might arrange to have her set-up, so that she lands in jail. Janus's reach extends far beyond jail, and he would enjoy sending Violet back to prison before ending her permanently.

WRAP UP

Doctor Fujitsu and the heads of the other various companies are very happy to have this ordeal over with. The characters will now have some new resources to call on in the medical and scientific community, and Paragon Labs will offer services in the form of scientific expertise or loaning of equipment (assuming that most of it is returned unharmed).

Assuming some or all of Hoffman Medical's involvement is revealed, they will get swamped with lawsuits from the other companies on a variety of charges, including the cost of any equipment ruined during the robberies. Hoffman Medical won't say anything about the characters, but they won't be willing to help them, and a number of the people working there will blame the heroes for the problems their company experiences.

Janus also now despises the characters, unless they have saved his life during the battle with Violet. He will be keeping his eyes open in the future for a ways in which to humiliate and destroy them. The best set up for Part Two will have Janus free from prison or soon be released by his lawyers.

Violet, on the other hand, is likely to feel rather ambivalent towards the heroes. Although they are the opposition, she does not blame them for working against her. After all, she is the one who got them involved. She will, however, be miffed at them if she had Janus helpless in her grasp and the heroes rescued him.

APPROVED
BY THE
COMICS
PUBLISHERS
CPA
AUTHORITY

ADVENTURE
COMICS
ENTERTAINMENT

\$2.25

Vol. 4, Issue #2

Amazing Presentations

The Second Face of Janus!



TWO HEADS ARE BETTER THAN ONE

It is approximately one month after the end of Part One and Violet DeMitt, having survived her first attempt at revenge on Janus, has realized Janus is now out to get her. Violet concludes that she must kill him if she doesn't want to spend the rest of her life looking over her shoulder. Unfortunately, now that Janus has learned about her agenda, Violet must become doubly clever in order to entrap him. Furthermore, with the (presumed) loss of the "Alice Power Suit," Violet considers herself outclassed by Janus in a straight fight. Thus, she plans to hire a pair of metahuman killers to finish Janus off.

Violet realizes that Janus will be watching her (either directly or through any number of spies), and must find a way to confound and distract him. She decides the best way is to use the heroes as a smokescreen, by placing herself under their protection. In Part One they showed their ability to handle Janus, and as their presence may infuriate him they serve a double purpose.

While Violet is ostensibly guarded by the player characters, she will substitute a decoy in her place. Then, while Janus is busy trying to manoeuvre past the heroes' defenses, Violet will be arranging her own ambush for him.

THE DECOY

Violet is able to slip by her guardians due to two factors: the first is Rose, Violet's identical twin sister; the second is a special teleport device that Violet has bought from the Artificer, which allows identical twins to swap places. When Violet needs to go out into the city for whatever reason, Rose will step in and pretend to be her sister until Violet returns. This particular device only works for identical twins, swapping the two twins, and whatever they're carrying, between the two locations. The Artificer has built the devices into the girls' belt buckles. NOTE: if it seems implausible for Violet to keep her belt buckle, the teleport device could instead be a subdermal implant.

ITEM OF POWER: TWIN TELEPORTER

LVL PTS ATTRIBUTES

- | LVL | PTS | ATTRIBUTES |
|-----|-----|--|
| 4 | 4 | Teleport |
| | | • Reduction (-4; Teleport only to exchange locations with twin wearing receiver) |
| 4 | 12 | Teleport (Range 7, Target 1) |
| | | • Reduction (-4; Teleport only brings twin to this location) |
| -2 | | • Dependant (Teleport, on Teleport) |

HOW TO ADAPT PART TWO AS AN INDEPENDENT ADVENTURE

Since the basic plot of this adventure involves a cat and mouse game between two villains, with the heroes stuck in the middle, the important component is a pair of villains with this sort of relationship. You may wish to salt the background of your campaign with rumours of bad blood between the two getting worse. If your stand-in for Violet doesn't have an identical twin, then set it up so

he or she has commissioned or constructed a magical or scientific replacement. It could be a golem, a robot, some sort of hologram, or even the same villain, plucked from the future (or the past). The replacement should not be easily detectable by the heroes, of course.

WHAT IF THINGS WENT WRONG IN PART ONE?

It is possible that things went wildly wrong in Part One, and so the situation does not match how things read above. One is that Janus is dead, or somehow gravely wounded or otherwise unable or unwilling to chase after Violet. In that case, substitute him with the real Alice, who is very upset that someone tried to impersonate her and has decided that Violet can best pay for the insult with her life. The other possibility is that Violet has died, or is otherwise no longer good as bait for Janus or Alice. If Violet is not an option, then Rose may decide to take vengeance on the people who ruined her sister (which would require some rewriting of Rose's character, to make her more aggressive). If that isn't going to work either, then you may want to adapt this part as if you hadn't run the first (see see above, How to Adapt Part Two as an Independent Adventure).

IMPORTANT NPCs ROSE DEMITT

30 CHARACTER POINTS / [[ADVENTURER LVL 1, 30 POINTS]]

Rose grew up with her sister Violet, in Empire City. Although the girls looked alike, it was soon apparent that that was where the similarities ended. Violet became an assertive young woman who yearned to see the world, while Rose was passive and content to stay in Empire City. Rose wished Violet luck when she left for England, and then went on to a two-year diploma in administrative assistance at Empire City College. Rose quickly found a job in her field, where she did well enough to take in her ageing mother. She does a little Tae Kwon Do for exercise, and is dating a nice engineer she met recently.

BODY	4	ATTACK COMBAT VALUE	4
MIND	4	DEFENSE COMBAT VALUE	2
SOUL	6	HEALTH POINTS	40
STR	7	DEX	9
CON	8	INT	10
WIS	12	CHA	10
REF	-1	FORT	-1
WILL	+1	BASE TO HIT MODIFIER	+0
BASE AC MODIFIER	-1	HIT POINTS	2
TRI-STAT		CHARACTERISTIC ATTRIBUTES	
LVL	PTS		d20 SYSTEM RANK PTS
2	2	Divine Relationship	2 2
2	2	Features (Appearance x2)	2 2
LVL	PTS	SKILLS	RANK
1	1	Management and Administration (Secretarial)	-
1	3	Disguise (Costume)	-
1	8	Unarmed Attack (Strikes)	-
1	8	Unarmed Defense (Strikes)	-
PTS		DEFECTS	PTS
-1		Unskilled	-1
-1		Not So Tough	-1

Rose was terribly disappointed when she learned Violet had been sentenced to jail in Switzerland, but dutifully corresponded with her sister. To some degree, it was Rose's persuasion that kept Violet from trying to break out from prison.

As kids, the girls helped each other out whenever one got into trouble. More often than not, Violet was the instigator while Rose played both the lookout and the alibi. Today, Violet is afraid for her life, and Rose is again helping her out, because for all of their differences, they're still there for each other.

BLUE BOLT

150 CHARACTER POINTS / [[SPEEDSTER LVL 1, 150 POINTS]]

Kevin was always a fast boy. In elementary school he was faster than anyone in his class. In high school he was faster than anyone in the state. He often went running with his dog Blue, and planned to be a vet when he grew up. When Kevin's father died, however, his

family life went into a tailspin; there was barely money for food and rent, and the depression caused Kevin to blow his chance at earning a scholarship for track.

Then, late one night while Kevin was out jogging, a mugger tried to rob him. The thief pointed a gun at Kevin and told him to freeze. Instead, a flush of adrenaline hit Kevin and he sprinted off, covering twenty blocks in a second. In awe of his power, Kevin ran back and hit the mugger full force, killing him instantly. Kevin looted him of the money he had on him and went home exultant.

Kevin quickly decided being a hero wouldn't be any help. He needed cash, not adulation. So he became a villain for hire, taking out criminal rivals, politicians, and other notaries. Most of the money goes towards furthering his education, and the rest he sends home to his mother and family, telling them that he's found a job running around town. He can become a hero after he graduates.

Kevin's career as Blue Bolt has yet to take off, however. His life seems plagued with bad luck, and he has never completely succeeded at a major score; something always screws it up, be it a superhero or the authorities, or just his own terrible, awful luck. While he has not been caught yet, he is developing a reputation as a joke — he needs a major win to improve his standing.

SONICK

150 CHARACTER POINTS / [[ADVENTURER LVL 1, 150 POINTS]]

In the sixties, the superhero Sonic cut a small swath through Empire City's counter-culture community, keeping it safe for both the hippies and the straights. Then one day he was simply gone, and no one knew why.

Juanita Torres found out. A tomboy, she was climbing in and around the Old Dawg Salvage Yard when she found a skeleton in outlandish clothes in a car's trunk. Not recognizing the outfit, she took the strange necklace from around the corpse's neck. On the way home some boys in a beat-up low-rider harassed her before speeding away. She flipped them off, and was shocked as the car suddenly flipped over and exploded.

Juanita went to a library for the first time in her life and found out whom the outfit belonged to. She went back to the salvage yard and practiced with her powers, learning what she could do. She figured the amulet was magical, and discovered that it would work just as well in her pocket as it would around her neck. Unfortunately, some of her early experiments were a little overenthusiastic, and she's gone a little deaf from them.

So Juanita made herself her own costume, hid the amulet in her belt, and put a "k" at the end of "Sonick" to tell people it wasn't the same person (and because all magic things seemed to need a "k" at the end). She dropped out of high school and went into business for herself.

Sonick has been involved in the criminal underworld for a couple of years now, and has a general reputation as a solid worker, if a little slow and unimaginative at times. She's also been known to help out poor families from time to time; especially if she thinks the government or some company is taking advantage of them. She's back on the street after a six-month break, during which she finished her high school equivalency on the urgings of her mother.

BODY	9	STRENGTH	6	ATTACK COMBAT VALUE	11
MIND	6			DEFENSE COMBAT VALUE	10
SOUL	7			HEALTH POINTS	80
STR	13	DEX	23	CON	20
REF	+8	FORT	+5	WILL	+1
INT	13	WIS	13	CHA	12
BASE AC MODIFIER	+11				
BASE TO HIT MODIFIER	+5				
HIT POINTS	11				
TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK PTS
4	12		Attack Combat Mastery	4	12
5	10		Defensive Combat Mastery	5	10
1	8		Extra Attacks	1	6
2	6		Extra Defenses	2	6
-	-		Highly Skilled	4	4
5	10		Massive Damage (Unarmed attacks)	5	10
LVL	PTS	POWER ATTRIBUTES	RANK	PTS	
8	24	Mass Decrease (Insubstantial)	6	24	
-1		• Detectable (Mass Decrease; Sonar/Vibration)	-1		
-4		• Maximum Force (Mass Decrease)	-4		
2	12	Regeneration	2	12	
2	7	Sixth Sense (Attacks, other speedsters; Area 5)	2	7	
2	2	Special Defense (+3 Defense vs. Homing and Burning attacks)	2	2	
6	6	Special Movement (Balance, Cat-Like, Light-Footed, Untrackable, Wall-Crawling)	6	6	
-1		• Restriction (Only when using Speed)	-1		
4	24	Speed	4	(18)	
LVL	PTS	SKILLS	RANK		
1	6	Acrobatics (Jumps)	2		
1	1	Animal Training (Dogs)	1		
1	3	Burglary (Safe-Cracking)	1		
2	6	City Knowledge (Empire City, Staten Island)	3		
1	1	Gaming (Gambling)	1		
2	2	Languages (English, French, Spanish)	2		
1	3	Medicine (Veterinary)	2		
1	2	Performing Arts (Dance)	1		
3	6	Sports (Track and Field)	4		
PTS	DEFECTS		PTS		
-2	Achilles Heel (Sonic Attacks)		-2		
-1	Less Capable (Strength)		-		
-2	Skeleton in the Closet (Secret identity)		-2		
-2	Unique Defect (Unlucky: No critical successes in combat, and every roll of 19 or 20 / [[1 for d20 System]] creates an embarrassing accident or failure)		-2		
-2	Wanted (Blue Bolt; On numerous charges of assault and murder)		-2		



SONICK

BODY	7	STRENGTH	4	ATTACK COMBAT VALUE	10
MIND	3			DEFENSE COMBAT VALUE	6
SOUL	8			HEALTH POINTS	95

STR	9	DEX	16	CON	14	INT	7	WIS	9	CHA	15
REF	+3	FORT	+2	WILL	-1					BASE TO HIT MODIFIER	+4
										HIT POINTS	18

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
	4	12	Attack Combat Mastery		4	12
	3	3	Combat Techniques (Accurate, Blind Shooting, Lightning Reflexes)		3	3
	2	4	Defensive Combat Mastery		2	4
	3	3	Highly Skilled		3	3
	1	2	Tough		1	2

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	20	Flight	5	20
	-2	• Dependant (Flight, on Force Field)		-2
5	22	Force Field (Stops 80, Field Penetrating, Offensive, Limited: does not protect vs. sonic attacks; Area 2)	5	22
	-1	• Detectable (Ultrasonic hearing or sonar)		-1
1	1	Heightened Senses (Sonar)	1	1
1	3	Invisibility (Hearing)	1	3
5	18	Projection (Two Projections; Area 4, Duration 3)	5	18
		• Reduction (-1; Audible only)		
5	20	Special Attack "Confusion Attack" (100 Damage, Area Effect, Drain Mind, No Damage, Short Range)	5	20
5	5	Special Attack "Sonick Blast" (80 Damage, Spreading, Flare: Audible, Short Range)	5	5
5	5	Special Attack "Sonick Cry" (100 Damage, Affects Incorporeal, Incapacitating vs. Body, Penetrating: Armour x3, Limited Shots x3, Short Range, Static, Unreliable: Loses voice and all Special Attacks)	5	5
4	4	Special Defense (Flare: Audible x2, Own Attributes x2)	4	4

LVL	PTS	SKILLS	RANK
1	3	Burglary (Breaking-and-Entering)	-
1	3	City Knowledge (Empire City, El Barrio)	-
1	1	Domestic Arts (Cooking)	-
1	2	Etiquette (Underground)	-
1	1	Languages (Spanish, English)	1
2	4	Street Sense (Gang Activity)	1
1	10	Ranged Defense (Personal)	-
2	20	Special Ranged Attack (Sonick Blast)	1
2	16	Unarmed Defense (Strikes)	-

PTS	DEFECTS	PTS
-1	Less Capable (Strength)	-
-1	Physical Impairment (Slightly deaf)	-1
-2	Skeleton in the Closet (Secret identity)	-2
-1	Wanted (Sonick, for various crimes)	-1

VIOLET NEEDS HELP

At the beginning of Part Two, Violet DeMitt is assumed to be in custody, as a result of the conclusion of Part One. If not, the adventure can easily be modified by having her turn herself in for protection in exchange for testifying against Janus. The FBI and the Empire Police Department have formed a joint task force to deal with Janus's activities in Empire City, and they are eager to learn whatever Violet has to say. The District Attorney for the Southern District is willing to offer Violet protection and to lessen the charges of her recent actions for her co-operation.

It has been a quiet week when the heroes are contacted by Bruce Eddings, with the Federal Bureau of Investigation. Bruce Eddings is the Special Agent in Charge of the Janus files, and coordinates the FBI/EPD joint task force. Eddings has a security problem, and it would be a big help if the heroes could come down to his office and talk.

FBI FIELD OFFICE: EMPIRE CITY

26 FEDERAL PLAZA

The FBI's office in Empire City currently occupies the top stories of the Jacob Javits Federal Building (near Foley Square). The Federal Building is 40 stories of grey concrete with rectangular windows, and houses numerous federal agencies, most notably Immigration and Naturalization Services, the Graduate School USDA, and the FBI.

Connected to the main building via a dark-tinted glass walkway is the US Court for International Trade. The Court building is 10 stories high, and also of black glass.

Both buildings have high security standards, using cameras, metal detectors, and x-ray machines, as appropriate. It is also heavily policed by the EPD.

The building block is surrounded by a concrete plaza with benches (of pastel green wood upon pastel purple bases), grass beds, and ponderous, abstract statues. Just past the International Trade Court, to the east, is Federal Plaza and City Hall (see Empire City Financial District Map in Chapter 10, *Silver Age Sentinels*).

Note: for a more realistic game, the heroes would have to pass through a security entry, with metal detectors and x-ray machines, to be allowed past the main lobby. If superhero/government relations are strained, the meeting easily can be shifted to a neutral location outside of the Javits building.

Bruce Eddings's office is crowded with paperwork. Several filing cabinets line one wall, and various folders are stacked haphazardly on his desk. Sharing space with the paperwork is a photograph of him, his wife Sarah, and their daughter, Daisy. A four-year-old computer also fights for desktop space; its fan emits a nasty grinding noise from time to time and spits out dust that is revealed by sunlight coming through the small window behind the desk.

Eddings is joined by District Attorney Isabel Blanco and Detective Christopher O'Malley from the EPD. They will shake hands, and Eddings will send his secretary for tea and coffee. Once everyone is settled down, Eddings will begin. Their problem is Violet DeMitt. She's been a fine prisoner for the last month, keeping quiet and spending time reading. However, she's complained of receiving a number of anonymous threats that have reached her through the prison grapevine — she's convinced that Janus is going to kill her, either for revenge or to prevent her from testifying.

Normally, Eddings explains, they would increase security at the Tombs for Violet, or move her to a Witness Protection Program. Unfortunately, they know Janus might be able to reach Violet in prison, and it's believed he has several corrupt officials in his pocket who would compromise any attempts to hide her. To complicate

matters, two days ago Violet was knifed in the exercise yard of the prison, under the eyes of the additional security; it wasn't critical, but they suspect Janus was behind it.

So they have a problem. Due to their budget and the degree of danger that Janus represents, they can't baby-sit Violet. But could the heroes? They need someone to guard her until Janus is caught, or until her trial in one month. Violet isn't a troublesome prisoner, and has admitted that she's terrified of Janus. District Attorney Blanco and Detective O'Malley will help with the details. If the heroes agree, they arrange to have Violet brought to them shortly (or they can go and collect her, whichever is preferred). She is currently in the high security medical ward of the Tombs, recovering. She received twelve stitches for the wound in her side, and is healing well, although heavy exertion may cause bleeding. Violet is a bit nervous and apprehensive, although the presence of the heroes reassures her greatly. While much of it is an act, she does truly fear Janus, and thinks the heroes are the best smokescreen she can acquire.

WHAT IF THE HEROES DON'T BITE?

If the players are overly paranoid or otherwise uninterested in guarding Violet, you may have to change the adventure considerably to make it work. If at all possible, the players should never be "railroaded" into following a script. Janus might try to strike at Violet again, and come much closer to killing her, driving home the idea that Violet is truly in danger. Or perhaps Violet escapes, and the players have to deal with the cat and mouse antics of Janus and Violet, loose in their city.

VIOLET'S PLAN

Assuming the heroes take charge of Violet, she will cooperate with any reasonable demands or suggestions they have to ensure her safety. The heroes may wish to take her back to their headquarters, or to a new site (a cottage, a hotel, etc.). Eddings will want to have a way to contact the heroes, and be kept apprised of their plans. If the heroes are at a loss for what to do with Violet, O'Malley will suggest an unofficial safe house in Brooklyn (an empty house that belongs to his sister-in-law), that he can make available to them off the record.

INSTRUCTIONS FOR ROSE

It is extremely unlikely that the heroes will give Violet access to a phone or email, or leave her unattended for any length of time. Therefore, the only real way to communicate with Rose is by way of notes left for her sister to find. Violet will only use the teleporter when she is alone (in the bathroom, bedroom, unwatched for a minute, etc.); she places a note where Rose will easily find it, and then activates the device. She vanishes, and a few seconds later Rose appears (probably a little disoriented). She has to quickly decipher Violet's instructions, hide or destroy the note, and then act out her part. It's a tough job, but she tries her hardest.

Once the heroes have set Violet up, she plans to use the

Artificer's teleporter to leave the safe house to arrange the help she'll need to take out Janus. Violet will not rush her actions and will attempt to learn the heroes' behaviour. At the first available opportunity (probably on the second night) Violet will switch places with Rose, and then hit the seedier bars in Hell's Kitchen, looking for available agents. At Morton's, one of the most notorious dives in the district, Violet learns of two metahumans looking to improve their reputations, Sonick and Blue Bolt. By the end of the evening the bartender, Jess Morton, will have set-up a rendezvous for the following night. Well before dawn Violet will switch with Rose and return to the safe house.

On the following night, Violet will again change with Rose, and contact Sonick and Blue Bolt directly. Violet's resources are quite limited, so she offers an exchange of favours. Sonick needs a piece of evidence to disappear quietly, and agrees that if Violet can make that happen, Sonick will kill Janus. Blue Bolt also agrees to help if Violet helps him, but his cost is a bit higher ... a life for a life.

SONICK

Three days ago Sonick robbed the Hecklart Jewellers on the Upper East Side. The job went without a problem, but Sonick believes she slipped up while preparing for it. She's learned that security cameras watch the benches in front of Hecklart, in case someone spends a long time there to case the store. Sonick needs the tapes from these cameras stolen so no one realizes that Juanita Torres was studying the store for several days.

On the fourth night, at an arranged time, Violet will instruct Rose to disguise herself to look as different as possible (with a blonde wig, coloured contacts, etc.), and go to the Nineteenth Precinct. Once Violet passes through security, she is to find a women's washroom and take her disguise off in a stall. The disguise should be hidden in the ceiling panels. Violet plans to give Rose just enough time to change, and at the appointed time will switch, taking Rose's place in the bathroom.

Violet will then quickly find the evidence room and knock out the officer on duty. She breaks into the lockers, and steals the tape for Sonick. She has to make it back to the washroom as fast as possible, where she will switch again. Rose now needs to replace her disguise, and walk unhurriedly out of the precinct house. Once Rose has made a clean getaway, Violet will switch again in order to hide the tape at Rose's apartment.

The security camera from the Nineteenth Precinct's evidence room will show Violet stealing the tapes and subduing the guard, but no one saw her enter or leave the building.

It will not take long for the police to identify the woman on the tape as Violet, and this will be brought to Eddings's and O'Malley's attention. The two of them will call upon the heroes, to ask about a possible explanation. It's very likely that Violet was with them the entire time, and thus has a perfect alibi. The pictures from the Nineteenth Precinct may raise some questions, however.

BLUE BOLT

MEANWHILE ...

Janus's eyes tell him about Violet's appearance at the Nineteenth Precinct. Janus is not sure what to make of it, but if appropriate, he may wish to see the tape for himself, or personally question one of the police officers who was there that night. If Janus attacks or kidnaps one of the officers, Eddings will certainly let the heroes know what is going on.

Depending on the fallout from Violet's previous escapade, she may or may not be able to sneak out easily the next night. Violet does know that she must work quickly to secure Blue Bolt's help, however, and may rush things.

Recently, Kevin's girlfriend, Terry Richards, discovered evidence of Kevin's alter ego and of his crimes. Terry stormed off, and even threatened to go to the police if he approached her again. It has been a few days, and neither knows what to do. Terry is petrified that Kevin may try to kill her, while Kevin has become convinced Terry will go to the police no matter what. Kevin has decided his freedom is more important than Terry's life, but he's too close to the situation to do the deed himself. His offer to Violet is simple: kill Terry while he arranges a rock-solid alibi for himself.

On the fifth night, Rose is instructed to loiter near Morton's bar until Violet switches with her. It begins raining that evening, and in a rush to get there on time, Rose missteps and twists her ankle. Jess Morton has a note for Violet, which lists the address of an apartment where Terry is staying with a friend, Margot. Violet stakes the apartment out, but it is after midnight before Terry and Margot return. Violet is very anxious about leaving Rose with the heroes for so long. As the girls reach the entranceway, Violet leaps out of the shadows, ostensibly to mug them. Violet attacks both girls brutally; she pummels Terry, and then stabs her with a knife. Finally, she grabs their purses and runs off, leaving Terry bleeding to death.

Margot will call 911 as soon as she can, but unless a hero somehow intervenes, Terry will be D.O.A. Margot will make a full report to the police, although her description of the attacker won't be very good. Violet, soaked by the rain and covered in blood, will do her best to clean up before returning to the safe house. She can easily break into a department store to steal some dry clothes, but will have to be very careful when she switches again.

Meanwhile, Kevin has been across town all evening, and even goes so far as to start a minor bar brawl. He is careful not to hurt anyone, but ensures that he ends up in the drunk tank for the night, and thus achieves his alibi.

CLUES

MEANWHILE ...

If the heroes are still doing regular patrols of the city, they may stumble across either incident. While it is probably not a good thing for them to see Violet at this point, if she is in danger of being spotted, consider a darkened alley, or a disguise (maybe Violet is dressed as Alice, Queen of Hearts, again). Finally, while someone might be able to chase Violet, Terry is critically injured and requires immediate attention.

Janus probably won't catch wind of Terry Richard's murder. Unless, of course, the attacker is described as Alice, in which case Janus will have a good idea of who the real perpetrator was.

The heroes need enough clues to have a chance at unravelling the plot, and to ensure they don't feel cheated by the story when things are revealed. Here are some of the most important clues to consider.

Rose is not as assertive as Violet is, and is more likely to go along with whatever the heroes suggest, whereas Violet will often object just to let the heroes know she isn't a pushover. Rose is trying to act like Violet, but she's not very good at it — if she does make an objection to a hero's suggestion, it's likely to sound like, "I don't want to ... if that's okay with you."

Remember that Violet has stitches from the knifing, which may open during heavy exertion, while Rose was never cut. To make matters even worse, Rose twists her ankle on fifth night. Although it doesn't hurt her too much at first, half an hour after she switches with Violet she's not able to walk without limping. She tries to stay still at first, and then fakes twisting her ankle in front of the heroes to try to cover it up, a trick someone with the Medical Skill may see through.

The last clue is that when Violet returns late on the fifth night, after hastily changing into clean clothes stolen from a department store. Her hair and shoes will be wet from the rain, and she may have missed a spot of blood when cleaning up.

Finally, Rose DeMitt is listed in the phone book if the characters think to check for it.

WHAT HAPPENS IF THE HEROES FIGURE IT OUT

If the players discover what's going on during the first swap and remove the device, then Violet's in serious trouble as not only does she not have her help, but both Sonick and Blue Bolt will be angry at her for not fulfilling her end of the bargain. If Violet is discovered after the second switch, then she will have Sonick to back her up, and after the third transfer Blue Bolt will also be on board. If either villain is let down, he or she will be furious and look for any opportunity to pay Violet back in kind.

The players can be prepared for the villains if they put a little gentle persuasion or pressure on Rose while Violet's gone. Rose doesn't want anyone to be hurt, but she does love her sister and has always stood by her side during these capers — although this isn't much like what they did in high school. If the heroes convince Rose that innocent people will be hurt, then Rose will tell them what she knows about Violet's plan. It's up to you to decide how much Rose

knows about the people Violet is hiring — if you think that the heroes are going to have trouble, you might want to subtly inform them through Rose. Otherwise, it's quite likely that Violet hasn't bothered telling Rose whom she's going to hire.

JANUS'S MACHINATIONS

Janus, meanwhile, is doing just what Violet wants; he's trying to find her. He knows that the heroes are guarding her, but he has to find out exactly where, and what security measures they have in place. Janus needs to draw the heroes to an emergency, in order to spy on them and determine their location, and their methods.

Janus's plan is to set up a preliminary crisis so he can see who answers the call, and who stays behind. He needs to watch how they leave and enter the headquarters, to help with breaking into it. Then he'll unleash two more emergencies to keep the do-gooders busy, and Violet will start wishing she'd stayed in a Swiss prison.

**EMERGENCY ONE:
THE ROYAL CROWNE HOTEL**

The Royal Crowne Hotel once was a place to see and be seen. It had the snootiest doormen, the best French chef, and the cream of European royalty stayed there. Now, unfortunately, it's a place for the people no one wants to see. The front door has been broken and boarded up for over a year, the restaurant was shut down for health violations in the late eighties, and the closest they have to royalty is Duke, the Chihuahua that Ms. Sluszkiewicz from 402B owns. Since its slow fall from grace, the Royal Crowne now only hosts immigrants, transients, ex-felons, and seniors trying to make their social security checks last all month. There's a kind of camaraderie to being at the bottom. Several of the immigrant families help the seniors by carrying their groceries, and the seniors help out in return by watching the kids. They all call it the "RC."

The owner, Jude Douglas, is interested in getting rid of the Royal Crowne. He knows of a buyer who's interested in the land, but not the building. Unfortunately Douglas has tried to sell the Royal Crowne in the past, but the people living there gathered together and fought successfully to keep the place open. What he needs is an accident, and he's willing to pay well for one.

Janus would normally consider an arson gig beneath him, but a building full of kids and seniors is a perfect draw to get the heroes out of their home.

The Royal Crowne Hotel is set on the edge of the Bowery. There are ten floors, eight rooms per floor, an elevator that sometimes works, a grand staircase up from the lobby to the third floor, and fire stairs on the right and left sides. The third floor is a closed restaurant that sometimes hosts squatters, while the basement holds the manager's apartment and dozens of old paint cans, rotting fabrics, and broken furniture.

Due to the extreme age of many of the residents, the heroes will either be called in to help directly (if that is how they operate with the authorities), or they will hear about the emergency over various emergency bands, and will likely investigate. The Royal Crowne goes up like a torch, given the detritus in the basement, and the fire

department doesn't think they can handle this without superhuman help.

This is a good time to let your players shine. There are 1-3 seniors and an average of one family on each floor. The seniors and the families will need help, as both the elderly and the very young can't handle the long staircases well. One particular problem is Ms. Stewart, on the sixth floor, who watches some of the neighbours' kids. She can't make it down the stairs, and the five children are panicking.

EAGLE EYES

In order to observe the heroes, Janus has deployed Betty, as well as a handful of his mercenaries. They are armed with powerful Steiner Commander II binoculars (shock and waterproof, with super bright colour adjustment, and LED display) Simrad LE7 Laser Range Finders (capable of measuring ranges to 10 km), and Simrad LP10 Target Locators (with high-resolution display, Digital Magnetic Compass, and integrated GPS).

Their orders are to spy from concealed locations, but the heroes may notice these watchers if they make a Mind-based Urban Tracking (Residential) Skill check with a -4 (or greater) penalty. If they are discovered and caught, how much they reveal is up to the GM.

While Janus may also be in the field watching the heroes, it would pre-emptively end the scenario for him to be apprehended at this time. Spotting Betty or the mercenaries should be enough to heighten the player's tension, but if Janus is seen, try to ensure he has a plausible escape route.

ONE LAST BLAST

Assuming that Janus figures out where Violet is being hidden (either by observing the heroes, or some alternate method such as bribing one of Eddings's or O'Malley's staff), he's planning his final move. Janus contacts Alice, Queen of Hearts, who agrees to help him kill Violet. Janus also brings Tank and N-E-1 on board (or springs them from jail). Finally, Janus plans two more disasters, to draw the heroes away from their safe house; when the coast is clear, Janus and Alice will storm the base to find Violet.

EMERGENCY TWO: A SIMPLE HEIST, GONE WRONG

There's been construction work at the Chinatown branch of the Second Empire City Bank for a month, now. Security was initially very tight with the changes and extra people this brought into the building, but after a few weeks of no excitement it has slackened off a bit. Unfortunately for the people working there, someone noticed.

Rex Parker is a small time hood out to make a name for himself. Recently, he was shooting his mouth off about how easy it would be to knock over the bank. A well-dressed British gentleman took interest, and soon Janus was financing Parker's plan. Janus has outfitted Parker's gang of eight with military-grade assault weapons. Janus also "helped" Parker plan the heist, suggesting the bustling lunch hour would be best, because with so many potential victims the bank staff would hand over the money more quickly. Of course, what Janus intended was for a hostage situation to break out, which is exactly what happened.

As soon as Rex and his gang stormed the bank, Betty phoned the police. They arrived quickly, and Rex has taken the bank staff



JANUS'S LATEST FEMME FATALE, BETTY, TAKES AIM AT THE UNAWARE HEROES.

and customers hostage. They have enough firepower to keep the police at bay, and have twenty hostages. Rex has demanded pizza, several six-packs of Labatt's Blue, and a helicopter. So far, the police have stalled, and ESU has arrived, but the gang is going stir-crazy. They often fire their weapons without provocation. The police could use some assistance to ensure everyone is saved.

EMERGENCY THREE:

REX PARKER GANG

Rex and 7 Thugs (see "Thug" in *Silver Age Sentinels* Appendix):

Tri-Stat: Body 6; Mind 4; Soul 4; ACV 5; DCV 4; Health Points 20, Gun Combat (Any) Level 1, Unarmed Attack (Any) Level 1
d20 System: Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8, Ref +0, Fort +0, Will -1, Base to Hit +1, Base AC Modifier +2, Hit Points 6, Gun Combat (Any) Rank 1, Unarmed Attack (Any) Rank 1

Each member is armed with an Assault Rifle and 2 Concussion Grenades. Additionally, one man has a Machine Gun, and another has a LAW.

Assault Rifle: 14 / [[1d8+2]] Damage, Auto-Fire, Spreading, Limited Shots (6)

Concussion Grenade (2 each): 30 / [[2d10+1]] Damage, Area Effect x3, Short Range

Machine Gun (1 only): 20 / [[2d8+1]] Damage, Auto-Fire, Spreading, Static

66 mm LAW (1 only): 40 / [[3d6+6]] Damage, Area Effect, Burning, Penetrating, Inaccurate, Limited Shots (1), Slow, Static

A BAD DAY AT THE ZOO

At the same time as Rex's bank robbery, Janus's agents are going to be busy at the Bronx Zoo. It's a good day to be outdoors, and the Bronx Zoo is busy for a weekday. Two elementary schools have field trips today, letting the teachers relax a little while the kids work off some spring fever. (Note: if a hero has a child or teacher Significant Other, it would add drama to have him or her at the zoo)

Four of Janus's mercenaries spread throughout the zoo, opening cages in the reptile house, the monkey house, and all of the big cat pens. The poisonous, fanged, or just annoyed occupants are let loose on the young visitors. The heroes need to quickly scoop up the animals and the kids without letting anyone get harmed, and rush them back to their cages or school buses, respectively.

BACK AT HEADQUARTERS

While the two crises are initiated, Janus and Alice will be watching the safe house to see if the heroes take the bait. The heroes certainly don't have to respond to either emergency, but injuries will abound and lives will be lost if they don't get involved. If some, or all, of the team leaves the safe house Janus will take advantage of the situation.

Janus's preferred plan is to send N-E-1 into the safe house, disguised as one of the heroes. Between his powers and his security hacking skills, N-E-1 has the best chance of getting in without tripping alarms. N-E-1 will try to collect Violet before the heroes realize what is occurring.

Failing that, N-E-1 may simply try to throw the doors open for Janus, Alice, and Tank. Or, if N-E-1 can't get in easily, the villains may just try to knock the door down. Tank and N-E-1 are there to help locate Violet and run interference, while Janus and Alice want to kill Violet and get out.

VIOLET'S LAST LINE OF DEFENSE

Violet has been preparing for Janus's strike. After fulfilling her obligations to Sonick and Blue Bolt, Violet told them to keep an unobtrusive eye on the safe house. As soon as anything happens, they are to kill Janus. They shouldn't try anything fancy, but simply do the deed as quickly and cleanly as possible.

Sonick and Blue Bolt have never worked together before, but the GM has the option of making them interfere with each other's attacks, or perhaps they used their time together on stakeout productively, and have developed several co-ordinated plans. Their goal is to get in, kill Janus, and get out as quick as they can. They have no interest in anyone else, except to defend themselves, and perhaps Violet.

When the chaos first starts, Violet will switch with Rose, pick up a pair of pistols hidden at Rose's place, and switch back. Violet knows that at the end of the day, she must watch out for herself.

CONTINGENCY PLAN: ONE LAST TRY

If the attack at the safe house doesn't or can't work, then Janus will wait until a court date is set for Violet, and try to kill her then. His contacts in the Justice Department will inform him when she is to testify, and he will either attack them on the road, or at the court itself.

Once again, Blue Bolt and Sonick will probably be watching from the wings, and waiting to strike at Janus. They will feel obliged to Violet until Janus is killed or jailed, or they themselves are imprisoned.

CONSEQUENCES

If the heroes have been smart, and worked out what's going on, they should now have Violet and Janus in custody, as well as any secondary players. They get credit not only for stopping Janus's string of disasters, but Violet's crimes as well. Violet will grudgingly uphold her end of the bargain and testify against Janus, and then will be hidden through the Witness Protection Program.

If the players haven't figured quite everything out, then Violet may get away. The police will not be happy at losing Violet, but if Janus and Alice are caught in exchange, they won't be too upset.

It's possible that things can go so badly that Janus or Alice or Violet may end up dead. In that case, the police will be furious, and the heroes may earn some new enemies (like Rose). Depending on how things played out, the authorities may wish to question the team, or even lay charges! On the other hand, their reputation in the underworld may have become much more intimidating.

SEQUELS AND ADVENTURE SEEDS

And what happens next? That, of course, is up to the GM and the group. However, here are a few ideas and suggestions for ways to incorporate the new elements the heroes have encountered down the road.

USING VIOLET IN THE FUTURE

Violet can be a good contact to the criminal underground for the heroes. Although she hasn't been gentle with the group, she doesn't think of them badly, especially if they treated her well while they were watching her. If she hears of any crimes threatening a large number of innocents, she may pass the information to the heroes, unasked. She's not in the game to hurt anyone, other than Janus, after all — she just likes to make money and have fun.

Down the road, another possibility is that Violet will travel and collect a number of Janus's ex-sidekicks. There are probably a few other women out there who have a score to settle against their ex-boss, and Violet apparently needs help to take him down.

USING JANUS IN THE FUTURE

The heroes have managed to thwart Janus's plans twice, so now they've got the dubious honour of being on his hit list. Any future adventures that require a super villain who likes to work behind the scenes and plan things out can be run by Janus. Otherwise, you could have him come back in a game-year's time to celebrate the anniversary of his first defeat by making life hell for the heroes, particularly for any hero who stood out. Janus likes nothing better than spending a few months tracking a hero, and learning everything possible. If Janus discovers friends, interests, or a secret identity ... then Heaven help that hero.

USING THE MARKSMAN

The Marksman isn't much of a contact for modern day superheroes, but if the heroes need to find out information about a Golden Age hero or villain, they've now got a good source of information. Additionally, the Marksman may occasionally hear of a rumour to pass along to the players about crimes or odd events that they may want to check out. If Downing's wife, Barbara, was healed, then the Marksman will do whatever he can to help the heroes.

USING PARAGON LABS

Paragon labs is a good springboard location for any adventures that depend on super-science, whether it's the discovery of ruins under the Atlantic Ocean, a rampaging monster from an experiment gone wrong, or just a request to help with the testing of a deep-space survival suit. Also, Dr. Fujitsu will always be willing to take a few moments and help the heroes out with the answer to a question, or analyzing some evidence that they've found.

The cancer irradiator/repairer could also lead to another adventure. What if a poorer country sent spies to get the plans for

the gadget, built it locally, and it started causing strange changes to the people it was used on because of shoddy construction? What if a villain got their hands on the gadget, and committed burglaries while highly radioactive, trusting that no one would want to stop him because of the health risk, healing himself of the effects when he got to his base? Many possibilities await your heroes!

ROBOT RULES (TRI-STAT)

Programmable robots aren't designed exactly the same way as standard characters. Robots don't have real Mind Stats the way human (or sentient alien/animal) characters do, but their computing power and database storage is similar enough that it's easier to call it "Mind." However, simple robots do not generally have anything like a Soul Stat.

Therefore, to determine the robot's Combat Value, you average its $(\text{Body} + \text{Mind}) \div 2$. As always, the Defense Combat Value is two less than the Attack Combat Value.

THE ARTIFICER'S SHADOW

There is one last, hidden player, who has been watching the drama disinterestedly from the sidelines. The Artificer has provided Violet with both the Alice Power Suit and the Twin Teleporter, and also facilitated many of Janus's achievements through advanced gadgets. While the players may find evidence of his workmanship, whether or not they can find him is up to you.

For the most part, he has very little to contribute directly, for he neither knows nor cares about the motivations behind the petty schemes. He tends to hole up in secure fortresses that are difficult to find or penetrate for most hero teams. If the group can track him down and question him politely, however, he may listen to them.

What the Artificer does care about, however, is Violet's unpaid debt. In return for the immensely dangerous Alice Suit, she offered to be a test subject. By the time the adventure ends, he probably hasn't collected on that debt. If Violet is free, that won't be a problem. In fact, even if she is in jail, he can probably get to her in time.

What would he do with her? Well, that's up to the GM's imagination. The Artificer is coldly calculating, but he isn't a cruel man. He won't experiment without reason, and won't inflict needless punishment. That doesn't mean his tests will necessarily be safe, of course.

If Violet is killed, however, he may or may not think the debt is cleared. In fact, because his Teleporter was used by Violet's identical twin, it would be very reasonable to assume Violet's debts have been assumed by Rose. What does Rose do when the Artificer comes calling, and how do the heroes get roped in?

JANUS (125 CHARACTER POINTS — TRI-STAT)

Costumed Fighter M 7; 175 Power Points — d20 System

IDENTITY: Zachary King (Secret, the general populace believes Zachary King to be deceased)**OCCUPATION:** Professional criminal, mask-hunter**FIRST APPEARANCE:** Amazing Presentations, Vol. 2, #1**FORMER ALIASES:** Zachary King**PLACE OF BIRTH:** London, England**AFFILIATION:** White Rooks**TERRITORY:** Empire City**HEIGHT:** 6'0" (183 cm)**WEIGHT:** 180 lbs. (82 kg)**EYES:** Green**HAIR:** Red

Zachary King was born into a family of prestige and tradition ... sadly, bought at the expense of others. Privateers, slave-traders, gun-runners, have all carried the King blood, and Zachary is the product of their exploits.

King grew up as a privileged child, enjoying a lavish and self-indulgent life. James, King's father, was a proud and arrogant man, who tried teaching his son to take what he wanted from life. The Kings had money and power enough to abuse those around them without concern. James would take Zachary on illegal safaris to hunt white rhinos in central Africa, and to visit the slave markets in Asia. When King turned 13, James took him on a trek across the Himalayas as a right of passage. James's constant abuse of the Shirpa guides, however, left the Kings stranded in the barren cold, without food or proper shelter. Although they found a cave, the cold and hunger worsened, and James feared they would not survive — he planned to eat his own son to stay alive. King, however, got the better of his father and killed him. When rescuers found King, he was silent and withdrawn, but suspiciously healthy. He whispered only that his father had gone off one day, to look for help, and never returned.

King became as cold as the mountains. He thrilled at the bloodletting, and enjoyed the role of "master of the house." Over the next few years, his insanity and brilliance grew hand in hand; a series of "accidents" followed, ensuring he was the last King descendent. He inherited everything.

Delighted by his wit but bored without challenge, King decided to test London society. He became a copy-cat of the most infamous killer, Jack the Ripper. Although successful in frightening Londoners, King failed to erase his traces completely, and the investigators discovered his identity. Having planned for all contingencies, however, King ambushed the investigating detectives, grievously wounding Detective Jennifer Randall before fleeing.

Still free, King believed he had "won," and it was time to move on. He eradicated all records of his existence — the family estate was burned, bank accounts liquidated, and files vanished. He would build himself anew.

King needed a new type of challenge, and turned to the masked adventurers appearing more often in the headlines. What was the Ripper compared to the American Sentinel or Lady Starbright? He adopted a god's name, Janus the two-faced Roman, but would not hide — his mask would be the face of normality.

Janus debuted with spectacle, slaying the British vigilante, Wrath. Immediately thereafter, he was attacked by the heroic knight, Caliburn, whom King had unintentionally helped create. Bested by Caliburn, Janus was arrested and jailed ... but prison could not hold him. Janus and Caliburn clashed many times, in a vicious, unbreaking cycle, until Janus managed to discover Caliburn's identity. He would force the game to change.

Janus drew Caliburn into a trap by kidnapping, and killing, Jennifer Randall. Janus unmasked Caliburn and badly scarred his face with a fireplace poker. Caliburn defied death, and returned to defeat Janus and lock him away. Caliburn left London for Empire City, unaware that Janus would soon be free to follow.

BODY	6	ATTACK COMBAT VALUE	9
MIND	11	DEFENSE COMBAT VALUE	6
SOUL	3	HEALTH POINTS	45

STR 12	DEX 13	CON 11	INT 24	WIS 13	CHA 15
REF +5	FORT +4	WILL +6	BASE TO HIT MODIFIER +10		
BASE AC MODIFIER +3			HIT POINTS 36		

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
3	9		Attack Combat Mastery	3	(6)	
4	4		Combat Technique (Portable Armoury, Weapons Encyclopaedia, Concealment, Judge Opponent)	4	(2)	
2	4		Defense Combat Mastery	2		4
9	9		Divine Relationship	9		9
2	6		Extra Defenses	2	(3)	
3	3		Features (Appearance)	3		3
1	2		Gadgets	1		2
4	8		Gadgets (Weapons)	4		8
3	3		Heightened Awareness	3		3
4	8		Henchmen	4		8
21	21		Highly Skilled	21	(18)	
10	10		Sidekick ("Badgirl," Always has a femme fatale at his side)	10		10
4	12		Wealth	4		12
-3			• Restriction (Various identities needed to access Wealth)	-3		-3

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	3	Mind Shield	3	(0)

LVL	PTS	SKILLS	RANK
1	2	Architecture (Skyscrapers)	1
2	4	Artisan (Metalworking)	2
1	4	Biological Sciences (Physiology)	2
1	1	Boating (Small boats)	1
2	6	Burglary (Breaking-and-Entering)	3
3	10	City Knowledge (London, downtown; Empire City, downtown)	3
1	4	Computers (Intrusion/Security)	2
4	8	Cultural Arts (Music)	3
1	5	Demolitions (Safe Cracking)	2
3	9	Disguise (Prosthetics)	4
1	4	Electronics (Computers)	2
4	4	Etiquette (Upper Class)	2
4	8	Foreign Culture (Various African, Asian)	4
2	8	Forgery (Paper Documents)	3
2	2	Gaming (Simulations)	2
1	4	Interrogation (Drugs)	4
1	3	Intimidation (Business)	3
5	5	Languages (English, Afrikaans, Arabic, Creole, French, German, Italian, Mandarin, Nilotic, Russian, Zulu)	5
1	3	Law (Trade)	1
2	8	Mechanics (Traps)	4
1	4	Military Sciences (Hardware Recognition)	5
2	4	Navigation (Urban)	2
2	4	Performing Arts (Drama)	2
1	2	Piloting (Light Airplane)	1
2	8	Poisons (Synthetic)	3
1	4	Police Sciences (Forensics)	2
3	9	Seduction (Female)	4
2	6	Stealth (Silent Movement)	7
2	4	Street Sense (Influential Individuals)	2
1	2	Social Sciences (Psychology)	1
2	6	Urban Tracking (Corporate)	2
2	4	Visual Arts (Photography)	2
3	3	Wilderness Survival (Mountain)	4
3	24	Gun Combat (Rifle)	5
2	14	Melee Attack (Improvised Weapons)	3
2	24	Ranged Defense (Personal)	3
2	16	Unarmed Defense (Holds)	3

PTS	DEFECTS	PTS
-2	Blind Fury (When faced with "bad luck")	-2
0	Marked (No fingerprints)	0
-3	Nemesis (Caliburn)	-3
-3	Recurring Nightmares (Of father)	-3
-3	Skeleton in the Closet (Evidence of crimes)	-3
-3	Wanted	-3

ALICE, QUEEN OF HEARTS (175 CHARACTER POINTS — TRI-STAT)

Acrobat II 2, Costumed Fighter II 5; 225 Power Points — d20 System

IDENTITY: Alice Kitterling (Known to British security agencies)**OCCUPATION:** Former operative of Ghost Lions, now mercenary for hire**FIRST APPEARANCE:** Slipstream #77**FORMER ALIASES:** None**PLACE OF BIRTH:** Liverpool, United Kingdom**AFFILIATION:** White Rooks**TERRITORY:** Mobile**HEIGHT:** 5'9" (175 cm)**EYES:** Green**WEIGHT:** 130 lbs. (59 kg) **HAIR:** Black (dyed)

Alice Kitterling was born in Liverpool, England, to a struggling, working-class family. Although she demonstrated tremendous talent in painting and dance, her parents did not encourage such nonsense. Through childhood, Alice was afflicted with migraines. By high school, Alice would drift into daydreams, or even black out, to escape the pain. Sometimes she would awaken like a sleepwalker in strange places. Neither parents nor teachers could cope, and she soon fell in with a delinquent crowd.

At 15, Alice was assaulted by an older teenager at an after-hours rave. Her head exploded with pain, and she somehow smashed a bottle into the boy's face ... with her mind. Alice was arrested and taken to Liverpool jail, where she lit her cell on fire without matches or lighter. Weirdness followed her; guards would forget about her for hours, or fail to see her sitting in her cell, and everyone but Alice was relieved when a government man arrived with papers authorizing her transfer.

Sir Robert Freeman, the director of the Defense Evaluation and Research Agency (DERA), recognized Alice was an awakening metahuman. Although raw and unfocused, she had tremendous potential and Sir Robert offered to train her. She would become a well-paid secret operative in defense of England, and her record would be cleared. Alice said yes.

Alice became the youngest member of the Ghost Lions, a clandestine metahuman group operating for Queen and country. Classified as a low-level omni-psychic, Alice was taught to augment her physical prowess with her powers. Physical and mental training shaped Alice into an accomplished martial artist and a deadly marksman. As her powers developed so did her focus; her headaches even vanished. Although young, Alice strongly complemented the team.

Scandal erupted when a Parliamentary commission reviewed the activities of the Ghost Lions; Sir Robert, the commission found, had acted for his own interests rather than for England. Reports of his pet metahuman black-ops were leaked to the media, which described a long list of crimes in detail. Sir Robert was arrested, and warrants issued for the members of the Ghost Lions. Alice killed several police officers from the squad sent to arrest her, and fled England.

Alice was alone again, but now had confidence in her ability to survive the world. She travelled constantly, hiring herself out as a mercenary for virtually any job. Her deadly skill and preference for subtlety kept her a step ahead of the authorities. Alice gained a world-renowned reputation as a hitman ... but the British government continued to dog her.

In time, Alice arrived at Empire City, where she was hired to assassinate a witness testifying against the Mafia. The attempt was foiled by Slipstream, however, the only hero to capture her. During her incarceration at the Carousel, Alice developed a hatred for the speedster.

Alice escaped with Kreuzritter's help, and through him has become associated with the White Rooks, often battling the Guard. She also works for any who will pay, including Jade Naga and Artificer, but her ultimate goal, of course, is to best and humiliate Slipstream once and for all.

BODY	9	ATTACK COMBAT VALUE	14
MIND	5	DEFENSE COMBAT VALUE	11
SOUL	10	COMPOSURE	7
		HEALTH POINTS	95

STR 16	DEX 20	CON 17	INT 10	WIS 17	CHA 24
REF +11	FORT +6	WILL +7	BASE To HIT MODIFIER +12		
BASE AC MODIFIER +10				HIT POINTS 83	

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
	6	18	Attack Combat Mastery		6	(15)
	9	9	Combat Technique (Accuracy, Block Ranged Attacks, Concealment, Judge Opponent, Lightning Reflexes, Portable Armoury, Steady Hand, Two Weapons, Weapons Encyclopaedia)		9	(6)
	5	10	Defense Combat Mastery		5	(8)
	1	8	Extra Attacks		1	8
	2	6	Extra Defenses		2	(3)
	2	2	Features (Appearance x2)		2	2
	3	6	Gadgets (Weapons)		3	6
	2	2	Heightened Awareness		2	2
	16	16	Highly Skilled		21	(16)

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
-	-	Enhanced Dexterity	1	(0)
2	4	Flight (Skimmer)	2	4
-1	-	• Concentration (Flight)		-1
-2	-	• Dependent (Flight; Special Movement Dimension Hop)		-2
1	6	Force Field (Soul based; Shield; Stops 80 / [40]; Area 2)	1	6
3	9	Invisibility (Sight, Hearing, Mental)	3	9
3	6	Massive Damage (Short-ranged attacks)	3	6
3	3	Mind Shield	3	3
1	5	Sensory Block (Telepathy; Area 4)	1	5
2	6	Sixth Sense (Emotions, Telepathy; Area 4)	2	6
-1	-	• Concentration (Sixth Sense)		-1
5	5	Special Movement (Balance, Cat-like, Dimension Hop: Astral Form, Light-Footed, Untrackable)	5	(3)
2	11	Telekinesis (Soul / [Wisdom] based; Area 3)	2	11
-2	-	• Restriction (Telekinesis; Crude shaping)		-2
2	7	Telekinesis (Soul / [Wisdom] based; Fire, can create small flames; Area 3)	2	7
-2	-	• Restriction (Telekinesis; Crude shaping)		-2
4	13	Telepathy (Humans; Area 3; Targets 2)	4	13

LVL	PTS	SKILLS	RANK
4	24	Acrobatics (Balance)	15
2	6	City Knowledge (Empire City, downtown Manhattan)	2
3	9	Burglary (Hot-wiring)	8
3	6	Driving (Motorcycle)	3
2	8	Electronics (Security)	3
2	6	Intimidation (Street)	5
2	8	Mechanics (Gunsmith)	3
3	6	Performing Arts (Dance)	3
3	9	Seduction (Male)	4
2	4	Street Sense (Influential Individuals)	2
4	12	Urban Tracking (Underworld)	4
2	4	Visual Arts (Painting)	2
3	24	Gun Combat (Pistol)	8
2	16	Thrown Weapons (Blades)	3
2	24	Ranged Defense (Personal)	3
1	8	Unarmed Attack (Strikes)	2
2	16	Unarmed Defense (Holds)	3

PTS	DEFECTS	PTS
-2	Famous (Master assassin)	-2
-1	Less Capable (Composure)	-
-1	Marked (Tattoos)	-1
-2	Nemesis (Slipstream, the Guard)	-2
-3	Skeleton in the Closet (Former member of Ghost Lions)	-3
-2	Unique Defect: Massive Damage, Special Movement, Force Field, Jumping all based on passive telekinesis	-2
-2	Unique Defect: Attack Combat Mastery, Defense Combat Mastery, Invisibility all based on passive telepathy	-2
-1	Unique Defect: Attack Combat Mastery, Defense Combat Mastery, Invisibility, will not work against Telepaths of higher level	-1
-3	Wanted	-3

You Know What To Do Now...



GET CONNECTED!

at Guardians Of Order's Message Boards
<http://www.guardiansorder.com/boards>

AND VISIT YOUR LOCAL GAME STORE!

If you enjoyed this pdf, ask your local game store for other Guardians Of Order products or visit our webstore at <http://www.guardiansorder.com>.

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text

of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Silver Age Sentinels Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. MacKinnon, Jeff Mackintosh, Jesse Scoble.

Silver Age Sentinels: Emergency Response Copyright 2002, Guardians of Order, Inc.; Authors John Fiala, Jeff Mackintosh, Jesse Scoble.

SILVER AGE SENTINELS OPEN CONTENT/PRODUCT IDENTITY

All information presented in Helvetica is Open Content.

All information presented in any font other than Helvetica, all images and graphics, and all fictional character names, organizations, items or objects, and locations are Product Identity. All rights reserved.

SILVER AGE SENTINELS

EMERGENCY RESPONSE



Hell hath no fury
like a woman scorned.

Especially a woman
with superpowers.

Emergency Response is a thrilling two-part adventure
set in Empire City that you can drop into any
Silver Age Sentinels campaign.

Inside you'll find a twisted mystery full of intrigue
and action, new characters stats, and
a "how-to" section on designing your own death-traps.

For three to five average-powered characters.



GUARDIANS OF ORDER
DUAL-STAT PRODUCT

