

CHAMPIONS
SILVER AGE
SENTINELS

REALITY
STORM



WHEN WORLDS COLLIDE

CHAMPIONS **SILVER AGE** **SENTINELS**

REALITY **STORM**

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REALITY STORM

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INTRODUCTION

INTRODUCTION

Welcome to what we're pretty sure is a unique book in the history of role-playing games. *Reality Storm: When Worlds Collide* is a joint project between two different game companies, Guardians Of Order (publishers of the *Silver Age Sentinels* game), and Hero Games (publishers of *Champions*). Inside, the greatest villains from two different gaming universes team together for the first time to menace the entire multiverse, and only your group of player characters can save two Earths from certain destruction — not to mention the iconic superheroes of each world!

Superheroes crossing from one published universe to another have a long, storied tradition in comic books. The first time multiple superheroes were established in-story to exist in the same fictional universe was in *Marvel Mystery Comics* #8, published in June 1940, where Timely Comics' two headliners, the Human Torch and Namor the Sub-Mariner, fought each other and smashed up a good portion of New York City in the process before finally declaring a truce. (Later on, the two would team up with Timely's other main hero, Captain America, to battle the Nazi menace as the All-Winners Squad.) Timely's rival, DC Comics, topped that story in *All-Star Comics* #3, published later that year, where a large number of DC's heroes were revealed to be members of a group called the Justice Society and held a secret dinner in a hotel (which was crashed by comic-relief hero Johnny Thunder, irate at not being invited). Readers were told DC's biggest guns, Superman and Batman, had been invited but were too busy fighting crime to attend. (Those two heroes would not meet face-to-face until an episode of the Superman radio show in 1945.) Though they didn't actually do



DR. DESTROYER AND KREUZITTER ARE READY TO TAKE ON TWO WORLDS

REALITY STORM

any crimefighting together in that story, they did in the next issue, when J. Edgar Hoover asked them to work together for the first time. Other companies noticed *All-Star's* successful sales and created team books of their own.

Still, no publisher had ever crossed over their own characters with those of another publisher. That would have to wait until 1976, when Marvel and DC pulled off a dream matchup, jointly publishing *Superman vs. The Amazing Spider-Man*, a 96-page Treasury-sized special edition written by Gerry Conway and illustrated by Ross Andru and Dick Giordano. In it, our heroes are menaced by a team-up of villains Dr. Octopus and Lex Luthor. No attempt was made to explain how our heroes could meet, since for the purposes of the story they had always co-existed in the same universe, just living in different cities. The issue was extremely popular and is considered a collector's item today.

(This was not in fact the first time the two companies worked together, however. In 1975 the two companies experimented with the format (and tested how dividing the sales would work) by jointly publishing an adaptation of *The Wizard of Oz*.)

Disputes over how reprint rights would be handled delayed the eventual sequel until 1981, when *DC and Marvel Present: Superman and Spiderman* was published as *Marvel Treasury Edition #28*. Written by Jim Shooter (with help from Marv Wolfman) and illustrated by John Buscema with help from a raft of inkers (ten are credited), the story first contrives to have Clark Kent temporarily assigned to the Daily Bugle while Peter Parker travels to Metropolis and works for the Daily Planet, then pits both against the combined threat of Dr. Doom and the Parasite. There were two follow-ups over the next couple of years: Batman met the Hulk in 1981, and the X-Men and Teen Titans joined forces in 1982. In 1983, the publishers planned to team the Avengers and Justice League, but disputes over creative control of the script reputedly not only torpedoed that book but also any chance of the companies working together again for over a decade.

That was the end of joint publishing efforts between the large superhero publishers for some time. It wasn't until the early 1990s that the idea was revisited. Dark Horse had done quite well by acquiring outside licenses and teaming them in crossover books within its own house; titles like *Aliens vs. Predator* sold exceptionally well, and other publishers noticed. Independent publishers Valiant and Image jointly published a miniseries called *Deathmate* that paired off several of their characters in 1993, and Dark Horse themselves crossed over their *Predator* franchise with Valiant's *Magnus Robot Fighter*

the same year. In short order DC and Marvel were also publishing crossovers again, beginning with two Batman/Punisher teamups in 1994. The most successful crossovers came in 1996, with the DC vs. Marvel limited series (in which fans could vote on the outcome of several superhero battles) and the Amalgamated universe line.

Superhero crossovers have a long and storied tradition in the comics, and Guardians Of Order and Hero Games are proud to carry that banner forward in the medium of role-playing games. We hope you enjoy playing it nearly as much as we enjoyed making it!

DESIGNER NOTE

As a matter of convenience, throughout this book we refer to the Earth of the *SAS* setting as "Empire-Earth," after the city known as New York on most Earths but as Empire City on theirs, and the Earth of the *Champions Universe* as "Millennium-Earth," after Millennium City, the home of the Champions formerly known as Detroit.

Furthermore, all page numbers and other references to the *Silver Age Sentinels* book refer to the Tri-Stat Edition, not the d20 Edition.

HOW TO USE THIS BOOK

The first section of this book is an adventure that takes place largely in an alternate dimension, accessible from both the Earth of the *Champions Universe* and that of the *Silver Age Sentinels* setting. The write-ups and descriptions make it easy for characters from either setting to participate in the story. It is not necessary that your campaign be based entirely on either published setting; whichever system you normally use, the other can be the basis for the "alternate Earth" of the story.

The second section details the "official" rules and suggestions for translating characters between the Tri-Stat d10 system and the HERO System. With this matrix in hand, you'll find that books from either company are now usable as source material for your own games, whichever system you favor!

Section Three includes the official write-ups in the "other system" for the main characters that appear in Section One: the Champions, the Guard, and six dastardly villains. Examining the write-ups should help players unfamiliar with either system as examples of how to use the translation matrix.

THE PLOT IN SUMMARY

There are a multitude of parallel universes, each with its own version of Earth. Two of these alternate dimensions lie side-by-side in the timestream, and each is home to a powerful madman with terrifying powers who has only narrowly been thwarted in his grand schemes of conquest several times by bands of superpowered heroes. Dr. Destroyer, of Millennium-Earth, and Kreuzritter, of Empire-Earth, have discovered at the same time the existence of the multiverse and the timestream it moves through. More, they have become able to travel out of their own universes to a place called the Crystal Palace, a strange building where they have found uncanny devices allowing them to control a vortex of temporal energy, a natural phenomenon that can be perverted to a most un-natural end; a weapon so powerful that it will give them the ability to conquer both of their native worlds, if only they can work together to master it.

While storms and disasters begin to strike both Earths, the villains greatest enemies are abducted and trapped fighting refugees from nightmare versions of Earth. Now only the Players are left to solve the mysteries of the Crystal Palace, rescue it from the most overwhelming combined forces of villainy ever gathered, and rescue the iconic heroes of two Earths before everything is lost to the Reality Storm.

Reality Storm: When Worlds Collide is an adventure designed for 4-6 players. The scale of the adventure is fairly flexible, but basically assumes a fairly powerful team: in Tri-Stat terms, characters of 150-200 points, or in HERO terms, 400-500 points. We recommend that Game Masters take the time to read the adventure over thoroughly before running, as the plot is fairly complicated and the villains extremely powerful and dangerous. It's fairly easy to scale the encounters for heroes of other power levels, though care should be taken with the encounter with both masterminds in the Crystal Palace itself. If you want to have the heroes take on both teams of villains in a straight-up fight, you may find the bad guys' combined power too overwhelming. On the other hand, there are plenty of opportunities for the heroes to be clever and sneaky....



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UDC

ONE OF THE MANY FORMS OF THE TRICKSTER

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THE REALITY STORM

At some distant time, far beyond the recollection of any human history, reality fractured, and Time branched into myriad paths, spawning infinite universes and creating the multiverse.

Some mystics claim the malicious Trickster, the cosmic embodiment of deceit and foul play, caused the split in Time. Others claim Entropus, the cosmic guardian of the multiverse, caused it. Some believe the split was the most catastrophic event in the history of reality. It is the source of all misunderstanding and ill-will, a sort of multiversal Tower of Babel. Others attribute all creativity and vital diversity to the split — that previously there was nothing but a monolithic, unchanging universe of endless tedium.

Whatever the truth, the multiverse is an unalterable fact, and within it anything imaginable can be found, on some world, in some universe. But for two worlds, neighbors in the multiverse, the worst thing imaginable has come to pass....

The supervillains, Kreuzritter and Dr. Destroyer, have combined their evil geniuses and now threaten two universes, neighboring realities where the brave Guard defend Empire City and the valiant Champions protect Millennium City. The fiendish masterminds have gained the ability to meddle with the dimensions, and they plan to use this new-found power to dominate their respective worlds.

THE NATURE OF THE MULTIVERSE

The multiverse is infinite, yet in some inexplicable way the larger infinity of the Timestream contains the countless parallel dimensions comprising the multiverse. Given custodianship and responsibility for its well-being, Entropus maintains the Timestream and all within it. In a metaphorical sense, Entropus must shore up the banks of the Timestream, to make sure it continues along its path and doesn't sweep universes into the interdimensional void. He must clear any barriers that would halt the Timestream's progress and bring worlds to an abrupt dead end. And, most importantly, he must ensure the universes flow gently along the Timestream, from the past to the future, and the worlds within never meet in violent collision.

But recently, as time is measured on Empire- and Millennium-Earth, the Trickster interfered with Entropus and his duty. For reasons known only to himself (herself? itself?), the malicious being tricked the

guardian of the multiverse into leaving his abode, and then trapped him elsewhere and elsewhen. Without Entropus to enforce the spatio-temporal laws of the multiverse, two experiments on two different worlds succeeded, and Kreuzritter and Dr. Destroyer managed to breach the dimensional walls. Free of their universes they entered the Timestream and soon arrived at the Crystal Palace, the home of Entropus and the location for the machinery he uses to safeguard the Timestream.

That the two villains arrived at the gates of the Crystal Palace at precisely the same moment is against all odds. That the two villains, working together, learned to control Entropus's machinery at the same moment the Reality Storm passed between Empire-Earth and Millennium-Earth smacks of the Trickster....

THE TRICKSTER AND ENTROPUS

The axioms of the multiverse aren't arbitrary, nor are they enforced by natural laws. Instead, cosmic entities make sure the inhabitants of the multiverse follow its axioms and fundamental laws. As a group, these entities are called by many different names: Space Gods, Multiversal Principles, Cosmic Harmonies, Transcendent Archetypes. More than just supremely powerful beings who have chosen to take up their positions, these entities embody what they represent. Mundane intellects, even evil geniuses like Kreuzritter and Dr. Destroyer, cannot wholly understand the conduct and behavior of the Space Gods, since a cosmic metaphysic far beyond human comprehension dictates their actions.

However this much is easily understood: The Trickster, in keeping with the principles of his existence, manipulates events during *Reality Storm: When Worlds Collide*.

The Trickster's role in the multiverse is to make sure nothing goes as smoothly as planned, that nothing functions precisely as it should. Some egalitarian mystics and enlightened souls argue the Trickster is vital to the multiverse. Without adversity, nothing is overcome, and without unforeseen problems, spontaneous creativity is lost.



THE CRYSTAL PALACE

Others disagree. They point to the Trickster as evidence that the fundamental nature of the multiverse is cruel and fickle.

What is known beyond a shadow of a doubt: Entropus, always steadfast in his guardianship and unflinchingly stringent about the laws of the multiverse, is a favorite target of the Trickster and his mischief-making. And this time the eternal feud between the Trickster and Entropus threatens the existence of Empire- and Millennium-Earth.

THE CRYSTAL PALACE

If infinity can be said to have a center, then at that theoretical place an asteroid hangs motionless in the Timestream, and atop that asteroid stands the Crystal Palace. The Crystal Palace is both Entropus's home and his workshop. From this immense place, he uses his arcane machinery to watch over the domains given into his care and ensure the Timestream flows without interruption. Hexagonal in shape, the six walls of the Crystal Palace are made of thick panes of translucent crystal. Visible within the walls, gears, axles, levers, chains, and springs — the clockwork of the multiverse — turn and wind guiding the Timestream along its course. Three slender towers of the same crystal rise above the palace and atop each tower is a decahedron, a ten-sided polygon of glistening brass. All around the Crystal Palace, the void flashes with stars that never were, comets that never have been, and planets that never will be... the debris of universes that have ended and the seeds of universes that will soon begin.

On many Earths in the multiverse it's said, "All roads lead to Rome." Even though that adage is still true on some Earths, all roads in the Timestream lead to the Crystal Palace. Across the length and breadth of the Timestream, narrow paths twist and turn seeming to wind as much as the path of one's own life. The paths often fork and only rarely travel any distance without branching into two, three, sometimes even more divergent paths. But that's only while journeying away from the Crystal Palace. While traveling toward the abode of Entropus, the paths continue to merge until finally all of them flow into a single road, which leads to the place's gate.

Because all roads lead to the Crystal Palace, Kreuzritter and Dr. Destroyer had little trouble finding Entropus's vacant abode.

A VILLAINOUS DUO

Each villain found himself on a different road within the Timestream, but his path eventually brought him to the Crystal Palace. There, standing in the shadow of the gigantic gates, a meeting of minds occurred that boded ill for their respective worlds.

Standing across from one another, their henchmen and agents gathered behind them, each knew his opposite was a rival not taken lightly. Each armored supervillain radiated the authority, power, and arrogance the other respected above all else. They settled the matter quickly with terse words. They would work together to decipher the purpose of the palace and the machinery within. If afterwards they needed to settle their differences, they would do so in a way both deemed proper — a contest of power.

Upon agreement, each thought, "This Kreuzritter..." / "This Doctor Destroyer..."

Simultaneously, both concluded, "He will betray me. No matter. He will be too late, for I will have already betrayed him!"

Once inside the Crystal Palace, it was only a matter of time before their worlds were in dire jeopardy. Doctor Destroyer penetrated the workings of the monitors; Kreuzritter, the workings of the towers rising above the palace. Destroyer attuned the monitors and brought into focus both their Earths. The scene drew back, the monitor displayed the multiverse, and a wild swirl of temporal winds and dimensional energy moved from one dimension to the other. Kreuzritter interpreted aloud the esoteric read-out of numbers, glyphs, and figures. Simultaneously, both nefarious masterminds barked out orders to their henchmen, Gigaton and Iron Duke. Grunting with effort and glowing with power, Gigaton lifted a lever. Gears grinding and steam whistling from pipes, Iron Duke pulled down a different lever.

Together, sounding eerily similar, Kreuzritter and Doctor Destroyer laughed malevolently. The Reality Storm was theirs to command.

THE REALITY STORM

Every few centuries (a more precise measure is impossible due to mankind's limited understanding of the fourth and higher dimensions) the Reality Storm rages along the Timestream and passes through the neighboring dimensions of Empire- and Millennium-Earth.

Many theories attempt to explain the Reality Storm, and throughout the multiverse, those theories multiply infinitely with each passing moment. Perhaps the best analogy is this: think of the Timestream as a river and the Reality Storm a wave upon that river's surface. Normally when the Reality Storm passes through a dimension, great changes happen — even divergences in history resulting in a whole new dimension — but whatever the changes, they are gradual. The world rides the wave, rising gently to the crest and then falling. The Reality Storm itself passes unremarked; the world's inhabitants only notice the remarkable changes left in its wake. In effect, the future is made present as the Reality Storm carries the world down the Timestream more quickly than usual. Often the changes take the form of a scientific breakthrough or a dramatic shift in ideology. Sometimes, at their most catastrophic, a dormant volcano erupts or an earthquake rumbles in a normally peaceful locale.

But when Kreuzritter and Dr. Destroyer prevent the Reality Storm from moving on, holding it in place using Entropus's temporal machinery, the very existence of two worlds is threatened!

The Reality Storm builds in fury until even the most cosmically unenlightened soul can sense its presence. Destructive storms, raging with thunder and lightning, rush across the sky and natural disasters strike without warning... but those are just the immediate effects of the Storm's burgeoning wrath! As the Reality Storm grows in intensity, who knows what it might do to the fabric of time itself? Will it erode the walls between dimensions and if so, what happens then? And as storms and natural disasters grow increasingly violent, will anybody be left alive on either Earth to find out?

SO WHAT NOW?

So turn the page and get started reading the adventure, *Reality Storm: When Worlds Collide!* The Reality Storm rages across dimensions. Kreuzritter and Doctor Destroyer, two of the deadliest villains the multiverse has ever known, control the Crystal Palace. Entropus, guardian of the multiverse, is caught in a devilish trap. And the Guard and Champions, brave defenders of truth and justice, will soon disappear.

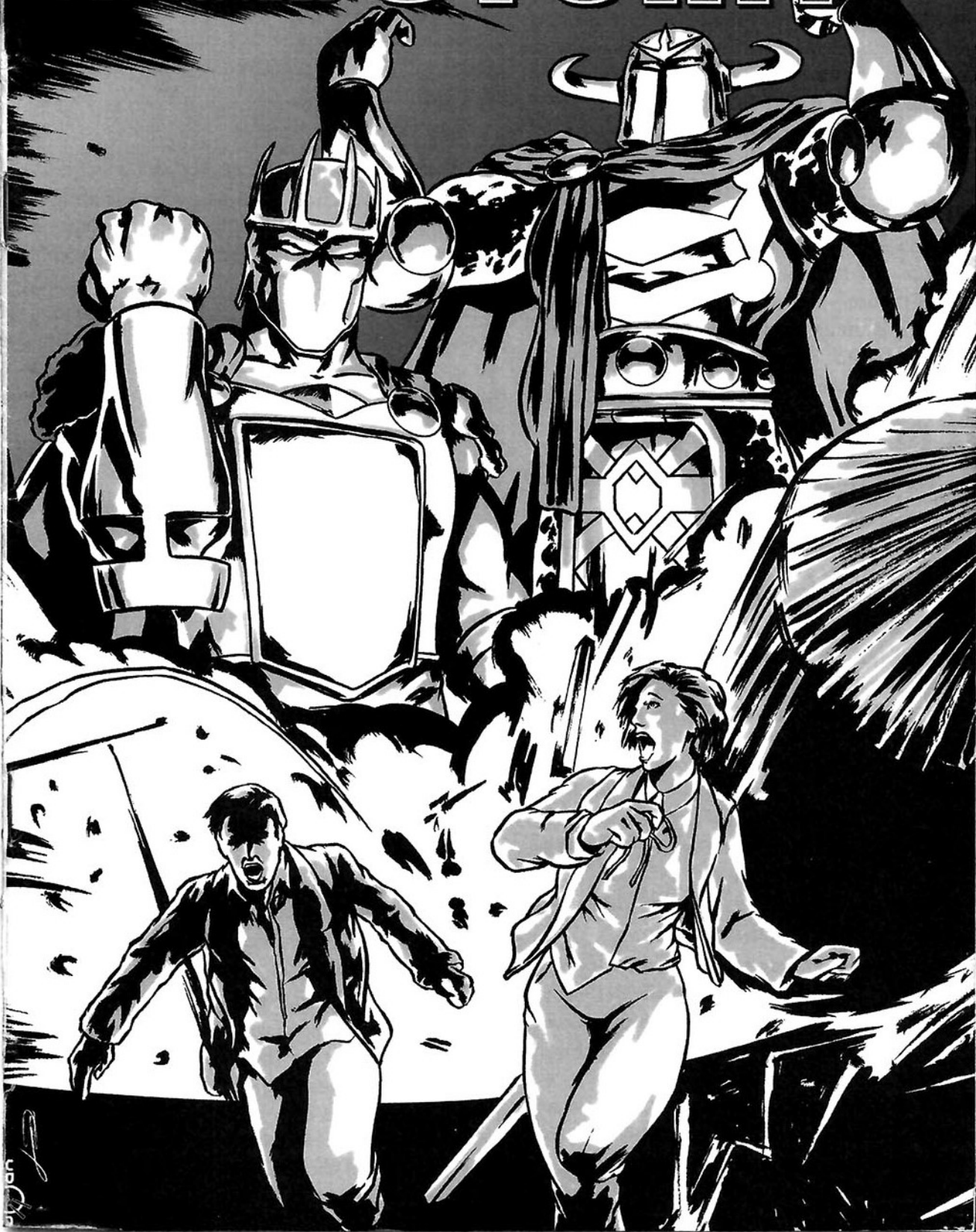
The situation is obvious. Only your players' characters can save the world from certain destruction... and this time, they must save two worlds!

CHAMPIONS
SILVER AGE
SENTINELS

REALITY STORM

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DISASTERS STRIKE!

Being a superhero takes more than just fighting supervillains and thwarting their nefarious schemes. It's also about protecting the innocent from harm. In this chapter of *Reality Storm: When Worlds Collide!*, the superheroes have ample opportunity to prove they do more than have city-shaking fights with their villainous counterparts. They get to prove their mettle and heroism by saving the lives of everyday people.

Rains and thunderstorms are the first effects of the Reality Storm. As the days pass, the storms quickly grow in intensity, until tornadoes and hurricanes threaten much of the world. With time, Kreuzritter and Dr. Destroyer gain better control of the Reality Storm and soon they use it to cause more catastrophic disasters like earthquakes and volcanic eruptions. When dormant volcanoes erupt and fault lines suddenly appear below formerly stable places, the superheroes should suspect that something is amiss; and when the supervillains issue an ultimatum to both their worlds, the superheroes know for a fact their world is in jeopardy!

STATE OF EMERGENCY

The below describes a time line of disasters and calamities as they might occur in your campaign city. Described in general with suggestions for events and some rules interpretations, it's up to you to personalize the time line to your own setting and nail down the specifics. One word of advice: Don't feel limited by what is geographically possible or realistic. This is the Reality Storm, and when worlds collide, the line between the possible and impossible gets very blurry indeed!

DAY ONE

Like all good disaster movies, Day One begins innocently enough. Early in the morning, clear skies suddenly grow overcast and it begins to drizzle. The light rains continue throughout the day becoming thunderstorms in the late evening hours.

You should have the characters interact with their NPCs during Day One — just “day in the life” activities like a business meeting at work, or dinner and a movie with the significant other. Any action should be low-key; maybe the superheroes stop a bank robbery or other petty theft. During these encounters, be sure to describe the drizzle and gray skies since this foreshadows the storms to come.

On the evening news, the weather person makes a joke about it raining everywhere in North America (or other continent where the superheroes are located). Looking at the weather map, it does seem to be cloudy and rainy across the continent, and even places with arid climes like Albuquerque and Santa Fe experience light precipitation. The weather person completes the news segment with assurances that the fluke confluence of storms will pass over night and tomorrow will be sunny and clear.

DAY TWO

Well before sunrise, the winds pick up and the rain becomes a downpour. Heavy gray clouds crackle with lightning and rumble with thunder, waking many people up during the night. If a character is on monitor duty at the superheroes' base, be sure to describe how the electrical storm interferes with the base's security sensors and early warning devices. Any caped crusader out on neighborhood watch is in for a miserable night, since visibility is reduced to a couple of feet and hard winds blow the rains horizontally. Every dog in the city begins to bark and whine, even those normally nonchalant in the face of storms.

By noon of Day Two, storm sirens start to blow and reports of tornadoes (regardless of geographic location or season) begin to filter in. The city urges businesses to send their staff home for the day, and the superheroes face their first crisis....

TORNADO

On a major highway leading out of the city, fierce winds topple a semi. The semi blocks all out-going lanes and traffic backs up for miles. The first sign of trouble is hail stones the size of golf balls falling from the sky, cracking windshields and denting car hoods. Then reports come in of a tornado forming nearby and heading directly for the traffic jam. Radio stations broadcast the situation and motorists panic. Some exit their vehicles and run for the nearest shelter; others try to turn their cars around, causing accidents and clogging emergency lanes.

The characters may hear about the situation in several different ways: maybe their contact with the city calls them to ask for help, or maybe one of the superheroes in his secret identity is caught in the traffic jam. Whatever the case, local TV and radio stations make emergency broadcasts about the situation and ask people to stay off the roads, so hearing about the crisis isn't a problem.

STOPPING THE TORNADO: Simply put, a tornado is a column of air turning at high speeds. Formed by a thunderstorm that begins to rotate, tornadoes often occur when a cold, dry weather system meets a warm, moist one... or when supervillains cause the Reality Storm to rage across worlds!

A tornado requires instability (heat, moisture, etc.) and rotation to continue, and the characters must eliminate one of these two things to stop the tornado from hitting the trapped motorists. A clever bunch, your players likely come up with their own solutions, but here are some possibilities:

- Superheroes with flight or similar powers move opposite the rotation and stop the tornado in tried-and-true comic book fashion. The tornado's winds spin at 480 kilometers per hour; to counter the force of the tornado, the superheroes must move in the opposite direction at equal or greater speeds.
- Tornadoes often stop when cold winds envelope the storm system. A superhero with cold powers might produce similar effects by sucking the heat out of the area or dropping large chunks of ice into the storm system. No easy task, the character likely needs the help of his teammates to protect him from the fierce winds and lightning or to lift him above the storm system.

Whatever solutions the players come up with, the more dramatic the action, the better, and use your imagination when adjudicating the characters' efforts. Also important to remember: keep all of the superheroes involved in the action, so maybe some combination of the above suggestions is needed to stop the tornado. And even those superheroes unable to help stop the tornado can put their powers and abilities to good use by rescuing motorists from overturned cars near exploding, preventing motorists fleeing on foot from running blindly into downed power lines, and stopping other dangers.

DAY THREE

Another day goes by and the storm system still hasn't passed. In fact, the entire world is wracked by storms: hurricanes, tornadoes, typhoons, sandstorms, blizzards. Meteorologists are at a loss — they all agree, outside of Noah's flood, nothing like this has ever happened before. Even worse, wind-speeds increase until some tornadoes reach speeds of 640 kilometers per hour and maybe even faster.



A HERO RACES TO AVERT DISASTER

DISASTER
STRIKES!

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The storms and tornadoes shut down the campaign city. Power lines are down throughout the city, large areas lack electricity, and the streets begin to flood as debris chokes sewer systems and prevents drainage. Temperature changes are dramatic, fluctuating between freezing cold to humid and hot regardless of the season. The characters spend all their hours diverting tornadoes from hitting populated areas and rescuing lives. You should narrate the action — after stopping the first tornado, successive times are less exciting — but make sure the players realize their characters are on the edge of exhaustion. They have pushed their amazing abilities and powers to the limit, but never fear... soon they have an opportunity to test those limits!

FIRE

While not a disaster in itself, fire often follows in the wake of many calamities. Downed electrical lines and ruptured gas pipes are both possible causes. Fire departments, even with adequate manpower, have a difficult time responding to such emergencies because of the extensive flooding, and despite the constant downpour, some fires do not go out on their own. In the end, it's up to the superheroes to control fires and save people from the flames, so be sure to include the characters rescuing residents from high-rise apartment buildings and other residential locations.

THE RELIEF EFFORT

Also during Day Three, relief efforts get under way. The leaders of nations begin declaring states of emergency and rushing military personnel to crisis "hot spots." The superheroes can get involved in less spectacular, but just as important efforts like:

SANDBAGGING: If the campaign city is located on a river or lake, the water soon overflows its banks, and flooding and mudslides become a serious concern. A character with superhuman strength and endurance can do a lot of good filling sandbags; and those with movement abilities are useful for carrying the sandbags where they're needed most.

REFUGEE SHELTERS: The tornadoes and fierce winds tear roofs from houses, demolish homes, and leave people without a place to go for shelter. City officials reopen bunkers from the Cold War for the first time in years to shelter these people, and some displaced persons take cover in shopping mall basements and the like. In times of trouble, superhero bases also have plenty of space for the homeless, crowded into the team jet's hangar or packed into training rooms. Not to

mention, someone needs to make sure the refugees arrive at shelters safely.

MEDICAL ATTENTION: As the situation gets worse, injuries begin to mount. Maybe the characters lack medical skills, but getting the injured somewhere they can receive medical attention is no less important. The superheroes might spend countless hours carrying the injured to hospitals and emergency medical facilities.

"TOWER? CAN YOU READ ME?"

For the last twenty-four hours, air traffic controllers across the country have struggled to bring airplanes to ground safely. They've been successful for the most part, but now the last passenger jet over the campaign city is in trouble!

A tornado has uprooted the air traffic control tower and left it scattered in several large pieces across the airport. High above, the passenger jet is running out of fuel. Only the superheroes can help the plane land safely, and an urgent call goes out for their help — if necessary, city officials commandeer airtime on local TV and radio stations to request the characters' help.

When the superheroes arrive, the plane is circling above the storm system. Flying heroes must guide it through the storm while lightning crackles all around them. The plane was never meant to withstand the winds generated by the Reality Storm, and it begins to tear apart as it comes in for landing — so the superheroes, both literally and figuratively, have their hands full. Earth-bound heroes must clear the remains of the tower from the runway for an emergency landing and be ready to evacuate passengers when the plane touches down.

And as if that weren't enough, someone needs to make sure a tornado doesn't form in the area while landing the plane!

DAY FOUR

The storm exhibits preternatural effects on Day Four. Lightning flashes purple and crimson. Hail stones the size of baseballs fall from the sky. The rains continue and the water in the street rises to three or more feet.

Then some disaster without any possible scientific explanation happens. Maybe an earthquake shakes the city, and the superheroes must hold together skyscrapers with their bare hands; or a dormant volcano explodes, and the superheroes must divert the lava's course by digging trenches with their laser vision. The decisions is

yours, but whatever the disaster, it must be catastrophic. The characters, at this point, need to realize their city cannot survive unless someone stops what's going on.

Kreuzritter and Dr. Destroyer have also gained greater control over the Reality Storm. They begin to focus its wrath on people and places that could potentially thwart their schemes. On Empire-Earth, at the exact same moment, tornadoes touch down in the middle of all known Aegis headquarters. On Millennium-Earth, a few moments later, the same happens to UNTIL headquarters all over the world.

To make matters worse, the Guard and Champions disappear the same afternoon. For more information, see the accompanying boxes, Meanwhile... In Empire City and Meanwhile... In Millennium City.

LAVA FLOW

When the Reality Storm rages, volcanic activity can threaten at anytime in anyplace. Either a dormant volcano explodes, or the Earth's crust cracks and flows of deadly lava advance toward the nearby city threatening to destroy everything — and everyone! — in the path.

Below is some general information about volcanic eruptions (much of which is based on the eruption of Mount St. Helens in 1980); you should customize it to fit your campaign city and its topography.

- The total area covered by lava flows is 10 square kilometers with an average depth of .05 kilometers. To contain the flow the superheroes can create a "reservoir" of equal area (approximately .5 cubic kilometers) and divert all the lava flows to the reservoir.
- Flows of lava stretch as far as 10 - 15 kilometers from the source of the eruption before cooling, so make sure you place the eruption within five or so kilometers of a town or suburb.
- A lava flow has a depth of 1 - 10 meters, and advances from the eruption at a velocity as slow as a couple kilometers per hour, or as fast as 100 kilometers per hour depending on the slope — if your campaign city is in a mountainous region, the heroes had better move fast!
- The lava reaches temperatures of 700 degrees Celsius (1,300 degrees Fahrenheit). Lava begins to grow solid at 480 degrees Celsius (895 degrees Fahrenheit). To slow the lava, the characters might figure out a way to "flash freeze" it.

EVACUATE THE CITY!

Normally in the face such destructive disasters, officials would evacuate the area, and one of your players might suggest this course of action. Remind the player the entire globe is suffering from disasters of similar destructive force, and nowhere in the world is safe right now.

OTHER DISASTERS

The time line mainly uses tornadoes as the disasters facing the PCs, since tornadoes can happen most anywhere. Depending on your campaign city's geographic location, you may want to substitute the following disasters or use them in addition to the tornadoes.

HURRICANES: A hurricane is a rotating storm that forms over warm tropical waters. Near the center, the winds reach speeds in excess of 120 kph. Less destructive than a tornado, hurricanes impact a larger area and can also cause tidal surges to increase flooding in coastal regions.

TSUNAMI: Tsunami are huge waves caused by undersea earthquakes and volcanic activity. They often come in series, and a single wave can be over 30 feet tall, moving across open ocean at 500 or 600 miles per hour. Not only does the force of the water knock over buildings and other structures, but the area suffers increased flooding.

Like with the tornado, try to keep all of the characters involved in the action. Superheroes with energy blasts and the like dig trenches, leading the lava to a place where those heroes with superstrength work frantically to dig the reservoir. Meanwhile, characters with cold or water powers attempt to protect a nearby suburb by cooling the lava and slowing its pace, and those with flight, superspeed, or enhanced senses desperately search the area for any stragglers, lost children, or the like.

And if one eruption isn't enough to challenge the superheroes, the lava could spread from multiple places rather than a single source.

THE VILLAINS' ULTIMATUM

At 8:04 PM, a startling transmission is broadcast on all TV and radio stations across the globe. The two masterminds, Kreuzritter and Dr. Destroyer, are visible

DISASTER
STRIKES!

PAGE
15

MEANWHILE... IN EMPIRE CITY

The following time line briefly describes events in Empire City. You should use this to lend scope to Disasters Strike. It's important the players realize the disasters threaten the whole world, not just their city, and hearing of events happening elsewhere helps them understand the world-threatening danger of the Reality Storm. You can also use this time line for another city in your campaign by changing the names and locations.

DAY ONE: As it does around the world, the storm begins innocuously with light rains.

DAY TWO: Early in the morning, a tornado touches down in Central Park. While members of the Guard manage to keep the damage to a minimum, several high-rent apartments along Central Park West experience sudden redecoration when trees come crashing through windows. Later that day, the superheroes rush to the Queens Midtown Tunnel to save commuters from flooding.

DAY THREE: Times Square goes up in a blazing inferno, when repeated lightning strikes cause the many billboards to explode and set fire to neighboring buildings. While Officer Prometheus spends the day fighting fires, the Guard face their own challenge when waterspouts on the Hudson and East Rivers play havoc with the Brooklyn, Queensboro, and other bridges. The rivers continue to rise as the day wears on, and by evening the shoreline of Manhattan, including Wall Street, is under a foot of water.

Storm doors and armored shutters seal the offices of Matthews GenTech, protecting the building from the weather's fury. Strange creatures occasionally skitter down the nearby streets, collecting evidence for their father, but Mister Matthews keeps himself and his staff safely inside. Meanwhile, Crispin Jacobs of the Ascension Institute makes it known that all heroes are welcome to come to AI for aid or shelter, and he offers an exchange of any data concerning the preternatural storms.

DAY FOUR: As the dawn approaches, a break in the cloud cover seems to be a sign that the worst is over... of course, Kreuzritter has other plans. Like a brutal roar of triumph, thunder rumbles and then, simultaneously, repeated lightning strikes hit the Ascension Institute, the UN Building, the Statue of Liberty, and Olympian Tower. After the lightning strikes, the city suffers a terrible earthquake. In frantic action, the Guard attempts to prevent the huge chunks of concrete torn from their HQ from damaging neighboring buildings. As they work frantically to save lives, one by one the members of the Guard are caught in fields of mysterious green energy that appear from nowhere, and within seconds each disappears. The last of them, the Sentinel, manages to bring the Olympian's antenna safely to earth before overwhelmed by the forces removing the Guard from reality.

MEANWHILE... IN MILLENNIUM CITY

The following time line briefly describes events in Millennium City. Just like the time line of events in Empire City, you should use this to lend scope to Disasters Strike. You can also use this time line for another city in your campaign by changing the names and locations.

DAY ONE: As it does around the world, the storm begins innocuously with light rains.

DAY TWO: The crisis begins with the Detroit River Gondola trapped halfway across the Detroit River when simultaneous lightning strikes disable both towers. Defender and Sapphire manage to rescue the passengers before the cables snap. Elsewhere, the other Champions rescue pedestrians leaving work via above ground walkways, which are being ripped from buildings by the fierce winds.

DAY THREE: The Detroit River overflows its banks and most of Belle Island is under three feet of water by the end of the day. Despite extensive sandbagging, Rivertown also begins to flood and the Champions spend much of their time evacuating the district. On that same day, Kinetik, Dr. Silverback, and Cavalier (against the advice of his manager, Ellis Wheatley) work long hours attempting to put out a fire in the Cambridge Biotechnologies building. The fire started after repeated strikes of unnatural lightning. When the fires are out, Dr. Silverback begins a serious scientific investigation into the storm.

DAY FOUR: A mile offshore, the bed of Lake St. Clair cracks and geysers of magma shoot high into the air. The Champions and other heroes rush to the scene, hoping to divert the tsunamis and magma from the lakefront properties in Grosse Point. Engulfed in a geyser, the Champions' V-jet is destroyed and the heroes presumed dead. Meanwhile, two tornadoes touch down within city limits. One destroys UNTIL headquarters; the other the Battle of Detroit Museum. The tornadoes cause extensive damage to the city infrastructure.



on the screen. (Your characters should only recognize the one from their Earth; be sure to describe the appearance of the other villain, but don't use his name.) On Empire-Earth, Kreuzritter issues the ultimatum; on Millennium-Earth, Dr. Destroyer. Using advanced translation software, the villain speaks in the native tongue of the listener. You should read or paraphrase the following aloud to your players:

"I am become Death, the Shatterer of Worlds... It is said Robert Oppenheimer spoke those words from the Bhagavad Gita on the day the atom bomb was detonated. I take those words as my own, for when coming from my lips on this day, they are more appropriate.

"I have taken control of the world's weather systems. What you have seen thus far is nothing — only the most trivial display of my newfound power. You will surrender rulership of the world to me immediately... or face the consequences of defying the Emperor of the World.

"As your rightful Emperor, heed my words for I make my first proclamation. As proof of your loyalty, you will gather together those individuals calling themselves superheroes and turn them over to me for punishment. For having stood against the rightful ruler of the world across the decades, punishment for their wrongdoing will be just. Those deserving pain will suffer before their execution; others, after they have suffered punishments suitable to their crimes, will be given the opportunity to serve the new regime, as they wrongfully served —"

At this point the transmission is interrupted. After a few moments of static, Captain Chronos and the Drifter appear on the screen. (For the details of their appearance refer to the sidebar, Drifter and Captain Chronos, page 23.) The transmission is not as clear as the previous one; the sound is out-of-synch with the fuzzy image making it difficult to determine which of the two is speaking. Read aloud the following:

"Champ... <static>... Guard? Are we reaching you? Defender? Sentinel? Are you hear... <static>... grave danger. The Trick... <garble>... into the Timestream. Doctor Destroyer and Kreuzritter... <static>... not... <garble>... have taken over the Crystal... <static>... must reach them before... <garble>... Reality Storm threatens to end... <garble>..."

THE IRON GENERAL AND SISTER TIAMAT WATCH AS THE VILLAINS DELIVER THEIR MESSAGE

Then Kreuzritter and Doctor Destroyer return to the screen, and the villain finishes his speech:

“— arrive at the United Nations in 72 hours for my coronation. If you — all of you, all of the people of the world — would live, have the superheroes present for my inspection at that time. As evidence of my benevolence, those misguided heroes are the only gift I require of my subjects.

“All hail, the Emperor of the World.”

After the broadcast, the more catastrophic phenomena — the tornadoes, hurricanes, earthquakes, and so on — stop, but the thunderstorms continue without abating in intensity and the flood waters continue to rise.

GM ADVICE

Below are some general items to consider before running this section of *Reality Storm: When Worlds Collide!*

INVESTIGATION

This adventure assumes the characters begin to investigate after Kreuzritter and Dr. Destroyer deliver the ultimatum; the players, ever suspicious of supervillain involvement, may choose to investigate before then. The next chapter details what the characters can turn up through investigation, and you should allow the characters to learn some of this. But keep in mind two things. First, the characters are busy averting disasters and saving lives — they don't have a great deal of time to conduct a thorough investigation. Second, extend the investigation so that it lasts at least until the ultimatum. Allow the characters to discover the unique energy frequency of the Reality Storm and uncover its extra-dimensional nature, but little more. For most groups of superheroes, discovering the nature of the multiverse and its Space Gods should occur after the ultimatum.

SAVING INNOCENTS

The main goal of this part of the adventure is saving lives. Before running the session, you should carefully consider the tone of your campaign.

If the tone is similar to the comics of the Silver Age, you should give the characters every opportunity to save lives. Do this even if the characters' actions aren't necessarily realistic or sensible. Basically, when necessary, give them the benefit of the doubt. In the

end, even though buildings are toppling and cars are being thrown around by high-speed winds, civilian casualties are low — if not nonexistent — and because of the superheroes' supreme effort and sacrifice, lives aren't lost.

On the other hand, lives are going to be lost if your campaign has a more gritty tone. But still, keep in mind: players rarely enjoy hearing massive death tolls. Try to focus your descriptions on the lives the superheroes save, rather than those lost because the characters couldn't be everywhere at once. That some poor souls don't survive is implicit in the adventure; there's no need to remind the players at every opportunity.

THE WORLD'S SUPERHEROES

During the disasters, superheroes from around the world try to get in touch with their colleagues, including your player characters. Other superheroes begin to search for a cause by Day Three of the crisis, and even before Kreuzritter and Dr. Destroyer's ultimatum, it's obvious something (and maybe someone!) is behind the unnatural storms.

Since the Guard and Champions appear later in the adventure, it's especially important to remind your players of their existence. Even if the characters normally keep a low profile and don't have established relations with other teams, you can let them know they aren't alone by keeping them informed of news reports from other locations. Also be sure to tell the characters what happens to the Guard or Champions, as appropriate to their world, on Day Four since both teams make a surprising reappearance in Chapter Seven.

Furthermore, don't limit the scope of superhero activities to North America. All across the world, superheroes struggle to cope with catastrophe — even in countries normally antagonistic toward the heroes. People in South America, Europe, Asia, Africa, and Australia — people everywhere — are struggling against the Reality Storm.

This also an excellent opportunity to establish additional depth to your setting. After all, the villains require the world's superheroes captured and brought to them for punishment, and more than a few of the villains of both worlds might hope to curry favor with Dr. Destroyer or Kreuzritter by taking advantage of the heroes' relief efforts and ambushing them. If you want to expand this already epically-scaled adventure, select a team of mercenary villains and have them attack the

PCs while they're saving victims of fire or flooding. If not, perhaps the PCs hear on the news of an attack on another team of heroes elsewhere in the world.

URBAN RENOVATION

So you've set your campaign in a real life city like San Francisco or Toronto, and have decided you want to rearrange the urban landscape — maybe place a new skyscraper on a street already crowded with buildings or have a park in the middle of downtown. This part of *Reality Storm: When Worlds Collide!* provides you with the perfect opportunity for some urban renovation. All you need to do: have a disaster, a tornado or maybe an earthquake, level the section you want to change. Then later, after the adventure is over and the superheroes have saved the world, rebuild the section however you want.

NPCs

Role-playing disaster scenarios is interesting because a disaster doesn't take place in some secret headquarters or at a far-off locale. A grave threat to where the superheroes live and work, a disaster has an immediate impact on a character's everyday life. During this section of the adventure, you should stress that. One method is to show or narrate how NPCs important to the characters are coping with the flooding, the tornadoes, and whatever other calamities you throw at your campaign city.

NPCs can be more than just victims. They can also help in the relief effort, assisting in shelters for those without homes and maybe taking in a family or two with no place else to go. However you choose to involve them, keep the players informed of the NPCs' actions. During the excitement of stopping tornadoes, preventing tsunamis, fighting fires, and diverting lava flows, players might forget to look after important NPCs, and as GM it's your responsibility to keep those NPCs never far from the players' minds.

Finally, crisis situations often bring out the best in people, and a disaster is an excellent time to illustrate an NPC's depth of character. Before running this chapter, consider your NPCs and think of ways to involve them in the action. Maybe the normally meek homemaker takes charge of the neighborhood soup kitchen. Maybe the sharp-tongued police officer, at times openly antagonistic toward the superheroes, works day and night to make sure those in the precinct are safe — and even thanks the superheroes for their help.

SUPERVILLAINS

Not all supervillains are megalomaniacs, bent on ruling the world no matter who might be harmed. Some are just super-powered guys out to make a quick buck and have the same regard for life as the average person. Just like with other NPCs, a disaster can bring out the best in supervillains such as these.

A disaster is an excellent time for superheroes and supervillains to work side-by-side to save innocent lives. This can lend depth of character to a supervillain, making him more than just a super-powered guy who robbed a bank and now must be caught; and adds an interesting wrinkle to the superhero-supervillain relationship. And when it comes time for the superheroes to journey into the Timestream, maybe they have to test their new relationship with the supervillain and trust him or her to protect their beloved city....

During world-threatening disasters like the Reality Storm, a superhero can become romantically entangled with a villain as the two struggle side-by-side to save lives; or a supervillain, experiencing for the first time the acclaim and gratitude that goes hand-in-hand with heroics, decides to turn over a new leaf. So if you've wanted to begin that sort of subplot in your campaign, now is an excellent time!

MORE CROSSOVERS

Another possible expansion of this portion of the adventure is to cross over even more characters between Empire-Earth and Millennium-Earth. The storm itself might weaken the very fabric of existence, allowing people to pass back and forth between the afflicted worlds. Some are normal citizens, confused and frightened by the strange differences between the Earths. Others are villains, taking advantage of the disasters to commit crimes on a new world unfamiliar with their tactics and abilities. (From Empire-Earth, good choices might include White Banner and her band of mercenaries Egide Ubiquiste, Seawolf and his atomic submarine, or the Russian superhuman General Winter. Conversely, Millennium-Earth might send over the alien gladiator Firewing, the international super-terrorists known as Eurostar, or the more lighthearted thieves of GRAB.) While exploring the full possibilities of these types of crossovers is beyond the scope of this book, at the very least encounters with interdimensional refugees may help the heroes piece together what's happening in the next chapter.

UNCOVERING THE STORY

CHAMPIONS
SILVER AGE
SENTINELS

REALITY
STORM

APPROVED
BY THE
COMICS
PUBLISHERS
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AUTHORITY

#4
of 9



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In this chapter, the PCs stop being reactive and start being proactive. Kreuzritter and Dr. Destroyer have made it clear: they caused the disasters the world has suffered over the last few days, and unless the citizens of Earth hand over their beloved superheroes and swear fealty to a megalomaniacal villain, the duo intends to tear the world apart!

And what of the mysterious message that interrupted the villains' ultimatum? What was the meaning of the garbled words and enigmatic utterances?

Though the tornadoes and other disasters have ceased for the moment, the rains fall nonstop and extensive relief efforts continue on both worlds. The situation is still urgent. Everyone realizes this is only the calm before the storm....

WHAT'S GOING ON?

The sections below cover the likely angles of investigation. Since predicting players' actions is difficult, the sections provide enough background information to help you extrapolate answers quickly.

You should read the section carefully before running this part of *Reality Storm: When Worlds Collide!* While reading, try to imagine what the players will ask and do during the upcoming game session. No one knows your players better than you, and visualizing their actions helps you prepare to run the scenario. Finally, don't let the action bog down during the investigation. While mystery is important for keeping the players interested, this adventure is fast-paced and exciting. If the players become frustrated with the investigation, move on to *A Wild Ride* in Chapter Five and get the superheroes busy exploring the weird and perilous dimension of the Timestream!

AND THE EARTH SHUDDERED....

Though the masterminds, Kreuzritter and Dr. Destroyer, have gained considerable control over the Reality Storm, the storm is far beyond any mortal's ability to master completely. During the investigation, describe the earth shuddering. The tremors are slight, but almost constant and definitely noticeable — floors tremble, windows rattle, and knickknacks fall from shelves. The tremors are ominous, the merest hint of terrible things to come

INVESTIGATING THE BROADCAST

The characters likely have questions about the broadcast ultimatum. They can easily obtain a copy for closer analysis from local TV stations. Though the two villains fill much of the screen, close investigation of the scene behind them uncovers several clues:

- The source of the transmission is impossible to identify, but it was broadcast to all corners of the globe simultaneously.
- The villains stand in front of a control panel filled with dials and gauges labeled in a strange language... if a language at all. Even characters with superhuman language abilities cannot decipher the words. In appearance, the closest human equivalent is Sumerian cuneiform, but even that is only an approximation. The control panel itself is elegantly crafted of what appears to be brass and copper. Whatever the material, it's nothing like the molded plastic of modern workmanship.
- Occasionally shadows move across the scene, so wherever the villains are, they aren't alone.
- At the top edge of the scene, a monitor is visible. In the blurry image on the monitor, two planets are visible. A mishmash of colors to the naked eye, computer analysis reveals both planets are predominantly blue and green in exactly the same proportions.
- At the left and right edges of the screen, strange walls are visible. At first glance the walls appear to be a jigsaw puzzle of brass and steel. A closer look reveals that light glistens off a translucent substance, maybe polished glass or high-quality plastic, covering gears of brass and springs of steel.
- No matter who the superheroes ask, no one recognizes the second villain in the scene. The characters can only identify the villain, either Kreuzritter or Dr. Destroyer, who comes from their world.

WHAT ABOUT THE OTHER BROADCAST?

Investigation of the strange signal that interrupted the villains' speech reveals very little, but the characters can glean a few clues:

- Like the ultimatum, the source of the transmission is impossible to identify.

- Of the two figures appearing, the characters can only uncover information about the one from their world. For those from Empire-Earth, Drifter is a member of the Untouchables, a secretive group of super-powered men and women, who may or may not be heroes — who, in fact, may or may not exist. For those from Millennium-Earth, Captain Chronos claims to be from the future. He often perpetrates strange, puzzling crimes in the name of maintaining “the integrity of things to come.”
- The transmission shows the pair in a small, spherical space. They sit in high-backed, black leather chairs. Surrounding them is a wide array of levers, buttons, and gauges. Crimson and purple lightning scuttles across the curved walls of the place.
- In the transmission, the pair mentions the names “Doctor Destroyer” and “Kreuzritter.” Depending on the characters’ home world, no one has heard of the other villain.
- No one has any information about a “crystal” — although if the characters try hard enough they probably discover plenty of magical crystals. Unless you want to distract your players, none of these magical crystals makes sense in the context of the Reality Storm.
- The words “Timestream” and “Reality Storm” are discussed in more detail in the section Two Angles Of Investigation, page 23.

GOING TO THULE

Characters on Empire-Earth may decide to investigate Thule, homeland of Kreuzritter, perhaps even going so far as to assault or infiltrate the island. Although all reports out of Thule (what few there are) indicate the nation experiences the same destructive weather as the rest of the world, meteorological investigation contradicts these reports. Satellite-generated weather maps show Thule, at worse, experiences light rains and occasional thunderstorms. Seismological reports show that tremors are occurring there, but no serious earthquakes have struck the island.

Basically, Kreuzritter ensures Thule suffers very little from the Reality Storm. (On Millennium-Earth, Dr. Destroyer does the same for his top-secret base high atop the Himalayas, but it’s unlikely the characters know the location of that base.)



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THE DRIFTER APPEARS

REALITY STORM

A superhero assault on the island of Thule is beyond the scope of this adventure, but if the characters insist, proceed to A Wild Ride in Chapter Five. The journey to the Timestream can be handled in several different ways. The characters might penetrate Kreuzritter's laboratory, activate the dimensional machinery there, and trigger the inverse cyclone that whisks them away to the Timestream. Or maybe Kreuzritter is monitoring the approaches to his nation. When the characters

DRIFTER AND CAPTAIN CHRONOS

Intended merely to provide leads for the heroes, the two characters play a small role in *Reality Storm: When Worlds Collide!* so character sheets are not included. You will, however, need to describe their appearance....

DRIFTER: This enigmatic adventurer is a member of the Untouchables, an outlaw band of heroes on Empire-Earth. His face is covered by a mask, which does not quite conceal his half-Thai heritage, and his head and neck are wrapped with brilliant scarves which seem to move of their own accord. Atop his head sits a leather skullcap outfitted with outrageously-oversized goggles. His right arm is a prosthetic, made of other-wordly crystalline clockwork. The Ascension Institute believes Drifter can step between dimensions, and in fact does so regularly.

CAPTAIN CHRONOS: This self-professed time-traveler wears a silver body suit reminiscent of an aviator's outfit from the early part of the 20th century... or, more accurately, reminiscent of what someone from the early part of the 20th century believed an aviator's outfit would look like in the future. His headgear sports a pair of wings, and he wears big goggles over his eyes (or sometimes pushed up on his forehead when he's studying something closely). Sparks of electricity leap across the goggles' blue lenses.

For more information, Drifter is described on page 298 of *Silver Age Sentinels Tri-Stat Edition* (published by Guardians Of Order) and Captain Chronos is described on page 135 of *Conquerors, Killers, and Crooks* (published by Hero Games). With a little bit of work — and using the conversion rules included later in this book — you can quickly convert either character if you'd like the time-traveling, dimension-hopping duo to play a more active role in *Reality Storm: When Worlds Collide!*

approach his kingdom, he sends a tornado to intercept them. Once the superheroes are caught in the tornado, Entropus manipulates events and suddenly the characters are sucked into the Timestream. The rest of the adventure can proceed from that point.

TWO ANGLES OF INVESTIGATION

Depending on the skills of the superheroes, the investigation likely proceeds in one of two directions: either a mystical direction or a scientific one. The characters can benefit from either angle of investigation. The nature of the Timestream is manifold; one area of human endeavor cannot hope to explain its entirety.

While the characters investigate, don't forget that the whole world is involved in this crisis. If your characters lack the appropriate skills, you should have NPC superheroes get in touch with them. The NPCs can provide pieces of key information, and the sidebars, Meanwhile... In Empire City and Meanwhile... In Millennium City, provide details about what NPCs are doing in other parts of the world.

If your characters have an equal mix of scientific minds and mystical souls, entering the Timestream should be a joint effort between both types of superheroes. For instance, the mystic must identify and track the energy emanations, while the scientist constructs the device that will breach the dimensional barriers and follow those emanations to their source.

SPACE GODS

Knowledge of the Space Gods is sketchy at best. Most mystics agree that higher powers exist in the multiverse. What these entities — if entities at all — do precisely is beyond the ken of normal men. Some believe one of these Space Gods is the guardian of the multiverse; or at the very least, they believe a set of unbreakable laws pertaining to the multiverse exists, and some over the countless millennia have anthropomorphized these laws. Many mystics also theorize that inhabitants of the universes comprising the multiverse cannot step outside their own universe entirely and enter the Timestream. Even beings capable of traveling through time or passing between dimensions cannot access the Timestream itself, which can be thought of as the medium in which the universe moves.



MYSTICAL ENLIGHTENMENT

After much mediation, searching through dusty tomes, and/or talking to ancient mentors, the characters come up with some or all of the following. How much they learn is up to you, and what follows summarizes the information in Chapter Two, The Multiverse, The Reality Storm, And The Plot, presenting it with a mystical slant.

Our universe is not alone. It is more like the single branch of an ancient tree. When the tree was young, it was the merest sapling emerging from the ephemeral soil of existence. Now ancient, it possesses branches enough to shade the whole surface of our world. Some branches have died and been cast down to the forest floor; others have sprouted their own multitude of branches rising ever higher into the heavens. Yet however many branches, our universe is only a single part of the whole.

To understand the Timestream think of the tree thus: consider the tree not as you imagine it in the “now,” motionless and unchanging, rustled perhaps by the wind but nothing else. Consider it instead as if you could collapse all of time into a single perception, and view the whole of the tree from beginning to end — not only as a process happening in a sequence but as the whole of the tree’s existence. See the tree as it moves through time, its branches growing ever higher, some dying and being cast off.

As for the Reality Storm, meditate on the processes of time. Envision the tree passing through the seasons. Imagine the leaves budding and growing green, the blossoms unfolding their petals and transforming into fruit. Imagine the fruit growing ripe and heavy, and the leaves turning brown. Now imagine a storm knocking the fruit to the ground and stripping the dead leaves from the branches. Understanding of the Reality Storm is within your grasp. But imagine one last thing: does the storm rage unabated? Or does it pass, allowing Spring and then Summer to come, allowing the process of growth to begin again?

SCIENTIFIC THEORY

Gathering scientific information might be more difficult than gathering information of a mystical nature, since most every mystic takes a stab at explaining the transcendental and preternatural, whereas few scientists are willing to speculate without

KINETIC RACES TO PROTECT THE INNOCENT

REALITY STORM

some sort of empirical evidence. However, characters with dimensional science skills or who are just out-and-out geniuses have little trouble cobbling together the following hypothesis. Again how much they learn is up to you, and what follows summarizes the information in Chapter Two, The Multiverse, The Reality Storm, And The Plot, presenting it with a scientific slant.

Postulate a void, and within this void, a single highly-charged vector of matter and energy. To further clarify, think of the vector as a time series. Call this vector-prime. In this hypothetical void only two forces act on vector-prime: gravity, which pulls the vector downward, and a unity of strong, weak, and electromagnetic forces which holds the vector together.

MEANWHILE... IN MILLENNIUM CITY

The city prepares for the worst Dr. Destroyer can throw at them. The apparent death of their beloved Champions has galvanized the city's inhabitants and no one has forgotten the destruction of Detroit; Lennies have sworn to defy Dr. Destroyer with their dying breath. The city's remaining superheroes, including Cavalier and Kinetik, focus their relief efforts on the devastated Grosse Point area. In an unprecedented display of solidarity, PRIMUS invites UNTIL to take up temporary residence in their headquarters, and Silver Agent Mayte Sanchez and Major Richard Kemal work hand-to-hand to prepare the city for the worst.

In the gutted and scorched Cambridge Biotech Complex, Dr. Silverback works without sleep to understand the nature of the Reality Storm. Along with the world's scientific community, he focuses his efforts on meteorological control devices, hoping to cobble together something that will provide the city with some sort of defense. (Of course, at the PCs prompting he might turn his attention to penetrating the dimensional walls.)

From McKenzie House in the Scottish Highlands, the Trismegistus Council coordinates the efforts of mystics around the world in a desperate attempt to settle the cosmic balance and limit the damage caused by the Reality Storm to the fabric of the universe. The most sensitive mystics sense that two extra-dimensional agencies assist them, but cannot identify the nature of the agencies.

Of course, this is only a metaphor; the unified field theory as it pertains to our universe, cannot be proven to exist in this void. But even though only a metaphor, it is useful.

As vector-prime passes downward, it loses some of its charge causing the braid of strong, weak, and electromagnetic forces to unravel. The forces begin to act separately and vector-prime splits into divergent paths, and each time it splits, it loses a little more of its

MEANWHILE... IN EMPIRE CITY

After Kreuzritter's ultimatum and the disappearance of the Guard, the city's residents are shell-shocked. Officer Prometheus struggles to organize the city's heroes into a coordinated relief effort and bolster the city's spirits. Elsewhere, the Lady of the Lantern works day and night sandbagging in the Lower East Side and Chinatown. Rumor has it several Triads work beside her. Hell-Cat Mary and her Dead Rabbits "commandeer" local businesses and other buildings in Hell's Kitchen for refugee shelters. After the Ascension Institute labs are destroyed by lightning strikes, Crispin Jacobs moves his operations into the empty Olympian Tower. The scientist and his daughters, Alessia and Katja, work night and day to uncover the fate of the Guard.

At the national level, the United States and NATO begin to organize a naval strike on Thule; the US-based metahuman group known as The Order and the UN's strike team, Aegis JTF, pool their forces. In a surprising moment of cooperation, the US and other nuclear powers have agreed that, if necessary, tactical nuclear strikes will be made on the island kingdom.

At the behest of the loa, the Baron coordinates Voodoo practitioners worldwide in a massive ritual to stem the spiritual bleeding caused by the Reality Storm. Though he doubts the efficacy of his efforts, the loa assure him he is not alone and other-dimensional agencies assist him.

The Untouchables are all but overwhelmed by the flooding and fires along the West Coast. If approached by the PCs about Drifter, they can only confirm that they haven't heard from him in days, but have had no time recently to search for him.

charge and mass, and so the splits become more common. Each of these vectors can be considered a universe, and one of these vectors is our universe. The set of vectors is the multiverse. And the set of vectors, as $t = 0$ to infinity, is the Timestream.

To understand the Reality Storm, return to the base case of a single vector, vector-prime before divergence. Consider vector-prime's origin. It travels from one direction to the opposite. For ease of reference say vector-prime travels from the past to the future. Consider then that the origin of vector-prime must have imparted energy to the vector, and it stands to reason that this origin continues to produce vectors of energy. For whatever reason, these other vectors move at a higher velocity and yet lack vector-prime's matter. This is the Reality Storm: a vector intersecting the same path of our own, adding its energy to our vector, briefly accelerating our vector toward the future. Now this energy, by some unknown means, has been blocked from moving on, and rather than dissipating, it builds in intensity. Perhaps it is a wave-form. Whatever the case, this is our current situation.

One last consideration and purely speculation... consider the void and branching vectors confined to an experiment within a lab. Further, consider that some mind guides the experiment, and this mind guides the experiment according to the purest form of the scientific method — never interfering; only ensuring the experiment runs its course without outside interference. Finally, consider vandals breaking into this lab and taking control of the experiment. Think of those vandals as the villains and you begin to understand the situation.



OFFICER PROMETHEUS STRAINS TO KEEP CITIZENS OF HIS CITY SAFE

CHAMPIONS
SILVER AGE
SENTINELS

REALITY STORM

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of 9



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INTO THE RIFT

After learning as much as they can, it's time the characters put their information to good use and enter the Timestream.

How the characters arrive in the Timestream depends on their actions. Either they can jury-rig a device to transport them there, perform a hurried magical ritual to pierce the veil between dimensions, or the entrapped Entropus might manipulate events with the hope of saving the multiverse.

Once in the Timestream, the superheroes must overcome weird obstacles and dangerous hazards on the road to the Crystal Palace, where the most dangerous threat of all, the combined might of Kreuzritter and Dr. Destroyer, awaits them.

A WILD RIDE

If the characters possess applicable skills or have the right contacts, allow them to first isolate the energy frequency the villains use to control the Reality Storm, then follow that frequency into the Timestream. Luckily, since Entropus does not occupy the Crystal Palace, the barrier between the universe and the Timestream is worn thin by the Reality Storm — normally, it's nigh impossible to enter the Timestream. Two basic means of achieving this goal are available: the mystical means or the scientific; and you should encourage the players to use their imagination when it comes to devising a mode of transportation.

However the characters manage to enter the Timestream, the actual event is the same. Read aloud or paraphrase the following text to your players. The description assumes the characters are outside; if they aren't, adjust the text accordingly. The description also includes two historical scenes, one each from Empire and Millennium-Earth. Rather than use the name of the villain unknown to your characters, you should substitute a description. For instance, rather than say "Dr. Destroyer" to your characters from Empire-Earth, you should say instead, "the large figure in imposing armor from the ultimatum.". One last note: you are encouraged to add or replace scenes involving Kreuzritter or Dr. Destroyer from your own campaign's history to those included below.

The earth below you shudders. The incessant sounds of rain and thunder seem somehow muted. The gray sky high above seems to rip, a slow tear at first growing ever wider. Beyond the tear in the sky, you see

only darkness until suddenly a comet blazes across the scene beyond the rift.

The winds gather, blowing this way, then that. After the experiences of the last few days, you recognize the first signs of a tornado. The winds grab at your hair and capes, pick up small objects and spin them around you. Then suddenly you're aloft and carried toward the rift.

Though the winds spin you faster and faster, your vision is clear. Behind the winds and rain, as if you looked through windows streaked with dirt, you glimpse scenes:

The first set of scenes begins with a ravaged and pitted battlefield. Military personnel and vehicles charge across the field. From the uniforms and tanks, you judge the time to be World War II. There, at the center of the battlefield, Kreuzritter and the American Sentinel are locked in a death grip. The scene passes by at high speed, as Kreuzritter and Sentinel fight several times in different locations, and at last Kreuzritter stands on a German tank as a wall of lava overflows him, and Sentinel and the Russian hero Muzhik narrowly escape. Then, the scene shifts to Kreuzritter emerging from the darkness of a cave, shouting his defiance to the heavens; and then his moment of triumph as the island of Thule emerges from the storm-tossed sea amid swirling elemental energies.

The scene then shifts, again showing World War II, but a different time on a different world. A young German scientist is captured aboard a British ship, and the hate and resentment smolders in his eyes as he is turned over to the American government. He works briefly in an American laboratory, then leaves for South America, where in several short vignettes he can be seen building his empire, killing those who would oppose him while building ever-more-deadly devices. He then is seen in full costume, battling costumed superheroes in various locations. The penultimate vision shows a burning laboratory. Doctor Destroyer stands with his fist raised above his head in defiance. A beam of blinding energy descends from the heavens. Once your eyes clear, you see the villain is gone and where he once stood, only a shattered helmet remains. While the world mourns the death of a city, the scene shifts to a television monitor, then pulls back to show Destroyer himself, safely hidden away in a secret throne room, laughing while he plans his next move.

As you near the dimensional rift, you glimpse one last scene. In an immense vaulted chamber, an equally immense being stands considering his arcane machinery. The being's body seems composed of multicolored vectors. The vectors move slowly across his body, branching as they go. He manipulates the controls of his immense machinery with a look of fierce concentration on his face.

Then, you glimpse a disembodied smile — a Cheshire grin — appear over his shoulder. There's a cold laugh, and a flash of light. Without warning both the enormous being and the hideous floating smile disappear.

And then you leave your reality, passing out of your universe and into another.

Sent by Entropus, the last scene is an attempt to communicate his plight to the superheroes.

TROUBLESHOOTING – IF THE PC'S ARE STUCK

If the characters lack the skills, resources, contacts, or inclination to make their own way into the Timestream, you can use the following method. Basically, Entropus brings the characters into the Timestream, hoping they will thwart Kreuzritter and Dr. Destroyer and rescue him from the Trickster's trap.

Entropus has managed to exert some influence over the Reality Storm. The mother of all tornadoes begins to form outside the city limits, and it's up to the superheroes to stop it. One by one, the characters are caught in the tornado. Held helpless by the supernaturally fierce winds, the sky rips open and the heroes find themselves cast into the Timestream.

If you use this method, you should still read the glimpses of past events — especially the vision of Entropus tricked by the Trickster — as the characters are sucked out of their world.

IN THE TIMESTREAM

After passing through the dimensional rift, the characters find themselves gently deposited on one of the infinite paths winding its way through the Timestream.

On average, a path is four meters wide and as hard as concrete. Any break in the path repairs itself in about a day. The distance to the Crystal Palace depends on you. The more successful the characters' attempts to unravel the mystery of the Reality Storm, and the more

they learned about the nature of the multiverse in the previous chapter, the closer they should be to the Crystal Palace.

One piece of advice: if you want the action to move quickly to the next chapter, you should make sure the characters, however far from their destination, can see the Crystal Palace on the horizon. Otherwise they might wander off in the wrong direction!

Some players might decide, either out of misguided strategy or sheer cussedness, to take the path in the opposite direction from the Palace. If they do so, allow them, but point out that in this direction the path begins to branch wildly in all directions every few steps, quickly turning into a confounding maze that leads

FACELESS ONE (d10 TRI-STAT)

STATS

Body 14, Mind 3, Soul 5, ACV 7, DCV 5, Health 115

ATTRIBUTES

Armour (30 points) 3, Special Attack (Energy, 60 points) 3, Special Defense (Air x2, Disease x2, Hunger, Pain x2, Poison, Sleep x2) 10, Superstrength 1, Tough 1

DEFECTS

Less Capable (Agility) 3, Unskilled 3

NOTES

See text.

FACELESS ONE (HERO SYSTEM)

STATS

30 STR, 12 DEX, 30 CON, 12 BODY, 5 INT, 0 EGO, 20 PRE, 4 COM, 6 PD, 6 ED, 3 SPD, 0 END, — STUN

ABILITIES

Energy Blast 8d6, Reduced Endurance (0 END; +1/2); Takes No Stun; Reduced Endurance (0 END; +1/2) on Running and Leaping; Life Support: Total; Damage Resistance (6 PD/6 ED)

75+ DISADVANTAGES

Physical Limitation: Mindless (Frequently, Greatly Impairing)

NOTES

See text.

nowhere in particular. This is the convergence point for an infinity of paths, after all, and heading out could take them anywhere. It should be clear that the only productive route is toward the Crystal Palace. If they don't get that hint, then begin throwing Faceless Ones and other hazards at them.

For a more detailed description of the Timestream, refer to Chapter One, The Crystal Palace.

HAZARDS OF THE TIMESTREAM

The hazards described below can potentially threaten the characters while they journey to the Crystal Palace. Since they're incidental to the plot of the adventure, you should use the encounters as you see fit. Maybe a lack of encounters is a reward for clever thinking in the previous chapter; or if you aren't ready to begin the next chapter, you can end the game session with one of these perils. You are also encouraged to add hazards of your own creation to the ones below.

LEAVING THE PATH

As long as the heroes stay on or near the path (within four meters), they experience no ill effects. Once they move farther away than that, their tenuous connection to the laws of physics of their worlds begins to fade. Their powers stop working, and they drift aimlessly through the void. Their senses are bombarded by unusual, synaesthetic sensations: smells they can hear, colors that burn, tuneless music that freezes their bones.

Give the characters a few seconds to get back to the path under their own power once they begin to experience the ill-effects of leaving the path. If they continue to stray however, they soon lose all ability to function — all they can do yell hopelessly for help — and they need to be rescued. At your discretion, characters with appropriate powers, such as time-related powers or magic, might be partially protected or even immune to these dangers.

The Timestream has additional effects on superpowers. Characters who can teleport discover they can move back and forth along the path they are on with ease, but cannot jump to another path or into the void. Anyone using telepathy or other mental powers will find that they work, though there is a constant, distracting background "static," and any attempt at perception or attacks on anyone not on the same path suffers a penalty. In the Hero System, apply a -2 penalty to PER Rolls and OCV; in Tri-Stat, apply a -2 penalty to Sense Checks and ACV.

THE FACELESS ONES

Of unknown origin, the Faceless Ones prowl the paths of the Timestream in large packs attacking any living being they encounter. Humanoid in shape and standing six feet tall, a Faceless One's body seems made of crudely sculpted clay and its misshapen head is a featureless orb. It staggers forward with both arms outstretched and open palms outward. In the center of each palm is a bloodshot eye, and when they attack, liquid-like green energy gushes from the eyeballs.

Some believe the Faceless Ones are the Timestream's immune system, enforcing the laws of the multiverse by killing sentients who enter the Timestream. Others claim disembodied spirits who drift through the void animate the Faceless Ones, and a spirit forms the creature's body from the material of the paths that wind through the Timestream. The truth, however, is unknown.

Faceless Ones generally will attempt to physically overpower their opponents first, then use their energy-blasts second. If they cannot harm their targets with either of these attacks, they work together and try to push characters off the path into the void.

INTERDIMENSIONAL WHIRLPOOL

As the characters walk along the paths of the Timestream, swirls of energy coalesce in the void around them. Sometimes these whirlpools open up into other universes, maybe even allowing the superheroes to see what's happening back on their world. Sometimes the whirlpools open up into strange and alien places, where interdimensional predators lurk!

A tentacle covered with small, fanged maws emerges from the whirlpool and attempts to drag a character into its dimension.

d10 Tri-Stat: Below are the pertinent abilities for the toothy tentacle using the rules for d10 Tri-Stat.

- The tentacle is 20 metres long.
- The tentacle has a Body of 9, Superstrength at Level 3 (giving it +12 to stat checks for holding and pulling), an ACV of 8 and a DCV of 5.
- It has 5 levels (50 points) of Armour, and inflicting 200 Health Points of damage drives it off.
- The tentacle's fanged maws gnaw on the Grabbed target, but are unable to harm any character wearing Armor or having the Armor Attribute at any level. It can squeeze, however, doing the physical damage of its ACV plus the bonus for Superstrength.

HERO SYSTEM: Below are the pertinent abilities for the toothy tentacle using the rules for the HERO System.

- The tentacle is 10" long.
- The tentacle has STR 40, OCV 6 with Grabs, DCV 3, SPD 3.
- Its rPD/rED is 10 and inflicting 60 STUN drives it off.
- The tentacle's fanged maws gnaw on the Grabbed target, but are unable to penetrate resistant Defenses.

CAST-ADRIFT SOULS

Some poor bodiless souls, through ingenuity or sheer luck, manage to outlive their universes. These souls find themselves cast adrift in the Timestream where they wander aimlessly for eternity. The souls remember only fragments of their long dead universes; but they do remember they once had a body.

When a soul encounters a living being, it attempts to possess one of the characters and return to some semblance of the life it once lived. If successful, it immediately attacks any others present using the abilities of the body it has just possessed; it knows once discovered, it will be driven from its new body so it had better make a preemptive strike.

To exorcise the soul, the struggle is entirely a mental one. The soul cannot be harmed in anyway; it can only be driven from the body of its host. Once driven out of the body, it is caught in the temporal winds and pulled ever onward into the void.

d10 Tri-Stat: Below are the pertinent abilities for the drifting souls using the rules for d10 Tri-Stat.

The drifting souls have the Attribute "Mind Control" at Level 5 with no additional PMVs for Range, Area, or Targets, and attack and defend as though they had Mind Stats of 7. Any actual damage done to the soul in Mind Combat drives it from the possessed character's body, screaming and crying in rage.

HERO SYSTEM: Below are the pertinent abilities for the drifting souls using the rules for the HERO System.

The drifting souls attack and defend with an ECV of 7. They have a Mental Defense of 8. Any actual damage done to the soul by mental attack drives it from the possessed character's body, screaming and crying in rage.

Possession: Mind Control 12d6, Telepathic (+1/4), Reduced Endurance (0 END; +1/2) (105 Active Points); Must Merge With Victim's Body (-1/4). Total cost: 84 points.

CASTAWAYS

When a universe ends, not all of it is destroyed. As the dimensional barriers unravel, some small portion of the universe is cast adrift into the Timestream, and this is the source for the colliding planets, blazing comets, and exploding stars the characters see as they traverse the paths of the Timestream. Not only celestial objects survive; on occasion small groups of sentient life somehow manage to outlive their universes. Set adrift on small pieces of refuse like shipwrecked sailors, these survivors eventually fade away until only their enraged souls survive.

As the characters travel, they might encounter some of these castaways clinging desperately to a small asteroid or other debris. The castaways call out for help, but once dragged to a path they attack their rescuers — the destruction of their world and universe, as well as long exposure to the temporal and dimensional radiation of the Timestream, has driven them quite insane. For statistics, use the refugees described in the section, Multiversal Refugees, in Chapter Seven or else supply your own.

THE CRYSTAL PALACE

CHAMPIONS
SILVER AGE
SENTINELS

**REALITY
STORM**

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At last, the characters approach the source of Kreuzritter and Dr. Destroyer's newfound power... the Crystal Palace, the abode of Entropus and center of the Timestream. Here, where all roads end, the superheroes must put a stop to the villainy of the two masterminds.

But this is no easy task!

Alone, each villain is awesomely powerful... together they might be more than the characters can handle! Luckily for the heroes, though nefarious schemes and evil plots have made for strange bedfellows, neither villain trusts the other and each has hatched a plot to eliminate his ally.

The characters must choose a strategy to attack the villains, and choose wisely. Perhaps they can take advantage of their mutual mistrust and turn the masterminds against each other. Maybe they can determine the whereabouts of the hijacked heroes of both Earths and rescue them, assembling a powerful force for a direct assault. Or, they themselves may attempt to overpower the combined forces of two world's greatest villains. Even if they accomplish the seemingly impossible task of driving the villains from the Crystal Palace, they soon discover the Reality Storm still threatens to destroy Empire- and Millennium-Earth.

FROM THE DISTANCE

As the characters approach the Crystal Palace, the paths meandering through the Timestream merge until only a single path remains. This final path ends at the gate of the Crystal Palace. When the characters are within sight of the palace, read or paraphrase aloud the following text to your players:

After journeying the paths of the Timestream, you see what must be your goal.

Up ahead, your path terminates at an immense building atop a chunk of orange rock suspended motionless in the void. The building — so majestic, it can only be called a palace — is hexagonal in shape and easily a hundred feet high. The building's six walls gleam in the light of exploding stars and blazing comets, and you suspect the walls are the same as those that appeared in the ultimatum the villain issued to your world. Rising from the main building, three slender towers soar into the void, and atop each tower is a ten-sided polygon of brass.

THE ENERGY FROM THE TOWERS

The rays of energy emitted by the towers are indeed Kreuzritter and Dr. Destroyer's means of controlling the Reality Storm. When the characters arrive, Kreuzritter is preparing to destroy the naval fleet currently gathering on Empire-Earth for an assault on Thule. If the superheroes act fast, they can save the lives of many brave seamen!

As you watch, the polygons open. The ten sides, now protruding at right angles to the tower, begin to rotate. Lightning crackles along the panels. Then each tower emits a ray of coruscating energy. The corkscrewing streams cross high above the palace and begin to gather in an ever-growing whorl of power.

As you continue down the path, you see a mob gathered around the palace of crystal. The creatures look to be crudely shaped from clay, and you'd guess they number in the hundreds. Greenish energy gushes from their outstretched hands and splashes against the crystal walls. It looks as if you aren't the only ones who want to get inside the palace.

BARBARIANS AT THE GATES

The Faceless Ones have been gathering around the Crystal Palace for the last week. Attracted to the place like a lodestone draws iron, the creatures can sense sentient life inside the walls. The creatures surround the entire palace, but the vast majority have gathered in front of the gate. They truly do number in the hundreds — and maybe even thousands, if that's how many you need to dissuade your players from a frontal assault!

Mindlessly, the Faceless Ones try to batter down the walls with their energy blasts. Their efforts are fruitless — their blasts are too weak to penetrate the strong walls of the Crystal Palace. However futile their efforts, the Faceless Ones do provide a great distraction for the superheroes.

While Kreuzritter and Dr. Destroyer are unperturbed by the Faceless Ones' presence, their henchmen are less nonchalant about the creatures' senseless violence. The villains' agents spend most of their time keeping an eye on the Faceless Ones and, most importantly, they rarely look up since the creatures can't fly.

So long as the characters don't go out of their way to get the Faceless Ones' attention, the creatures continue to blast away at the palace's walls. If the characters do get the Faceless Ones' attention, they had better watch out!

FEATURES OF THE PALACE

The sections below describe the Crystal Palace's pertinent features. Simply put: there are only two "rooms" in the palace, the Entry Hall and the Palace's Heart. The villain's henchmen spend most of their time in the Entry Hall; the masterminds, in the Heart. The remaining space within the palace is a maze of corridors.

THE WALLS

The Crystal Palace's walls, both inside and out, are made of an unknown and unidentifiable substance similar in appearance to a perfectly clear diamond. Behind the crystal, machinery is visible. In constant motion, brass gears turn and levers lift, steel springs compress and axles spin. When the Crystal Palace is used to manipulate the multiverse, the machinery turns more quickly. However furious its motion, the machinery never makes a sound — it runs smoothly without grinding, clanking, or groaning. The intricate clockworks make it impossible to see through the walls. The characters may glimpse signs of movement or flashes of bright light on the other side of the wall, but they won't be able to identify the source.

GETTING INSIDE

To get inside, the characters have several options. The simplest is to fly up to the top of a tower, pass between the panels, and enter that way. Another is to charge the wall and hope the damage is enough to cause the wall to become insubstantial, thus allowing the superhero to pass inside. Some heroes may have useful powers like teleportation or desolidification, which allow some or all of the heroes to pass through the walls.

And then there's the frontal assault.

As stated elsewhere, when dealing with the likes of Kreuzritter and Dr. Destroyer, this is probably a bad idea. But, it is possible. Use of telekinesis or a similar power can remove the bar from the front gate's doors. Then it's just a matter of charging through the Entry Hall into the Heart of the Crystal Palace... and defeating the mightiest supervillains of two worlds. If the players insist on this course of action, be kind and

CRYSTALLINE MATERIAL

The properties of the material are far beyond human comprehension; game characteristics for the material are provided below.

d10 Tri-Stat: The walls and gate have an Armour rating of 130. If an attack does more damage than that, it (including the machinery inside) becomes insubstantial allowing the attack to pass through it harmlessly. The wall then immediately regains solidity. In essence, the characters cannot damage the walls and they cannot stop the walls from becoming insubstantial. Clever players might find ways to use this property of the walls to their advantage.

HERO System: The walls and gate are DEF 16. If the wall takes BODY, it (including the machinery inside) becomes insubstantial allowing the attack to pass through it harmlessly. The wall then immediately regains solidity. In essence, the characters cannot damage the walls and they cannot stop the walls from becoming insubstantial. Clever players might find ways to use this property of the walls to their advantage.

allow their characters an opportunity to fall back and regroup if (when?) they begin to be overwhelmed. Maybe the Faceless Ones barge in through the now open gate after the superheroes, providing the perfect distraction for a timely retreat. Or maybe one of the masterminds makes use of the machinery in the Crystal Palace to transport the superheroes out of the Timestream entirely; and like he did with the Guard and Champions, Entropus snatches up the heroes and brings them inside himself.

THE FRONT GATE

The gate is three meters wide and seven meters tall. Two huge doors of crystal guard the gate, the only entrance into the palace. The doors open outward and they are barred from the inside when the characters arrive. Opening the doors without first removing the bar is impossible. Unlike the walls, no machinery lies within the crystal doors. If the characters manage to see past the Faceless Ones swarming outside, they can look directly into the Entry Hall. How much is visible depends on their means of viewing, but even a glance reveals the agents camped out just inside the gate.

THE TOWERS

Made of the same crystal as the rest of the palace, the circular towers are thirty meters high with a diameter of four meters. Visible inside each tower, a cylinder-shaped space runs from the polygon to the palace below; at the center of the space is a slender steel axle. The interior space has a diameter of three meters; one meter wide, the axle occupies the precise center of the tower leaving the rest of the space, two meters from wall to axle, open.

The ten-sided polygon is six meters high, making the tower's total height thirty-six meters. When the sides are open, a perforated metal cylinder is exposed. The openings in the cylinder have a diameter of a meter. Once inside the cylinder, characters have easy access to the interior of the tower. At the base of the tower, the characters find themselves in one of the palace's many passages.

When the polygon is open, touching the panels as temporal energy leaps and skitters across the surface is a bad idea. The character touching the panel suffers enough damage to dissuade him from doing it again, but the exact amount is left up to you.

Each of the three towers is exactly the same — the precise craftsmanship required to manufacture such perfect similarity is beyond the abilities of mortals.

PASSAGES

Passages run the length and breadth of the palace. The height and width of the passages is a uniform four meters. Passages always meet at right angles, and never travel farther than ten meters before ending or meeting another passage. Some of the passages are gently sloped, and lead up or down within the palace.

Maps for the exact layout of the bewildering maze of passages are not provided; all of the passages wind around the palace until the characters either come to the Entry Hall or the Heart. If the characters capture one of the villains on patrol, he or she can lead them directly to either place. (Although the villain might trick the superheroes into entering the palace's Heart where Kreuzritter and Dr. Destroyer await!) Otherwise, you need to decide the characters' destination. If you want the characters to get right to the fight with the masterminds, then they find themselves on one of the ledges in the Heart. If you want them to have more time to plan, they find themselves in the Entry Hall.

Given below are three maps showing sample passage layouts. You can use these for any encounters that take place in the corridors.

THE ENTRY HALL

The front gate opens directly into the Entry Hall. A rectangular space, the hall is twenty meters long and ten meters wide. Three passages lead off into the palace from the longest walls, and a single passage leads into the palace's Heart. Two rows of columns run the length of the Entry Hall. Reaching from floor to ceiling and made of the same crystal as the rest of the place, the columns are eight meters high with a diameter of two meters.

Throughout the hall, the agents of Kreuzritter and Dr. Destroyer have laid out their bedrolls and made camp. The two camps don't mingle much, both groups preferring to keep to themselves.

THE HEART OF THE PALACE

At the center of the palace is its Heart. Within this chamber, Entropus operated the machinery of the Timestream before the Trickster deceived the guardian of the multiverse; and here also, Kreuzritter and Dr. Destroyer gained control of the Reality Storm.

The cubical chamber measures ten meters on a side. Narrow, one-meter-wide ledges run along the walls. The lower ledge is three meters above the floor; the higher, six meters above. Passages lead from the ledges out of the chamber.

At the center of the chamber is a platform. The platform is six meters by six meters. Four steep stairways, one at each corner, lead up to the platform. Neither the stairs nor the platform have any visible means of support — they seem to float of their own accord — and the platform hovers six meters above the floor of the chamber.

The edges of the platform are crowded with consoles and monitors. None of the equipment has an apparent power source. At the center of the platform, a portable generator is connected to both a digital camera atop a tripod and a hi-tech transmitter that's also hooked to one of the consoles. The villains used the equipment (obviously manufactured on Earth) to broadcast their ultimatum to Empire- and Millennium-Earth.

THE VILLAINS AND THEIR HENCHMEN

This last section deals with those usurpers of the machinery of the multiverse, Kreuzritter and Dr. Destroyer, as well as their henchmen.

Each villain entered the Timestream accompanied by ten agents (described in the accompanying sidebars). Kreuzritter also brought with him the ancient war-machine, Iron Duke, and the gun-for-hire, Alice, Queen of Hearts. Kreuzritter wasn't the only one to bring super-powered henchmen into the Timestream. Doctor

Destroyer came with his loyal minions: the nuclear-powered Gigaton and the master of deceit Rakshasa.

Though Kreuzritter and Dr. Destroyer maintain a businesslike relationship (each knows he will soon have the upper hand and sees no reason to be anything but professional), their super-powered henchmen have a more open rivalry.

PATROLS

The henchmen frequently patrol the Crystal Palace's halls. Because neither villain trusts the other, a patrol is always a joint effort consisting of four agents, two from each camp. Either Iron Duke and Rakshasa, or Alice and Gigaton lead the patrol. To increase the power level of a patrol to challenge the heroes, increase the number of agents.

The characters should encounter at least one patrol while traveling the passages of the Crystal Palace, since this gives them the opportunity to capture and question one or more of the supervillains. The supervillain henchmen, Alice and Rakshasa, know her or his respective employer's plot. Getting the information out of Alice is only moderately difficult, since she's basically a mercenary. Rakshasa, slavishly devoted to Dr. Destroyer, is another matter entirely but clever players can get the information through use of appropriate skills or powers. Gigaton doesn't know much of the details of Dr. Destroyer's plans, and doesn't really care. As for Iron Duke, Kreuzritter has told him only to guard the Palace, and that's all he's doing.

Patrols often get lost in the Crystal Palace's maze of passages; and a patrol won't be missed for quite awhile.

BETRAYED!

Unsurprisingly, each villain has already put in motion a scheme to betray his ally. Clever superheroes can take advantage of the plots detailed below to defeat the masterminds.

KREUZRITTER'S PLOT: Kreuzritter has noted Dr. Destroyer exhibits compulsive behavior. Obsessively meticulous, Dr. Destroyer tends to perform actions with precisely the same movements. Kreuzritter plots to take advantage of this behavior. He knows that, before returning to claim rulership of their respective worlds, the two villains will make a last broadcast, so their subjects can prepare a regal welcome for the returning conquerors. Kreuzritter suspects Dr. Destroyer will stand in the exact same spot as he did in their first broadcast. On that spot, Kreuzritter has trained a

SUPERVILLAIN AGENT (HERO SYSTEM)

STATS

15 STR, 18 DEX, 15 CON, 10 BODY, 13 INT, 10 EGO, 10 PRE, 10 COM, 6 PD, 6 ED, 3 SPD, 6 REC, 30 END, 30 STUN

ABILITIES

EB 12d6, 32 Charges (+1/4); OAF (energy rifle); Armor (8 PD/8 ED); OIF, Activation Roll 14; +2 with Energy Weapons.

50+ DISADVANTAGES

Social Limitation: Subject To Orders (Very Frequently, Major)

NOTES

The character sheet above presents the agent's most pertinent attributes; you should assume they have any other appropriate equipment. For more variety, refer to pages 16 - 20 of Conquerors, Killers, and Crooks (published by Hero Games).

SUPERVILLAIN AGENT (d10 TRI-STAT)

STATS

Body 8, Mind 7, Soul 5, ACV 7, DCV 5, Health 65

SKILLS

Military Science 1, Gun Combat 2, Plus 10 points of Skills to individualize them.

Each Agent wears a combat suit providing 20 points of Armour, and carries an Energy Rifle that does 100 points of damage and fires 32 shots.

NOTES

See text.

powerful particle beam. When the camera is turned on, the beam will strike Dr. Destroyer, bypassing his impressive armor and rendering him helpless. Kreuzritter then plans to throw Destroyer into the furnaces below the Main Hall that power the cosmic machinery. He has informed Alice, who acted as a sort of director for the first ultimatum, of his plan. As a contingency plan, she is to direct Dr. Destroyer into the beam if the villain fails to stand in the correct spot.

DOCTOR DESTROYER'S PLOT: The two villains have agreed to make one last broadcast to their Earths before returning to claim rulership. Doctor Destroyer has performed some alterations to the broadcasting equipment. Having isolated Kreuzritter's unique dimensional frequency, he has inserted a small energy projector behind the camera lens. When the camera is turned on, the projector will disrupt Kreuzritter's frequency, paralyzing him in place as he fluctuates between dimensions, and Dr. Destroyer alone will remain in the Crystal Palace in control of the Reality Storm. Destroyer then plans to find a way to separate Kreuzritter from his fascinating armor, discarding the useless body into the Timestream. Rakshasa is the "cameraman" and Dr. Destroyer has instructed him in the use of the device.

SO... WHAT NOW?

Players may think of other ways to use the villains' plots against them, but if not, you can nudge them in this direction. The particle beam, mounted in the ceiling and controlled from one of the side panels, is a one-shot weapon that should be used as a GM plot device — it only goes off once and stuns anybody in its path. The camera-beam should be treated likewise — it's tuned specifically to Kreuzritter and therefore only works against him, and if he's in the path of the camera he has no chance to avoid it. If the PCs (or either mastermind) get these attacks off, the heroes should be left with the respective henchmen and agents to battle, which should most likely be a considerably fairer fight.

GM ADVICE

In this section are helpful tips for running the assault on the Crystal Palace. One general piece of advice: the combined might of Kreuzritter and Dr. Destroyer is quite a challenge for a group of superheroes. When adjudicating character actions, keep in mind the power levels involved, and if necessary give

your players the benefit of the doubt. While defeating the villains should be nothing less than challenging, always remember you and the players are working together to tell a story, and the superheroes quickly crushed by two supervillains isn't a very heroic ending....

PACING

The assault on the Crystal Palace should be fast paced, the action moving at breakneck speed. Your players, however, may have a different plan. In fact, they may be inclined to discuss plans endlessly — their characters are going to be facing Kreuzritter and Dr. Destroyer after all! — and while the Timestream is infinite, the game session is not.

To encourage them to move quickly, you have several options:

- Remind them of the energy gathering high above the palace. Obviously the villains intend to unleash the Reality Storm, and if the superheroes act quickly, they can prevent a disaster back on their world.
- There's no reason why the Faceless Ones can't notice the characters, and if they do, the only safe place from the mindless creatures is within the palace.
- If the characters pause too long while in the palace corridors, a patrol led by two supervillains stumbles upon them. This is especially likely if the heroes begin a loud and heated discussion about what to do next.

SUPERVILLAIN TACTICS

As mentioned previously two supervillains, one from each camp, lead the patrols of the Crystal Palace. The other two supervillains are found in the Entry Hall. Advice concerning tactics the villain pairs use in combat is given below. Also included are suggestions for Kreuzritter and Dr. Destroyer.

ALICE, QUEEN OF HEARTS AND GIGATON: Due to her psychic senses, surprising Alice is unlikely. Luckily for the superheroes, Alice is bored and itching for a fight. Rather than warn her fellows, she drifts to the rear of the patrol and waits for the characters to attack.

Gigaton doesn't hesitate when he sees the superheroes — he orders the agents to fire and opens up with his most damaging attack.

Alice uses the distraction of Gigaton's flashy — and powerful! — attacks to maneuver for either superior position or an ambush. Until she has taken the characters' measure, she avoids hand-to-hand combat if possible.

DESIGNER NOTE

FINDING THE OTHER HEROES: AN ALTERNATE TRACK

If the PCs are sufficiently sneaky, they may have the opportunity to spy on either a wandering patrol or Dr. Destroyer and Kreuzritter themselves. If so, give them a chance to overhear a casual conversation about "the prisoners downstairs." It seems the heroes are not the only interlopers around! Whoever is talking mentions that two mysterious beings in a strange ship were captured by Dr. Destroyer and Kreuzritter, and are now prisoners in a room below the Entry Hall under guard by six agents. From the discussion, the players might determine the prisoners are the two mysterious fellows who interrupted the initial transmission, Drifter and Captain Chronos.

When the Reality Storm first began to rage, Drifter was traveling between dimension and found himself stranded because of the interdimensional interference. Captain Chronos was rushing through time in his Chronosphere, an actual ship with similar abilities to his Chronosuit, seeking to understand the temporal disaster he detected, when he was cast willy-nilly through the multiverse. He skidded to a halt on an unknown world, right when Drifter had given up hope of returning to his home. The two quickly realized they had a similar purpose and teamed up, determined to brave the Reality Storm and return to their worlds.

The extent of their success was the transmission. After it was completed, Kreuzritter and Dr. Destroyer detected their materialization in the Timestream and used the Crystal Palace's devices to capture their ship with a sort of "tractor beam," teleporting them to the Entry Hall where they were quickly overwhelmed and captured. They have been placed in a chamber downstairs, with Captain Chronos' ship just parked in the hallway awaiting the villains' inspection at first opportunity.

(If you use this alternative, add a second level below the Entry Hall. One of the passages leading from the Entry Hall travels four meters to a stairway going down, before continuing on into the maze of passages.)

Though the walls and door of their chamber are completely resistant to either hero's powers, to those outside the prison, freeing them is simply a matter of overcoming the six guards and opening the door. The walls and ceiling of the basement are sufficiently thick that an attack will go unheard by anyone upstairs. However, the guards do have radios to keep them in contact with their respective squad leaders upstairs, so if one manages to get his radio out and activate it, the villains are alerted to the breakout.

Once freed, Drifter and Captain Chronos work with the heroes. Neither is much help in a direct fight; Captain Chronos cannot use any of his Chronosuit's time-manipulation powers in this timeless location (which is why he needed the ship in the first place), and Drifter's ability to step between dimensions is hampered by the continued presence of the Reality Storm itself. However, they can provide the PCs with whatever plot information they may be missing, and can also take them out of the Palace.

Once they're out of the Palace, Chronos' ship can detect the location of the Guard and Champions (once the heroes let them know they're missing in the first place). More importantly, Captain Chronos is confident, by combining the technology of his Chronosphere with the Drifter's knowledge of dimensions, he can open a portal to the location of the trapped superheroes. If one of your PCs is technologically inclined, be sure to include him in the scientific proceedings.

At this point, the Trickster should appear inside the Chronosphere as he does in the Palace in Chapter Seven, and the adventure can continue from that point with the rescue of the missing heroes. Once the heroes are saved and Entropus returned to the Timestream, the combined force of heroes can accompany Entropus back to the Crystal Palace. At that point, it's up to you as GM to decide if the villains turn tail and run, or stay to fight it out; if your players enjoy running multiple characters, they can each be handed one or two of the Guard and Champions to run in battle and the entire adventure can be wrapped up with a massive melee, leading directly to Chapter Eight.

If the situation goes badly for the villains, the agents and Alice retreat. Gigaton however does not and attempts to stop the superheroes from pursuing the rest of the patrol.

IRON DUKE AND RAKSHASA: Upon seeing superheroes Iron Duke charges into hand-to-hand combat, heedless of danger and trusting his invulnerability to keep him safe from harm.

Rakshasa, taking advantage of the chaos caused by a ten-foot-tall derelict war-machine's charge, orders the agents to form a line between him and the superheroes. From behind the agents, the villain then uses his mental powers of illusion to aid Iron Duke — mainly by making a character think Iron Duke is one of his teammates or vice versa.

Once Iron Duke is incapacitated, Rakshasa orders the agents to cover his escape and heads for the Entry Hall to warn the others of the superheroes. At which point two of the agents, those serving Kreuzritter, run from the battle.

During his retreat, Rakshasa shapeshifts into one of the Guard or Champions — but only if he knows the heroes' Earth of origin.

KREUZRITTER AND DOCTOR DESTROYER: The two villains, under no circumstances, coordinate their attacks or work together. Both are far too arrogant to seek the help of another, and each hopes his ally will fall in battle. So long as they fight the superheroes, neither attacks the other directly; but poor tactical decisions — like one villain moves to block the other's line of fire — likely arise because of their lack of teamwork.

If the superheroes are subdued and one of the villains seems badly hurt or exhausted, the other villain attacks him. Use this to give the superheroes time to recover and a second chance at defeating the masterminds.

Neither villain fights to the bitter end. Each wears a device that when activated, transports him back to his world of origin. If the situation looks grim, the villain activates the device and retreats to his Earth where he continues his attempt to conquer the world. (Don't forget: only the superheroes know the villain no longer controls the Reality Storm!)

WRAPPING UP

Once the dust has settled and the players have caught their collective breath, read or paraphrase the

VILLAINOUS INFIGHTING

While each mastermind calmly plots to do away with his ally, their henchmen are not so Machiavellian. After a week or so of close confinement, tempers run high... and one stray energy blast might set the henchmen at each others' throats. So keep track of where those missed energy blasts go, and if your characters get in trouble, it might be time to have the henchmen turn on each other.

following aloud:

The machinery begins to whirl into life around you. On the many control panels, levers activate and buttons depress seemingly of their own accord. Then a monitor flashes bright. On the screen you see two Earths, side-by-side. Almost covering both worlds is a wild swirl of energy. In a bottom corner of the screen, luminous numbers appear. You realize the numbers show the exact time when you left your world and entered the Timestream. The numbers begin to advance. Behind the walls of the Crystal Palace, gears turn faster. The numbers are advancing hours in mere seconds. The wild swirl of energy has grown huge.

Suddenly the clock stops. The time is five hours from now. On the screen, the swirl of energy is gone... and so are both planets.

Mystically- and scientifically-inclined heroes quickly realize the monitor displays the two Earths, and the swirl of energy must be the Reality Storm. Those same characters understand they have just seen what will occur five hours hence. Their Earth — and its neighbor — will be destroyed unless they can stop the Reality Storm!

THE DIGITAL CAMERA

The same camera the villains used to broadcast their ultimatum to all corners of the globe, can also be used by the characters to broadcast the current situation back to their world. Simple to operate, the characters have no difficulty using the camera to inform two worlds they have defeated the villains.

The camera provides a fun role-playing opportunity for the players — making a speech about the virtues of truth and justice; informing two worlds the villains have been defeated; letting citizens know the threat is not yet averted, and the heroes prepare to risk life and limb to

save two worlds — and you should encourage your players to milk it for all it's worth!

And if the players overlook the opportunity, you may want to nudge them in the right direction.

TALKING BACK AND FORTH

Other than the one-way transmission of the camera, the villains did not establish a means of two-way communication with either of their worlds. The characters with a little bit of work and technological know-how can do so if they wish.

Even if the characters don't think of it themselves, you might want to have Crispin Jacobs or Dr.

Silverback, both of whom have worked around the clock since the crisis began, get in touch with the characters. This allows you to relate what has happened on the two worlds since the characters left. More importantly, it provides you with an in-game means of offering the superheroes "expert" opinions on the situation confronting them — namely, how to rescue the Guard and Champions from within Entropus, return the guardian of the multiverse to his rightful place within the Crystal Palace, and thereby save Empire- and Millennium-Earth!

If you have decided that Captain Chronos and Drifter were captured by the villains, one of the henchmen or agents should mention them being down in the "dungeon." If instead they've been loose in the Timestream, you may want to have them make contact with the heroes as well, at this point, to be able to offer advice and information.

MEANWHILE... IN MILLENNIUM CITY

While some villains have helped with the relief effort — and rumors of GRAB rescuing numerous Lennies continue to circulate — not all villains set aside their villainy because of the crisis. VIPER takes a cynical view of the situation. They assume some superhero will stop Dr. Destroyer and save the world. They initiate Operation Plunder, and their agents make simultaneous strikes on the numerous hi-tech firms in the city. Silver Avenger, Mayte Sanchez, and Major Kemal of UNTIL coordinate the effort to thwart VIPER.

In the Cambridge Biotech Complex, Dr. Silverback isolates the energy signature of the Reality Storm. One sub-frequency strikes him as out-of-place and he follows its transmission back to Olympian Tower on Empire-Earth. The sub-frequency is a result of Jacob's attempts to locate the Guard. Once in touch with Jacobs, the two scientists piece together a pretty accurate picture of the situation... and are on the verge of locating the Crystal Palace.

Assuming Dr. Destroyer escaped, he returns to his secret base in the Himalayas. Before he can continue with his plot to conquer the world, he discovers a computer virus has infiltrated the artificial intelligence, Sennacherib. Mechanon seeks to hijack the Reality Storm and use it to exterminate organic life on Earth. His laboratories and machinery in disarray, Dr. Destroyer devotes his time to exterminating the virus. In the end, he fails to take advantage of the chaos caused by the Reality Storm and swears vengeance for Mechanon's interference.

MEANWHILE... IN EMPIRE CITY

After the characters arrive in the Timestream, Jade Naga, the Haud Lord, strikes. Since the ultimatum, he has called together nearby cells of his reptilian Haud soldiers. He has no intention of bowing to the will of Kreuzritter. Instead he plans to take over Empire City, vulnerable because of the disappearance of the Guard, and hold it against the monarch of Thule. Since the first brutal strike of the Haud, the flooded streets of Empire City have become a battlefield between Jade Naga, his soldier-drones, the Marvels Tactical Unit, and Officer Prometheus.

In Olympian Tower, Crispin Jacobs has managed to locate the Guard. The reception is blurry and sporadic; but it's obvious that wherever the heroes are, they fight for their lives. While trying to fine tune his equipment, a startling interruption occurs and Jacobs finds himself conversing with a talking — and very intelligent — simian named Dr. Silverback. Quickly exchanging information, the two scientists piece together a pretty accurate picture of the situation... and are on the verge of locating the Crystal Palace.

Assuming Kreuzritter escaped, once back in Thule, he informs the world's governments that he knows about their impending naval assault on his island. He warns them to disband the fleet or face the consequences.

CHAMPIONS
SILVER AGE
SENTINELS

REALITY STORM

APPROVED
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#7
of 9



RESCUING THE WORLDS!

Standing on a floating platform in the Heart of the Crystal Palace, the superheroes make a startlingly discovery. Though they have defeated the masterminds who controlled the Reality Storm, the people of Earth — two Earths, in fact! — are still in dire jeopardy.

If the characters don't act fast, both worlds will be destroyed... but what are they to do? They've stopped the villains. They control the Crystal Palace. What more can they do?

Though the machinery of the multiverse allowed the villains to take control of the Reality Storm, it is not enough to reverse the damage caused by their meddling. Only Entropus himself can do that... and the guardian of the multiverse is caught in a devious trap.

If the superheroes are to save the universes of Empire- and Millennium-Earth, they must rescue Entropus — they have no other choice.

WHERE'S ENTROPUS?

Ever devious, the Trickster duped Entropus prior to the beginning of the adventure. He caused Entropus's monitors to report a strange spatio-temporal anomaly at the very edge of the Timestream where infinity comes to an end. Unable to divine the cause of the anomaly from the Crystal Palace — an unusual occurrence, but sometimes happening when sentients tamper with the fabric of the space-time continuum — Entropus went to the site in person to analyze the anomaly and then eliminate the problem. When Entropus stood on the edge of the Timestream, the Trickster "pushed" the guardian of the multiverse off the edge, and Entropus fell out of the Timestream into the null-space beyond infinity.

This alone was not enough to trap Entropus. He could easily transport himself back into the Timestream, but....

The Trickster knew that and was prepared. The cosmic mischief-maker had already dredged up a motley collection of multiversal refugees. Entropus never noticed the disappearance of the sentients, because the Trickster abducted them from universes at a dead end, places where all creation had come to a halt and the inhabitants merely counted down the days until the soon-to-arrive cosmic dissolution. Mutants from radioactive worlds, pterodactyl-men from worlds where evolution had gone in a different direction,

Neanderthals turned bloodthirsty and savage who had hunted Cro-Magnons into extinction — these and others the Trickster had sequestered away in an extra-dimensional space.

In the brief moment Entropus took to understand his situation and begin to rectify it, the Trickster "injected" his refugees into the guardian of the multiverse.

Entropus not only resides within the Timestream as its caretaker; he also contains, in some incomprehensible way, the Timestream. To express the concept in a way not totally befuddling to the limited senses of mortals: within Entropus is a mirror image of the Timestream. The same paths that meander through the Timestream, meander through Entropus; but in place of the Crystal Palace is a many-faceted diamond that represents the seat of Entropus's being. Into this vast space within the guardian of the multiverse, the Trickster injected the agents of Entropus's undoing.

Though the way out of the Space God's trap seems simple — remove the multiversal refugees, then return to the Timestream — Entropus cannot accomplish this on his own. He is a cosmic being, a Space God, and as such a cosmic metaphysic dictates what Entropus can or cannot do. He does not possess free will as humans know it. Although unimaginably powerful, he must live according to the laws of his existence, and his current predicament results from two of these laws.

LAW #1: Entropus cannot directly cause the death of a sentient. He might allow the Timestream to carry universes to their doom, but he cannot kill.

LAW #2: Entropus cannot transport inhabitants of those universes in his care between dimensions or into the Timestream. One of his duties is, in fact, to prevent sentients from entering the Timestream.

The trap becomes clear. So long as the multiversal refugees remain within Entropus, the guardian of the multiverse cannot re-enter the Timestream because they would travel with the Space God. Though he is allowed to take inanimate matter into the Timestream, he cannot kill the refugees, nor can he simply eject the refugees into null-space since that would kill them. The Trickster is indeed devious.

To make matters worse Entropus cannot communicate directly with sentients — it is the equivalent of a human talking to a gnat. All he can do

is send images, like those seen in the whirlwind in Chapter Five, or make other clumsy attempts to communicate his plight, like taking control of the monitor at the end of Chapter Six.

THE GUARD AND CHAMPIONS

As the characters quickly learn, the multiversal refugees aren't the only ones within Entropus — the Guard and Champions have also been trapped inside the guardian of the multiverse. Currently, they fight a losing battle against the Trickster's agents. Though Entropus couldn't stop the cosmic mischief-maker from placing the refugees inside him, he did make sure they ended up far from the seat of his personality. The refugees, bent on destruction and urged forward by the manipulations of the Trickster, made their way toward the center of Entropus where the diamond lies.

Quite literally, Entropus required bodyguards.

Toward the end of their reign of terror, Kreuzritter and Dr. Destroyer discovered how to make Entropus's machinery tear individuals out of a universe and cast them into the null-space beyond the Timestream. Both villains deemed death by annihilation fitting punishment for their longtime adversaries, the Guard and Champions. So it was, members of both teams found themselves torn from their worlds and cast out beyond the Timestream.

But Entropus took advantage of the situation.

Once the superheroes were outside the Timestream, the Space God could transport them wherever he wished without violating the edicts of his existence. Rather than let them vanish into nothingness, he brought the superheroes within himself to defend the seat of his personality from the multiversal refugees. Regrettably, Entropus could neither communicate his purpose to the superheroes nor return them to their home universes.

With the diamond looming over them, the two teams of superheroes quickly reached an understanding. They realized they were similar in purpose and ethical code — in short, though from different worlds all of them were superheroes. After relating recent events, they soon realized that somehow the same thing was affecting both their worlds. (They had disappeared before the villains' ultimatum, so they knew nothing about that.)



SENTINEL AND DEFENDER JOIN FORCES

Wasting no time, those superheroes who could fly were sent to scout the area and try to find a way out. As they scouted, they discovered the multiversal refugees who attacked them. The two teams realized the huge diamond was the refugees' goal and judging by their violent actions, they meant only harm. Then began the defense of Entropus. Since five mobs of refugees approached the diamond, the superheroes split into five teams of two. Though each team has fought heroically to stop the refugees, the refugees slowly push them back toward the diamond.

Unless the characters act quickly, the refugees will overcome the Guard and Champions and finally reach the seat of Entropus's personality.

SOLVING THE MYSTERY

At the center of the Timestream, within the Crystal Palace, the characters find themselves with a dilemma. Though they have defeated the villains, their world is still in jeopardy.

First thing, the characters probably attempt to understand how the machinery works. After all, the villains used it to hold the Reality Storm in place and cause the disasters, so the players probably think their characters can use it to return the Reality Storm to its natural course and save the two worlds.

They are, however, wrong.

The Reality Storm has dwelt too long in one place; its energy has grown to fearsome proportions and until that energy is dissipated, the storm does not move on. If allowed to continue, the energy dissipates naturally — in an explosion that destroys the dimensional barrier separating the neighboring worlds. Once the barrier is destroyed, the worlds meet in violent collision and neither is likely to survive.

Allow the characters to study the machinery and even, with successful use of appropriate skills and the like, discover how to operate it — but also let them know time is not on their side. They have only five hours to save Empire- and Millennium-Earth and must act quickly. Once they have successfully learned to operate the machinery, inform them it cannot stop the Reality Storm. They must find a solution elsewhere.

To avert the destruction of both worlds, the characters must rescue Entropus and return him to the Crystal Palace.

THE EXISTENCE OF ENTROPUS

Because of the vision sent to them when they entered the Timestream, the characters should realize someone once occupied the Crystal Palace. (If a game session or two has occurred since then, you may need to remind the players of that vision.) If their investigations went well in Chapter Four, they also know that some believe a cosmic being watches over the multiverse. Putting two and two together, they should arrive at the conclusion some being once occupied the Crystal Palace, and this being was responsible for making sure the Reality Storm did not destroy worlds.

If they have already learned how to operate the machinery, the characters can display on one of the monitors the same scene they glimpsed while traveling between dimensions. From there, they can track Entropus to the edge of the Timestream.

On the monitor, they see Entropus floating in the void. Behind him are the numerous paths of the Timestream. The being seems to stare at a shimmering barrier of golden energy. The same smile, the disembodied Cheshire grin, appears behind Entropus. For no apparent reason, the physical representation of Entropus staggers, and then falls into the barrier disappearing from sight. The scene freezes.

Without any prompting, a clock appears in a bottom corner of the screen. The time shows the event happened just before the disasters began to wrack the characters' world; the same day the villains, Kreuzritter and Dr. Destroyer, arrived at the Crystal Palace. Again seeming to act of its own accord, the scene on the monitor changes. It shows Kreuzritter and Dr. Destroyer arriving at the gates of the Crystal Palace. Behind them, seemingly unnoticed by either villain, the smile appears for a brief moment and then vanishes.

The monitors cannot see outside of the Timestream since Entropus is blind to what happens beyond the borders of his guardianship, so the characters cannot track Entropus once he falls through the barrier. The characters can use the machinery to see within Entropus since within him dwells the Timestream, and as discussed in the next section, they can view the Guard and Champions' current plight.

THE GUARD AND THE CHAMPIONS

If the characters attempt to use the machinery to find Entropus, the monitors show the Guard and Champions. For descriptions of their current plight see below in the section, Multiversal Refugees. Five monitors total come to life; each monitor shows a different pair of superheroes and their plight.

When describing the scene, make it clear that, although similar to the Timestream and the paths seem the same as those outside the Crystal Palace, a large diamond is always visible in the distance and a single path leads to that immense gemstone. With the description of the single path leading to the gemstone, the characters should realize that the place is a mirror image of the Timestream but not the same.

With successful use of skills and powers, and by means of the machinery within the Crystal Palace, the characters can communicate with the superheroes trapped within Entropus. Those heroes do not know what precisely is going on or where they are. They assume they need to stop the refugees from reaching the diamond, although they don't know why — it just seems like the right thing to do. They fear that without help they will fail.

DISCOVERING THE NATURE OF THE TRAP

Discovering the nature of the trap is difficult, since Entropus cannot communicate his predicament directly to the characters. Briefly reviewing what the characters likely know:

- A being, who may have been the guardian of the multiverse, once inhabited the Crystal Palace.
- The being was pushed outside the Timestream by an unknown agency represented by the disembodied smile.
- Kreuzritter and Dr. Destroyer were not responsible for the being's disappearance; but the same unknown agency responsible for the being's disappearance was also responsible for the villains' arrival at the Crystal Palace.
- The Guard and Champions are in a dimension oddly similar to the Timestream.

THE TRICKSTER'S ARRIVAL

Once the characters start to piece together the mystery (or, alternately, when the players become frustrated with their lack of progress) the Trickster



THE TRICKSTER MAKES HIS PRESENCE KNOWN

arrives in the Crystal Palace. A disembodied smile three feet wide with huge white teeth when he first arrives, the Trickster changes shape as the characters speak with him. First he appears as a jester in motley, then a coyote, then whatever form you think is appropriate to the cosmic embodiment of malicious chicanery and mischief-making... maybe if speaking to superheroes from Empire-Earth, at some point the Trickster appears as the Red Minstrel; if superheroes from Millennium-Earth, he appears as the Black Harlequin or Foxbat.

The Trickster, true to his cosmic nature, has come to gloat and brag of his cunning (and he has another, more malicious purpose revealed in the next chapter). Unlike Entropus who is consumed with the study of the infinite multiverse and the greater infinity of the Timestream, the Trickster is perfectly able to communicate with humans and other sentients. He happily answers any questions the characters have, although his answers are not straight forward — he is the Trickster, after all! While conversing with the characters, he makes a point of looking at his wrist where a watch suddenly appears. He then clucks his tongue and taps the crystal with a finger, reminding the characters they have only five hours to save the world.

Attacking the Trickster is a lost cause. No matter how powerful, the superheroes can't hope to subdue a Space God.

Some possible questions and answers are included below; you should adjust these to fit the circumstances. These questions (or variations along similar lines) are all he answers — but he is perfectly willing to waste precious time in small talk.

Q: Who are you?

A: He changes into a certain famous singer. *"Can you guess my name?"*

Q: Where are the Guard and Champions?

A: He peers at a monitor, studying the scene. *"Looks like they're in a place called trouble."*

Q: Who lives here?

A: *"The guardian of the multiverse, of course... some people call him Entropus because he's so entropic. Maybe you've heard of him?"*

Q: Where is he?

A: *"Look for yourself" Or if the characters have already viewed the scene where the Trickster pushes Entropus out of the Timestream, then: "You've already seen that."*

Q: What's that barrier?

A: *"I know you'll quibble with this — hobgoblin of little minds and all that — but here it goes... that is where infinity ends."*

Q: What's on the other side of infinity?

A: *"How about infinity plus one? Or maybe just zero?"*

Q: Why did you push Entropus?

A: *"To trap him outside of infinity, of course."*

Q: He's trapped somewhere?

A: *"Well not precisely... he could leave, but I took care of that."*

If the players truly cannot figure out what's going on, at your discretion you can have the Trickster answer one last question:

Q: How did you trap him?

A: *"You see, Entropus has to follow certain rules... He can't kill people, and he can't go around teleporting people all over the Timestream. He's supposed to protect the inhabitants of the multiverse and make sure they don't enter the Timestream... Oops! That was more than I should've said."* The Trickster mimes zipping his lips and then shrugs.

FREEING ENTROPUS

Several possible solutions present themselves for freeing Entropus and clever players likely think of solutions uniquely their own. Below are three possibilities:

- Help the Guard and Champions subdue the multiversal refugees and remove them from within Entropus. Even with limited knowledge of the situation, the characters may decide on this course of action. Using the machinery within the Crystal Palace, they can open interdimensional gates within Entropus. From there it's just a matter of fisticuffs.
- Two laws bind Entropus. First, he cannot kill. Second, he cannot transport sentients between dimensions. Humans, for whatever reason, are much better at identifying loopholes in cosmic axioms of the multiverse than Space Gods, and the PCs might discover one of these loopholes. If the characters deduce the two laws binding Entropus, the guardian of the multiverse lets them know they're right — the monitors flash crazily; the gears whirl wildly. Once the characters state the way out, Entropus performs as they suggest and returns to the Crystal Palace with the Guard and Champions in tow. (One loophole: cosmic law states Entropus cannot transport sentients

between universes or into the Timestream — more precisely from a universe into the Timestream. Since null-space lies outside of cosmic law, it does not apply when going from null-space to a universe or from null-space to the Timestream.)

- Using the machinery within the palace, the characters locate an uninhabited Earth-like planet somewhere in the multiverse. Again using the machinery, they open interdimensional gates within Entropus underneath the refugees. The refugees fall through the gate to the uninhabited planet. Then the characters return the Guard and Champions to their appropriate worlds, and Entropus is free to leave null-space and return to the Crystal Palace.

THE MULTIVERSAL REFUGEES

The members of the Guard and Champions have been fighting to keep the refugees from reaching the diamond. In truth, at a loss about what else to do, they are determined to fight as long as they can — not much longer now! — hoping someone or something makes the situation clear and provides them with a more fruitful course of action.

Let's hope your players are that someone!

The sections below describe the minions of mayhem the Trickster unleashed within Entropus. The exact number of refugees in each group is left in your capable hands, but there should be a great many — any less and it's hard to believe the Guard and the Champions are so hard-pressed.

Your use of the encounters below depends on the mood of your players. If, after fighting the likes of Kreuzritter and Dr. Destroyer, you suspect your players might find fighting the refugees anti-climatic, simply narrate the events. Describe the characters joining with the members of the Guard and Champions, and now with reinforcements the superheroes quickly overcome the forces arrayed against them. On the other hand, if your players are still itching for a fight, feel free to play out the combats.

One word of advice: if the characters split up, be sure to keep all of the players involved in the action. Rather than run one encounter until its end, go from encounter to encounter treating each as part of a single combat.



SENTINEL AND IRONCLAD ARE SWARMED BY A HORDE OF NEANDERTHAL BESERKERS

CALIBURN AND NIGHTHAWK

On Atomic-Earth in the year 1961, the Cold War came to an explosive conclusion and civilization ended. Only irradiated mutants were left to prowl the wastelands of Earth, forever in search of food and gasoline. In the siege of a nuclear installation in the American Southwest, these mutants were whisked away before the last of the "normies" could destroy the ravaged world once and for all. Now the last mutant survivors of Atomic-Earth, their hands glowing green with deadly radiation, fight against Caliburn and Nighthawk.

RADIOACTIVE MUTANT (d10 TRISTAT)

STATS

Body 6, Mind 4, Soul 4, ACV 5, DCV 3, Health 50

ATTRIBUTES

Special Attack (Radioactive Grab (20 points damage); Burning, Penetrating (Armour) x3; Melee), Adaptation (Radiation)

SKILLS

Add Skills to individualize them.

DEFECTS

Detectable (Geiger Counters or similar devices) 1

NOTES

See text.

RADIOACTIVE MUTANT (HERO SYSTEM)

12 STR, 10 DEX, 12 CON, 10 BODY, 8 INT, 8 EGO, 15 PRE, 6 COM, 2 PD, 2 ED, 2 SPD, 4 REC, 25 END, 25 STUN

ABILITIES

EB 1d6, AVLD (Power Defense; +1½), Does BODY (+1), Reduced Endurance (0 END; +½), Continuous (+1), Persistent (+½); Always On (-½), No Range (-½); Life Support (Safe Environment: High Radiation).

50+ DISADVANTAGES

Distinctive Features: Looks Like A Mutant; Distinctive Features: Detectable With A Geiger Counter.

NOTES

See text.

Skin melted like slag obscures the mutants' features, and open sores oozing pus cover their skin. They all wear torn blue jeans, laceless combat boots, and black leather jackets with the sleeves torn off. The mutants who aren't bald have pink or green mohawks. For variety, equip a mutant with a machete or switchblade — no guns though! The wastelands were long ago scavenged of bullets. The mutants' tactics are simple: they keep on coming and try to swarm their opponents. Once a mutant or two has grabbed a superhero, the rest pile on with their radioactive hands.



MOTHER RAVEN AND WITCHCRAFT

On Prokaryote-Earth several billion years ago, the world passed through the tail of a comet and evolution took a turn for the weird. After dividing, a single cell organism found it could communicate telepathically with its "offspring." More strange, the organism found it had something to say. Billions of years later, the prokaryotes stripped their world of all its resources through thoughtless use of nano-technology. Mother Raven and Witchcraft fight with the overgrown amoebas.

SENTIENT PROKARYOTE (d10 TRISTAT)

Body 5, Mind 6, Soul 7, ACV 6, DCV 4, Health 100

ATTRIBUTES

Armour (50 points), Tough 2

SKILLS

Add Skills to individualize them.

EQUIPMENT

Each prokaryote carries an "Energy-Tube" weapon which does 60 points of damage and fires 16 shots before needing recharging.

DEFECTS

Marked: Ugly 2, Physical Impairment: Can Only Communicate With Each Other 3

NOTES

See text.

SENTIENT PROKARYOTE (HERO SYSTEM)

STATS

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

ABILITIES

EB 7d6; OAF (-1), 16 Charges (-0); Physical Damage Reduction, 50%:

50+ DISADVANTAGES

Physical Limitation: Can Only Communicate With Other Prokaryotes.

NOTES

See text.

A prokaryote is about three feet in diameter, although difficult to measure accurately since it is constantly undulating. The prokaryote's resilient outer layer is a translucent ocher, and its single red nucleus is visible at the center. Most have a pseudopod extended from the main body. The pseudopod manipulates a tubular disintegrator ray-gun. Prokaryotes have little regard for life. They send out skirmishers to engage their opponents, while the rest hold back and fire with their disintegrator rays.



RED PHOENIX AND DEFENDER

In 1943 on Cyborg-Earth, a group of elite Nazi scientists realized the war was over. They constructed a time machine and journeyed back three decades to gangland New York City. Feeling that American involvement in the war was why Germany would lose, they determined to undermine America's moral foundation. They prepared for Prohibition by infiltrating the leading crime families, and took over the country in 1925. In 1962, the democracy of China launched a nuclear strike on America. Among the few survivors were participants in the Mechanized Storm Trooper project. Red Phoenix and Defender hold back

the onslaught of the Nazi cyborgs armed with hi-tech Tommy guns.

A Nazi cyborg is half-man, half-machine, and all fascist. His entire cranium and half his face is Detroit steel, corroded and pitted with age. He wears a long leather coat over a black uniform with flared breeches and jackboots. Each is armed with Thompson "Tommy Gun Mk. VI" Machine Gun. They prefer to hang back and open fire with their machine guns, although they don't shy away from hand-to-hand combat.

NAZI CYBORG (d10 TRISTAT)

STATS

Body 8, Mind 4, Soul 4, ACV 5, DCV 3, Health 80

ATTRIBUTES

Armour (10 points), Tough 1

SKILLS

Add Skills to individualize them.

EQUIPMENT

Each cyborg carries an advanced machine gun that does 60 points of damage with the Auto-fire ability and 4 clips of 30 shots each.

DEFECTS

Achilles' Heel (Electricity) 2

NOTES

See text.

NAZI CYBORG (HERO SYSTEM)

STATS

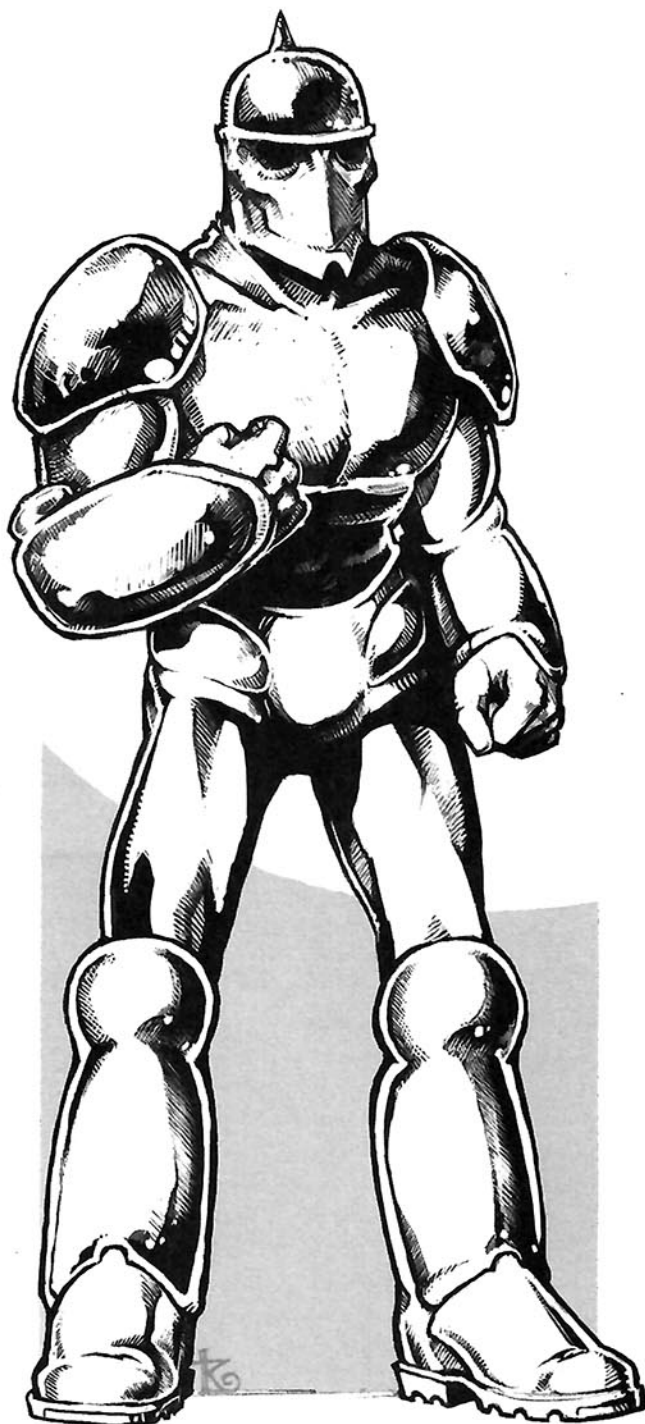
20 STR, 10 DEX, 15 CON, 15 BODY, 8 INT, 8 EGO, 15 PRE, 6 COM, 5 PD, 5 ED, 3 SPD, 8 REC, 30 END, 30 STUN

ABILITIES

RKA 2 1/2d6, Autofire (5 shots; +1/2), 4 clips of 30 Charges each (+1/2); OAF (-1), Damage Resistance (5 PD, 5 ED).

75+ DISADVANTAGES

Vulnerability: 2 x STUN from Electrical Attacks (Very Common)



SENTINEL AND IRONCLAD

On Neanderthal-Earth, a genetic mutation occurred in the DNA of the peace-loving Neanderthals turning them into bloodthirsty, superhumanly-strong berserkers. The savage Neanderthals first drove back the encroaching Cro-Magnons, then hunted them into extinction. Though the mutation allowed the Neanderthals to survive, they turned on themselves once the Cro-Magnons were extinct and quickly reduced their population to almost nothing. Having found new enemies, the last survivors face off against Sentinel and Ironclad.

NEADERTHAL BESERKER (d10 TRISTAT)

STATS

Body 12, Mind 3, Soul 6, ACV 5, DCV 3, Health 85

ATTRIBUTES

Tough 1

SKILLS

Give each beserker 10 points of skills to individualize them.

EQUIPMENT

Each beserker carries a bone club, doing a base of 6 points of damage, +4 if wielded with two hands.

DEFECTS

Blind Fury 2, Unskilled 2

NOTES

See text.

NEADERTHAL BESERKER (HERO SYSTEM)

STATS

25 STR, 15 DEX, 20 CON, 12 BODY, 6 INT, 12 EGO, 10 PRE, 6 COM, 6 PD, 4 ED, 3 SPD, 9 REC, 40 END, 40 STUN

ABILITIES

HKA 1d6 (2d6 with STR); OAF (-1).

50+ DISADVANTAGES

Enraged in combat (Very Common), go 11-, recover 11-.

The Neanderthals look similar to those that once walked Empire- and Millennium-Earth, but glaring eyes and foam-flecked lips make their savage bloodlust obvious. A Neanderthal wears untanned hides and wields a Cro-Magnon's femur bone. Attached to the end of the femur with a length of intestine is the jaw of a saber-toothed tiger. Their tactics are simple: they go berserk and charge in screaming hordes waving their clubs above their heads, until thrown back by their opponent. Then they do it again.



SLIPSTREAM AND SAPPHIRE

On Cretaceous-Earth, an intergalactic research vessel paused to study an interesting life form in the first stages of development. When a meteor threatened to collide with the planet, the researchers diverted the meteor from its course to save the life forms and dinosaurs continued to evolve. Of those that evolved, a billion years later Pteranodon Sapien would prove itself the fittest, some members even surviving after the meteor collided with their world. Slipstream and Sapphire struggle against the blaster rifle wielding pteranodon men.

PTERANODON SAPIEN (d10 TRISTAT)

STATS

Body 7, Mind 6, Soul 5, ACV 6, DCV 4, Health 100

ATTRIBUTES

Flight 2, Tough 2

SKILLS

Add skills to individualize them.

EQUIPMENT

Each pteranodon carries a Blaster Rifle that does 70 points of damage and carries 2 clips of 12 shots each.

DEFECTS

Less Capable (Strength) 1, Physical Impairment (Weak Legs) 2

NOTES

See text

PTERANODON SAPIEN (HERO SYSTEM)

STATS

8 STR, 15 DEX, 10 CON, 10 BODY, 12 INT, 10 EGO, 15 PRE, 6 COM, 2 PD, 2 ED, 3 SPD, 4 REC, 20 END, 20 STUN

ABILITIES

EB 8d6; OAF (-1), 2 clips of 12 Charges each (-0); Flight 8", Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$); +2 levels with Flight.

50+ DISADVANTAGES

Physical Limitation: Lacks Proper Legs.

P. Sapiens are similar in appearance to small pterodactyls and other pterosaurs, with a four-foot-long torso and thirty foot wingspan. They have an elongated fourth finger, and a thin membrane between all their fingers forms its wings. A long bony crest extends back from its beaked head, ending in a blunt tip. Over the millennia, P. Sapiens developed what passes for opposable thumbs on their rear claws. The most cunning of the multiversal refugees, P. Sapiens attack from all angles with their blaster rifles and when possible, attempt to flank their opponents.



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CONCLUSION

With the Guard and Champions rescued and Entropus freed from the Trickster's trap, Reality Storm: When Worlds Collide comes to a conclusion, but could it be the superheroes are stranded in the Timestream?!?

As already shown, the guardian of the multiverse cannot move sentients between dimensions — cosmic laws far beyond mortal comprehension don't allow it. Even with two universes threatened with annihilation, Entropus did not break those laws. Will he do so for the sake of his rescuers, the characters? And now, with Entropus returned to his rightful place within the Crystal Palace and the interdimensional barriers back to normal, will the characters be able to return to their home?

Could this be what the Trickster wanted all along — the characters trapped in the Timestream forever? And will Entropus allow such an injustice to come to pass?

A HEROES' WELCOME

After the characters succeed in removing the multiversal refugees from within Entropus, and either bringing the Guard and Champions to the Crystal Palace or returning them to their respective Earths, Entropus returns to his abode. The being stands seven feet tall, his body composed of branching vectors forever in motion. Upon his arrival, he ignores the characters and rushes to his machinery. Working in absolute silence, he attunes his monitors to Empire- and Millennium-Earth where the Reality Storm still rages.

The Trickster remains in the Crystal Palace; his appearance has returned to that of a disembodied smile.

Entropus studies the monitor for a moment, then disappears. On the monitor's screen, the characters see him reappear. He stands between the two planets, Empire- and Millennium-Earth. He seems to push them apart, and his body glows bright as he absorbs the excess energy of the Reality Storm. While he does so, the Reality Storm moves past and disappears from the monitor's screen. Then Entropus again stands within the Crystal Palace; it seems he has averted the threat.

At which point the Trickster begins to laugh. "They're trapped! You forgot these humans and now they're trapped in the Timestream!"

Allow the characters a moment to react. If they act quickly, they might rush to the machinery, open a

portal, and escape to their world. Entropus does not stop them. In fact, he seems to gesture in farewell as the characters escape the Crystal Palace — although, in truth, it's difficult to interpret the gestures of a cosmic being. Also paraphrase the second paragraph of the text below; the characters hear the Trickster's protest as they depart.

Otherwise, read or paraphrase aloud the following text to players:

Entropus ignores his nemesis. In silence, he bows his head to you. He returns to his machinery and suddenly a portal opens nearby. The guardian of the multiverse bows a second time, gestures toward the portal, and then turns his back.

The Trickster yowls. "But that's cheating! Just because you're not sending them through the portal yourself, doesn't mean you can open it, turn your back, and let them walk through! You're cheating!"

And (we hope!) the characters quickly walk through the portal. Once through, they find themselves back in their world. The sun is shining in clear blue skies, and the superheroes have saved the world — this time, two worlds!

THE FURTHER ADVENTURES....

Though *Reality Storm: When Worlds Collide!* has come to a conclusion, heroic multiversal action doesn't have to end here and plot seeds for future adventures are described below.

MEANWHILE... IN EMPIRE CITY

"When we last left our heroes..." Jade Naga and the Haud were attempting to take over Empire City. Maybe the heroes arrive from the Timestream right in the middle of a firefight between members of the Marvels Tactical Unity and the Haud. And, in the North Sea, a fleet prepared to assault Thule. Do the characters join the fleet having decided, after the universe-threatening Reality Storm, Kreuzritter is too dangerous to be free in the world... or maybe they have decided on a more terminal solution to the threat posed by the villain? Or do they try to dissuade the governments from making a naval strike now that the threat is over, sure that such an attempt on scientifically-advanced Thule is suicide?

THE HENCHMEN

One way or another the masterminds, Kreuzritter and Dr. Destroyer, return to their respective worlds, but what about their henchmen and agents? When the characters return to their world, have the players forgotten all about the captured henchmen? Below are some possibilities for dealing with the situation:

- If the players don't forget, before rescuing Entropus they can send the henchmen back to their respective worlds using the machinery within the Crystal Palace.
- You can equip the henchmen with an interdimensional device as worn by the masterminds.
- Entropus doesn't forget about the intruders in his abode, and sends them back the same way he does the characters.
- The henchmen are put out of the Crystal Palace and into the Timestream to face the Faceless Ones and other dangers — but it's hard to keep a good villain down! Eventually they find their way back to the characters' Earth, and they want revenge on those who left them trapped in the Timestream. And who knows what strange changes occurred to them because of prolonged exposure to the Timestream's temporal radiation?

A similar choice needs to be made for Drifter and Captain Chronos if you choose to have them at the Crystal Palace, and for whatever reason the players didn't break them out of the "dungeon" in previous chapters. Presumably, Entropus would release them if the players and villains forgot about them.

Or, if you'd rather, the situations are resolved off-stage with the characters hearing about it later. Realizing the Reality Storm is over, Jade Naga retreats and the Haud leaves Empire City. Without the threat of the Reality Storm to unite them, the international alliance crumbles, the combined naval fleet returns to port, and the nations of Earth focus their efforts on rebuilding their shattered cities.

MEANWHILE... IN MILLENNIUM CITY

Back on Champions-Earth, in the City of the Future, VIPER orchestrated a massive crime wave, breaking into hi-tech research firms across the city. One of the places on their hit-list is definitely the Champions' base. If the characters also have a publicly known base in the city, then it too is plundered by VIPER. And maybe the VIPER agents are still pillaging when the characters return from the Timestream.

And if the characters aren't based in Millennium City, no reason why other VIPER Nests across the country aren't involved in Operation Plunder....

If you'd rather the crisis was resolved off-stage, UNTIL and PRIMUS manage to stop most of the pillaging — but VIPER still manages to steal some technology. In later adventures, the characters might learn first-hand the nature of that technology!

PICKING UP THE PIECES

Though the characters have thwarted the villains, Kreuzritter and Dr. Destroyer, and averted the Reality Storm, much work must still be done. In the aftermath of the disasters, buildings must be rebuilt and cities repaired. You can either have the rebuilding take place in the background for the next few game sessions, or have the superheroes take a direct part in the efforts. Repairing roads, reuniting families, and rebuilding homes — all this and more needs to be accomplished before the world can return to normal. And while that's going on, villains are sure to take advantage — even those who helped during the disasters might decide, now that the threat is over, to revert to their criminal ways.

THE TRICKSTER'S REAL GOAL

What was the Trickster really up to? Did he really want the superheroes trapped in the Timestream? And if so, why? Could the characters stand in his way for some incomprehensible reason? Or maybe a cosmic crisis even greater than the Reality Storm will soon threaten the characters' world, and the Trickster was in his own unique way attempting to prepare the characters for the crisis.

When significant others begin to have disturbing dreams of a disembodied smile, and things begin going wrong for the characters — losing the day-job, a near fatal car accident, a fluke fire — the characters soon find out the Trickster's true purpose!

IT CAME FROM OUTER NULL-SPACE

What lies in the depths of null-space, that place beyond infinity? The characters discover that whatever weird entities live there, they have no love for humanity and the multiverse!

While Entropus was trapped outside the Timestream, one of the entities insinuated itself into the Space God's psyche and now has control of the guardian of the multiverse. When a second Earth appears in the skies, the characters quickly recognize it as Empire-Earth (or Millennium-Earth, as the case may be). Scientists determine the two worlds are on a collision course, and it's up to the characters to return to the Timestream and save the world. But this time they won't be rescuing Entropus — this time they face the might of a Space God in battle!

Will they successfully exorcise the null-space entity from Entropus, or will the two universes — and perhaps the entire multiverse! — perish.

GALACTIC TRIBUNAL

The Reality Storm threatened more than just Empire- and Millennium-Earth — it threatened both universes. In the universe, humans are not alone. When NASA detects a cluster of massive objects entering the solar system, the authorities consult with the superheroes. The objects are starships... an entire armada has come to Earth. Extraterrestrial scientists have identified Earth as the epicenter of the disturbances that recently wracked the empire's worlds and left a billion imperial citizens dead across the galaxy. The armada has come to judge humanity for its crimes. Can the superheroes explain what happened? And will their explanation be enough to dissuade the extraterrestrials from executing the entire race for murder?

VILLAIN TURN-ABOUT

Somehow, when the villains returned to their respective worlds, they ended up in the wrong worlds — maybe the Reality Storm interfered with their devices, or maybe the Trickster had one last trick up his sleeve. Whatever the case, Kreuzritter is trapped on Millennium-Earth and Dr. Destroyer on Empire-Earth. Each villain wants nothing more than to return his world — he has spent his life attempting to conquer the

real Earth, not this doppelganger. But rather than ask for help, each seizes the help he needs. When physicists around the world start disappearing can the characters track the villain to his hideout — and when the villain begins tampering with the dimensional barrier and disasters begin to occur across the world, what facet of reality has the villain meddled with this time?

A STARTLING NEW COMIC

One of the character's children comes home a brand-new comic book — the first, collector's item issue of a bold new series about a team of heroes. But only the character and his teammates know the superhero team isn't fictional at all — they exist on a neighboring Earth in a parallel universe. Who are these writers and artists? And how do they know about the neighboring reality? Could they have somehow been interdimensionally displaced during the Reality Storm? Is it just an accident, a coincidence, or is there a deeper plot at work?

CRISIS ON TWO WORLDS

So you've set your campaign on Empire-Earth or Millennium-Earth, but there are elements of the other world's setting you'd like to incorporate in your game. Maybe you prefer Empire City over New York City, or Millennium City over Detroit.

Reality Storm: When Worlds Collide! ends with Entropus separating the two worlds, draining the Reality Storm of its excess energy, and repairing the dimensional barrier. But it doesn't have to end that way. Try this ending instead...

The Reality Storm has raged too long; Entropus fears the dimensional barrier is beyond repair. The only way to save both worlds is to merge the universes and create one new world. Now when the characters return, the world is changed and only they remember the world that once was. Much is still the same, but New York is now called Empire City, Detroit is now Millennium City, north of Great Britain is the island nation of Thule and its monarch Kreuzritter, and high in the Himalayas lurks Dr. Destroyer....

Or whatever other changes you'd like to make to the setting — any changes at all in fact. If it worked for a major comic book publisher, it can work for your campaign world too!

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BETWEEN HERO & TRI-STAT

CONVERTING CHARACTERS BETWEEN HERO AND TRI-STAT

Here is the Official Conversion Matrix between the Tri-Stat d10 System, as published by Guardians Of Order for their *Silver Age Sentinels* game, and the Hero System, published by Hero Games for *Champions* and a number of other role-playing games. This guide will help GMs and players quickly translate characters from one system to another for use in their own games, making each company's products and material available to players of the other company's system.

It is assumed that gamers using the matrix below are familiar with at least one of the two systems, and in fact the conversion will be made much easier the more one knows of both. This is not intended as a guide to how to play or even build characters in either system, and attention is only paid to each system's respective rules insofar as they impact character creation and direct conversion.

COMPRESSION AND EXPANSION OF CHARACTERISTICS

Conversion from Hero to Tri-Stat necessarily involves some compression, both in number of characteristics (Hero uses eight main characteristics and six additional figured ones, while Tri-Stat has three primary characteristics and three more derived ones), and in the level of detail of power and skill descriptions (Hero generally, though not always, has a finer scale for the effects of its powers, while Tri-Stat tends to make sizable leaps between its "Levels.") When translating characters from Tri-Stat to Hero, players will find they frequently need to pick a value between two endpoints of a range. Usually it's easiest to just take a round number in the middle of the range, but individual characters may be best represented by one end of a scale or the other.

CHARACTER POINT TRANSLATION

Very broadly, characters in Hero will cost approximately 2.5 or 3 times as many character points as they do in Tri-Stat. A two hundred point character in Tri-Stat will be approximately five hundred to six hundred points when translated to Hero. Depending on the type of character, there will be some variation; in

general, skill-based characters tend to be cheaper in Tri-Stat, as do characters who paid extensively for low Endurance costs in Hero. Conversely, gadgeteers and other Focus-wielders (like Defender or Red Phoenix) get more of a comparative break in Hero.

CHARACTER STATISTICS

Tri-Stat combines the Hero stats Strength, Dexterity and Constitution into a single stat, called Body. Tri-Stat's Mind stat is generally equivalent to Hero's Intelligence (though there are a few important differences, mostly regarding Mental Powers, that will be dealt with below), and Tri-Stat's Soul stat corresponds roughly to Ego and influences Presence as well. The Hero statistic Body is covered by Tri-Stat's derived statistic Health Points (frequently with the attribute "Toughness" used where the stat is insufficiently high), and the Hero stat Comeliness is covered by the Tri-Stat Attribute "Features."

In order to convert between the two sets of statistics, please consult the tables below. Frequently, Hero players will find that their Strength, Dexterity and Constitution derive very different corresponding stats for Body. Different means for dealing with that disparity are addressed after the tables below. When translating from Tri-Stat to Hero, select a value for the appropriate Hero stat within the listed range.

When translating from Hero to Tri-Stat, derive the appropriate Body stat from each of the Hero stats. If the character has "Superstrength" as his derived Body stat from his Strength, ignore it for determining Body and simply assign the appropriate Level of Superstrength as an Attribute. If the derived Body stats are within a few points of each other, simply average the two or three derived Body stats. If they are significantly different, assign the higher Body stat and use the "Less Capable" Defect to represent the lowered Body in that Aspect (either Strength, Agility or Endurance.) As always, character conception should be the deciding factor; if a derived Body stat "feels" too high or low, players should feel free to make small adjustments.

Hero's Body statistic, different from the Tri-Stat stat of the same name, determines how much life-threatening damage the character has taken. (Hero differentiates between two different effects of damage; any given attack has both a Stun component, measuring how close a character is brought to unconsciousness, and

CONVERTING STATISTICS

HERO STRENGTH	TRI-STAT BODY	HERO DEXTERITY	TRI-STAT BODY	HERO CONSTITUTION	TRI-STAT BODY
Zero or below	1	Zero or below	1	Zero or below	1
1-3	2	1-3	2	1-3	2
4-6	3	4-6	3	4-6	3
7-8	4	7-8	4	7-8	4
9-10	5	9-10	5	9-10	5
11-12	6	11-12	6	11-12	6
13-14	7	13-14	7	13-14	7
15-16	8	15-16	8	15-16	8
17-18	9	17-18	9	17-18	9
19-20	10	19-20	10	19-20	10
21-23	11	21	11	21-22	11
24-25	12	22-23	12	23-24	12
26-29	13	24-25	13	25-26	13
30-33	Superstrength Level 1	26-27	14	27-30	14
34-38	Level 2	28-29	15	31-33	15
39-42	Level 3	30	16	34-35	16
43-48	Level 4	31-33	17	36-40	17
49-53	Level 5	34-36	18	41-45	18
54-57	Level 6	37-39	19	46-50	19
58-72	Level 7	40 or higher	20	51 or higher	20
73-88	Level 8				
89-103	Level 9				
104 or higher	Level 10				

HERO BODY	TRI-STAT HEALTH POINTS	HERO INTELLIGENCE	TRI-STAT MIND	HERO EGO	TRI-STAT SOUL
1-2	10	Zero or below	1	Zero or below	1
3-5	Body x 5	1-3	2	1-3	2
6-7	Body x 8	4-6	3	4-6	3
8 or higher	Body x 10	7-8	4	7-8	4
		9-10	5	9-10	5
		11-12	6	11-12	6
		13-14	7	13-14	7
		15-16	8	15-16	8
		17-18	9	17-18	9
		19-20	10	19-20	10
		21-23	11	21-22	11
		24-25	12	23	12
		26-30	13	24-25	13
		31-35	14	26-28	14
		36-40	15	29-30	15
		41-45	16	31-35	16
		46-50	17	36-40	17
		51-55	18	41-45	18
		56-60	19	46-50	19
		61 or higher	20	51 or higher	20

a Body component, which measures potentially lethal structural damage to the character. See more below.) Hero Body translates to Tri-Stat's figured Health Points characteristic. Hero characters with higher Body than results from figuring their Health Points in Tri-Stat should use the Tough Attribute (SAS, page 79) to make up the difference.

Hero's Presence stat doesn't translate directly into Tri-Stat very well, at least in a linear fashion. Some of the social skills are covered by Tri-Stat's Soul Stat, and characters with a high Soul should probably have higher-than-average Presences, or vice-versa. Tri-Stat characters who have invested points in skills like Etiquette, Interrogation, Intimidation, or Seduction should probably buy above-average Presence scores, and Hero characters with high Presence will likely buy several of those skills. In general, Presence would scale in a similar rate to Intelligence, so Tri-Stat players should determine their character's Presence by consulting the "Stat Value Descriptions" table (SAS, page 23), decide where their character would fall on a scale for personal magnetism or charisma, and buy an appropriate Presence.

The last primary Hero characteristic is Comeliness. Characters with a Comeliness of 16-20 should buy one level of Features (Beauty or Handsomeness); 21-25 should buy two such levels, and so on for every additional five points of Comeliness. Players translating from Tri-Stat to Hero should pick a Comeliness score appropriate for the levels of Features they have.

Example 1: Mark wants to translate Officer Prometheus (found on SAS, page 293) from Tri-Stat to the Hero System. He begins with the Primary stats. Since Officer Prometheus has a Body of 10, which suggests a Strength, Dexterity and Constitution of either 19 or 20, Mark decides to pay for the higher scores. Since Prometheus has 120 Health Points, Mark buys him a Hero Body of 12. Prometheus has a Mind of 8, and Mark selects a matching Hero Intelligence of 15. Similarly, Prometheus's Soul of 10 gives him an Ego of 20.

Because Officer Prometheus seems strong-willed and charismatic (based on his history, character description, and the fact that he has the skills Interrogation (Psychological) and Social Sciences (Social Work)), Mark decides his Presence should be among the best in the country, equivalent to a Stat value of 10. Comparing it on the Mind chart above, Officer Prometheus is given a Presence of 20.

Since he has no particular Features, Mark decides he's average in appearance and leaves his Comeliness at the base of 10.

Example 2: Ben is translating Kinetik (Champions Universe, page 80) to Tri-Stat. First he decides on a Body stat. His 15 Strength suggests a Body of 8, his 26 Dexterity translates to a Body of 14, and his 23 Constitution to a Body of 12. Ben decides to use the "averaging method" and deal with the enhanced Dexterity separately; $(8+14+12) \div 3$ gives him a base Body of 11.

Kinetik's other stats are easier to translate: his 18 Intelligence becomes a Mind of 9, and his Ego of 14 gives him a Soul of 7. His figured Health Points are therefore 90 $((11+7) \times 5)$, which would be equivalent to a Body of 9 in Hero. Ben notes that the minimum level of Toughness he can purchase is +20 Health Points, which would match a Body of 11. Kinetik's actual Body is 10, and Ben decides not to pay for the enhanced Health Points.

Kinetik has a Presence of 12 and a Comeliness of 10, and therefore Ben decides not to buy any particular Attributes or Skills related to these stats.

ADDITIONAL HERO CHARACTERISTICS

When converting a Tri-Stat character to Hero, fill out the remaining characteristics like this:

PHYSICAL DEFENSE: Double the figured amount.

ENERGY DEFENSE: Double the figured amount.

SPEED: The default Speed stat is 5. For the first Level and every succeeding 2 Levels of Extra Attacks and Extra Defenses, increase the character's Speed by one. Heroic-level characters in a low-powered campaign may instead wish to assume the base Speed to be 3 or 4.

RECOVERY: As figured.

ENDURANCE: As figured.

STUN: As figured.

Characters may be individualized with small changes from the above as fits their basic character conception.

ATTRIBUTES AND POWERS

Most of Tri-Stat's Attributes can be easily duplicated by Hero's Powers, Talents, Perks or Skills, and vice-versa, especially once one has determined an appropriate scale for damage and effect. This conversion schema has arbitrarily assigned a scale of "100 points of Tri-Stat Damage = 12 Hero Damage Classes," which places 350-point beginning Hero characters at approximately the same level of power as 125-point beginning Tri-Stat characters. This conversion rate can

be changed by GMs who want to duplicate a higher or lower level of offensive firepower in their own games.

Silver Age Sentinels has an excellent chart for finding equivalents to their various Attributes in other game systems on pages 28-29.

Duplicate the PMV chart here for translating Tri-Stat PMVs into real-world numbers, and then into equivalent Hero stats. The equivalencies are sorted first in order by Tri-Stat's attribute, in alphabetical order. Afterwards is a second listing by Hero's skill, talent, perk and power, also in alphabetical order and where appropriate referencing to the earlier explanation. Players translating Hero characters into Tri-Stat should find it easy to reverse the "Tri-Stat-to-Hero" descriptions.

TRI-STAT ATTRIBUTES

ADAPTATION: Each safe environment provided can be duplicated by Hero's Life Support: Safe Environments or Extended Breathing. In addition, Tri-Stat characters with Adaptation to environments that are similar to common attack forms should add 2 points of Armor, only vs. a specific attack form, in Hero. For example, a Tri-Stat character with Adaptation (Heat) should buy Life Support: Safe Environment (Intense Heat) and also 2 points of ED Armor (Only vs. Fire and Heat Attacks.)

ALTERNATE FORM: This is the ability to transform into at least one alternative form, and is best represented by Hero's Multiform Power. As opposed to Hero, which allows additional multiple forms for five points per additional doubling of number of forms, Alternate Form must be purchased for each additional form in Tri-Stat. Therefore, characters with a wide variety of different forms are advised to consider Dynamic Powers instead of Alternate Form.

ANIMAL SUMMON/CONTROL: This power is equivalent to the Hero Power Summon, with various limitations. The cost of the power, Levels, and PMVs taken determine the range and effect of the power, as listed below.

Type 1 Cost: 1 pt/Level. Summon Animal (up to 150 points- Base Cost 30 points), Any Animal (+1/2), Loyal (+1/2), Must Inhabit Locale (-1/2), Arrives Under Own Power (-1/2).

Type 2 Cost: Summon Animal (Up to 150 points- Base Cost 30 points), Any Animal (+1/2), Loyal (+1/2)

Type 3 Cost: Summon Creature (Up to 150 points- Base Cost 30 points); Any Creature (+1), Loyal (+1/2)

LEVEL # OF ANIMALS SUMMONED/CONTROLLED

1	1 creature
2	2-5 creatures (2x and 4x)
3	6-10 creatures (8x)
4	11-50 creatures (16x, 32x)
5	51-100 creatures (64x)
6	101-500 creatures (128x, 256x)
7	501-1000 creatures (512x)
8	1001-5000 creatures (1024x, 2048x, 4096x)
9	5001-10000 creatures (8192x)
10	10001-50000 creatures (16384x and up)

ARMOUR: Every 10 points of Tri-Stat Armour equals three points of Hero Resistant PD and ED. "Partial Armour" is the equivalent of Hero Armor with an Activation Roll of 15- or the equivalent in sectional armor in a campaign that uses Hit Locations. "Optimized Armour" applies to only one type of attack and should be bought as PD or ED as appropriate with additional Limitations "Only vs. electricity" (-1/2) or the like. "Shield Only" is the equivalent of "Requires a Skill Roll (Shield)" and should be bought along with such a combat skill.

ATTACK COMBAT MASTERY: Each Level of ACM should be replaced with a level with all OCV. Also, see "Defense Combat Mastery."

BLOCK POWER: For every 1-Point Level of "Block Power" possessed by a character, purchase either a +1 DCV or +1 ECV (depending on the appropriate attack targeted) against the appropriate power. At the 6 Point/Level effect, the levels should be bought as 5-point (" +1 DCV against all attacks") levels.

COMBAT TECHNIQUE: Tri-Stat characters use this Attribute to buy the following "techniques":

a) *Accuracy:* +2 Penalty Skill Levels vs. Range Penalties, and +2 Penalty Skill Levels against Trick-Shot Penalties.

b) *ACV Knockback:* Adds the Naked Advantage "Does x1 1/2 Knockback" to all of character's attacks.

c) *Blind Fighting:* Characters with this Technique should buy Combat Sense at a high level. As mentioned before, Hero is rarely an "all or nothing" system, and complete immunity to Darkness or Invisibility penalties is considered quite a powerful effect.

d) *Blind Shooting:* +2 Penalty Skill Levels against Darkness or Invisible Opponents for Ranged Attacks only.

e) *Block Ranged Attacks*: In Hero, this is Missile Deflection against all Ranged Attacks (20 points.)

f) *Concealment*: Gives the character the Concealment skill at $(13 + \text{INT}/5)$ with the limitation Only to hide weapons (-1), or +5 levels with the same limitation if they already have the skill. (5 points)

g) *Judge Opponent*: This is the equivalent of the Analyze Combat skill in Hero, at the level of $(10 + \text{INT}/5)$. (5 points)

h) *Lightning Reflexes*: This Technique is the same as Hero's Talent of the same name; each level equals +4 Lightning Reflexes for all actions. (6 points)

i) *Leap Attack*: In Hero this is simply an Offensive Strike as a Martial Maneuver. (5 points.)

j) *One Shot Left*: To duplicate this cinematic effect, Hero characters can buy an additional single charge of the power this Technique applies to, with the -1 Limitation Only usable after ammo for this power is used up. Or conversely, they might just buy a die of Luck. (Variable)

k) *Portable Armoury*: This Technique generally applies to characters who have purchased the Gadgets Attribute (see below). For characters with this technique, the Hero Gadget Pool does not require the Limitation "Can only be changed in a laboratory." (Variable)

l) *Steady Hand*: This Technique is the equivalent of +4 Penalty Skill Levels, offsetting OCV penalties assigned by the GM for attacking while moving rapidly or using Acrobatics. (6 points)

m) *Two Weapons*: Tri-Stat characters with this technique should buy the Skill "Two Weapon Fighting" in Hero. (10 points)

n) *Weapons Encyclopedia*: Purchase a Knowledge Skill: Commercially-Available Weapons at INT +1. This Technique also enhances a player's ability to locate and buy weapons; GMs should allow players to use this as a complimentary skill to appropriate Streetwise rolls in Hero. (5 points)

COMPUTER SCANNING: This power allows automatic access to any "unshielded" computer within the area of effect, so players with this power should buy at least 8d6 Mental Telepathy (Affects the Machine Class of Minds). (In a setting where computers are regularly high in INT or EGO or otherwise more difficult to "read", players may need to buy more dice in order to regularly get high levels of penetration, as this power is always effective in Tri-Stat.) The levels in this power only determine the range of the power, thusly:

LEVEL	RANGE	HERO LIMITATION/ADVANTAGE
1	10 cm	No Range (-1/2)
2	1 m	No Range (-1/2)
3	10 m	Limited Range (2") (-1/4)
4	100 m	No limitation
5	1 km	Megascale (1"=1 km) (+1/4)
6	10 km	Megascale (1"=1 km) (+1/4)
7	100 km	Megascale (1"=10 km) (+1/2)
8	1,000 km	Megascale (1"=100 km) (+3/4)
9	10,000 km	Megascale (1"=1,000 km) (+1)
10	100,000 km	Megascale (1"=10,000 km) (+1 1/4)

CONTAMINATION: This power translates into Hero as a 5d6 Major Transform, Only Into A Specific Thing (Generally the same as the character with the power, like a vampire or werebeast), and with additional advantages or limitations as called for by the special effect of the attack. The Level of the power only determines the onset time of the change; at Level 10 the onset is instantaneous and takes no "Extra Time" Limitation, while at lower levels the following limitations should be applied:

LEVEL	TIME	HERO LIMITATION
1	6 months	-5 3/4
2	1 month	-5
3	1 week	-4 1/2
4	1 day	-4
5	12 hours	-3 3/4
6	1 hour	-3
7	10 minutes	-2 1/4
8	1 minute	-1 1/2
9	1 turn	-1 1/4

CREATION: This power is similar to the general Major Transform effect of creating objects "from thin air." Creation can be bought either for non-living items in general or limited to specific classes of things, and the Level of the power determines the mass of the objects created, according to the scale below:

POWER LEVEL	DICE OF MAJOR TRANSFORM
1	1d6
2	1 1/2d6
3	2d6
4	2 1/2d6
5	3d6
6	3 1/2d6
7	4d6
8	5d6
9	6d6
10	7d6

Objects thus created are not permanent in nature. The life span of the item is determined by the Duration PMV on the power. The shorter durations can be dealt with by limitations on the Transform ("Items created only last for (period).")

DAMAGE ABSORPTION: Buy dice of Absorption (both vs. Physical and Energy Attacks, unless the Tri-Stat character has a damage-type Restriction; in other words, the Absorption dice must be bought twice) that goes to Body. The 8 Points/Level cannot raise Body above its initial value, while the 10 Points/Level can (with a standard 5 point per turn fade rate.) Also, to simulate the defenses given by this power, characters also must buy a Force Field of 3 PD and ED per die of Absorption, with the Limitations "Linked to Absorption" (-1/2) and "Only Up to Amount Rolled By Absorption" (-1/2).

POWER LEVEL	DICE OF ABSORPTION
1	1d6
2	2d6
3	4d6
4	5d6
5	6d6
6	7d6
7	8d6
8	10d6
9	11d6
10	12d6

DAMAGE CONVERSION: This power is represented in Hero by Absorption (as above, bought twice, once each against Physical Attacks and Energy Attacks), but in this case, applying the points to a specific Power or Characteristic. In Tri-Stat, this power can be used to enhance any Stat or Attribute the player already has, but in Hero, the power must have a specific defined Power or Characteristic, or ratio over several Powers; Tri-Stat characters being converted can either select specific Powers or Characteristics as the beneficiary of these Points, or purchase Absorption with the new +1 Advantage "Points can be applied to any Power or Characteristic." Use the chart from Damage Absorption to determine the effective dice of Absorption per Power Level.

DEFENSE COMBAT MASTERY: Each Level of DCM should be replaced with a +1 DCV 5-point Combat Skill Level. Note: If characters are also buying combat Levels for Attack Combat Mastery, they may instead save points by buying 10-point Overall Levels for each +1 ACM and +1 DCM.

DIVINE RELATIONSHIP: For every Level of Divine Relationship, characters should purchase one die of Luck.

DUPLICATE: This is similar to the Hero power Duplication. However, the Tri-Stat version has no limitation on the number of duplicates built; the only limitation is that each duplicate takes a non-combat action to create. Players and GMs should work together to determine what number of duplicates is appropriate when translating to Hero, which charges for this power based on the number of Dupes created. Hero characters translated to Tri-Stat should take a Restriction on this power if they can only create a small number of Dupes.

DYNAMIC POWERS: This power is best represented by a Variable Power Pool, with 25 total points per Level, and the following Limitations: "Limited Class of Powers Available (Special Effect is the Category of Dynamic Powers)" (-1/2), "No Individual Powers Can Have More Than Half the Pool Size in Active Points" (-1/2).

Example: Jason's character, Timelord, has Dynamic Powers (Time) at Level 4. Translated into Hero, this becomes a 100-point VPP with the limitations Limited Class of Powers (Time-Manipulation Special Effects) and No Individual Power Can Be More Than 50 Active Points. This winds up costing him 125 character points (100 for the Pool, and $(50/1 + 1/2 + 1/2 = 25)$ for the Control Cost.

ELASTICITY: The Hero equivalent is Stretching. Different Levels of Elasticity give the following effects:

POWER LEVEL	HERO EQUIVALENT
1	3" Stretching, Only On One Body Part at a Time (-1/2)
2	3" Stretching, Only On Two Body Parts at a Time (-1/4)
3	3" Stretching
4	3" Stretching
5	5" Stretching
6	10" Stretching
7	25" Stretching
8	50" Stretching
9	250" Stretching
10	500" Stretching

Also, characters get +1 OCV with Grabs for each Level of Elasticity they have.

ENERGY BONUS: As noted, most Tri-Stat campaigns do not use Energy Points, which are the Tri-Stat equivalent of Endurance. Characters who have purchased this advantage should take an extra 4 END to their figured total for each Level they have.

ENHANCED STAT: Tri-Stat characters who want to reflect that their high Stats reflect a supernatural event, and therefore subject to powers like Nullify, purchase their Stats as Attributes. This has little to no effect in a Hero translation. Characters translating a character bought this way may wish to consider whether some of all of their Characteristics should be bought with a Limitation, based on the special effects described for the character.

ENVIRONMENTAL INFLUENCE: In Hero this is the "Change Environment" power. Use the special effect and Area PMV to determine the actual power level.

EXTRA ARMS: This is purchased as "Extra Limbs." 5 Hero points allows you to have any number of additional limbs.

EXTRA ATTACKS AND EXTRA DEFENSES: When translating characters from Tri-Stat to Hero, the default assumed Speed stat is 5. For the first Level and every succeeding 2 Levels of Extra Attacks and Extra Defenses, increase the character's Speed by one.

Example: Officer Prometheus has two Levels of Extra Attacks, giving him a Hero Speed of 6. Slipstream, on the other hand, has four Extra Attacks and three Extra Defenses, for a total of seven "extra moves." Therefore, he gets a Hero Speed of 9.

FEATURES: A large number of small Hero Advantages and Powers are covered by this Attribute. Examples given in the SAS book include "Homing Instinct" (Bump of Direction) and "Longevity" (Life Support: Longevity.) Players will have to determine if the Feature costs points in Hero and if so how to buy the ability.

FLIGHT: Flight is bought by airspeed. Reduced Tri-Stat costs are assigned if the character cannot hover, can only fly within 1" of a surface (Skimming), or can only Glide instead of Fly. Once you've determined the total inches of Flight per Phase, divide by the character's speed to determine the inches of Hero Flight you need to purchase.

TRI-STAT LEVEL TOTAL INCHES OF FLIGHT PER PHASE

1	6
2	30
3	60
4	300
5	600
6	3,000
7	6,000
8	30,000
9	60,000
10	300,000

FORCE FIELD: Players must determine by the PMV of the power whether Force Field (which is personal) or Force Wall (which stands apart from the caster and can be shaped) is the appropriate power to model the effect of this power. There are various customized abilities for this power, which generally are easy to match to specific Hero advantages ("Blocks Incorporeal" is the same as the Hero Advantage "Affects Desolid," for example.) For every Level of Force Field, the Field or Wall in Hero should have 3 PD and 3 ED.

GADGETEER: This Attribute is the equivalent of either the "Inventor" Skill, or the control roll on a Gadget Pool VPP if they are not the same.

GADGETS: For every Level of this Attribute a character has, assign them 10 points of a Gadget Pool VPP as described in Hero 5th, page 210, with the additional Limitation "Only for devices appropriate for and available in the local setting" (-1/2).

GROW: This Attribute matches the Hero power "Growth" according to the following scale:

TRI-STAT GROWTH LEVEL	HERO GROWTH POINTS
1	15
2	25
3	30
4	35
5	40
6	45
7	50
8	60
9	75
10	90

HEALING: For every Level, give the Hero character 2d6 of the Hero Power Healing.

HEIGHTENED AWARENESS: For each Level, give the Hero character +1 to all PER rolls. This Attribute is commonly restricted by sense.

HEIGHTENED SENSES: The Type I Heightened Sense Attribute makes any listed senses Discriminatory, and any that are already Ranged Telescopic. Type II Heightened Senses are any additional senses or Sense Groups, and should be matched with appropriate Hero Enhanced Senses or Detects.

HENCHMEN: Any henchmen bought using this Attribute should be purchased in Hero as Followers. Typically these Followers will be between 25 and 50 points; 1 Point/Level Henchmen should be on the lower end of that scale and generally be considered less competent and less loyal.

HIGHLY SKILLED: This Attribute allows Tri-Stat players to purchase additional skills beyond the typical character. Since Hero characters pay for all of their skills with no caps, this Attribute doesn't translate directly into Hero. Hero characters translated to Tri-Stat will frequently need to make use of this Attribute.

HYPERFLIGHT: This Attribute translates directly to the Hero power Faster-Than-Light Travel according to the following table.

TRI-STAT HYPERFLIGHT LEVEL	HERO FASTER-THAN-LIGHT LEVEL
1	10 points (1 ly/year)
2	16 points (8 ly/year)
3	24 points (128 ly/year)
4	30 points (1000 ly/year)
5	38 points (16,000 ly/year)
6	46 points (128k ly/y)
7	52 points (1m ly/y)
8	58 points (8m ly/y)
9	74 points (128m ly/y)
10	82 points (1b ly/y)

ILLUSION: This power is called Mental Illusion in Hero. In Hero Mental Illusions generally affect all of a target's senses, so for illusions bought at a lower Level in Tri-Stat players should apply the Limitation "Limited By Senses" and specify the senses affected. For every Level of Illusion buy 2 dice of Mental Illusion. If the character has additional PMVs in Area, purchase appropriate Advantages like "Area of Effect" to match the effective number of targets.

IMMOVABLE: For every Level the Tri-Stat character has in Immovable, purchase 2 Inches of Knockback Resistance.

INVISIBILITY: In the Tri-Stat System, each Level purchased allows a character to invisible to a single sense, so Hero characters should purchase Invisibility to the senses specified. At the 2 Points/Level, characters retain the "fringe" effect; for 3 Points/Level, the adder "No Fringe" should be purchased.

ITEM OF POWER: This Attribute represents a device or gadget beyond the ordinary level of local technology, or a magical or otherwise paranormal artifact. The Item should be built according to the Power Attributes it possesses, applying the Hero Limitation "Focus" according to its obviousness and accessibility, as well as any additional appropriate Limitations.

JUMPING: Characters should determine the distance they actually can travel by jumping (with the help of the chart below) and then purchase any additional inches of the Hero Power Superleap they need beyond that given by their Strength.

TRI-STAT JUMPING LEVEL	HERO INCHES TRAVELED PER JUMP
1	5
2	25
3	50
4	250
5	500
6	2,500
7	5,000
8	25,000
9	50,000
10	250,000

MASS DECREASE: This Attribute is similar to the Hero Power Desolidification, except that that power is an all-or-nothing effect (unless modified with limitations), while the Level of Mass Decrease determines the density of material the character can pass through. Characters should purchase Desolid with the Limitation "Only through Materials as dense as (x) or less," with X being the material level purchased. Level 2 (Paper/Cloth) would be a -1 Limitation, Level 4 (Wood) a -3/4, and all higher Levels below 10 a -1/2.

MASS INCREASE: Characters should purchase the Power Density Increase according to the following table:

MASS INCREASE LEVEL	POINTS OF DENSITY INCREASE
1	20
2	25
3	30
4	35
5	40
6	45
7	55
8	70
9	85
10	95

Note that the actual weight charts are different: the scale matches up the additional strength and hardness received rather than the mass gained between the systems. The actual mass of the character is a special effect; Hero characters become far more massive for the relative strength gained than Tri-Stat characters.

MASSIVE DAMAGE: Characters with this Attribute at the 2 Points/Level should purchase the Hero Power Find Weakness with the specific attack they add damage to, while at the 5 Points/Level they should buy it with the adder "All Attacks" for an additional 20 points. For every Level above the first, add +1 to the roll; for example, a character with four Levels of the Attribute at the 5 Points/Level should buy Find Weakness: All Attacks at a 14- roll, costing 45 points in Hero.

METAMORPHOSIS: In most circumstances, the equivalent of this Attribute in the Hero System is Transform. Characters with 1 Level in this power should buy 6d6 of Cosmetic Transform with the +1 Advantage Improved Target Group (Any), making minor changes in the target. Levels 2 and 3 are Minor Transforms at the same effective dice, and Levels over 4 should buy 6d6 of Major Transform. If the Duration PMV is considerably higher or lower than a typical target's rate of Recovery, the translated character should apply appropriate duration modifiers.

In cases where the Metamorphosis power is being used to help another character by temporarily granting them increased Characteristics or Attributes, this power should be purchased as Aid in Hero. For every level of Metamorphosis, the character should purchase one die of Aid. Aid's target Characteristic or Power must be defined at the time of character creation; when translating to Tri-Stat, a Restriction on the forms of Metamorphosis should be added. When translating to Hero, it may be appropriate to buy a range of Aids to match the definition of the Metamorphosis power, usually in a Multipower or EC to reduce the cost.

MIMIC POWERS: This Attribute is best duplicated with a Variable Power Pool with the following Limitations: at the 7 Points/Level, "Requires Skill Roll" (-1/2), "VPP Mimics Target's Powers" (-1/2), "Any Single Power Only" (-1/2), and "Only as Powerful as Target's Power" (-1/2). At the 10 Points/Level, remove the "Single Power" Limitation. The VPP should have 10 active points for every level in the Mimic Attribute the character has.

MIND CONTROL: In general, characters should get 2 dice of the Hero Power Mind Control for each Level they have in this Attribute. Note that different power level costs can be duplicated with restrictive Limitations on the types of minds affected.

MIND SHIELD: For every Level of Mind Shield, give the character 3 points of Mental Defense in Hero.

NATURAL WEAPONS: The majority of these Attributes can be duplicated with small Hand-to-Hand Killing Attacks. For every 5 points in additional damage granted by one of these weapons, give the character one Damage Class of Killing Damage. Some Natural Weapons grant additional combat effects: for example, the description under "Spines" describes a "Damage Shield" Advantage.

NULLIFY: At the 10 or 15 Points/Level, this power is best duplicated in Hero by the Power Suppress, at 2d6 per level. The 10 Points/Level should have the Advantage (Any Single Power, +1), and the 15 Points/Level should have the Advantage (All Powers of a Given Special Effect Simultaneously, +2). For the lesser (7 and 12 Points/Level) versions of the power, use the power "Dispel" (which has an all-or-nothing effect) instead, at 3d6 per level.

ORGANIZATIONAL TIES: This Attribute can be represented by various Hero Perks, including "Access," "Computer Link," "Contact," "Favor," or "Fringe Benefit," according to the actual Organization involved.

PLANT CONTROL: This power should be represented by an Elemental Control, including 2d6 Of Minor Transform (Only to Change the Size of Plants, -1) per Level and 5 STR of Telekinesis (Only to Move Plants, -1) per Level. Keep in mind this Attribute by itself grants no offensive powers; most plant-controlling characters will also have a Special Attack which will probably also fit in the same EC.

POCKET DIMENSION: This Attribute is the same as the Hero Power Extra-Dimensional Movement with the following Limitations: At the 2 Points/Level, "Focus (Specific Location- exact level of Focus Limitation based on what the portal looks like and how hard it is to get to), Immobile (-1)". At the 3 Points/Level remove "Immobile." At the 4 Points/Level, the focus is no longer a specific item but any of a class of items (such as "any mirror"). The PMVs of this power also control the actual size of the dimension in question, which is only a special effect in Hero but should still be noted for the character. Characters with appropriate PMVs can also use this as an attack, which requires the Advantage "Usable As Attack." Keep in mind Hero lists this as a "Stop Sign" power (in other words, some GMs may find this power unbalancingly powerful.) In Tri-Stat most versions of this power have a "Duration" PMV, which signifies that at the end of a specified time the character

is returned from the Pocket Dimension automatically, so in Hero characters should take a Limitation reflecting the effective duration of the power.

POWER FLUX: This is the Tri-Stat equivalent of the Hero System power structure "Multipower." Each "Fluxable Attribute" available to the player (either purchased specifically or agreed to by the GM) should be created as a slot in the Multipower. For every Point assigned to the Flux Pool, assign two Hero Character Points to power the Multipower. The Duration PMV will determine the frequency with which the player can reallocate the points in his Multipower - most Hero characters can reallocate their points as a Zero-Phase action (in other words, whenever it's his turn.) GMs may want to consider allowing Tri-Stat characters to do the same, unless the specific delay is part of the character's conception.

PROJECTION: This Attribute is the same as the Hero Power Images. Note the Area and Duration PMVs; the Range of the Hero Power is 5"x the Active Points in the power. Players may want to use the Advantages "Increased Size," "Continuous" and/or "Permanent."

REGENERATION: Give a translated Hero character 1/2 d6 of Healing (Regeneration Option) for every Level of Regeneration the character has. Include the Adder "Can Heal Limbs" if the character has at Least 5 Levels of Healing.

REINCARNATION: In Hero this is only a special effect of Healing back to life after death. Purchase 1d6 of Healing, with appropriate limitations for the expected time and the Adder "Resurrection."

SENSORY BLOCK: This Attribute should be replicated with the Hero Power Change Environment. For each sense blocked, apply a -4 PER penalty for the appropriate sense, and duplicate the Area PMV.

SHRINK: Characters should purchase the Hero Power Shrinking, at the following levels:

TRI-STAT SHRINK LEVEL	HERO POINTS OF SHRINKING
2	10
4	30
6	40
8	70
10	Add the power "Extra-Dimensional Movement (Microscopic)."

Keep in mind that in Tri-Stat, shrunken heroes' physical characteristics are reduced when shrunken; Hero characters should take the Limitation "Deduct Half the Points in Shrinking From Strength When Active (-1/2)" if they wish to duplicate this effect.

SIDENICK: Characters with this Attribute should build a Follower with the appropriate percentage of their base points.

SIXTH SENSE: Depending on how this Attribute is defined, it can be simulated in Hero with the Enhanced Sense Detect, or Powers like Clairvoyance (especially the "Precognition" and "Retrocognition" Adders), or Talents like "Danger Sense." When building the senses, note the Area PMV, as "Telescopic" or "Limited Range" might be appropriate modifiers.

SPECIAL ATTACK: This Attribute is used for the majority of offensive powers in the Tri-Stat System. Most attacks that directly damage or incapacitate an opponent outside of hand-to-hand combat come under the umbrella of this Attribute, with a wide range of special effects and variations accounted for by "Special Abilities" as listed below.

The basic translation starts with the premise that 100 points of base damage in Tri-Stat equals 12 Damage Classes in Hero. Here's a simplified table to make the math easier, keeping in mind that most attacks in Tri-Stat work in multiples of 10.

TRI-STAT DAMAGE POINTS	HERO DAMAGE CLASSES (ACTIVE POINTS)
10	1 (5)
20	2 (10)
30	3 (15)
40	4-5 (25)
50	6 (30)
60	7 (35)
70	8 (40)
80	9-10 (50)
90	11 (55)
100	12 (60)
110	13 (65)
120	14 (70)
130	15 (75)
140	16-17 (85)
150	18 (90)
160	19 (95)
170	20 (100)
180	21 (105)
190	22-23 (115)
200	24 (120)

Tri-Stat does not differentiate between Normal and Killing Damage the way Hero does, which is why we use DCs instead of a straight "Points to Dice" conversion. GMs will have to make the distinctions themselves as to whether the damage done by a certain power or weapon is Normal or Killing, and therefore assign an appropriate level.

Example: Jade Naga has the Special Attack "Fangs," which does 20 base points of damage. (It has various Special Abilities as well, but we'll deal with those later.) The GM translating him decides that "Fangs" sounds like it should be doing killing damage, and therefore assigns Jade Naga a Killing Attack of 2.5 DC, or 1d6 HKA.

Officer Prometheus has the Special Attack "Roman Candle." His player decides to translate that power as a Normal Attack rather than a Killing Attack (after all, Prometheus is a hero.) Since it does 80 points of damage in Tri-Stat, he buys a 10d6 base Energy Blast.

It may seem to some that handheld weapons do too little damage in Tri-Stat; keep in mind that skilled users add their ACV in damage to the inherent damage of the weapon in question. Even so, some large guns still deliver less damage than in Hero; this is simply a difference of interpretation between systems. GMs concerned about this discrepancy may want to change the values in either direction at their discretion.

In addition, Tri-Stat offers players a wide range of "Special Abilities" to customize their attack powers. Most of these match specific Advantages and Limitations in Hero.

a) Accurate: Attacks with this ability should be translated as having the equivalent number of OCV-Only Combat Levels. Since enhanced combat skills in general are purchased as "Attack Skills" (see below), this Ability is usually only purchased for gadgets to represent enhancements like scopes.

b) Affects Incorporeal: In Hero this is the Advantage "Affects Desolid."

c) Area Effect: This is the basic "Radius" form of the Hero Advantage of the same name. For the "Cone" form of AoE in Hero, use the Ability "Spreading"; for "Line" use the Ability "Unique Advantage."

d) Aura: This is the same as Hero's Advantage, "Damage Shield."

e) Auto-Fire: Though the effect works slightly differently in Tri-Stat's combat system, the effect is roughly the same as the Hero Advantage of the same name.

f) Burning: This is the same as the Hero Advantage "Continuous."

g) Concealable: Weapons bought with this Ability should receive a bonus of +2 to any Concealment skill rolls made to hide them.

h) Contagious: This Ability is best duplicated with the Hero Advantage "Sticky." In Tri-Stat, however, it's possible to avoid the effects with an appropriate Stat Check; Sticky attacks in Hero with this additional limitation should be bought down to +1/4 instead of the customary +1/2, and then apply a CON or EGO roll as appropriate, to avoid being "stuck."

i) Drain Body: Because the Body Stat in Tri-Stat represents three different stats in Hero, characters with this Ability should buy a compound power Draining Strength, Dexterity and Constitution, all at the Active Point level that equates to the power of the Attack. This is obviously a much more powerful power in Hero, and Active Point caps should be carefully considered by the GM before allowing this power. In some instances, a single Drain of only one of the three stats might match the character's conception just as well for fewer points.

j) Drain Mind: This Ability can be duplicated with Hero's Power Drain Intelligence.

k) Drain Soul: This Ability can be duplicated with Hero's Power Drain Ego.

l) Enduring: This Ability is the same as the Hero Advantage "Continuous" when applied to an Area of Effect attack. Depending on the special effect, other advantages may be required.

m) Flare: This is the Tri-Stat equivalent of Hero's Flash Power. For Tri-Stat attacks with this ability, a linked Flash of the same active point level as the attack should be purchased. To duplicate most Hero Flash attacks, the No Damage Disability should be purchased, and then the Active Points in Flash should be matched to the size of the Attack. Flare can apply to any Sense Group.

n) Flexible: Any attack with this Ability gets a +2 OCV and the ability to perform a Grab maneuver, like a whip or lasso.

o) Homing: Homing Attacks should be bought with +4 OCV, and a second purchase of the same attack with the Trigger Advantage "If The First Attack Misses" and the Limitation "Extra Phase."

p) *Incapacitating*: This Ability can represent several different types of powers in the Hero System, depending on the special effect. Most are best purchased in Hero as Entangles based on the Active Point equivalencies above, but others might be better duplicated by Transform (For instance, turning an opponent to stone) or even Mind Control (sleep or mental paralysis effects.)

q) *Incurable*: This Ability prevents damages or injury from healing normally, instead calling for "some exotic event or treatment." Most attacks like this are best purchased with a Major Transform of the appropriate Active Point value.

r) *Indirect*: This Ability is the same as the Hero Advantage of the same name, noting that the Tri-Stat description only mentions attacks that describe a ballistic arc. The Hero Advantage allows for attacks to begin from any hex within a given range, and therefore characters who only can fire ballistically should take a more limited form of the Advantage.

s) *Irritant*: See the Ability "Flare" above. In Hero, this is also the Power Flash with a different special effect.

t) *Knockback*: For each time this Ability is purchased, characters should buy the Advantage "Double Knockback."

u) *Linked (Attack)*: This is similar to the "Linked" Limitation in the Hero System, but designed differently. In Hero, "Linked" is a Limitation that reduces the cost of a second power when it can only be used at the same time as a primary power. In Tri-Stat, "Linked" allows you as an advantage on a primary power to attach a second power for only the cost of 2 or 4 extra "slots" in your Special Attack. Characters translating from Hero to Tri-Stat will find they can "link" powers for considerably less cost.

v) *Long Range*: In Hero this Ability is best duplicated with the Advantage "Megascale." Note that each additional assignment of Long Range doubles the effective range over 5 km, while additional levels of Megascale multiply the effective range by 10. Players should determine the actual range they can fire in meters, than purchase the closest level of the appropriate power.

w) *Mind or Soul Attack*: Powers with this Ability translate into Hero as the Power Ego Attack. Determine the active points of the attack with this ability added, and buy Ego Attack at the resulting Active Point Level.

x) *Muscle-Powered*: This ability signifies that the attack is based on a physical weapon or device of some sort, and therefore the character's strength damage can be added. Purchase this power as a Hand Attack bonus to Strength damage in Hero of the appropriate Active Point Cost.

y) *No Healing*: This is a lesser form of the "Incurable" Ability. The damage taken by attacks of this nature can not be healed by superhuman powers (Healing or Regeneration), and instead must heal naturally or with the aid of ordinary medicine. In Hero, this effect would be worth a new +1/4 Custom Advantage.

z) *Penetrating (Armour)*: This ability reduces the effect Armour has on attacks. In the Hero System the Advantage "Armor Piercing" applies against both Armour and Force Fields, and therefore characters with that advantage translated into Tri-Stat should purchase both Abilities at the 40-point level. Tri-Stat characters with more than 40 points of Penetrating on their powers should also buy the Hero Power Find Weakness to apply to that attack.

aa) *Penetrating (Force Field)*. See the description above.

ab) *Quake*: The effect of this power is to create fissures and holes in the earth while damaging the target. Characters with this Ability should buy the Hero Power Tunneling at the same Active Point cost.

ac) *Spreading*: This Ability is the same as the Hero Advantage "Area of Effect: Cone."

ad) *Stun*: Since the Tri-Stat system does not differentiate between normal and killing damage, the ability to do only nonlethal, stunning damage is in fact an advantage. In Hero, doing only Stun is a disadvantage, and carries with it the additional limitation that it can do no knockback or otherwise be used to generate an impact, a limitation Tri-Stat doesn't include in this advantage. Instead, characters with this Ability should purchase "+2 Combat Levels, Only Usable for Pulling Punches" for each slot, to reflect their greater skill in avoiding dishing out lethal damage, and then use that maneuver frequently.

ae) *Tangle*: Like "Incapacitating" above, this Ability is best duplicated in Hero with an Entangle of the same Active Point cost.

af) *Trap*: This Ability can be translated into Hero as the Advantage "Trigger."

ag) *Undetectable*: In the Hero System, this Advantage is known as "Invisible Effect."

ah) *Unique Ability*: This Ability is the catch-all category for GM-approved effects not covered elsewhere.

ai) *Vampiric*: A Special Attack with this effect is best translated into Hero as a Transfer, generally of Stun and or Body, to the character's own Stun or Body, of the same Active Point Cost. This is done without regard to special effect, which could be the bite of the undead or a necromantic spell.

SPECIAL DEFENSE: Tri-Stat players use this Attribute to buy the following abilities, at one or two Points per "slot":

TRI-STAT EFFECT	1 SLOT	2 SLOTS
Aging	Longevity (2)	Longevity (5)
Air/Oxygen	Expanded Breathing (Low Oxygen)	Self-Contained Breathing
Disease	Immunity to Disease	
Hunger	Diminished Eating (1)	Diminished Eating (3)
One type of Magic	+3 DCV vs. attack	+6 DCV vs. attack
Own Attributes	Personal Immunity (RSR at 11-)	Personal Immunity
Poison	Immunity to Poison	
Sleep	Diminished Sleep (1)	Diminished Sleep (3)
Specific Attack	+3 DCV vs. attack	+6 DCV vs. attack
Special Attack	+10 on appropriate Desolid vs. attack Defense	

SPECIAL MOVEMENT: Tri-Stat characters use this Attribute to buy the following "Movement Abilities":

a) *Balance*: This either gives the character the skill "Acrobatics", or adds +1 to the roll if the character already has it.

b) *Cat-like*: This either gives the character the skill "Breakfall", or adds +1 to the roll if the character already has it.

c) *Dimension Hop*: This gives the character the Hero power "Extra-Dimensional Movement," to a single location in a single other dimension.

d) *Light-Footed*: This ability is the same as the Hero Talent "Environmental Movement."

e) *Slithering*: This ability is only a special effect in Hero.

f) *Swinging/Brachiating*: Characters with this ability should buy 6" of the Hero power "Swinging."

g) *Untrackable*: To duplicate this effect, Hero characters should buy the Power Gliding with the Limitation Ground Gliding (-1/4) in order to not leave tracks or footprints. In order to duplicate the ability to leave no scent, characters should also purchase the Power Invisibility to Scent.

h) *Wall-Bouncing*: In Hero this is a special effect of the Climbing Skill. Buy that skill or add +1 if the character already has it.

i) *Wall-Crawling*: This ability is the same as the Hero Power Clinging.

j) *Water-Walking*: To duplicate this ability Hero characters should purchase 6" of Flight with the Limitation "Only in Contact With Water's Surface" (-1/2).

k) *Zen Direction*: Hero characters should purchase the Enhanced Sense, "Detect "Right" Direction."

SPEED: In Tri-Stat, this Attribute represents several different powers and talents in Hero. First, characters should purchase sufficient inches of running to match the speed in kph granted per Level.

TRI-STAT LEVEL	RUNNING SPEED (KPH)	HERO INCHES/TURN
1	100	167
2	500	833
3	1,000	1,667
4	5,000	8,333
5	10,000	16,667
6	50,000	83,333
7	100,000	166,667
8	500,000	833,333
9	1,000,000	1,666,667
10	5,000,000	8,333,333

In addition, characters should buy a level of the Talent Speed Reading for every two Levels of Speed, beginning with the first (in other words, at Levels 1,3,5,7 and 9.) They should also buy +2 Levels with Agility Skills, Only for Chores (-2), Only to Counteract Time Modifiers (-1) (costing 3 points each) for every Level of Speed they have.

SUPERSTRENGTH: See the tables above for converting Tri-Stat Body to Hero System's Characteristic Strength.

SWARM: Tri-Stat characters with this Attribute should build the swarm they can turn into as a Multiform, using the "swarm of small animals" in the Bestiary as a guideline.

TELEKINESIS: Characters should purchase the Hero Power Telekinesis according to the following table:

TRI-STAT LEVEL	HERO TELEKINETIC STRENGTH (ACTIVE POINTS)
1	1 (1)
2	3 (4)
3	5 (7)
4	10 (15)
5	25 (37)
6	43 (64)
7	60 (90)
8	78 (117)
9	93 (140)
10	110 (165)

Generally, Tri-Stat characters being translated to Hero should also take the Fine Manipulation adder. Many Tri-Stat characters have some form of this power with a limitation on the material affected. Also, players should note that Tri-Stat's damage system means that constriction and crushing attacks using Telekinesis do considerably less damage than a Hero character with the same strength. Therefore, Hero characters for whom Telekinesis is a primary offensive capability may want to buy the Attribute "Massive Damage," and Tri-Stat characters may want to purchase a limitation on their TK limiting the damage of such attacks.

TELEPATHY: Characters should purchase 3d6 of the Hero Power Telepathy for every 2 Levels of this Attribute they have. If they have the Area PMV at Rank 2 or higher, they should also purchase the Hero Power Mind Scan at the same level, probably in a Multipower or Elemental Control.

Tri-Stat players should keep in mind that the concept of "Mind Combat" separate from the Special Mind Attack does not exist as a mechanic in Hero, and may choose to purchase the Power Ego Attack with the Limitation "Only vs. other Telepaths" to duplicate that effect.

At the 1 Point/Level this power is better duplicated with the Hero Power Mind Link, working on a specified group of minds.

TELEPORT: Tri-Stat characters should purchase the Hero Power "Teleport" according to the following chart:

TRI-STAT TELEPORT LEVEL	INCHES OF HERO TELEPORT
1	5"
2	25"
3	25" (Megascale + 1/4)
4	25" (Megascale + 1/2)
5	25" (Megascale + 3/4)
6	25" (Megascale + 1)
7	25" (Megascale + 1 1/4)
8	25" (Megascale + 1 1/2)
9	25" (Megascale + 1 3/4)
10	25" (Megascale + 2)

Players should note that many of the GM decisions about how teleport works in Tri-Stat (as listed on page 79 of the SAS book) are actually advantages, limitations and adders in Hero, and therefore the GM must determine which are appropriate in translating characters.

TOUGH: This Attribute increases a character's Health Points, and is duplicated in Hero by buying additional points of Body.

TRANSFER: In Tri-Stat, this power allows characters to "loan" their powers to others. This isn't really a power in Hero, but an Advantage on any individual power called "Usable By Others." Character with this power should buy this +1/4 Advantage on any powers they intend to be able to transfer, and Hero characters with this advantage should instead buy this Attribute directly.

TRANSMUTATION: Like the similar attribute "Creation," this power is represented in Hero by the Power Transform. In this case, this represents the transformation of a given item into another item, instead of the transformation of "air" or "nothing" in "Creation." At the 5 Points/Level cost, the Transform is Major (to anything) with the Improved Target Group: "Anything" modifier. At 4 Points/Level, the power reduces both the target and what it can be transformed into to a "General Class of Objects", and at 3 Points/Level both are further reduced to a "Specific Group."

TRI-STAT LEVEL DICE OF MAJOR TRANSFORM

1	1d6
2	1 ½d6
3	2d6
4	2 ½d6
5	3d6
6	3 ½ d6
7	4d6
8	5d6
9	6d6
10	7d6

Objects thus created are not permanent in nature. The lifespan of the item is determined by the Duration PMV on the power. The shorter durations can be dealt with by limitations on the Transform ("Items created only last for (period).")

TUNNELING: This is the same as the Hero power of the same name. The Tri-Stat version only differentiates between two types of Earth: "sand and packed earth," which is the standard, and "solid rock," through which one travels one level slower. In Hero, the DEF of the material involved is a factor. When translating characters, assume the standard DEF unless the character's conception suggests a higher or lower level.

TRI-STAT LEVEL INCHES OF HERO TUNNELING

1	1", DEF 2
2	1", DEF 3
3	1", DEF 4
4	1", DEF 5
5	2", DEF 6
6	8", DEF 8
7	16", DEF 16
8	80", DEF 80
9	400", DEF 400
10	800", DEF Any

Obviously, the upper levels of this power are far out of the reach of a typical Hero Character, and the majority of characters built with this power will find they translate to either Level 6 or 7.

UNIQUE ATTRIBUTE: This Attribute is used to duplicate any power not accounted for in the Tri-Stat system.

UNKNOWN SUPERHUMAN POWER: Characters with this Attribute do not know the extent or nature of their powers until they manifest. Characters with this Attribute should simply put aside three times as many Character Points as they have invested for the Game Master to assign later.

WATER SPEED: This Attribute is the Power Swimming in the Hero System, bought according to the following table:

TRI-STAT LEVEL INCHES OF HERO SWIMMING

1	3"
2	6"
3	30"
4	60"
5	300"
6	600"
7	30", Megascale + ¼
8	60", Megascale + ¼
9	30", Megascale + ½
10	60", Megascale + ½

WEALTH: This Attribute matches the Hero Perk "Money", according to the following table:

TRI-STAT LEVEL HERO PERK POINTS

1	Well-Off (5)
2	Wealthy (6)
3	Wealthy (10)
4-10	Filthy Rich (15)

HERO POWERS

ABSORPTION: See the Tri-Stat Attribute "Damage Absorption" and accompanying table.

AID: See the Tri-Stat Attribute "Metamorphosis."

ARMOR: See the Tri-Stat Attribute "Armour."

CHANGE ENVIRONMENT: See the Tri-Stat Attributes "Environmental Influence" and "Sensory Block."

CLAIRSENTIENCE: For Precognition or Retrocognition, see the Tri-Stat Attribute "Sixth Sense."

CLINGING: See the Tri-Stat Attribute "Special Movement: Wall-Crawling."

DAMAGE REDUCTION: Tri-Stat's mechanism for Armour doesn't really allow for reducing damage by a percentage. Instead, characters should take the Active Points they spent on this power and purchase additional Armour, at the rate of 10 Damage Points per 4 Hero Active Points.

DAMAGE RESISTANCE: Tri-Stat does not differentiate between Normal and Killing Damage the way that Hero does. Instead, characters should take the Active Points they spent on this power and purchase additional Armour, at the rate of 10 Damage Points per 4 Hero Active Points.

DARKNESS: Tri-Stat does not have a mechanism for impenetrable Darkness, as opposed to nighttime darkness that gives characters minuses to their Perception. Characters with GM permission should purchase the Tri-Stat Attribute "Sensory Block" twice for each sense they want to apply "Darkness" to, allowing a nearly-impossible -16 penalty to appropriate Checks.

DENSITY INCREASE: See the Tri-Stat Attribute "Mass Increase."

DESOLIDIFICATION: Characters with this power should purchase the Attribute "Mass Decrease" at Level 10.

DISPEL: See the Tri-Stat Attribute "Nullify."

DRAIN: Many effects using this power can be duplicated with the Tri-Stat "Special Attack" Attribute, with the Special Ability "Drain (Attribute)."

DUPLICATION: See the Tri-Stat Attribute "Duplicate" and notes therein.

EGO ATTACK: See the Tri-Stat Attribute "Special Attack," specifically the Ability "Mind or Soul Attack."

ENDURANCE RESERVE: The Tri-Stat system generally does not use Endurance. If the GM has decided to use "Energy Points," Hero characters with this power should see the Tri-Stat Attribute "Energy Bonus."

ENERGY BLAST: See the Tri-Stat Attribute "Special Attack." Numerous Abilities may be useful in building the exact type of Energy Blast desired.

ENHANCED SENSES: See the following Tri-Stat Attributes: "Heightened Awareness (Enhanced Perception)," "Heightened Senses," "Sixth Sense"

ENTANGLE: See the Tri-Stat Attribute "Special Attack," especially with the Combat Abilities "Incapacitating" and "Tangling," depending on special effect. Most Entangles should be bought with the "No Damage" Disability.

EXTRA-DIMENSIONAL MOVEMENT: See the Tri-Stat Attributes "Pocket Dimension," "Special Movement: Dimension Hop"

EXTRA LIMBS: In Tri-Stat one must only pay for manipulating limbs, according to the following chart.

# OF LIMBS	EXTRA ARMS LEVEL
1	1
2	2
3-4	3
5-8	4
9-15	5
16-30	6
31-60	7
61-125	8
126-250	9
251 + 10	

FASTER-THAN-LIGHT TRAVEL: See the Tri-Stat Attribute "Hyperflight" for level conversion rates.

FIND WEAKNESS: See the Tri-Stat Attribute "Massive Damage." Also, see the Tri-Stat Attribute "Special Attack," particularly the Ability "Penetrating."

FLASH: See the Tri-Stat Attribute "Special Attack," specifically the Abilities "Flare" and "Irritant."

FLASH DEFENSE: This is a Special Defense resisting the "Flare" and/or "Irritant" Abilities of Special Attacks. For every five points of Flash Defense, assign the Tri-Stat character a +3 bonus to the Stat Check to resist having the appropriate sense Flared.

FLIGHT: See the Tri-Stat Attribute "Flight" for the Level definitions. The majority of Hero characters will have flight between Levels 3 and 5.

FORCE FIELD: See the Tri-Stat Attribute "Force Field."

FORCE WALL: See the Tri-Stat Attribute "Force Field," making sure to note the appropriate "Area" and "Range" PMVs.

GLIDING: Also, the Gliding with the Ground Gliding limitation can be duplicated with the Tri-Stat Attribute "Special Movement: Untrackable."

GROWTH: See the Tri-Stat "Grow" Attribute.

HAND-TO-HAND ATTACK: See the Tri-Stat Attribute "Special Attack," particularly the Ability "Muscle-Powered." Buy the additional damage as per the Active Point Cost as an attack, and it will add to your basic hand-to-hand damage.

HEALING: See the Tri-Stat "Healing" Attribute. Also see the "Regeneration" and "Reincarnation" Attributes for characters who can only Heal themselves.

IMAGES: See the Tri-Stat Attribute "Projection."

INVISIBILITY: See the Tri-Stat Attribute "Invisibility." Buy 1 Level for each sense to which the character is invisible.

KILLING ATTACK (HTH): Many of the special effects of this power can best be duplicated in Tri-Stat by the Attribute "Natural Weapons," so that description should be consulted. Otherwise, see the Attribute "Special Attacks."

KILLING ATTACK (RANGED): See the Tri-Stat Attribute "Special Attacks."

KNOCKBACK RESISTANCE: See the Tri-Stat Attribute "Immovable."

LACK OF WEAKNESS: Since "Find Weakness" is duplicated in this Translation as the Attribute "Massive Damage," characters with this power should purchase a small Force Field with the Limited Disability, "Only Against Attacks with Massive Damage."

LEAPING: See the Tri-Stat Attribute "Jumping."

LIFE SUPPORT: See the following Tri-Stat Attributes: "Adaptation," and "Special Defense."

LUCK: For each die of Luck, buy one Level of "Divine Relationship."

MENTAL DEFENSE: See the Tri-Stat Attribute "Mind Shield."

MENTAL ILLUSIONS: See the Tri-Stat Attribute "Illusion." Barring unusual limitations, the Hero power generally translates to the 4 Points/Level, since Mental Illusions generally affect all of a target's senses.

MIND CONTROL: See the Tri-Stat Attribute "Mind Control."

MIND LINK: See the Tri-Stat Attribute "Telepathy." Mind Link is a limited form of Telepathy, usable only with a specified group and number of minds. It is the equivalent of purchasing Level 6 Telepathy at 1 Point/Level.

MIND SCAN: See the Tri-Stat Attribute "Telepathy." Characters with this power need to buy the Range and Area PMVs of their Telepathy up.

MISSILE DEFLECTION: At the lower levels of effect of this power, it should be duplicated with the Tri-Stat skill "Ranged Defense." Higher levels should buy +1 Defense Combat Mastery, with an additional +1 for every +1 OCV bonus Skill Level they have.

MULTIFORM: See the Tri-Stat Attribute "Alternate Form."

POWER DEFENSE: This power should be bought as the Attribute "Enhanced [Stat]," with the Restriction that the enhancement only applies for Stat Checks against Drains, Metamorphosis or similar attacks.

RUNNING: See the Tri-Stat Attribute "Speed."

SHAPE SHIFT: To Shift to a specific other form, see the Tri-Stat Attribute "Alternate Form" and simply buy the changes inherent in that form. To be able to shift to a range of different forms, buy Dynamic Powers with Shapeshifting as an element. Take all of the Active Points in Shape Shift and related powers, halve that number and spend that many points on 10 Points/Level Dynamic Powers.

Example: The Amazing Shifto has Shape Shift (vs. Sight, Hearing, Touch and Smell Groups, Any Shape) with the adders Cellular, Imitation, and Instant Change. This cost him 66 points in Hero. Halving that gives him 33 points; when translated into Tri-Stat, his player buys him Dynamic Powers: Shapeshifting at Level 3.

SHRINKING: See the Tri-Stat Attribute "Shrink."

STRETCHING: See the Tri-Stat Attribute "Elasticity," and purchase the Level closest to the actual level of Stretching.

SUMMON: See the Tri-Stat Attribute "Animal Summoning/Control."

SUPPRESS: See the Tri-Stat Attribute "Nullify," specifically the "Drain" option. (The basic power has an "all or nothing" effect.)

SWIMMING: See the Tri-Stat Attribute "Water Speed."

SWINGING: See the Tri-Stat Attribute "Special Movement: Swinging."

TELEKINESIS: See the Tri-Stat Attribute "Telekinesis."

TELEPATHY: See the Tri-Stat Attribute "Telepathy."

TELEPORTATION: See the Tri-Stat Attribute "Teleport."

TRANSFER: To duplicate this power in Tri-Stat, use the Attributes "Nullify" and "Mimic," each at 1 Level for every 2 dice you have in this power, and also assign the Defect "Dependent" (the Tri-Stat equivalent of Linked.) Don't confuse this with the Tri-Stat Attribute "Transfer," which is quite a different effect. Transfers that apply to Stun and Body instead of powers can also use the Attribute "Special Attack" with the Ability "Vampiric," comparing the Active points in the Transfer on the Special Attack Damage Chart.

TRANSFORM: See the following Tri-Stat Attributes for possible uses of this power: "Creation," "Metamorphosis," and especially "Transmutation."

TUNNELING: See the Tri-Stat Attribute "Tunnelling."

TRI-STAT DEFECTS

In the Tri-Stat system, "Defects" are a much smaller part of character creation, as each disadvantage is worth only a small number of Bonus Points (BP, which is equivalent to Character Points). The ratios between them remain similar, though, so it's fairly easy to translate Defects directly over to Hero equivalencies. Defects when converted to Hero may be either Disadvantages, applying to a character all the time, or Limitations, applying to a specific power.

ACHILLES' HEEL: This is the same as the Hero Disadvantage "Vulnerability"; there is only a x2 level, and characters receive 1-3 Bonus Points depending on whether the effect is rare, uncommon or common.

ACTIVATION TIME: This is the same as the Hero Limitation "Extra Time."

AWKWARD SIZE: This is a Physical Limitation in Hero.

BACKLASH: This is a Limitation: "Side Effect" in Hero.

BANE: This is the Hero Disadvantage "Susceptibility." Note that typically a Bane needs to physically contact a character to damage them, and if that's not the case the damage done per BP is halved. See the Active Point/Damage Point Conversion Table above to determine how much damage a Bane should do.

BLIND FURY: This is the Hero Disadvantage "Enraged." Note that in Tri-Stat the base Defect is all or nothing, while in Hero Enraged works on an activation roll.

BURNS ENERGY: This is the same as the Hero Limitation "Costs Endurance." Note that most Tri-Stat campaigns do not keep track of Energy Points.

CONCENTRATION: This is the same as the Hero Limitation of the same name.

CONDITIONAL OWNERSHIP: This is a Limitation applied to all of the powers of a Focus, saying that the Focus in question does not belong to the character but is only issued or loaned to him. In Hero this might be covered by the Disadvantage "Watched," but generally is simply a matter for the GM to handle.

CONFINED MOVEMENT: This is a fairly serious Physical Limitation in Hero.

CURSED: This Defect can be represented in Hero with Dice of Unluck.

DEPENDENT: This is the same as the Hero Limitation "Linked."

DETECTABLE: This should be bought in Hero as the Limitation "Visible."

DIMINUTIVE: This Defect is another Physical Limitation.

FAMOUS: This is the same as the Hero Disadvantage "Social Limitation: Public Identity."

INEPT ATTACK AND INEPT DEFENSE: These are the Defects by which Tri-Stat players can lower their Combat Values. When converting to Hero, players should keep these Defects in mind when settling on translations of the Body Stat, as these characters should probably have lower DEX than that stat suggests.

INVOLUNTARY CHANGE: This is the same as the Hero Disadvantage "Accidental Change."

ISM: This Defect signifies that the character is subject to some form of intolerance or discrimination, and is best reflected by a Social Limitation.

LESS CAPABLE: This Defect is used to differentiate characters who score highly in most parts of a Tri-Stat characteristic, but poorly in a single aspect; for example strong and healthy characters who are very clumsy. Hero's additional characteristics generally address the same issue.

LIMITED USE, INSTANTANEOUS AND LIMITED USE, ONGOING: These are particularly restrictive forms of the Hero Limitation "Charges," which apply respectively to ordinary and Continuing charges.

MARKED: In Hero this Defect is the Disadvantage "Distinctive Features."

MAXIMUM FORCE: This Defect is the equivalent of a Hero Limitation, "Only Usable at Full Power."

NEMESIS: Depending on the BP and nature of this Defect, it can be converted to Hero as the Disadvantages "Hunted," "Rivalry" or even "DNPC."

NOT SO TOUGH: This Defect is the manner by which players can reduce their Health Points, the Hero equivalent is simply selling back some Body.

ONE-WAY TRANSFORMATION: This is a Limitation on powers that change the character's form, requiring either a specific set of actions, an Activation roll or simply Extra Time before changing back to their base form or size.

OWNED: Depending on the agency involved, this Defect can be simulated with the Hero Disadvantages "Hunted: Watched" or "Social Limitation."

PART OF BODY: This is a Limitation on certain powers applying their effects only to a portion of the character's body. For Armor, this would be an Activation Roll.

PERMANENT: This is the same as the Hero Limitation "Always On."

PHOBIA: This is a Psychological Limitation.

PHYSICAL IMPAIRMENT: This Defect covers a range of Physical Limitations not seen elsewhere.

RECURRING NIGHTMARES: Depending on whether the GM enforces physical effects from sleeplessness, this Defect might be either a Physical or Psychological Limitation, or perhaps both.

RED TAPE: This Defect is the same as the Hero Disadvantage "Hunted: Watched," with a governmental or bureaucratic agency as the Watcher.

REDUCTION AND RESTRICTION: These Defects are specifically applied to individual powers based on their effects, and might be covered by a wide range of Hero Limitations.

SENSORY IMPAIRMENT: Loss of a sense is a Physical Limitation in Hero.

SIGNIFICANT OTHER: This Defect converts to Hero as the Disadvantage "Dependent Non-Player Character."

SKELETON IN THE CLOSET: In Hero, this Defect is a Social Limitation.

SPECIAL REQUIREMENT: This is an action to complete or a state to attain before a power can be used, and could represent a wide range of Hero Limitations.

UNAPPEALING: This Defect is best reflected in Hero by low scores in Comeliness and Presence.

UNRELIABLE POWER: This Defect is the same as the Hero Limitation "Activation Roll." The roll itself is usually based on one of the character's stats.

UNSKILLED: This Defect reflects that the character has fewer than the standard number of free Skill Points, and has no direct conversion.

VULNERABILITY: This Defect is the same as the Hero Limitation "Susceptibility," except that instead of doing damage directly it temporarily drains the Hero's powers. Players and GMs should detail the exact nature of the nondamaging effect in Hero.

WANTED: This is represented in Hero by the Disadvantage "Hunted," where the Hunter is an organization.

WEAK POINT: This Defect assigns extra effect when a damaging attack injures a specific Hit Location, and would be built in Hero as a Physical Limitation.

HERO DISADVANTAGES

ACCIDENTAL CHANGE: See the Tri-Stat Defect "Involuntary Change."

AGE: Tri-Stat has no equivalent to "Normal Characteristic Maxima." To represent the minor physical concerns that come with aging, characters could use the Less Capable Defect.

DEPENDENCE: Depending on the effect involved, players should buy this as a "Bane" or "Vulnerability" to the absence of an effect or substance. For example, a Dependence on water could be bought as the Defect "Bane: Extended periods out of water."

DEPENDENT NON-PLAYER CHARACTER: See the Tri-Stat Defect "Significant Other." Certain DNPCs might be better converted as the Tri-Stat Defect "Nemesis."

DISTINCTIVE FEATURES: See the Tri-Stat Defect "Marked."

ENRAGED/BESERK: See the Tri-Stat Defect "Blind Fury."

HUNTED: See the Tri-Stat Defect "Nemesis" and in cases where the Hunted is a group, "Wanted." For "Watched," see the Defects "Owned" and "Red Tape."

PHYSICAL LIMITATION: See the Tri-Stat Defects "Awkward Size," "Confined Movement," "Diminutive," "Physical Impairment," "Recurring Nightmare," "Sensory Impairment" and "Weak Point." Others might be created.

PSYCHOLOGICAL LIMITATION: See the Tri-Stat Defect "Phobia." Most other Psychological Limitations receive no bonus in the Tri-Stat system. When translating Tri-Stat characters, it is generally appropriate to assign the character some Psychological Limitations based on the history and personality of the character.

REPUTATION: The Tri-Stat system has no real equivalent for this Disadvantage, treating it simply as an aspect of role-playing.

RIVALRY: See the Tri-Stat Defect "Nemesis."

SOCIAL LIMITATION: See the Tri-Stat Defects "Famous," "Ism," "Owned," and "Skeleton In The Closet." Others might be created.

SUSCEPTIBILITY: See the Tri-Stat Defect "Bane" (for damaging effects) and "Vulnerability" (for power drains.)

UNLUCK: See the Tri-Stat Defect "Cursed."

VULNERABILITY: See the Tri-Stat Defect "Achilles' Heel."

TRI-STAT SKILLS

Skills are fairly easy to translate between systems, as their effects tend to be similar and the scale is easy to determine. For every Tri-Stat Skill at the first Level, Hero characters should buy the equivalent skill at the unmodified level provided by the matching characteristic, and for each additional Level in Tri-Stat increase the Hero roll by one. Conversely, for every increase in the Skill Roll a Hero character has above the minimum provided by his Characteristic, buy an additional Level in that Skill in Tri-Stat.

Example: Sentinel has one Level of Acrobatics. Since his DEX is 22, he buys Acrobatics at his base roll of 13-. He also has 3 Levels of City Knowledge: Empire City; with a base INT of 25, he gets a 14- initial roll, and buys 2 more Levels to get to 16-.

Keep in mind that Tri-Stat characters get 30 Points in Skills as part of their character-creation process, and the Attribute "Highly Skilled" gives them an additional 10 Points in Skills for every Level purchased. Characters translated from Hero should first count up all the Skills they need, and then determine whether they need to buy "Highly Skilled" (or in some cases can take the Defect "Unskilled" if they have bought fewer than 30 Points' worth.)

TRI-STAT GENERAL SKILLS

Players familiar with either Hero or Tri-Stat will find translation between the two sets of skills very simple. Tri-Stat skills are broken down into somewhat broader categories, with Specializations as a sort of subcategory. For example, a character can buy "Climbing" as a skill and then further specialize in what surfaces he's particularly good at climbing. Some skills in Hero only translate as Specializations in Tri-Stat; for example, Intelligence Analysis and Tactics are both Specializations for the Tri-Stat Skill "Military Science." Any character sheet for either rules set should contain enough information to translate most skills directly from system to system.

The following Tri-Stat General Skills have special notes translators should be aware of, or translate to something other than a skill in the Hero System.

CONTROLLED BREATHING: This skill in part matches the Hero Talent "Simulate Death," though that also includes the ability to slow or mask one's heartbeat and pulse as well.

DRIVE: Characters with this Skill should buy both the appropriate Transport Familiarity and Combat Driving.

ETIQUETTE: This skill is the equivalent to Hero's "High Society," except that it also possible to Specialize in "Middle Class" and "Lower Class" polite behavior.

MEDICAL: The Specialization "Emergency Response" translates to the Hero Skill "Paramedics," while the other Specializations are either appropriate Sciences or Professional Skills.

PILOT: Characters with this Skill should buy both the appropriate Transport Familiarity and Combat Piloting.

COMBAT SKILLS

Separate from the General Skills, Tri-Stat has a set of Skills specifically relating to combat. These Skills are considerably more useful and expensive, and translation into Hero is a trifle more complicated.

ARCHERY: This translates to the Hero Skill "Weapon Familiarity: Bow" (or Crossbow, depending on the Specialization chosen), as well as +1 Combat Level with bows. Add an additional +2 Combat levels for each Level purchased.

GUN COMBAT: Characters should receive "Weapon Familiarity: Small Arms", with an additional +1 Combat level in whichever weapon they've specialized in, and +2 additional Combat Levels for each additional Level of the Skill they have.

HEAVY WEAPONS: Characters with this Skill should take the appropriate Weapons Familiarity for whichever Specialization they have: "Grenade Launchers," "General Purpose/Heavy Machine Guns," "Shoulder-Fired Weapons," or "Emplaced Weapons," along with the +1 Combat level and additional +2 Combat levels for each additional Level of the Skill they have.

MELEE ATTACK: Characters should purchase the appropriate Weapons Familiarity for whichever weapon or group they Specialize in, along with the Combat levels as described above.

MELEE DEFENSE: Characters with this Skill should buy the appropriate Weapons Familiarity for their specialty, as well as +1 Combat Skill Level (DCV Only). Each additional Level grants another +2 DCV Combat Levels.

RANGED DEFENSE: Characters with this Skill should buy the Hero Power "Missile Deflection" at the "Arrows/Projectiles" level instead of skill levels, with +2 Bonuses for every additional Level.

SPECIAL RANGED ATTACK: Characters should purchase +2 Combat Skill Levels with the appropriate powers for each Level of this they have.

THROWN WEAPONS: For each Level they have with this skill, characters should buy +2 Combat Skill Levels with "Thrown Weapons."

UNARMED ATTACK AND UNARMED DEFENSE: For every Level a character has in either of these Skills, they should buy 10 points of appropriate Martial Arts maneuvers at their discretion. Maneuvers should generally be concentrated on the Specialization; characters with "Grappling" should buy wrestling maneuvers, etc.

HERO SKILLS

Once again, most Hero Skills should be easy to translate to their Tri-Stat counterparts. Listed below are the skills that either have special conversion notes or convert to something other than Skills. Hero has a longer list of skills than Tri-Stat, but players should find it easy to create new skills in Tri-Stat using the guidelines on page 83 of *Silver Age Sentinels*.

ACROBATICS: Also see the Attribute "Special Movement: Balance."

ANALYZE: For Combat skills, see the Tri-Stat Attribute "Combat Technique: Judge Opponent."

BREAKFALL: See the Tri-Stat Attribute "Special Movement: Cat-Like."

COMBAT DRIVING AND COMBAT PILOTING: These are subsumed, along with the appropriate Transport Familiarities, under the skills "Driving" and "Piloting."

COMBAT SKILL LEVELS: See the following Tri-Stat Attributes and Skills: "Attack Combat Mastery," "Defense Combat Mastery," "Special Attack: Accurate," "Special Attack: Stun," and the entire list of Combat Skills.

CRAMMING: This skill allows players to temporarily acquire a skill at a low level during an adventure, provided he has access to a teacher or library. Tri-Stat doesn't have a mechanic for that, so either a GM should add the skill to his game or ignore the skill entirely.

DEFENSE MANEUVER: This skill increases a character's ability to avoid being struck from behind and fight multiple attackers. GMs may wish to give character with this skill a small bonus to DCM, only usable against groups of attackers.

INVENTOR: See the Tri-Stat Attribute "Gadgeteer."

KNOWLEDGE SKILL: This is the Hero System's "catch-all" for skills not specifically listed in the rulebook, and should be used for any Tri-Stat skill that cannot be found explicitly in Hero.

LANGUAGE: Languages are not built the same as other skills in Hero. A single point devoted to a Language gives a character basic knowledge, similar to one Level in Tri-Stat. Additional points increase fluency and the ability to mimic dialects and accents.

MARTIAL ARTS: See the Tri-Stat skills "Unarmed Attack" and "Unarmed Defense."

SKILL LEVELS: Hero characters are frequently built with Skill levels that apply to a small group of related skills. Where this is the case, the skill levels should be assumed to be added to the overall proficiency of each skill when figuring their Level in Tri-Stat.

For example, superspy Jane Bond has +2 skill levels with Electronics, Mechanics and Inventor; she's a whiz with gadgets. When determining her Levels with the Tri-Stat equivalents of her Skills, Jane should be treated as if each of those Skills had the 2 Points added in, and buy them accordingly.

TRANSPORT FAMILIARITY: See the Tri-Stat skills "Driving" and "Piloting."

TWO-WEAPON FIGHTING: See the Combat Technique "Two Weapons."

WEAPON FAMILIARITY: See the appropriate Tri-Stat Combat Skills that match the weapon in question.

HERO PERKS AND TALENTS

The Hero System also has a set of abilities called "Perks" and "Talents," which are remarkable and/or useful resources, capabilities or privileges that are not superhuman in nature. Most of these can be converted to Tri-Stat Attributes or Skills easily, or can simply be described in role-playing without spending Character Points for them.

PERKS

ACCESS: See the Tri-Stat Attribute "Organizational Ties."

ANONYMITY: This Perk signifies that a character has no official or police record of his existence, or that those records contain no useful information.

COMPUTER LINK: See the Tri-Stat Attribute "Organizational Ties."

CONTACT: See the Tri-Stat Attribute "Organizational Ties."

DEEP COVER: This Perk gives a character a long-established false identity with complete background and appropriate documentation.

FAVOR: See the Tri-Stat Attribute "Organizational Ties."

FOLLOWER: See the Tri-Stat Attributes "Henchmen" and "Sidekick."

FRINGE BENEFIT: See the Tri-Stat Attributes "Organizational Ties."

MONEY: See the Tri-Stat Attribute "Wealth."

REPUTATION: In Hero, a player can pay for a positive Reputation with Character Points, or take a negative one as a Disadvantage. In Tri-Stat, this is generally handled within the game itself without regard to Points.

VEHICLES/BASES: Vehicles and Bases that have significant abilities beyond the norm of the campaign should be built using the "Item of Power" Attribute. Otherwise, the GM and player can work out the details of what a character owns according to his circumstances and wealth.

TALENTS

ABSOLUTE RANGE SENSE: Use the Tri-Stat Attribute "Feature."

ABSOLUTE TIME SENSE: Use the Tri-Stat Attribute "Feature."

AMBIDEXTERITY: If the GM applies penalties to characters using their "off hand," then those penalties can be avoided by buying this Talent as a Feature.

BUMP OF DIRECTION: Use the Tri-Stat Attribute "Feature."

COMBAT LUCK: This Talent converts to 10 Points of the Tri-Stat Attribute "Armour", with the Restriction "Based on Luck: Not Usable when Asleep or Unconscious."

COMBAT SENSE: See the Combat Technique "Blind Fighting." Note that that technique completely eliminates penalties for darkness or invisible opponents. Characters with lower levels of Combat Sense may consider applying Restrictions in Tri-Stat, though since this is a 1 Point/Level power in Tri-Stat the concern may be academic.

DANGER SENSE: See the Tri-Stat Attribute "Sixth Sense."

DOUBLE JOINTED: Use the Tri-Stat Attribute "Feature."

EIDETIC MEMORY: Use the Tri-Stat Attribute "Feature."

ENVIRONMENTAL MOVEMENT: For questions of footing and movement, use the Tri-Stat Attribute "Special Movement," specifically the Movement Ability "Light-Footed"

LIGHTNING CALCULATOR: Use the Tri-Stat Attribute "Feature."

LIGHTNING REFLEXES: See the Combat Technique "Lightning Reflexes." Hero characters can also purchase this for specific actions or maneuvers, which would be a Restriction in Tri-Stat.

LIGHTSLEEP: Use the Tri-Stat Attribute "Feature."

PERFECT PITCH: Use the Tri-Stat Attribute "Feature."

RESISTANCE: This Talent gives a +2 Bonus to Stat Checks versus Interrogation or similar techniques like brainwashing. It also helps a character fool lie detectors. Use the Tri-Stat Attribute "Feature."

SIMULATE DEATH: See the Tri-Stat Skill "Controlled Breathing," with the additional ability to hide or slow down your pulse and heartbeat.

SPEED READING: See the Tri-Stat Attribute "Speed."

UNIVERSAL TRANSLATOR: The Tri-Stat Skill "Languages" allows for an unlimited number of languages spoken at Level 5, so that is probably the best conversion for this Talent.

HERO ADVANTAGES AND LIMITATIONS

Powers in the Hero System can be modified and customized with a vast range of Advantages and Limitations. Most are easy to translate between systems; a few notes are given below.

AFFECTS DESOLIDIFIED: See the Tri-Stat Attribute "Special Attack: Affects Incorporeal."

AREA OF EFFECT: See the Tri-Stat Attribute "Special Attack: Area Effect" and "Special Attack: Spreading."

ARMOR PIERCING: See the Tri-Stat Attributes "Special Attack: Penetrating (Armour and Force Field.)" In Hero, the same Advantage applies to both forms of defense.

ATTACK VS. LIMITED DEFENSE: This Advantage allows a power to ignore Armour or Force Fields and be blocked by another effect entirely. See the Tri-Stat Attribute "Special Attack: Unique Ability."

AUTOFIRE: See the Tri-Stat Attribute "Special Attack: Auto-Fire."

BASED ON EGO COMBAT VALUE: See the Tri-Stat Attribute "Special Attack: Mind or Soul Attack." This allows other powers to be based on Mind or Soul Stat Checks besides direct mental blasts.

CUMULATIVE: Since Tri-Stat Mental and Transformative powers are based on a Stat Check and not dice of effect, this Advantage has little use when converting. Instead, additional active points should be put directly into the power in question.

DAMAGE SHIELD: See the Tri-Stat Attribute "Special Attack: Aura."

DELAYED EFFECT: Most Tri-Stat campaigns have no limit on the number of powers in use at one time, so this Advantage has no conversion.

DIFFICULT TO DISPEL: A Power with this Advantage is considered as having twice as many Levels when attempts are made to Nullify it.

DOES BODY: Since the Tri-Stat System does not differentiate between Normal and Killing Damage the way that Hero does, this Advantage is meaningless.

DOES KNOCKBACK: See the Tri-Stat Attribute "Special Attack: Knockback."

DOUBLE KNOCKBACK: See the Tri-Stat Attribute "Special Attack: Knockback."

DURATION: CONTINUOUS: See the Tri-Stat Attributes "Special Attack: Burning" and "Special Attack: Enduring."

DURATION: PERSISTENT: A power with this Advantage remains on when the user is unconscious.

DURATION: INHERENT: A power with this Advantage cannot be Drained or Nullified, because it is part of the character's body or otherwise not a superhuman power for them (for example, the wings of a race of Bird-men.) To best represent this in *Silver Age Sentinels*, the Attribute should be classified as a Characteristic rather than a Power.

EXPLOSION: This limited form of "Area Effect" applies damage to everyone in an area, but the damage decreases the farther you are from the central hex, typically by 5 points every meter.

HOLE IN THE MIDDLE: This limited form of "Area Effect" applies damage to all of the hexes in an area, except the one in the middle.

INDIRECT: See the Tri-Stat Attribute "Special Attack: Indirect."

INVISIBLE POWER EFFECTS: See the Tri-Stat Attribute "Special Attack: Undetectable."

MEGASCALE: See the Tri-Stat Attribute "Special Attack: Long Range."

NO NORMAL DEFENSE: This powerful Advantage means an attack ignores all forms of defense from Armour and Force Fields. There must be at least one reasonably common way to avoid the damage; for example, poison gas might be built as No Normal Defense, with the Defense being a gas mask or successfully holding your breath. In *Silver Age Sentinels*, this type of Special Attack may be represented with the Mind or Soul Attack Abilities.

PENETRATING: An attack with this Advantage always does at least 5 points of damage, no matter how much Armour or Force Field the victim has, unless the Armour is Hardened.

PERSONAL IMMUNITY: This Advantage protects the user from the effects of his own powers. See the Tri-Stat Attribute Special Defense.

RANGE ADVANTAGES: See the Tri-Stat Attributes "Special Attack: Long Range" and "Heightened Senses."

RANGED: This Advantage is covered by the Range PMV on a given power.

REDUCED ENDURANCE: This Advantage only matters in Tri-Stat campaigns that include Energy Points; in that case, it decreases or eliminates the Energy Cost.

STICKY: See the Tri-Stat Attribute "Special Attack: Contagious." In Hero this works automatically, while in Tri-Stat a Stat Check is allowed; to translate you may want to increase the value of the Ability.

TIME DELAY: See the Tri-Stat Attribute "Special Attack: Trap." In this case, the triggering event is the passage of a specific period of time.

TRANSDIMENSIONAL: This Advantage allows powers to work between dimensions. See the Tri-Stat Attributes "Dimension Hop" and "Pocket Dimension."

TRIGGER: See the Tri-Stat Attribute "Special Attack: Trap."

UNCONTROLLED: This Advantage allows a Power to continue working once activated, without it's creator continuing to concentrate on it. In some cases this is covered by a Tri-Stat Attribute's "Duration" PMV.

USABLE ON OTHERS: This Advantage allows a Hero character to use a non-attack power on another person, either willingly or not. This is usually handled in Tri-Stat by the "Targets" PMV.

VARIABLE ADVANTAGE: This Advantage allows a player to select among several different Advantages at the time he uses his power.

VARIABLE SPECIAL EFFECTS: This Advantage allows a player to cast the same power with different special effects; for example, one time his Energy Blast might be a bolt of fire, and the next a blast of lightning, doing the same damage each time.

HERO LIMITATIONS

ACTIVATION ROLL: In general this Limitation is the same as the Tri-Stat Defect "Unreliable," though players may also wish to consult "Part Of Body" and "Special Requirement."

ALWAYS ON: See the Tri-Stat Defect "Permanent."

CHARGES: See the Tri-Stat Defect "Limited Use." Note that in Tri-Stat this is a much more limiting disability.

CONCENTRATION: See the Tri-Stat Defect of the same name.

DURATION: INSTANT AND NONPERSISTENT: These Limitations are covered under the Duration PMV of the power in question.

ENDURANCE: This Limitation only matters in Tri-Stat campaigns that include Energy Points; in that case, it increases the Energy Cost.

EXTRA TIME: See the Tri-Stat Defect "Activation Time."

FOCUS: This Limitation means that the powers in question are used through a device of some sort. See the Tri-Stat Attributes "Item of Power" and "Gadgets."

GESTURES: This limitation requires the user to have his hands free.

GRADUAL EFFECT: See the Tri-Stat Defect "Activation Time." with the modification that the Attribute comes into effect gradually.

INCANTATIONS: This Limitation requires the user to be able to speak clearly.

INDEPENDENT: This Limitation means that the powers in question are used through a device of some sort, in this case one that can be taken away from a character, even permanently. See the Tri-Stat Attributes "Item of Power" and "Gadgets."

LIMITED: This is the Hero System catch-all Limitation for anything not covered elsewhere under the rules.

LINKED: See the Tri-Stat Attribute "Special Attacks: Linked (Power)" and the discussion there.

NO CONSCIOUS CONTROL: This is a special Limitation which places control of the power in question under the control of the GM.

ONLY IN HEROIC IDENTITY: A power with this Limitation cannot be used while in the "nonheroic" form of a character with two or more identities. See Tri-Stat's "Alternate Form" Attribute.

RANGE: These Limitations are covered by the "Area" and "Range" PMVs.

REDUCED PENETRATION: This Limitation weakens an Attack power by dividing it into two separate attacks before applying the effects of Armour or Force Field against it.

REQUIRES A SKILL ROLL: See the Tri-Stat Defect "Special Requirement", in this case a roll against a Skill.

RESTRAINABLE: A power with this Limitation is generated by a part of the user's body, and if that limb or area is Tangled, Grabbed, or Bound the power is unusable.

SIDE EFFECTS: See the Tri-Stat Defect "Backlash."

VARIABLE LIMITATION: This Limitation allows characters to choose which Limitations he wants to apply to a given power, within a certain range.

VISIBLE: See the Tri-Stat Defect "Detectable."

HERO POWER FRAMEWORKS

Small Elemental Controls, or ones that have few powers in them, generally should be purchased directly without a framework, and characters should not be penalized if they turn out to cost more points in Tri-Stat. When converting characters with broad Elemental Controls or ones with many powers in them, consider using Dynamic Powers instead, at 1 Level for every 25 points in the most expensive power.

Multipowers should generally be represented by "Power Flux." Please note that "Power Flux" comes with an automatic time delay for reallocating points, so players wishing to duplicate the instantaneous change of a Hero Multipower should buy their Duration PMV up to Level 10.

As for Variable Power Pools, Mimic Pools can use "Mimic Powers," most others should use "Dynamic Powers" or "Power Flux." Once again, a general guideline of 25 Active Points per Level is recommended.

CALIBURN

Adam Sinclair came from a good, English family. He attended Oxford, fueled by his long love of Arthurian knights. There, he met his second love, a young police detective, Jennifer Randall. When Jennifer was grievously wounded on a case, Sinclair found his true purpose in a vision, and became a modern knight, helping her with her cases and learning from her. Tragically, the killer that first wounded her, Janus, revenged himself upon them, killing Jennifer and scarring Sinclair. Once Janus was defeated, Caliburn had nothing for him in London; he left for Empire City where he eventually joined the Guard.

CALIBURN (SAS DIRECT)

VAL	CHAR	COST	ROLL	NOTES
25	STR	15	14-	Lift 800.0kg; 5d6 HTH damage
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack: 3 1/2d6
10	COM	0	11-	
10	PD	5	Total: 10 PD (0 rPD)	
10	ED	5	Total: 10 ED (0 rED)	
5	SPD	17	Phases: 3, 5, 8, 10, 12	
10	REC	0		
50	END	0		
37	STUN	0	TOTAL CHARACTERISTICS COST: 145	
Movement:		Run: 6"/NC"		
		Swim: 2"/NC"		

COST POWERS

- 10 Luck 2d6
- 12 Heightened Awareness: Enhanced Perception (+4 to PER Rolls for All Sense Groups)
- 14 Sneaky: Invisibility to Sight Group (Additional Sense Group: Hearing Group) (25 Active Points); Only When Not Attacking (-1/2), Custom Modifier (-1/4); 2 END
- 4 Sixth Sense: Detect A Class Of Things: The Truth 13- (5 Active Points); Concentration (1/2 DCV; -1/4)
- 12 Mind Shield: Mental Defense (16 points total)
- 2 Jumping: Leaping +2" (7" forward, 3 1/2" upward) (added to Primary Value); 1 END
- 33 Gadget Pool: VPP (Gadget Pool), 25 base + 8 control cost (38 Active Points); Limited Class Of Powers Available (Limited; -1/2)

MARTIAL ARTS: COMICBOOK MARTIAL ARTS

	MANEUVER	OCV	DCV	NOTES
4	Martial Strike	+0	+2	STR + 3d6 Strike
4	Martial Escape	+0	+0	+20 STR vs. Grabs
3	Martial Grab	-1	-1	Grab Two Limbs, +15 STR for holding on
4	Nerve Strike	-1	+1	2 1/2d6 NND
5	Offensive Strike	-2	+1	STR + 5d6 Strike

PERKS

- 12 Contact: New Scotland Yard (11-) (Contact has: useful Skills or resources, Contact limited by identity, Very Good relationship with Contact), Organization Contact (+2) (12 Active Points)
- 6 Contact: Empire City PD (8-) (Good relationship with Contact), Organization Contact (+2) (6 Active Points)
- 4 Contact: Guard (11-) (Contact has significant Contacts of his own, Contact has: useful Skills or resources)
- 2 Reputation: Tough Guy (A medium-sized group, 11-) +2/+2d6

TALENTS

- 15 Combat Sense 13-

SKILLS

- 32 +4 with All Combat
- 5 +1 with DCV
- 4 +2 vs. specific OCV modifier on Ranged Attacks
- 4 +2 vs. specific OCV modifier on Trick Shots
- 13 Concealment 18-
- 5 Analyze: Combat 14-
- 6 SS: Archaeology 15-
- 5 Security Systems 14-
- 1 TF: Small Motorized Boats, Two-Wheeled Motorized Ground Vehicles
- 5 Interrogation 14-
- 5 Combat Driving 15-
- 5 AK: London 14-
- 5 AK: Empire City 14-
- 3 Acrobatics 14-
- 2 Weaponsmith (Firearms) 13-
- 2 KS: Law 11-
- 5 Lockpicking 15-
- 3 Tactics 13-
- 5 Criminology 14-
- 5 Stealth 15-
- 1 WF: Early Thrown Grenades
- 3 Tracking 13-
- 9 Streetwise 16-
- 3 Linguist
 - 1 1) Language: French: Fluent Conversation (2 Active Points)
 - 1 2) Language: Gaelic: Fluent Conversation (2 Active Points)
 - 1 3) Language: Latin: Fluent Conversation (2 Active Points)
 - 1 4) Language: Welsh: Fluent Conversation (2 Active Points)

TOTAL POWERS & SKILLS COST: 290

TOTAL COST: 435

200+ DISADVANTAGES

- 10 Distinctive Features: Ugly and scarred, Easily Concealed, Always Noticed and Causes Major Reaction, Detectable By Commonly-Used Senses
- 15 Hunted: Janus, As Powerful, 11- (Frequently), Harshly Punish

- 20 Psychological Limitation: Defends Justice wholeheartedly, Common, Total
- 10 Psychological Limitation: Haunted by his past failures, won't commit emotionally, Uncommon, Strong
- 15 Reputation: Honorable crimefighter, Almost Always (14-)
- 20 Social Limitation: Secret Identity, Very Frequently (14-), Major
- 145 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 435

MOTHER RAVEN

Katherine McCloud was born Ojibwa, on the Sunset Lake Reserve in Northern Ontario. Her home was a cycle of abuse, and she turned to drinking and drugs by high school. Her clarion call came at 16 when she discovered she was pregnant. She made a supreme effort to clean up, and her grandmother proudly took her in, and taught her the old ways. On a vision quest, the Great Raven appeared, telling her she was to become a symbol of learning for all Anisinabe. Katherine was gifted with Raven's powers, and eventually joined the Guard, acting as a teacher and role-model for all peoples.

MOTHER RAVEN

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100.0kg; 2d6 HTH damage
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
30	EGO	40	15-	ECV: 10
25	PRE	15	14-	PRE Attack: 5d6
19	COM	5	13-	
4	PD	2	Total: 7 PD (3 rPD)	
4	ED	2	Total: 7 ED (3 rED)	
5	SPD	30	Phases: 3, 5, 8, 10, 12	
4	REC	0		
30	END	5		
20	STUN	0		
				TOTAL CHARACTERISTICS COST: 107
Movement:				Run: 6"/NC"
				Swim: 3"/NC"

COST POWERS

- 10 Luck 2d6
- 2 Heightened Sight: Enhanced Perception (+1 to PER Rolls for Single Sense Group)
- 6 Mind Shield: Mental Defense (12 points total)
- 5 Detect Astral Objects: Detect A Class Of Things 13-
- 10 Detect Magic: Detect A Large Class Of Things 13-
- 10 Detect Evil: Detect A Large Class Of Things 13-
- 5 Detect Illusions: Detect A Class Of Things 13-
- Modifier list, all slots: OAF (-1), Only In Heroic Identity (-1/4)
- 8 1) Control Ambient Light: Change Environment 4" radius (-4 PER Roll: Normal Sight) (21 Active Points); Concentration (1/2 DCV; -1/4); 2 END

- 36 2) Illusion: Mental Illusions 8d6, Area Of Effect (4" Radius; +1) (80 Active Points); 8 END
- 30 3) Flight: Flight 35" (Improved Noncombat Movement (x4)) (75 Active Points); Custom Modifier (-1/4); 7 END
- 18 4) Shadow Form: Desolidification : Force Fields and magic (40 Active Points); OAF (-1), Only In Heroic Identity (-1/4); 4 END
- 5 5) Raven's Lands: Extra-Dimensional Movement (Single Dimension) (20 Active Points); Extra Time (1 Minute; -1/2), Custom Modifier (-1/2); 2 END
- 68 6) Sun's Kiss: (Total: 315 Active Cost, 68 Real Cost) Energy Blast 12d6 (vs. ED), Personal Immunity (+1/4), Explosion (Normal (Radius) -1 DC/1"; +1/2) (105 Active Points); 3 Charges (-1/4), Side Effects, Side Effect occurs automatically whenever Power is used (-1), No Range (-1/2) (Real Cost: 28) plus Drain 6d6: Ego, Personal Immunity (+1/4), Explosion (Normal (Radius) -1 DC/1"; +1/2) (105 Active Points); 3 Charges (-1/4), Side Effects, Side Effect occurs automatically whenever Power is used (-1/2) (Real Cost: 38) plus Flash 12d6 (Sight Group), Personal Immunity (+1/4), Explosion (Normal (Radius) -1 DC/1"; +1/2) (105 Active Points); 3 Charges (-1/4), Side Effects, Side Effect occurs automatically whenever Power is used (-1), No Range (-1/2) (Real Cost: 28) Side Effect: 2d6 NND plus 2d6 Sight Flash plus 1d6 Drain Ego to user.
- 1 7) Swimming: Swimming +1" (3" total) (added to Primary Value); 1 END

PERKS

- 4 Contact: The Guard (11-) (Contact has significant Contacts of his own, Contact has: useful Skills or resources)

TALENTS

- 6 Combat Luck: 3 PD/3 ED
- 3 Simulate Death 15-

SKILLS

- 15 +3 with DCV
- 2 TF: Small Motorized Boats, Small Wind-Powered Boats
- 3 AK: Sunset Lake 12-
- 3 AK: Waterfront of Empire City 12-
- 2 KS: Cyclic Breathing and Meditation 11-
- 4 KS: Oral History of Canadian Indian tribes 13-
- 3 KS: Cooking 12-
- 4 CuK: Ojibwa 13-
- 3 SS: Homeopathic Medicine 12-
- 2 Navigation (Land) 13-
- 3 Oratory 14-
- 3 KS: Free Diving 12-
- 2 Survival (Temperate/Subtropical) 13-
- 2 PS: Writing 11-
- 6 +3 with Sun's Kiss
- 3 Linguist
- 1 1) Language: Chippewa: Fluent Conversation (2 Active Points)
- 1 2) Language: Ojibwa: Fluent Conversation (2 Active Points)

- 1 3) Language: Crow: Fluent Conversation (2 Active Points)
1 4) Language: Tlingit: Fluent Conversation (2 Active Points)

TOTAL POWERS & SKILLS COST: 292

TOTAL COST: 398

200+ DISADVANTAGES

- 20 Dependent NPC: Daughter, Incompetent (-20 points or lower), 11- (Occasionally)
15 Hunted: Mister Mathews, As Powerful, 8- (Occasionally), Harshly Punish, Extensive Non-Combat Influence
5 Physical Limitation: Has recurring nightmares about losing powers, Infrequently, Slightly Impairing
20 Psychological Limitation: Protective of and responsible for Native American peoples of Canada, Common, Total
15 Psychological Limitation: Fears loss of powers and contact with Raven-spirit, Uncommon, Total
15 Psychological Limitation: Hyperresponsible, needs to teach, Common, Strong
15 Social Limitation: Secret Identity, Frequently (11-), Major
5 Social Limitation: Publicly accessible heroine, Occasionally (8-), Minor
88 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 398

RED PHOENIX

Born in Germany, when Sarah Gebhart turned 16, endless nightmares of fiery birth began. On a retreat to Strasbourg, Sarah suddenly rose one night in a dreamlike trance. She entered a World War II ruin, and in a hidden chamber found the Iron Duke, a lost war relic, impaled with a shining weapon. When she touched the blade she was overwhelmed with power and memories - she was next in an endless line of sister-warriors. Unfortunately, the weapon was broken into pieces, and as Sarah became Red Phoenix, the Iron Duke was reactivated. In time, Sarah went to America to study history, while Red Phoenix joined the Guard.

RED PHOENIX

VAL	CHAR	COST	ROLL	NOTES
15/50		STR	5	19- Lift 25.6tons; 10d6 HTH damage
15/28		DEX	15	15- OCV: 9/DCV: 9
15/33		CON	10	16-
10/20		BODY	0	13-
14	INT	4	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
22	COM	6	13-	
13	PD	3	Total: 43 PD (30 rPD)	
10	ED	3	Total: 40 ED (30 rED)	
4/7	SPD	15	Phases: 2, 4, 6, 7, 9, 11, 12	
17	REC	0		
66	END	0		
65	STUN	2	TOTAL CHARACTERISTICS COST: 104	
Movement:		Run: 6"/NC"		
		Swim: 2"/NC"		

COST POWERS

- 69 Phoenix Blade: Killing Attack - Hand-To-Hand 4d6 (plus STR) (vs. PD), Affects Desolidified (Any form of Desolidification; +1/2), Armor Piercing (+1/2) (120 Active Points); OIF (-1/2), Can't Be Pulled (Always Full Power) (Power loses about a fourth of its effectiveness; -1/4); 12 END
7 Effective vs. Force Fields: Find Weakness 11- (Single Attack) (10 Active Points); Only Affects Certain Materials (Force Fields) (-1/2)
Enhanced Characteristics, all slots: IIF (-1/4)
28 1) Enhanced Strength: +35 STR (35 Active Points) (added to Primary Value); 3 END
31 2) Enhanced Dex: +13 DEX (39 Active Points) (added to Primary Value)
29 3) Enhanced Con: +18 CON (36 Active Points) (added to Primary Value)
16 4) Enhanced Body: +10 BODY (20 Active Points) (added to Primary Value)
13 5) Enhanced Speed: +3 SPEED (17 Active Points) (added to Primary Value)
6 Heightened Awareness: Enhanced Perception (+2 to PER Rolls for All Sense Groups)
31 Armor: Armor (18 PD / 18 ED) (54 Active Points); OIF (-1/2), Activation Roll 15- (-1/4) (added to Primary Value)
29 Personal Force Field: Force Field (12 PD / 12 ED), Affects Desolidified (Any form of Desolidification; +1/2) (36 Active Points); IIF (-1/4) (added to Primary Value); 4 END
29 Flight: Flight 18" (36 Active Points); IIF (-1/4); 4 END
13 Immovable: Knockback Resistance -8" (16 Active Points); IIF (-1/4)
18 Special Defenses: Life Support (Eating: Character only has to eat once per week, Immunity: All terrestrial diseases and biowarfare agents, Immunity: All terrestrial poisons and chemical warfare agents, Longevity: Lifespan of 200 years, Sleeping: Character only has to sleep 8 hours per week) (23 Active Points); IIF (-1/4)
45 Dynamic Magic Pool: VPP (Magic Pool), 25 base + 20 control cost, Powers Can Be Changed As A Zero-Phase Action (+1) (50 Active Points); IIF (-1/4)

MARTIAL ARTS

	MANEUVER	OCV	DCV	NOTES
4	Martial Block	+2	+2	Block, Abort
4	Martial Disarm	-1	+1	Disarm; +10 STR to Disarm roll
4	Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Martial Strike	+0	+2	STR +2d6 Strike

PERKS

- 7 Contact: EU History Department (13-) (Contact has access to major institutions, Contact has: useful Skills or resources, Good relationship with Contact)
3 Fringe Benefit: Guard Membership (Custom Adder)
3 Fringe Benefit: Chosen One of the Sisterhood (Custom Adder)

TALENTS

- 15 Combat Sense 12-
- 3 Lightning Reflexes: +3 DEX to act first with Swordfighting

SKILLS

- 5 +1 with Ranged Combat
- 9 +3 with any three maneuvers or a tight group of attacks
- 2 +1 with any single attack
- 5 Acrobatics 16-
- 3 Analyze: Combat 12-
- 5 AK: Berlin 14-
- 3 Breakfall 15-
- 5 Disguise 13-
- 3 High Society 14-
- 4 KS: European Cultures 13-
- 5 KS: History 14-
- 4 Navigation (Air) 13-
- 5 Paramedics 13-
- 6 SS: Anthropology 15-
- 3 Survival (Temperate/Subtropical Forests) 13-
- 5 Tactics 13-
- 5 Tracking 13-
- 2 WF: Blades, Bows
- 3 Linguist
- 1 0) Language: English: Fluent Conversation (2 Active Points)
- 1 0) Language: Italian: Fluent Conversation (2 Active Points)
- 1 0) Language: Spanish: Fluent Conversation (2 Active Points)

TOTAL POWERS & SKILLS COST: 496

TOTAL COST: 600

200+ DISADVANTAGES

- 10 Distinctive Features: Amazonian Redhead, Concealable, Noticed and Recognizable, Detectable By Commonly-Used Senses
- 5 Distinctive Features: Chosen of the Sisterhood (Magical), Not Concealable, Noticed and Recognizable, Detectable Only By Unusual Senses
- 15 Hunted: Iron Duke, As Powerful, 11- (Frequently), Harshly Punish
- 15 Hunted: Green Ronin, As Powerful, 11- (Frequently), Harshly Punish
- 10 Psychological Limitation: Searching for information about her powers and history, Common, Moderate
- 15 Psychological Limitation: Overconfident, Common, Strong
- 15 Psychological Limitation: Shy and bookish, Common, Strong
- 15 Social Limitation: Secret ID (Red Phoenix), Frequently (11-), Major
- 300 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 600

SENTINEL

Max Liberty came from a privileged family of American industrialists. He was a young WWI Ace, shot down and crippled by the Red Baron. When WWII broke out, he rejoined the military as a civilian instructor, standing out through his patriotism, sharp mind, and sincerity. Dr. Vannevar Bush selected him for the top secret project Anodyne, where Liberty was reborn in atomic fire - transforming him into the first superman. As the American Sentinel, he fought the Axis supermen, and helped win the war. Afterwards, having seen too much killing, he became the world's greatest icon for peace, mercy, and justice.

SENTINEL

VAL	CHAR	COST	ROLL	NOTES
95	STR	85	28-	Lift 13.1ktons; 19d6 HTH damage
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
30	EGO	40	15-	ECV: 10
40	PRE	30	17-	PRE Attack: 8d6
22	COM	6	13-	
24	PD	5		Total: 42 PD (18 rPD)
10	ED	5		Total: 28 ED (18 rED)
7	SPD	37		Phases: 2, 4, 6, 7, 9, 11, 12
24	REC	0		
52	END	3		
80	STUN	0		
				TOTAL CHARACTERISTICS COST: 311
Movement:				Run: 6"/NC"
				Swim: 2"/NC"

COST POWERS

- 54 Natural Armor: Armor (18 PD / 18 ED) (added to Primary Value)
- 15 Enhanced Perception (All Senses): Enhanced Perception (+5 to PER Rolls for All Sense Groups)
- 5 Lucky: Luck 1d6
- 33 Adaptation: Life Support (Eating: Character only has to eat once per week, Expanded Breathing, Immunity: All terrestrial diseases and biowarfare agents, Immunity: All terrestrial poisons and chemical warfare agents, Longevity: 400 Years, Safe in High Radiation, Safe in Low Pressure/Vacuum, Sleeping: Character only has to sleep 8 hours per week)
- 40 Healing: Healing 6d6 (max. Healed Points: 36) (60 Active Points); Concentration (1/2 DCV; -1/4), Visible (-1/4); 6 END
- 6 Heightened Sight: Enhanced Perception (+3 to PER Rolls for Single Sense Group)
- 6 Heightened Hearing: Enhanced Perception (+3 to PER Rolls for Single Sense Group)
- 6 Telescopic Vision: Telescopic +4 to PER Rolls (only to offset the Range Modifier) (Sight Group)
- 10 Gamma Vision: N-Ray Perception
- 5 Ultra Vision: Ultraviolet Perception
- 12 Immoveable: Knockback Resistance -6"

- 37 Atomic Energy Manipulation: Elemental Control, 74-point Powers
- 30 1) Flight: Flight 25" (Improved Noncombat Movement (x32)) (70 Active Points); Visible (-1/4); 7 END
- 30 2) Atomic Gaze: Ranged Killing Attack 3d6+1 (vs. ED), Armor Piercing (+1/2) (75 Active Points); Reduced By Range (-1/4); 7 END
- 38 3) Atomic Fire: Energy Blast 10d6 (vs. ED), Armor Piercing (+1/2) (75 Active Points); 7 END
- 58 4) Atomic Thunder: Energy Blast 12d6 (vs. ED), Personal Immunity (+1/4), Armor Piercing x2 (+1), Area Of Effect (54" Radius; +1 1/2) (225 Active Points); -4 OCV (Power loses about half of its effectiveness; -1), 6 Charges (-3/4), Extra Time (Delayed Phase; -1/4), Character May Take No Other Actions (-1/4)
- 40 Atomic Thunder Flare: Flash 12d6 (Sight Group) (60 Active Points); Linked to Atomic Thunder (-1/2); 6 END
- 10 Atomic Gaze Accuracy: Find Weakness 11- (Single Attack: Atomic Gaze)

MARTIAL ARTS:

	MANEUVER	OCV	DCV	NOTES
5	Flying Grab	-2	-1	Grab Two Limbs, +10 STR for holding on; FMove
4	Martial Block	+2	+2	Block, Abort
4	Martial Disarm	-1	+1	Disarm; +10 STR to Disarm roll
4	Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Martial Escape	+0	+0	+15 STR vs. Grabs
3	Martial Grab	-1	-1	Grab Two Limbs, +10 STR for holding on
4	Martial Strike	+0	+2	STR +2d6 Strike
3	Martial Throw	+0	+1	STR +v/5, Target Falls

PERKS

- 4 Fringe Benefit: (Chairman: Guard)
- 10 Money (Wealthy)

TALENTS

- 5 Lightning Reflexes: +3 DEX to act first with All Actions

SKILLS

- 8 +1 with All Combat
- 15 +3 with OCV
- 5 +1 with Ranged Combat
- 4 +2 vs. Range Penalties
- 3 +2 vs. specific OCV modifier on Trick Shots
- 4 +2 with any single attack: Atomic Fire
- 3 Analyze: Combat 14-
- 3 Acrobatics 14-
- 5 AK: Empire City (INT-based) 16-

- 5 Bureaucratics 18-
- 5 Demolitions 15-
- 5 High Society 18-
- 5 KS: History (INT-based) 16-
- 3 KS: Law (INT-based) 14-
- 5 Navigation (Air, Land) 15-
- 9 Oratory 20-
- 5 Paramedics 15-
- 3 SS: Physiology (INT-based) 14-
- 7 Tactics 16-
- 3 Linguist
- 1 1) Language: Russian: Fluent Conversation (2 Active Points)
- 1 2) Language: German: Fluent Conversation (2 Active Points)
- 1 3) Language: French: Fluent Conversation (2 Active Points)
- 1 4) Language: Cantonese: Fluent Conversation (2 Active Points)

TOTAL POWERS & SKILLS COST: 594

TOTAL COST: 905

200+ DISADVANTAGES

- 20 Hunted: Kreuzritter, As Powerful, 8- (Occasionally), Harshly Punish, Extensive Non-Combat Influence, PC has a Public ID or is otherwise very easy to find
- 10 Hunted: White Rooks, Less Powerful, 8- (Occasionally), Harshly Punish, PC has a Public ID or is otherwise very easy to find
- 15 Physical Limitation: Cannot make Recoveries when isolated from radiation, Infrequently, Fully Impairing
- 20 Psychological Limitation: Stands for international ideals of freedom, safety and peace, Common, Total
- 20 Psychological Limitation: Code of Heroism and Fair Play, Common, Total
- 15 Reputation: Do-gooder, Almost Always (14-)
- 20 Social Limitation: Famous Public Identity, Frequently (11-), Severe
- 20 Susceptibility: Extreme Cold (-100 C or lower), Uncommon, 1d6 damage, per Segment
- 5 Vulnerability: Cold-based attacks, Uncommon, Vulnerability Multiplier (1 1/2x STUN)
- 5 Vulnerability: Cold-based attacks, Uncommon, Vulnerability Multiplier (1 1/2x BODY)

555 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 905

SLIPSTREAM

Ema'Ge 412 was a refugee from the planet Parousia, where his people were enslaved by the reptilian Haud. His flyer crashlanded on Earth; buried deep underground, his ship kept him in a regenerative cocoon for over a thousand years - he awoke when the atomic bomb was dropped at Hiroshima. Ema'Ge was amazed at the world he discovered - although the humans looked like him, he moved much faster than everyone else. He adopted the name Johnny Smith and quickly fell in love with the ideals of American freedom. He was inspired by the Sentinel to use his powers to help people, and became Slipstream.

SLIPSTREAM

VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 303.1kg; 3 1/2d6 HTH damage
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack: 3 1/2d6
24	COM	7	14-	
8	PD	4	Total: 11 PD (3 rPD)	
8	ED	4	Total: 11 ED (3 rED)	
9	SPD	60	Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12	
8	REC	0		
36	END	0		
31	STUN	0	TOTAL CHARACTERISTICS COST: 171	
Movement:		Run: 6"/NC"		
		Swim: 4"/NC"		

COST POWERS

- 17 Super-speed: Elemental Control, 34-point Powers
- 62 1) Super-running: Flight 32" (Improved Noncombat Movement (x128)) (94 Active Points); Only In Contact With A Surface (-1/4); 9 END
- 17 2) Fast Work: Change Environment 8" radius, Varying Effect (Limited Group; +1/2) (30 Active Points); 3 END
- 6 Timesuit: Armor (3 PD / 3 ED) (9 Active Points); OIF: Padded Suit (-1/2) (added to Primary Value)
- 12 Heightened Awareness: Enhanced Perception (+4 to PER Rolls for All Sense Groups)
- 6 Mind Shield: Mental Defense (10 points total)
- 7 Regeneration: Healing 1d6 (max. Healed Points: 6) (10 Active Points); Self Only (-1/2); 1 END
- 11 Parousian Physiology: Life Support (Immunity: All terrestrial diseases and biowarfare agents, Longevity: 200 Years)

PERKS

- 3 Fringe Benefit (Membership)
- 6 Contact: Empire University Physics Department (11-) (Contact has: useful Skills or resources, Contact limited by identity), Organization Contact (+2) (6 Active Points)

TALENTS

- 6 Lightning Reflexes: +4 DEX to act first with All Actions
- 4 Speed Reading: x10

SKILLS

- 9 +3 with any three maneuvers or a tight group of attacks
- 8 +1 with All Combat
- 5 +1 with DCV
- 5 AK: Empire City (INT-based) 15-
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 5 Climbing 14-
- 7 Combat Piloting 15-
- 3 Computer Programming 13-
- 3 Electronics 13-
- 3 CuK: Parousians (INT-based) 13-
- 4 Navigation (Space) 14-
- 5 Paramedics 14-
- 4 PS: Writing (INT-based) 14-
- 8 SS: Physics (INT-based) 18-
- 3 SS: Psychology (INT-based) 13-
- 4 SS: Xenobiology (INT-based) 14-
- 5 Streetwise 14-
- 0 TF: Military Spacecraft
- 3 Linguist
- 1 1) Language: Spanish: Fluent Conversation (2 Active Points)
- 1 2) Language: Mandarin: Fluent Conversation (2 Active Points)
- 1 3) Language: Japanese: Fluent Conversation (2 Active Points)
- 1 4) Language: English: Fluent Conversation (2 Active Points)
- 1 5) Language: Cantonese: Fluent Conversation (2 Active Points)

TOTAL POWERS & SKILLS COST: 252

TOTAL COST: 423

200+ DISADVANTAGES

- 10 Hunted: Alice Queen of Hearts, As Powerful, 8- (Occasionally), Harshly Punish
- 10 Hunted: Jade Naga and other Haud, As Powerful, 8- (Occasionally), Harshly Punish
- 15 Physical Limitation: Requires Timesuit to avoid slipping out of "synch", Infrequently, Fully Impairing
- 15 Psychological Limitation: Devoted to Justice, Common, Strong
- 10 Psychological Limitation: Tends to side with the underdog, Common, Moderate
- 10 Psychological Limitation: Relentless Enemy of the Haud, Uncommon, Strong
- 15 Social Limitation: Secret Identity, Frequently (11-), Major
- 138 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 423

KREUZRITTER

Milo Rauchenberger, a founding member of the Thule Society, discovered a partial suit of armor, covered in Nordic runes, in the North Sea. He donned it to keep it from the small minded leaders of the Nazis, and became the elemental-wielding Kreuzritter, first of the Uebermenschen. Milo nearly died in a battle with the Sentinel at the end of the war - he retreated deep beneath the earth, collecting his energies. His return was signaled by the return of Thule - Kreuzritter had raised it from the ocean floor. He claimed to be the original Kreuzritter's son, and established Thule as an independent nation-state under his "enlightened" dictatorship.

KREUZRITTER

Val	CharCost	Roll	Notes
35	STR 25	16-	Lift 3200.0kg; 7d6 HTH damage
22	DEX	36	13- OCV: 7/DCV: 7
30	CON	40	15-
24	BODY	28	14-
20	INT 10	13-	PER Roll 13-
18	EGO	16	13- ECV: 6
30	PRE 20	15-	PRE Attack: 6d6
10	COM	0	11-
14	PD 7	Total: 35 PD (21 rPD)	
12	ED 6	Total: 33 ED (21 rED)	
6	SPD 28	Phases: 2, 4, 6, 8, 10, 12	
13	REC 0		
80	END	10	
57	STUN	0	TOTAL CHARACTERISTICS COST: 224
Movement:		Run: 5"/NC"	
		Swim: 2"/NC"	

COST POWERS

- 7 Curses!: Luck 3d6 (15 Active Points); Limited Power: Only to escape death or capture (Power loses about half of its effectiveness; -1)
- 9 Aware: Enhanced Perception (+3 to PER Rolls for All Sense Groups)
- 20 Bodily Reconstruction: Life Support (Eating: Character only has to eat once per week, Extended Breathing: Low Oxygen Environs, Immunity: All terrestrial diseases and biowarfare agents, Longevity: 400 Years, Safe in High Pressure, Safe in Intense Cold, Safe in Intense Heat, Sleeping: Character only has to sleep 8 hours per week)
Armor Powers, all slots: OIF (-1/2)
- 9 1) Armor: Armor (6 PD / 6 ED) (18 Active Points); Only Works Against Limited Type Of Attack: Heat/Fire (Limited Type of Attack; -1/2) (added to Primary Value)
- 22 2) Additional Armoring: Armor (15 PD / 15 ED) (45 Active Points); Activation Roll 14- (-1/2) (added to Primary Value)
- 10 3) Immovable: Knockback Resistance -10" (20 Active Points); Limited Power: Only when in contact with Earth (Power loses about a third of its effectiveness; -1/2)

- 6 4) Mind Shielding: Mental Defense (13 points total) (9 Active Points)
- 206 Dynamic Control of the Elements: VPP, 125 base + 81 control cost, Personal Immunity (+1/4), No Skill Roll Required (+1), Powers Can Be Changed As A Zero-Phase Action (+1) (328 Active Points); Limited Class Of Powers Available: Only To Control Nature and the Elements (Limited; -1/2), OIF (-1/2), Custom Modifier: No single power can be greater than 60 Active Points (-1/2)

MARTIAL ARTS: COMICBOOK MARTIAL ARTS

	MANEUVER	OCV	DCV	NOTES
4	Martial Block	+2	+2	Block, Abort
4	Martial Strike	+0	+2	STR +2d6 Strike
5	Offensive Strike	-2	+1	STR +4d6 Strike
3	Martial Grab	-1	-1	Grab Two Limbs, +10 STR for holding on

PERKS

- 10 Custom Perk: Monarch of Thule
- 7 Computer Link: Thule's National Database
- 70 Base: Castle Thulestag (350 Base, 0 Disad)
- 30 Follower: Thule Secret Service (x15, 50 Base, 25 Disad)
- 55 Follower: Scientists and Soldiers of Thule (x800, 25 Base, 25 Disad)
- 15 Money (Filthy Rich)
- 9 Reputation: Powerful and Dangerous Supervillain (A large group, 14-) +3/+3d6

TALENTS

- 5 Resistance: 5 points
- 3 Simulate Death 11-

SKILLS

- 8 +1 with All Combat
- 15 +3 with OCV only
- 3 +1 with DCV (5 Active Points); Custom Modifier: Only vs. Ranged Attacks (-1/2)
- 9 +3 with any three maneuvers or a tight group of attacks: Variable Power Pool
- 7 Bureaucratics 17-
- 9 High Society 18-
- 5 Interrogation 16-
- 5 KS: Art Restoration (INT-based) 15-
- 3 KS: Architecture (INT-based) 13-
- 4 KS: International Law (INT-based) 14-
- 4 KS: Politics (INT-based) 14-
- 4 PS: Politician (INT-based) 14-
- 7 SS: Archaeology (INT-based) 17-
- 2 Navigation (Land) 13-
- 7 Power Stunts w/VPP (INT-based) 15-
- 3 Tactics 13-
- 3 Linguist
- 1 1) Language: Czechoslovakian: Fluent Conversation (2 Active Points)

- 1 2) Language: Dutch: Fluent Conversation (2 Active Points)
- 1 3) Language: English: Fluent Conversation (2 Active Points)
- 1 4) Language: French: Fluent Conversation (2 Active Points)
- 1 5) Language: Japanese: Fluent Conversation (2 Active Points)
- 1 6) Language: Norwegian: Fluent Conversation (2 Active Points)
- 1 7) Language: Russian: Fluent Conversation (2 Active Points)
- 1 8) Language: Spanish: Fluent Conversation (2 Active Points)
- 3 Traveler
- 5 1) AK: Thulestag (INT-based) (6 Active Points) 16-
- 2 2) CuK: British (INT-based) (3 Active Points) 13-
- 2 3) CuK: American (INT-based) (3 Active Points) 13-
- 2 4) CuK: Russians (INT-based) (3 Active Points) 13-
- 2 5) CuK: Japanese (INT-based) (3 Active Points) 13-

TOTAL POWERS & SKILLS COST: 631

TOTAL COST: 855

200+ DISADVANTAGES

- 20 Distinctive Features: Lava-like Skin, Concealable, Extreme Reaction, Detectable By Commonly-Used Senses
- 10 Hunted: The Guard, As Powerful, 8- (Occasionally), Harshly Punish
- 15 Hunted: Sentinel, As Powerful, 11- (Frequently), Harshly Punish
- 15 Psychological Limitation: Has recurring nightmares in which he relives his "death", Uncommon, Total
- 15 Psychological Limitation: Prefers to work behind the scenes whenever possible, Common, Strong
- 15 Psychological Limitation: Supports Nordic ideals; Believes in Aryan superiority, Common, Strong
- 15 Reputation: Dangerous Supervillain, Almost Always (14-)
- 15 Social Limitation: Public Identity, Frequently (11-), Major
- 10 Social Limitation: Secretly Milo, claiming to be his own son, Occasionally (8-), Major
- 525 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 855

ALICE, QUEEN OF HEARTS

Alice Kitterling was raised in a struggling, working-class family in Liverpool. Her school years were marked with migraines, nightmares, and blackouts, developing into mental powers when she fought off a boy at a rave. Although picked up by police, a government agent for a secret organization took charge of her, and molded her into a skilled martial artist and deadly marksman, augmenting her low-level psychic powers. When the organization dissolved in scandal and corruption charges, Alice fled. She made her way in the world, making her own rules, and living as a mercenary. She does not believe in Kreuzritter's mission, but trusts his word.

ALICE, QUEEN OF HEARTS

VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 303.1kg; 3 1/2d6 HTH damage
19	DEX	27	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
24	COM	7	14-	
8	PD	4		Total: 22 PD (14 rPD)
8	ED	4		Total: 22 ED (14 rED)
7	SPD	41		Phases: 2, 4, 6, 7, 9, 11, 12
8	REC	0		
36	END	0		
28	STUN	0		TOTAL CHARACTERISTICS COST: 132
Movement:		Run: 6"/NC"		
		Swim: 2"/NC"		

COST POWERS

- 10 Astral Form: Extra-Dimensional Movement (Single Dimension: Astral Plane), Custom Modifier: Leaves unconscious physical body behind (-1); 2 END
- 14 Skimmer Flight: Flight 12" (24 Active Points); Custom Modifier: Only within 2" of a surface (-1/4), Concentration (1/2 DCV; -1/4), Linked to Astral Form (-1/4); 2 END
- 15 Astral Sense: Clairsentience (Sight Group; Additional Sense Group: Hearing Group, Additional Sense Group: Mental Group, Single Dimension) (50 Active Points); Fixed Perception Point: Corresponding location in Material Plane (-1), Custom Modifier: Leaves unconscious physical body behind (-1), Linked to Astral Form (-1/4); 5 END
- 24 Invisibility: Invisibility to Sight Group (Additional Sense Group: Hearing Group, Additional Sense Group: Mental Group) (30 Active Points); Limited Power: Not Usable against More Powerful Telepaths (Power loses about a fourth of its effectiveness; -1/4); 3 END
- 10 Telepathy: Telepathy: 3d6 (15 Active Points); Limited Class Of Minds: Humans Only (Subset of a class; -1/2); 1 END
- 7 Mind Shield: Mental Defense (11 points total)
- 29 Mental Blocking Field: Change Environment 8" radius (-4 PER Roll: Mental Group); 3 END
- 4 Minor Telekinesis Tricks: Elemental Control, 8-point Powers
- 11 1) Telekinesis: Telekinesis (3 STR) (Fine Manipulation) (15 Active Points); 1 END
- 14 2) Force Shield: Force Field (14 PD / 14 ED) (28 Active Points); Activation Roll 13- (-3/4) (added to Primary Value); 3 END
- 5 3) Pyrokinesis: Killing Attack - Ranged 0 d6 +1 (vs. ED), Continuous (+1) (10 Active Points); No Knockback (-1/4); 1 END
- 7 4) Block: Missile Deflection (Bullets & Shrapnel) (15 Active Points); Will Not Work Against Heavy Missiles (-1/4), Costs Endurance (Only Costs END to Activate; -1/4); 1 END
- 4 Sixth Sense: Detect A Class Of Things: Emotions 11- (5 Active Points); Concentration (1/2 DCV; -1/4)

- 24 Short-range Combat Expertise: Find Weakness 13- (Related Group of Attacks: Any Ranged attack under 8") (30 Active Points); Linked to Telekinesis (-1/4)
- 6 Heightened Awareness: Enhanced Perception (+2 to PER Rolls for All Sense Groups)
- 39 Assorted Firearms: VPP (Gadget Pool), 30 base + 9 control cost, Powers Can Be Changed As A Half-Phase Action (+1/2) (52 Active Points); OAF (-1), Limited Class Of Powers Available (Limited; -1/2)

MARTIAL ARTS: BRITISH COMMANDO TRAINING

MANEUVER	OCV	DCV	NOTES
5 1) Disarming Throw	+0	+0	Grab Weapon, +5 STR to take weapon away; Target Falls
4 2) Martial Strike	+0	+2	STR +2d6 Strike
4 3) Choke Hold		-2	+0 Grab One Limb; 2d6 NND
4 4) Martial Escape	+0	+0	+15 STR vs. Grabs
4 5) Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort

SKILLS

- 32 +5 with All Combat (40 Active Points); Limited Power: Not usable vs. More Powerful Telepaths (Power loses about a fourth of its effectiveness; -1/4)
- 5 +1 with Ranged Combat
- 4 +2 with any single attack: Pistols
- 4 +2 with any single attack: Thrown Blades
- 4 +2 vs. specific OCV modifier on a tight group of attacks: Range Penalties
- 15 +3 with ECV
- 6 +2 with any three related Skills: Acrobatics, Breakfall, Stealth
- 5 Acrobatics 14-
- 3 Analyze: Combat 11-
- 3 Breakfall 13-
- 5 Combat Driving 14-
- 3 Concealment 11-
- 5 Electronics 12-
- 2 KS: Firearms of the World 11-
- 2 AK: Downtown Manhattan 11-
- 2 AK: Empire City 11-
- 3 Lockpicking 13-
- 5 Persuasion 13-
- 4 PS: Dancer 13-
- 3 PS: Painter 12-
- 7 Security Systems 13-
- 7 Seduction 14-
- 9 Shadowing 14-
- 5 Streetwise 13-
- 0 TF: Two-Wheeled Motorized Ground Vehicles
- 6 Weaponsmith (Firearms) 13-
- 3 WF: Blades, Small Arms

TOTAL POWERS & SKILLS COST: 398

TOTAL COST: 530

200+ DISADVANTAGES

- 10 Distinctive Features: Tattoos, Concealable, Noticed and Recognizable, Detectable By Commonly-Used Senses
- 15 Hunted: British Government, As Powerful, 11- (Frequently), Harshly Punish, Extensive Non-Combat Influence, Limited Geographical Area
- 15 Hunted: The Guard, More Powerful, 8- (Occasionally), Harshly Punish
- 15 Hunted: Slipstream, As Powerful, 11- (Frequently), Harshly Punish
- 10 Psychological Limitation: Mercenary; works for highest bidder, Common, Moderate
- 10 Psychological Limitation: Hates Slipstream, Uncommon, Strong
- 15 Psychological Limitation: Hot-tempered; -2 on all Ego Rolls to maintain composure under stress, Common, Strong
- 10 Reputation: Master Assassin, Frequently (11-), Extreme, Known Only To A Small Group
- 230 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 530

IRON DUKE

Isambard Brunel was the last secret engineer for the Victorian British Navy. He built a functioning mechanical brain inside a towering juggernaut, and attempted to transfer his mind into it to ensure his immortality. Brunel's body died while his mind lived on, but it was a broken thing. The "Iron Duke" worked the dockyards, excelling at simple heavy labor. Converted to a WWII war machine, he went berserk until destroyed and lost. When Red Phoenix was "born," the Duke stole some of her magic, reawakening. More powerful than before, with some of his intellect restored, the Iron Duke helps Kreuzritter while questing to restore his lost genius.

IRON DUKE

VAL	CHAR COST	ROLL	NOTES
105	STR 95	30-	Lift 52.4ktons; 21d6 HTH damage
14	DEX	12	12- OCV: 5/DCV: 5
15	CON	10	12-
21	BODY	22	13-
8	INT -2	11-	PER Roll 11-
12	EGO	4	11- ECV: 4
20	PRE 10	13-	PRE Attack: 4d6
10	COM	0	11-
24	PD 3	Total: 51 PD (27 rPD)	
6	ED 3	Total: 33 ED (27 rED)	
6	SPD 36	Phases: 2, 4, 6, 8, 10, 12	
24	REC 0		
30	END	0	
82	STUN	0	
Movement:		Run: 6"/NC"	
		Swim: 2"/NC"	

TOTAL CHARACTERISTICS COST: 193

COST POWERS

- 81 Armor Plating: Armor (27 PD / 27 ED) (added to Primary Value)
- 33 Hoverjets: Flight 25" (50 Active Points); Limited Power: Only within 1" of Horizontal Surface (Power loses about a third of its effectiveness; -1/2); 5 END
- 4 Enhanced Sight: Enhanced Perception (+2 to PER Rolls for Single Sense Group)
- 4 Enhanced Hearing: Enhanced Perception (+2 to PER Rolls for Single Sense Group)
- 3 Radar Detection: Detect Radar 11-
- 5 Infravision: Infrared Perception
- 8 Radio Reception: Radio Perception
- 3 Ultrasonic Hearing: Ultrasonic Perception
- 28 Massively Immovable: Knockback Resistance -14"
- 44 Robotic Form: Life Support (Eating: Character does not eat, Immunity: All terrestrial diseases and biowarfare agents, Immunity: All terrestrial poisons and chemical warfare agents, Longevity: Immortal, Safe in High Pressure, Safe in Low Pressure/Vacuum, Self-Contained Breathing, Sleeping: Character does not sleep)
- 56 Sensor Blocking: Change Environment 8" radius (-4 PER Roll: Infrared Perception, -4 PER Roll: Radar, -4 PER Roll: Radio Perception/Transmission), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (84 Active Points); Always On (-1/2)

MARTIAL ARTS: BRAWLING

	MANEUVER	OCV	DCV	NOTES
4	1) Crush	+0	+0	STR +4d6 Crush, Must Follow Grab
4	2) Martial Strike	+0	+2	STR +2d6 Strike
5	3) Offensive Strike	-2	+1	STR +4d6 Strike
3	4) Grappling Throw	+0	+2	STR +2d6 Strike; Target Falls; Must Follow Grab

TALENTS

- 15 Combat Sense 11-

SKILLS

- 27 +9 with any three maneuvers or a tight group of attacks: Brawling Martial Art
- 7 +2 with DCV (10 Active Points); Custom Modifier: Only vs. Ranged Attacks (-1/2)
- 3 +1 with any three maneuvers or a tight group of attacks: Improvised Thrown Weapons
- 3 Analyze: Combat 11-
- 7 Demolitions 13-
- 5 Mechanics 12-
- 2 SS: Engineering 11-
- 5 Tactics 12-

TOTAL POWERS & SKILLS COST: 359

TOTAL COST: 552

200+ DISADVANTAGES

- 25 Distinctive Features: Enormous Red Robot, Not Concealable, Extreme Reaction, Detectable By Commonly-Used Senses
- 10 Hunted: Red Phoenix, As Powerful, 8- (Occasionally), Harshly Punish
- 15 Physical Limitation: Awkward Size (10', 4 tons), Frequently, Greatly Impairing
- 15 Psychological Limitation: Searching for the other parts of Dover Angel's mystic armor and weapons, Common, Strong
- 15 Psychological Limitation: Arrogant and Overconfident, Common, Strong
- 20 Social Limitation: Public Identity as wandering, monstrous engine of destruction, Frequently (11-), Severe
- 5 Vulnerability: Magnetism-based Attacks, Uncommon, Vulnerability Multiplier (1 1/2x STUN)
- 5 Vulnerability: Magnetism-based Attacks, Uncommon, Vulnerability Multiplier (1 1/2x BODY)
- 242 Experience/Bonus

TOTAL DISADVANTAGE POINTS: 552

THE CHAMPIONS

DEFENDER

James Harmon IV grew up surrounded by the portraits of his famous ancestors: James Harmon, an African explorer; James II, a member of the "Untouchables;" and his father James III, who won the Congressional Medal of Honor in WWII and turned Harmon Industries into a topnotch defense contractor. But all James really liked was puttering around with electronics. Then, when he was 18, he watched in horror as a battle between superhumans destroyed Detroit. Inspired by the superheroes he saw that day, he built a suit of powered armor. Now, he leads the Champions when not posing as a wealthy playboy.

DEFENDER (163 points)

Body 8/13, Mind 10, Soul 9

ACV 10/11, DCV 7/9, Health 85/110

ATTRIBUTES

Attack Combat Mastery 1, Gadgeteer 1, Gadgets 2, Highly Skilled 1, Item of Power (Battlesuit) 24, Wealth 3

ITEM OF POWER ATTRIBUTES

Special Attack (Electric Blast- 100 Damage) 5, Special Attack (Pulse Blast- 60 Damage, Auto-fire) 4, Special Attack (Overload- 80 Damage, Unreliable) 3, Special Attack (Electrobolus, Tangle, No Damage, 60 Damage) 3, Nullify (Electrical or Mechanical Powers Only, Area 4, Duration 2) 3, Armor (70 Point Reduction) 7, Flight (Boot-Jets) 4, Enhanced Body 5, Heightened Senses (Radio, Infrared) 2, Superstrength 3

SKILLS

City Knowledge: Millennium City 1, City Knowledge: Washington DC 1, Computers (Programming) 2, Electronics (Power Armor) 2, Etiquette (Upper Class) 1, Language: French 1, Mechanics (Armorer) 1, Physical Science: Chemistry 1, Physical Science: Physics 1, Piloting (Fighter) 1

DEFECTS

Nemesis (Mechanon) 2, Nemesis (VIPER) 2, SITC: Secret Identity 2

IRONCLAD

Drogen Lar was a technician in the Dorvalan Empire, who was "accidentally" exposed to experimental materials that turned him into a being of living metal by his superiors in an effort to create a "super-soldier." Disgusted by their cavalier attitude, Lar deserted the army and stole a spaceship, ending up in the gladiator pits of another alien society, the Malvans. There he learned various fighting arts to survive, and when the opportunity arose he escaped again. This time he made his way to Earth, where Defender invited him to use his powers for the benefit of society in the Champions.

IRONCLAD (137 points)

Body 12, Mind 7, Soul 8

ACV 13, DCV 11, Health 105

ATTRIBUTES

Adaptation: Vacuum, Pressure, Cold, Heat 4, Armor (70 Damage) 7, Attack Combat Mastery 4, Combat Technique: Accuracy, Judge Opponent 2, Defense Combat Mastery 4, Features: Inner Eyelid 1, Immovable 3, Massive Damage (+20 Damage with Punch) 2, Superstrength 7

SKILLS

Unarmed Attack (Strike) 1, Artisan (Sculpture) 2, CK: Millennium City 1, Climbing (Natural Surfaces) 1, Cultural Arts: Perseids, Malvans, Dorvalans 3, Language: English (Perseid native) 1, Navigation (Space) 1, Pilot: Fighter, Spacecraft 2

DEFECTS

Achilles Heel (Magnetics) 1, Awkward Size 1, Famous 1, Nemesis: Firewing 1, Nemesis: VIPER 2

NIGHTHAWK

Mark Whitaker, an athletic and gifted college student, was badly injured attempting to stop a break-in by VIPER agents at his school. Upon his recovery, he devoted his life to fighting criminals, training himself in forensics, martial arts and infiltration, and designing several small gadgets to help him in his crusade. At first he acted as a solo vigilante, but soon had to admit that he could do more as part of a team and joined the Champions. Though a dedicated hero, he has a reputation for violence that colors his public standing.

NIGHTHAWK (122 Points)

Body 11, Mind 12, Soul 9

ACV 13, DCV 11, Health 140

ATTRIBUTES

Attack Combat Mastery 2, Combat Technique: Concealment 1, Defense Combat Mastery 2, Extra Attacks 1, Extra Defenses 1, Gadgeteer 1, Gadgets 4, Heightened Awareness: +2 1, Highly Skilled 9, Item Of Power: Suit 3, Special Movement: Balance, Cat-Like 2, Tough 2, Wealth 1

ITEM OF POWER ATTRIBUTES

Armor: 20 Damage 2, Force Field: 20 Damage, Area 2 1, Heightened Senses: Infrared, Radio, Enhanced Vision 3

SKILLS

Melee Attack (Baton) 2, Melee Defense (Baton) 1, Unarmed Attack (Strikes) 3, Unarmed Defense (Strikes) 2, Acrobatics (Jumps) 1, Burglary (B-and-E) 1, CK: Millennium City 1, Climbing (Walls) 1, Computers (Programming) 1, Demolitions (Disposal) 1, Electronics (Security) 1, Interrogation (Psychological) 1, Intimidation (Street) 2, Military Science (Tactics) 1, Piloting (Fighter) 1, Police Sciences (Criminology) 1, Stealth (Concealment) 1, Street Sense (Individuals) 1, Swimming (Free Diving) 1

DEFECTS

Nemesis: VIPER 2, Secret Identity 2, SO: Julie Morgan 1

SAPPHIRE

Corazon Valenzuela was an up-and-coming teen pop star, recording her first album of danceable hits when she was 17. When a group of supervillains tried to kidnap her for ransom, her unsuspected mutant abilities of energy-manipulation manifested and she defeated them almost by accident. Now the media attention on her as a "superstar superhero" has grown even more intense, and she's become quite attached to her dual life as singer and crimefighter. She was the first to sign up for Defender's new team, and is the most outgoing and charming of the Champions.

SAPPHIRE (111 points)

Body 10, Mind 6, Soul 7

ACV 8, DCV 6, Health 105

ATTRIBUTES

Extra Attacks 1, Features: Appearance 1, Flight 4, Force Field (40 Damage) 2, Special Attack: Power Bolt (100 Damage) 5, Special Attack: Sapphire Bolt (Flare, No Damage, -4 Check, 100 dam) 5, Special Attack: Combination Bolt (60 Damage, Flare, -3 Check) 4, Special Attack: Stun Bolt (60 Damage, Stun) 4, Tough 1, Wealth 1

SKILLS

Acrobatics (Flexibility) 1, Etiquette (Middle Class) 1, Language: English (Spanish is native) 1, Management (Marketing) 1, Performing Arts (Singer) 3, Piloting (Fighter) 1, Seduction (Male) 1

DEFECTS

Achilles Heel: Light-based Powers 2, Bane: Hard Radiation 1, Famous 2, Unskilled 1

WITCHCRAFT

Bethany Duquesne and her twin sister Pamela were raised in a suburb of Detroit by a pair of witches of the Circle of the Scarlet Moon, and both were groomed to take places in the coven. While Pamela took readily to the dark powers, Bethany was too kindhearted and gentle to embrace the evil magics, and ran away instead. With the assistance of the Trismegistus Council, she eventually learned to master her magical gifts and returned to Detroit to battle the Circle and her sister, who is now known as the supervillainess Talisman.

WITCHCRAFT (172 Points)

Body 8, Mind 9, Soul 1

ACV 9, DCV 7, Health 95

ATTRIBUTES

Dynamic Powers: Minor Magic (Area 3, Duration 3, Range 1, Targets 1) 1, Flight 3, Force Field (40 Damage) 2, Illusion (All Senses, Area 3, Duration 3, Range 2, Targets 3) 3, Mind Control (Any Target, Range 1, Targets 2) 3, Organizational Ties (Trismegistus Council (Significant, Global)) 2, Sixth Sense (Magic Detection) 1, Special Attack: Witchfire (80 Damage) 4, Metamorphosis (Man Into Frog) (15 Bonus Points) 5

SKILLS

City Knowledge: Vibora Bay, Paris 2, Etiquette (Middle Class) 1, Language: French, Latin 2, Management (Retail) 1, Occult (Witchcraft) 3, Sleight of Hand (Stage Magic) 1, Social Science (History) 1, Stealth (Silent Move) 1, Visual Arts (Painting) 2, Writing (Poetic) 1

DEFECTS

Bane: Cold Attacks 2, Marked (Mystic Aura) 1, Nemesis: Circle 2, Nemesis: Talisman 1

THE VILLAINS

DR. DESTROYER

A brilliant scientist who defected from Nazi Germany in 1944, only to betray the Allies and escape to South America, Albert Zerstoiten is arrogance and ambition personified. From his first appearance in 1975 until his apparent death in 1992, the world lived in constant fear of his schemes of conquest. Even his "death" turned out to be only another fiendish plan, as he reappeared in 2002 with new armor and weapons, more powerful than ever. His only weaknesses are his pride and arrogance, and his ongoing quest to halt the aging process that threatens to bring him the defeat no hero has been able to accomplish.

DR. DESTROYER (500 points)

Body 18, Mind 13, Soul 13

ACV 17, DCV 15, Health 295

ATTRIBUTES

Adaptation: Pressure, Vacuum, Cold, Heat 4, Armour (100 points) 10, Attack Combat Mastery 3, Block Power (All Powers) 3, Defense Combat Mastery 3, Dynamic Powers: Supertechnology 4, Extra Attacks 1, Extra Defenses 1, Flight 4, Force Field: Area 4 6, Gadeteer 3, Heightened Senses Type I: Sight 2, Heightened Senses Type II: Infravision, Ultravision, Sonar, Ultrasonic, Radio, Radar 6, Highly Skilled 14, Mind Shield 5, Organizational Ties: Hidden Network, Javangari 10, Special Attack: Destroyer Beam (200 points) 10, SA: Destroyer Beam Armor-Piercing (Penetrating x3) (170 pts.) 10, SA: Destroyer Beam Transdimensional (Affects Incorp, 190 pts.) 10, SA: Synaptic Interference: (Drain Body, No Damage, 200 pts.) 10, SA: Tangleweb (Tangle, No Damage, 190 pts.) 10, SA: Sensory Overload Cannon (Flare x2, No Damage, 190 pts.) 10, Special Defense: Age, Breathe x2, Disease x2, Hunger x2, 14, Pain, Poison x2, Sleep x2, Flare Attacks x2), Superstrength 9, Tough 7, Wealth 10

SKILLS

Biological Sciences: All 2, Boating: Submarines 1, City Knowledge: Berlin, Buenos Aires, London, Moscow, Munich, New York City, Tokyo 7, Computers: Programming 3, Cultural Arts: Art Appraisal, History, Literature 1, Demolitions: Artificial 1, Electronics: Robotics, Security, Sensors 3, Etiquette: Upper Class 1, Foreign Culture: Ten various 5, Gaming: Chess 1, Interrogation: Psychological 2, Intimidation: Political 3, Languages: English, French, Italian, Japanese, Mandarin, Portuguese, Russian, Spanish 4, Management: Government 1, Mechanics: Armourer 3, Medical: Emergency Response 1, Military Science: Tactics, Strategy 1, Navigation: Air, Sea, Wilderness 1, Performing Arts: Public Speaking 1, Physical Sciences: All 2, Piloting: All 1, Special Ranged Attack: Destroyer Beam 2

DEFECTS

Famous 3, Nemesis (UNTIL, PRIMUS) 3, Wanted 2

GIGATON

Private Tim Colton was part of a government project called Project Sunburst, which sought to create soldiers resistant to radiation. Unfortunately, the procedures left him in a coma for four years. Dr. Destroyer learned of the project and stole Colton from the Army's top-secret facility. Using his own matchless knowledge of biology and medicine, Destroyer revived Colton, who had acquired incredible bio-nuclear powers. Colton became a loyal follower of his rescuer, acting as Destroyer's bodyguard and head of security and following every order like a good soldier.

GIGATON (190 points)

Body 15, Mind 6, Soul 5

ACV 11, DCV 8, Health 200

ATTRIBUTES

Adaptation: Radiation, Cold, Heat 3, Armour (40 points) 4, Armour (Optimized vs. Energy blasts, 60 points) 3, Attack Combat Mastery 2, Damage Conversion (to Superstrength) 4, Restriction:

Energy Attacks Only -4, Defense Combat Mastery 1, Features: Handsome 1, Flight 2, Highly Skilled 2, Mind Shield 3, Special Attack: Gigablast (120 damage) 6, Special Attack: Explosive Gigablast (100 damage, spreading) 6, Special Attack: Force Bonds (Tangle, 80 points, no damage) 6, Special Defense: Flares to Sight and Hearing 2, Superstrength 7, Tough 5

SKILLS

Electronics: Security Systems 1, Gaming: Cards/Gambling 1, Management/Administration: Mercenaries 1, Military Sciences: Tactics, Intelligence 3, Stealth: Silent 1, Gun Combat: Small Arms 1, Special Ranged Attack: Gigablast 2

DEFECTS

Marked: Low-level Radiation 1, Nemesis: UNTIL 1, Owned: Dr. Destroyer 2, Skeleton in the Closet: Secret ID 1, Wanted 3

RAKSHASA

Palash Krisharan was a confidence artist on the streets of India, who used his innate mutant powers of illusion and shapeshifting in sophisticated and profitable scams. That is, until the day he accidentally crossed agents of Dr. Destroyer, who captured him and brought him to their leader. The intrigued mastermind offered him the choice of service or death. Initially a reluctant servant, Rakshasa soon realized that operating on behalf of Destroyer brought him more money, luxuries, power and security than he'd ever known. Once a malcontent, the amoral chameleon has become one of Destroyer's most loyal followers and his chief spy.

RAKSHASA (155 points)

Body 10, Mind 10, Soul 10

ACV 10, DCV 8, Health 100,

ATTRIBUTES,

Armour (30 points) 3, Combat Technique: Blind Fighting 1, Dynamic Powers: Shapeshifting 2, Reduction: Only humanoid forms -2, Elasticity 3, Extra Defenses 1, Features: Handsome 1, Illusion: Area 4, Duration 4, Range 2 3, Projection: Area 3, Duration 4, Range 2 6, Telepathy: Range 2 6

SKILLS

Burglary: Lockpicking 1, Cultural Arts: Indian History 2, Disguise: Shapechanging 1, Etiquette: Lower, Middle & Upper Class 2, Intimidation: Street 1, Languages: English (Hindi native) 1, Seduction: Female 1, Stealth: Concealment 2, Street Sense: Gangs 1

DEFECTS

Marked (Mutant) 1, Owned: Dr. Destroyer 3, Skeleton in the Closet (Secret ID) 1



RAKSHASA CUTS A DEAL WITH DR DESTROYER

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