

PRECINCT 21

INTRODUCTION

As with any roleplaying game, the players' characters are the center of attention. It is a trapping of the genres that roleplaying games emulate, stretching back to the most basic myths and legends. Though the heroes remain the focus of the stories told in comic books, the ancillary characters, the supporting cast, are often just as important and iconic as the heroes themselves.

Whether it is a hero's trusted butler, love interest, or professional rival, these supporting characters serve as an important part of the hero's mythology. They become part of the fabric of the hero's life and the dual nature of any costumed crimefighter serves to complicate those relationships. An employer in the hero's civilian life might also serve as a powerful antagonist to that same hero's costumed identity.

The Supporting Cast series of short supplements from Big Finger Games provides a plug-and-play solution to a hero's need for dramatic resonance with the incidental characters he or she deals with on a daily basis. The supporting characters contained within can be plugged into a new hero's background or be introduced into an existing campaign. They provide a useful story base and infrastructure and can be used to flesh out a setting even if they aren't directly tied to any of the heroes.

FORMAT

Each Supporting Cast supplement will be built around a company, organization, or some other collective of individuals with a similar goal or agenda.



SUPPORTING CAST

YOUR CAMPAIGN



The specifics of the location of Precinct 21 are kept as vague as possible to allow you to place the station in a location suitable to your home campaign. However, it is assumed Precinct 21 would be located in a major metropolitan area that has a long history.

You can easily tailor Precinct 21 to your own campaign by adding or deleting different sections of the precinct. For example, if your setting already includes some kind of task force that responds to superpowered threats, you can replace GSWAT.

In Big Finger Games' Infinite Universe setting Precinct 21 would be located in Hyperion City, where its unusual makeup would be the result of a greater density of metahumans than in most cities. In the Hyperion City setting, the police department would be much younger, having been established with the city in the late 1940s.

Each supplement in this line will follow the same basic format. They will provide a brief overview of the organization, a breakdown of the supporting characters involved, and a list of adventure hooks.

Each supporting character entry will also follow a basic format. The entry will begin with a brief character history, which will be followed by a section entitled "Supporting", that will provide details on using the character in a supporting role, and will end with a section entitled "Opposing", which will offer suggestions for using the character as an antagonizing force in the hero's civilian or costumed life.

These two roles, Supporting and Opposing, can be mixed and matched as you see fit. For example, a character might be a doting mentor to the hero's civilian identity but also be dedicated to outlawing masked crimefighters and have a personal vendetta against the hero's masked identity. Alternately, a character may be an ardent admirer always ready to help the hero in his superhuman endeavors, but consider the hero in his civilian disguise to be a professional rival only worthy of scorn.

PRECINCT 21

The City's police department was founded at the turn of the century and is currently one of the largest police departments in the country. Their chief responsibilities are law enforcement and investigation within the City. You can flesh out the responsibilities

THE POLICE IN COMICS



The police are a staple in comics. Usually costumed crimefighters deal with the police in the course of their duties; following up leads, being called in to assist on an investigation, or simply when handing over captured supervillains at the conclusion of a case. But there are heroes in comic books that are cops themselves or have a much closer working relationship with their local police department (such as a certain pointy-eared avenger of the night).

and capabilities of the City's police department as you see fit, we're dealing with it on a smaller scale. But you can probably assume its services include tactical support, K-9, harbor patrol (in the case of a coastal city), air support, bomb disposal, counter-terrorism, cybercrime, anti-gang, narcotics, organized crime, public transportation, and public housing. In the superhero milieu you can also assume the police department will have a crime scene investigation, computer network, and crime lab on the order of something you'd see on television. In addition they may have a special anti-metahuman task force, and special facilities for temporary incarceration of superpowered criminals.

Precinct 21 is part of a pilot program to create a self-contained "mini police department" where most of the key police services are housed under one roof, yet the precinct is still only tasked with serving a limited area of the city. With this design most everything, other than administrative tasks and accounting, is handled in house, where patrol cops, detectives and crime scene technicians operate in tandem and interdepartmental communication is largely unnecessary with bureaucracy being kept to a minimum.

Depending on the grittiness of your campaign you might want to have a couple of Internal Affairs officers assigned to the precinct during its first few years to monitor the interactions between what was once separate departments.

LOCATION

You can place Precinct 21 anywhere you like in your campaign city. In a more progressive metropolitan setting, the program that Precinct 21 is modeled on could be designed to modernize the police force to help it deal with more sophisticated crimes and advances in crimefighting techniques. While in a dystopic urban setting, the Precinct might have been

created in response to rampant crime where speed and technical proficiency is required to deal with a massive workload.

Whatever the case the Precinct should be charged with policing a large, important, and metropolitan area of the city. This could be a crime-addled downtown, or a bustling city core that is the heart of the area's trade and commerce.

Precinct 21 may have responsibilities beyond their limited jurisdiction. Since it's a newer facility with cutting edge technology and highly trained personnel, the Precinct may be "loaned out" from time to time to help tackle difficult or important cases.

STEVE BRADLEY, P.I.

Steve is from a cop family. His mother was a cop, his father a detective, and his grandfather walked the beat too. He has two brothers, Ed and Ben, who are both cops in different cities. Needless to say it was quite a blow to Steve and his family when he lost his job and his pension in a corruption scandal that struck at the very heart of the department.

An Internal Affairs witch-hunt over missing drug money resulted in several officers losing their jobs and resignations from two sergeants. While only two officers were actually guilty of any wrongdoing, the silence of their fellow officers and circumstantial evidence was enough to make sure Steve, though innocent, left the department in disgrace.

While Steve's family stood behind him and believed his version of events, Steve was too embittered to accept their support. The incident became a sore point for everyone involved and brought Steve to a low point in his life. With his faith in law enforcement, and even justice, badly shaken Steve was left to try and find a new identity for himself when all he ever wanted, all he ever expected from his life, was to be a cop.

After trying a few jobs in the private sector, Steve found he was having trouble dealing with any kind of authority. He decided it might be best if he worked for himself. He started doing skip traces for a local bail bondsman, and eventually struck on the idea of becoming a private investigator. He started Bradley Investigations and eventually built a name for himself as a reliable and ethical P.I.

SUPPORTING

The following sections will give you some ideas concerning using this character in a supporting role for both the hero's civilian and masked identities.

THE ROMANCE SUBPLOT



Romance is something that develops almost inevitably in environments where people work in close proximity to one another. In the high-pressure world of police work, cops may find they're relying on one another more than usual and their interest in a fellow officer might extend beyond the professional. A romance could ensue, so could an affair.

Some personal elements of the characters below are left vague or unexplained, specifically the sexual orientations and marital status of the characters. You can develop these as desired, making room for romantic subplots between these characters and the hero or with other NPCs.

Romance subplots are a staple of comic book storytelling and can offer specific dramatic situations and complications for the hero as described below:

- The romance could be complicated by infidelity, by a station policy against fraternization, by romantic rivals, or by jealous exes.
- When the significant other is a cop there is also the dramatic device of placing him or her in danger. A cop injured in the line of duty can create a situation where the hero must use her powers to affect a rescue, and of course there's the aftermath that includes the romantic interest's hospitalization and recovery.
- Emotions can run high in this environment and the hero might find her romantic interest has been unfaithful.
- Of course, there's always the question of whether the hero reveals his costumed identity to his romantic interest or not.

Civilian: With Steve's own personal background in the police department and that of his family, Steve has a multi-generational perspective on the city's cops. He knows everyone in the department, he knows the old-timers, the retired cops, he knows their families, and is thus an invaluable resource on the last fifty years of the department's history. Despite Steve's bitterness he would never want to see someone

If you would like to add some four-color flavor to Steve consider using the following option to turn him into an occult investigator with his very own amnesiac guardian angel.

While a touring exhibit of ancient Egyptian curiosities was on display at the city's museum, thieves made off with some of the exhibit's priceless relics. Steve and several other investigators were brought in by the insurance company to bolster the ensuing investigation.

Given a chance to show up the Precinct's detectives, Steve worked night and day to find the missing artifacts. Eventually he found the thieves and the eccentric billionaire collector who hired them. While Steve was casing the billionaire's mansion he was caught and brought inside for questioning. When he slipped his bonds and smashed a stolen relic over one of his captor's heads, something extraordinary happened. The room filled with blinding light and a beautiful young woman appeared, wreathed in scintillating energies and possessed of large white-feathered wings.

She made short work of Steve's captors, slinging them aside the way a child might discard an unwanted toy. Not only was this woman a vision of loveliness, but her beauty seemed somehow otherworldly and scared Steve more than a little. After she untied Steve, the woman's initial attempts at communication failed and she made subsequent attempts in several languages before striking upon modern colloquial English.

One thing quickly became apparent, she had no idea who or what she was. What she did know is that she had been trapped in that ancient piece of crockery since well before the rise and fall of the ancient Egyptians. She remembers little of the circumstances of her imprisonment, except that it was an evil and powerful sorcerer who captured her (see the origin of Radian's Lantern in BFG's *Adepts of the Arcane* for ideas as to who).

Rather than turn her over to authorities, Steve took the woman back to his place before calling in the people who had hired him. For lack of any better ideas, Steve decided to call the woman "Angel". He quickly discovered Angel was more righteous and pure of heart than he ever thought anyone could be, but she was also monumentally naïve. She certainly wouldn't have approved of some of Steve's activities, but, because of her naiveté and bafflement at the modern world, he found it easy to trick Angel into thinking his motive and actions were as pure as her own.

After Steve let Angel help on some of his cases, it became apparent that she had an overwhelming compulsion to protect Steve from any harm or unpleasantness that might come his way. Steve has begun to suspect that she might actually be some kind of angel, a guardian angel to be exact, instead of some deluded mutant as he cynically thought before.

One thing Angel is sure of about herself is that she hates the pure demonic evil she occasionally senses and insists that Steve help her find it and destroy it wherever and whenever it occurs. This has led the pair to bust up satanic cults, exorcize demonic possessions, and battle hell-spawned monsters.

ANGEL, PL 11

Str 20 (+5), Dex 20 (+5), Con 20 (+5), Int 20 (+5), Wis 10 (+0), Cha 22 (+6)

Skills: Acrobatics 10 (+15), Diplomacy 6 (+12), Handle Animal 8 (+14), Knowledge (Arcane Lore) 12 (+17), Knowledge (Theology & Philosophy) 12 (+17), Notice 4 (+9), Perform (singing) 12 (+18),

Feats: Ambidexterity, Attractive 2, Diehard, Evasion 2, Fearless, Improved Defense 2, Improved Initiative 2, Interpose, Move-By Action, Stunning Attack

Powers: **Comprehend 6** (languages 2, animals 2, plants 2; *Power Feats:* Innate), **Cosmic Energy Control 10** (*Power Feats:* Affects Insubstantial; Alternate Powers – **Dazzle 10** (visual), **Healing 10**; Innate). **Flight 12** (*Power Feats:* Innate), **Immunity 10** (aging, life support; *Power Feats:* Innate), **Mind Shield 8** (*Power Feats:* Innate), **Protection 12** (*Power Feats:* Innate; *Extras:* Impervious), **Super-Movement 1** (air walking; *Power Feats:* Innate), **Super-Senses 6** (Divine Awareness, Demonic Awareness [Extended 3], Danger Sense; *Power Feats:* Innate)

Combat: Attack +10, Grapple +15, Damage +10 (blast), Defense +10, Knockback –12, Initiative +13

Saves: Toughness +12, Reflex +12, Fortitude +12, Will +8

Totals: Abilities 52 + Skills 16 (64 Ranks) + Feats 14 + Powers 117 + Combat 40 + Saves 22 = 261 PP

make his same mistakes and suffer his same fate. He'll use his insight and knowledge to help a new recruit, a transfer, or any honest cop navigate the pitfalls and deal with the unspoken code of the job.

In this respect Steve can serve as something of a mentor. He's the ex-cop who left the department under circumstances no one wants to discuss. He's seen it all before and has made all the mistakes himself. Steve would also be very happy to have an ally in the department, some small part of him hopes some new evidence would come to light, something to exonerate him. In exchange for a sympathetic ear on the force, Steve can provide investigative assistance or contacts that won't talk to cops.

Super: Steve knows what it's like to make the hard decisions, like the decision he made when chose to lose his job instead of becoming a rat. Frankly he envies the anonymity most heroes enjoy, he envies the fact that the authorities and the public cut them some slack because everyone knows no else could do the job superheroes do. As a result Steve would be more than willing to lend a hero a hand on a case.

Steve would be willing to run down leads for a hero in the hopes of building some strong contacts in the superhero community. He sees this as his chance to redeem his name and transcend the sordid controversy that ended his career. Steve could even use any newfound contacts to carve out a niche in superhuman crime. Any low-level supervillain who's actually released on bail is bound to skip out on it, and supervillains are notorious for not paying alimony and child support.

OPPOSING

The following sections will give you some ideas concerning using this character in an opposing role for both the hero's civilian and masked identities.

Civilian: Steve does his best to stay on good terms with the department; he needs to be able to work with them on occasion in his cases. However, secretly he harbors a great deal of ill will towards what he considers to be a hopelessly corrupt and broken system. Steve knows about all the rumors, the cover-ups, corruption, and graft that have gone on in the department for the last fifty years. He hopes to find himself in a position to use this knowledge against the cops and politicians that drummed him out of the force.

STEVE BRADLEY, PL 4

Str 14 (+2), Dex 14 (+2), Con 12 (+1), Int 16 (+3), Wis 16 (+3), Cha 14 (+2)

Skills: Bluff 8 (+10), Computer 4 (+7), Diplomacy 4 (+6), Disable Device 8 (+9), Drive 4 (+6), Gather Information 6 (+8), Intimidate 6 (+8), Investigate 8 (+10), Knowledge (Behavioral Sciences) 6 (+8), Knowledge (Civics) 6 (+8), Knowledge (Streetwise) 6 (+8), Notice 6 (+9), Profession (private investigator) 6 (+9), Search 6 (+8), Sense Motive 8 (+11), Stealth 4 (+6)

Feats: Contacts, Defensive Roll 3, Dodge Focus 4, Equipment 3, Precise Shot, Taunt

Equipment: Camera, Cell Phone, Laptop, Video Camera, Lock Release Gun, Binoculars, Parabolic Microphone, Flashlight, Light Pistol

Combat: Attack +4, Grapple +6, Damage +2 (unarmed), +3 (pistol), Defense +4, Knockback -2, Initiative +2

Saves: Toughness +4, Fortitude +5, Reflex +5, Will +6

Totals: Abilities 26 + Skills 24 (96 ranks) + Feats 13 + Powers 0 + Combat 8 + Saves 9 = 80 PP

If Steve can find a sympathetic ear, whether it is a rookie, a transfer, or even a seasoned cop, he'll begin slowly painting a picture of a long legacy of corruption in the city's police force. He'll present rumor and supposition as fact, offering himself as a unique authority on the subject and blaming his dismissal not on bad luck but on a greater conspiracy. In short, Steve will attempt to recruit an agent to help him undermine the force from within.

Super: Steve was crucified for keeping his mouth shut; he lost his career, lost his friends, and now feels alienated from his own family. All that over some missing drug money; dirty money that wasn't going to do anyone any good sitting in some lockup. Meanwhile, superheroes fly around overhead unconcerned with legal details, free of departmental politics. It's not fair; they get a free ride all the way down the line.

Now that Steve is on his own, allowed to operate as he sees fit, he'll do what he can to stick it to the guys in the tights. There's bound to be civilian victims from superhero slugfests, people who could in some way benefit from those heroes being sued or brought to justice. These victims may even be willing to pay Steve's fee, employ him to serve papers on the hero, or even try to unmask him.

TERRY McCOY, GSWAT COMMANDER

Terry McCoy was a cop in one of the worst sections of the Santa Obscura slums when a routine call for domestic violence ended in one of the most violent shootouts in the city's history. Several people died, including one police officer, and Terry was critically wounded by a shotgun blast that necessitated the amputation of his right arm.

Terry survived and endured long months of rehabilitation before attempting to return to work. He had refused the early pension and disability the department offered in favor of a desk job or teaching position at the academy. Terry tried a few jobs within the department and at its periphery but was ultimately dissatisfied and was becoming depressed and despondent when he was presented with a strange opportunity.

Police officials from a nearby city approached Terry about a possible position within their department. They wanted Terry to head a new program known as GSWAT. The Gadgets, Super Weapons and Advance Technology program took advantage of new legislation in the city that allowed police to make use of weapons and other items confiscated

TERRY McCOY, PL 5

Str 14 (+2), Dex 14 (+2), Con 12 (+1), Int 12 (+1), Wis 14 (+2), Cha 14 (+2)

Skills: Computers 4 (+5), Disable Device 6 (+7), Drive 8 (+10), Gather Information 4 (+6), Intimidate 4 (+6), Investigate 4 (+5), Knowledge (Behavioral Sciences) 4 (+5), Knowledge (Civics) 4 (+5), Knowledge (Streetwise) 4 (+5), Notice 4 (+6), Profession (cop) 8 (+10), Search 4 (+5), Sense Motive 4 (+6), Stealth 6 (+8)

Feats: Benefit (police authority), Defensive Attack, Defensive Roll 1, Equipment 16, Improved Aim, Improved Initiative, Precise Shot, Move-By Action, Teamwork

Equipment: Cell Phone, Handcuffs, Flashlight, Pepper Spray, Light Pistol, Assault Rifle, Flashbang Grenade, Tear Gas Grenade, Tactical Vest

Combat: Attack +5, Grapple +7, Damage +2 (unarmed), +5 (assault rifle), Defense +5, Knockback -2, Initiative +6

Saves: Toughness +5, Fortitude +6, Reflex +6, Will +5

Totals: Abilities 20 + Skills 17 (68 ranks) + Feats 23 + Powers 0 + Combat 20 + Saves 12 = 92 PP

THE CLOCKWORK ARM



Confiscated from the laboratory of a repeat offender mad scientist known as The Watchmaker, the Clockwork Arm is a powerful example of the man's quantum mechanical creations. The arm was designed to be part of a set with another arm and two legs. These creations were to be worn by a quadruple amputee who would serve as The Watchmaker's henchman. Those plans came to an abrupt end when the mad scientist was caught and arrested for stealing supplies from several local technology firms.

Device 10 (The Clockwork Arm; hard to lose; **Electrical Control 10** (Extras: Area - Explosion), **Enhanced Skill 2** [Disable Device 8], **Shield 6**, **Strike 10** [Power Feats: Extended])
Cost: 40 PP

from supervillains. Officers in the program would be trained by contractors from Advent Labs in the use of these items. Once equipped and trained, the GSWAT team could be deployed to face a superhuman threat head on. Depending on the scope of powers granted by the confiscated materials, GSWAT could even be tapped to assist in criminal investigations.

The officers in charge of the program wanted Terry for two reasons. First, he was a decorated officer with an unimpeachable record and reputation. Second, he was missing an arm, and the most powerful of the confiscated items in the City's lockup required the wielder to be missing a right arm.

Terry received SWAT and paramilitary training, and worked with Advent Labs through something akin to physical rehabilitation as he learned to use his gadget, The Clockwork Arm. After mastering the gadget, Terry spent several months headhunting the remainder of the GSWAT team from all over the country and from a variety of law enforcement fields. Once trained, the team was ready to face any superhuman or extranormal threat that faced the city.

SUPPORTING

The following sections will give you some ideas concerning using this character in a supporting role for both the hero's civilian and masked identities.

Civilian: Terry doesn't honestly know what would have become of him if didn't receive this second chance at a law enforcement career. As a result Terry attacks his job with enthusiasm and loves the atmosphere of the

If you plan on introducing the GSWAT concept into an existing campaign you can use Terry McCoy's background as an outline. Depending upon how far you want to take it you can even introduce Terry before the fateful shootout, follow his recovery and struggle to find a new purpose in life. The heroes could also be responsible for catching The Watchmaker and handing his creations over to the authorities. It wouldn't be until much later that the heroes, while battling a supervillain threat, would witness the first deployment of the GSWAT team.

Another alternative for using this concept is starting a GSWAT campaign. Such a campaign would ideally combine both the tropes of crime drama, police procedurals, and superhero comics. A template is provided below for help in developing a GSWAT campaign or for introducing GSWAT characters into an existing campaign. Beyond the template the real thing that is going to distinguish the characters in a GSWAT campaign is the item or items she is equipped with. The details of the items and the backgrounds of the criminals they were confiscated from are best left to the player and the GM, but that is, after all, the fun part. While ideas for adventures in a GSWAT campaign could be gleaned from the plots of the dozens of police dramas on television, provided you find a way to skew them with an influx of four-color weirdness or superhuman menaces.

GSWAT Training, Template

The following template assumes the character already has skills, feats, and equipment to reflect his role as a police officer, such as those given in the Heroic Cop or Heroic Detective template below. Alternatively this can applied to the SWAT Officer or Police Officer stats in the M&M System rulebook to create a GSWAT NPC.

Skills: Disable Device 4, Stealth 4

Feats: Defensive Attack, Equipment 12, Improved Aim, Improved Initiative, Move-By Action

Equipment: Light Pistol, Assault Rifle, Flash-bang Grenade, Tear Gas Grenade, Tactical Vest

Cost: 18 PP

Precinct. He makes a point of meeting and getting to know new recruits at the Precinct. He's always looking to headhunt likely candidates for his team and is excited to find anyone who might be suited for the particular demands of GSWAT.

No one can predict when GSWAT might be called into action and Terry likes to be prepared. To this end he tries to work as closely as possible with other cops and detectives so that when GSWAT is deployed they can pick up the slack from their fellow officers as seamlessly as possible.

Super: Terry sees costumed crimefighters as natural allies for the new GSWAT program. His time on patrol taught him you need to get to know the community you're policing and that applies to the superhuman community as well. Terry will do what he can to befriend and work with the local superheroes. He may even apply the methods he learned from dealing with Santa Obscura's gangs to the city's superheroes and supervillains; look for existing rivalries, map out turf in both literal and figurative senses, and the times of the day and places these heroes and villains are likely

to encounter each other. While these methods aren't strictly applicable, he'll work this way until he gets a better idea of any trends that might exist in these superhuman battles.

OPPOSING

The following sections will give you some ideas concerning using this character in an opposing role for both the hero's civilian and masked identities.

Civilian: Terry considers GSWAT to be the next logical progression in law enforcement. He feels all cops should have access to technology and equipment that would put them on even footing with the superhumans they have to police. But until things change, he will think of normal cops as a serious step below GSWAT. While forced to work with other cops and departments, Terry tries to limit their involvement once GSWAT is on the scene and will try to take over any superhuman case he gets involved in.

Super: Terry believes the only thing separating humans from either heroes or villains is some gadget

or serum. He wants to see superhumans regulated. He would like to see steps taken to stop the proliferation of superhumans and is more than happy to use maximum force against people he considers to be living weapons – people who have no place in society if they are left unregulated.

JEFF ROMERO, K-9 OFFICER

There are dog people and there are cat people, and Jeff Romero is definitely a dog person. Growing up on his parent's ranch his only friend was his Irish Wolfhound, Maxie. His upbringing gave him an affinity for all animals and he has always taken to heart his father's oft-repeated cliché of a dog being "man's best friend". Jeff truly believes that. After all, his best friends have always been trusty canine companions.

After Jeff's mother became a breeder, providing dogs for use by K-9 officers, Jeff's plans for a career post-college cemented themselves. Jeff went through all the necessary schooling and showed that he could be a very competent police officer and an excellent dog handler and trainer.

When Jeff began his search for a K-9 partner he found an ideal dog from an unlikely source. One of Jeff's cousins had recently disappeared under mysterious circumstances and was presumed dead. Jeff's mother had taken in his cousin's dog, Sirius, until

a permanent home could be found for him. Sirius had suffered some bad injuries, presumably from whatever fate befell his master, and Jeff's mother did her best to make the dog comfortable but didn't expect it to make a full recovery. However, Sirius not only recovered from his wounds but also returned to full health and quickly demonstrated that he was an exceptionally strong, hardy and well-trained animal.

Jeff decided to train Sirius further and take him on as his K-9 partner, not only because the dog was suited for the job, but also to honor his cousin's memory. Since then, the two have made an excellent team and have distinguished themselves amongst the K-9 officers working in the city.

SUPPORTING

The following sections will give you some ideas concerning using this character in a supporting role for both the hero's civilian and masked identities.

Civilian: Jeff's fellow officers have come to rely on him anytime they need a drug-sniffing dog, to track a suspect, or any other K-9 support. Jeff is more than happy to oblige too, he's eager to show what Sirius can do. Jeff can be a good resource for the heroic cop. He's reliable and the hero can depend upon Jeff and Sirius to provide support that, even in this day and age, only a dog can.

Super: Jeff has always liked superheroes, ever since he was a kid. He would jump at the chance to work with a hero on a case and, when he's honest, seeS himself and Sirius as heroes too. As part of his duties he visits elementary schools where he gives demonstrations and answers questions and it only reinforces that self-image.

OPPOSING

The following sections will give you some ideas concerning using this character in an opposing role for both the hero's civilian and masked identities.

Civilian: Jeff deals with animals just fine, but people not so much. When dealing with the heroic cop, Jeff will be detached and somewhat uncommunicative, preferring to interact only with his dog, Sirius. This can cause some problems since clear communication can be so important. Jeff may even try to grab some of the glory, assume he and his K-9 partner can overcome any odds, and charge into a dangerous situation.

JEFF ROMERO, PL 3

Str 12 (+1), Dex 12 (+1), Con 12 (+1), Int 14 (+2), Wis 14 (+2), Cha 10 (+0)

Skills: Computers 4 (+6), Drive 4 (+5), Gather Information 4 (+4), Handle Animal 8 (+8), Investigate 4 (+4), Knowledge (Behavioral Sciences) 4 (+6), Knowledge (Civics) 4 (+6), Knowledge (Streetwise) 4 (+6), Notice 4 (+6), Profession (cop) 4 (+6), Search 4 (+6), Sense Motive 4 (+6)

Feats: Animal Empathy, Benefit (police authority), Equipment 9, Improved Initiative, Precise Shot, Teamwork

Equipment: Cell Phone, Handcuffs, Flashlight, Pepper Spray, Tonfa, Light Pistol, Taser, Undercover Vest

Combat: Attack +3, Grapple +4, Damage +1 (unarmed), +3 (pistol), Defense +3, Knockback -1, Initiative +5

Saves: Toughness +3, Fortitude +3, Reflex +3, Will +4

Totals: Abilities 14 + Skills 13 (52 ranks) + Feats 14 + Powers 0 + Combat 12 + Saves 6 = 59 PP

Jeff had no idea that his cousin was secretly the superhero known as Kid Orion, or that Sirius was his superpowered crimefighting partner. While Kid Orion disappeared during a case, and is presumed dead, Sirius survived and, following his instincts, returned home where concerned relatives found him and brought him to Jeff Romero's mother.

Sirius' recovered from his injuries and, while confused about the absence of his master, made the best of his situation and became quite fond of Jeff and his mother whom he recognized as members of Kid Orion's family.

Sirius now considers Jeff his master but still remembers the training his original owner gave him, the training that dictated that he should only use his powers when others aren't looking unless he's wearing that little coat and cape Kid Orion had made for him. He's managed to pull Jeff out of some bad scrapes using his powers but so far no one's the wiser. Jeff's chalks it up to luck and animal instinct, but is starting to wonder himself if his K-9 partner might live some kind of charmed life.

Sirius, PL 8

Str 18 (+4), Dex 18 (+4), Con 18 (+4), Int 4 (-3), Wis 12 (+1), Cha 6 (-2)

Skills: Notice 10 (+11), Survival 6 (+7), Swim 4 (+8)

Feats: Diehard, Dodge Focus 10, Elusive Target, Improved Disarm, Improved Grab, Improved Initiative 2, Interpose, Move-by Action

Powers: **Immunity 2** (aging, disease), **Leaping 2**, **Protection 4**, **Strike 6** (bite), **Super-Senses 4** (danger sense, scent, tracking, ultra-hearing), **Super-Speed 2** (*Power Feats:* Rapid Attack)

Combat: Attack +10, Grapple +14, Damage +6 (bite), Defense +10, Knockback -4, Initiative +20

Saves: Toughness +8, Fortitude +8, Reflex +12, Will +6

Totals: Abilities 16 + Skills 5 (20 ranks + Feats 18 + Powers 31 + Combat 20 + Saves 17 = 107 PP

Super: Superheroes are not unlike rock stars or famous actors in Jeff's mind; they're larger than life and project a kind of charisma that Jeff is uncomfortable with. Since Jeff is so detached from normal social contact there wouldn't be much cause for him to take any kind of action against a superhero. That being said though, since he objectifies them the same way he would a movie star, he doesn't take into account their feelings and doesn't place himself in their shoes. He has no problem commenting candidly on a superhero's activities to the media or acquaintances, and could become the source of a leak if the hero is working closely with the Precinct.

BETH ORTIZ, CRIME SCENE INVESTIGATOR

Beth grew up in a family of lawyers and, for a while, it seemed inevitable that she would follow the same career path. However, the only thing she found interesting about the legal process was how science had come to the forefront during the time she was growing up. She saw how DNA and other previously undetectable physical evidence suddenly became the crux of most criminal cases. Her parents used DNA to exonerate the unjustly convicted and convict those

who had previously escaped justice.

Beth excelled in science throughout her early years in school and when it came time to pursue a higher education she temporarily succumbed to pressure from her parents and enrolled in Law School. She dropped out after one year and landed a college scholarship so she could pursue the career she wanted, free from the stipulations her parents would

BETH ORTIZ, PL 3

Str 10 (+0), Dex 12 (+1), Con 10 (+0), Int 16 (+3), Wis 14 (+2), Cha 16 (+3)

Skills: Computer 6 (+9), Concentration 4 (+6), Investigate 6 (+9), Knowledge (Life Sciences) 6 (+9), Knowledge (Physical Sciences) 6 (+9), Knowledge (Technology) 6 (+9), Medicine 4 (+6), Notice 4 (+6), Profession (CSI) 6 (+8), Search 4 (+7)

Feats: Benefit (police authority)

Combat: Attack +2, Grapple +2, Damage +0 (unarmed), Defense +2, Knockback -0, Initiative +1

Saves: Toughness +0, Fortitude +3, Reflex +3, Will +3

Totals: Abilities 18 + Skills 13 (52 ranks) + Feats 1 + Powers 0 + Combat 8 + Saves 6 = 46 PP

place on the money they gave her.

Her natural aptitudes allowed her to excel in her studies and, after a lot of hard work and a little luck, Beth arrived at her chosen profession, a Crime Scene Investigator in the city. While her controlling parents still resent her choices, they've come to some understanding and now share a pleasant, if sometimes prickly, relationship with their daughter.

Beth has proven herself to be an excellent CSI. She's superb at the practical part of her job, the evidence collection and various scientific applications, but she also has strong instincts, is capable of lateral thinking, and has a good grasp of the criminal mind thanks to the environment she was raised in.

SUPPORTING

The following sections will give you some ideas concerning using this character in a supporting role for both the hero's civilian and masked identities.

Civilian: Despite her fascination with the scientific side of police work and the new importance of DNA evidence, Beth believes science must operate hand-in-hand with traditional police work. She has a great deal of respect for the men and women who go out on the streets, shake down informants, and interrogate suspects. It's something she knows she could never do. As a result, Beth always does her best to work with detectives and police officers. She can be of great help to the heroic cop if he pays her and her work the proper amount of respect. She will not only try and process evidence as quickly as possible for him, but also take the time to explain and demystify her work as much as is required.

Super: Beth is fascinated by science and is equally fascinated by the science, or seeming lack of science, behind superhumans and their abilities. She would be thrilled by any contact with a superhero and probably be enamored with the hero. Beth can bend the rules in her lab for a hero, processing evidence for them as long as she can be assured it will ultimately lead to an arrest. She doesn't approve of out-and-out vigilantism.

OPPOSING

The following sections will give you some ideas concerning using this character in an opposing role for both the hero's civilian and masked identities.

Civilian: Beth places total importance on physical evidence and has little to no faith in traditional police

BETH ORTIZ, NECROPATH



Beth has an unusual ability that she didn't fully understand until she began her work as a CSI. She can mentally tap into the brain of a dead person and experience that person's last minute of conscious memory. Since this is usually the point where the person expired or suffered the damage that would result in their eventual death, it is an extremely traumatic memory to experience. She's kept this ability to herself; afraid of both the demands that might be placed on her if she were to be believed and the damage it could do to her career and reputation if she were not believed.

Beth takes her job very seriously; she considers her talents and her power to be gifts that she has a responsibility to use. However, due to the toll her power takes on her, she only uses it as a last resort. She will exhaust all scientific avenues before reliving the victim's last moments. Even if the victim's memories could identify the killer, she would still need to find physical evidence to bring the killer to justice. When she's used her power in the past it has given her that little nudge, that clue that has led her in the right direction to find the physical evidence she's needed.

Powers: Mind Reading 10 (*Extras: Sensory Link; Flaws: Only Usable On The Dead, Can Only Be Used To Experience The Last Minute Of Dead Person's Conscious Memory*).

Cost: 5 PP

work. She will meddle with interviews and criticize the investigating officers if it looks like they might be bulldogging a suspect. Beth expects the evidence to speak for itself and will be very quick to question the methods of the heroic cop.

Super: Beth doesn't think superheroes do any real detective work or solve any real crimes. She thinks the world would be better off if superhumans just joined the military or became security guards. If the world were free of supervillains what would superheroes have to do anyway? If contacted by a superhero Beth would either be openly contemptuous or might entrap the hero and try and charge him or her with Obstruction of Justice. Unlike some cops who might turn a blind eye, Beth will process any evidence left behind by a hero at a crime scene in some kind of passive-aggressive attempt to unmask the hero.

Heroic Cop, Template

You can use this template to make your hero a police officer in Precinct 21. This template can be applied to a new hero who has being a cop as part of his established background or you can purchase this as a package when your character starts a new career in law enforcement (provided it doesn't exceed caps on skills already possessed).

Skills: Computers 4, Drive 8, Gather Information 4, Intimidate 4, Investigate 4, Knowledge (Behavioral Sciences) 4, Knowledge (Civics) 4, Knowledge (Streetwise) 4, Notice 4, Profession (cop) 8, Search 4, Sense Motive 4

Feats: Benefit (police authority), Equipment 9, Improved Initiative, Precise Shot, Teamwork

Equipment: Cell Phone, Handcuffs, Flashlight, Pepper Spray, Tonfa, Light Pistol, Taser, Undercover Vest

Cost: 27 PP

Heroic Detective, Template

You can use this template to make your hero a police detective in Precinct 21. This template can be applied to a new hero who has being a detective as part of his established background or you can purchase this as a package when your character starts a new career in law enforcement (provided it doesn't exceed caps on skills already possessed).

Skills: Computers 4, Drive 6, Gather Information 8, Intimidate 4, Investigate 8, Knowledge (Behavioral Sciences) 8, Knowledge (Civics) 6, Knowledge (Streetwise) 4, Notice 8, Profession (cop) 8, Search 4, Sense Motive 8

Feats: Benefit (police authority), Contacts, Equipment 3

Equipment: Cell Phone, Laptop, Handcuffs, Flashlight, Light Pistol, Undercover Vest

Cost: 24 PP

OTHER STAFF

Other members of the Precinct can be developed as needed. Below are some brief descriptions of other staff members.

George Lugo, Beat Cop: George is a little self-deprecating; he pokes fun at himself for his slight paunch that is the result of his love of donuts. He realizes he might be a walking, talking cliché, but also knows he's a damn good cop. He's taken the time to meet everyone in the neighborhood he patrols, and is a calming influence when tempers flare and domestic disputes occur.

Sgt. Florence Yen, Detective: Flo, as she's known around the Precinct, is one of the most methodical and experienced detectives on the force. She subscribes to the precepts of old-fashioned detective work. She interviews, interrogates, chases leads and tips, and anything else that might involve going out into the community and asking questions. She lets the CSIs do their job and sees that side of it as just another tool to be used, but finds that most of her arrests are made

after a lot of phone calls and interviews.

ADVENTURE HOOKS

Superheroes and cops are essentially in the same line of work, just operating on different scales. Having a hero work in law enforcement can both complicate his career as a hero and benefit it. The hero's exposure to threats to the city and criminal acts provides instant hooks for superheroic adventures while the demands of the job can place the hero in situations that aren't as clear-cut as saving the world. Below are more specific ideas for using Precinct 21 and its staff as a jumping off point for adventures:

Assault on Precinct 21: We had to didn't we? The Precinct just collared a dangerous metahuman gang leader and tossed him in one of the reinforced holding cells to await processing and transfer to a suitable facility. The remaining metahuman gang members gather, suppress what little good judgment they have with drugs, and proceed to lay siege to Precinct 21. One group of gang members block the streets with hijacked and stolen cars, use their

metahuman strength to topple trees, lampposts, and traffic lights, and set fires in nearby buildings to delay the involvement of any other police precincts. Meanwhile, the second group of gang members begins looking for ways to break into the building and then into the holding cells to free their leader.

The Bestiary: A GSWAT recruit has been equipped and trained with the Bestiary of Wroth-Ka – a mystically imbued tome that allows the user to create paper-thin replicas of mythic beasts from the book's pages. What neither the recruit nor GSWAT's paranormal advisors know is that the Bestiary also contains the spirit of a long-dead sorcerer, whose skin was used by his disloyal acolytes to make the book's pages. Slowly the sorcerer will begin to exert his influence over the young recruit in an attempt to return to the land of the living.

Strange things will begin happening as flesh-and-blood mythical creatures will begin appearing in the city. When fought and defeated, a shell, like sloughed off skin, will fall away from the beast to reveal the formerly possessed, normal animal underneath. These incidents are the result of the sorcerer testing the boundaries between the magical confines of the book and reality, all while the unsuspecting recruit sleeps. Eventually the sorcerer will find the key to entering our world himself and assume control of the recruit's body, wrapping it in a shell made from the pages of the bestiary. Reincarnated, the sorcerer will have the full powers of the bestiary (raise the rank of Summon Minion to 10 and his own magical abilities (you can use the Corrupt Sorcerer from the M&M System rulebook).

Bestiary of Wroth-Ka: Device 2 (easy to lose; **Summon Minion 5** [*Power Feats: Progression 2*]). Apply the following template to Rank 4 Minions summoned by the book. **Two-Dimensional, Template: Two-Dimensional Form 2 (Concealment 2** [visual; Limited – One Side Only], **Insubstantial 1**).

Cost: 6 PP

Escort Mission: A dangerous and connected supervillain has agreed to turn state's evidence against a powerful criminal organization. The heroic cop can be charged with escorting the prisoner to stand trial and her superheroic teammates could be tasked with lending a hand. They'll have to endure attacks from various hitmen and mercenary supervillains in their efforts to get their charge to trial.

External Corruption: A powerful mind-controlling villain is taking control of police officers and forcing them to liberate seized evidence (money, drugs, etc.). These cops black out during these episodes and have no recollection of the event when they recover. When the hero suffers the same fate, she must team up with the other disgraced officers to track down the real culprit.

The Harpy's Husband: The hero, in either his costumed or civilian identity, discovers the hideout of the supercriminal known as The Hellacious Harpy. While The Harpy, who's wanted for several recent robberies, is nowhere to be found, the hero does find her husband and accomplice, an unpowered normal, dead from mysterious causes. Despite no signs of trauma, the couple's turbulent history leads investigators to believe it may be the result of foul play.

The body is transferred to the Precinct's morgue where an autopsy is performed. It is discovered, much too late, that the man died from exposure to the same exotic energies that gave The Harpy her powers. The body is coursing with these energies and anyone who spent any significant amount of time near it, such as the medical examiner and CSIs who gathered evidence, will suffer the same fate in twenty-four hours.

After a quick consultation between the Center for Disease Control and Advent Labs it is determined that the only possible treatment would require a serum made from the Harpy's blood. The hero will have a very short time to track down and apprehend The Harpy. She's already distraught over the death of her husband and the volatile flare up of her powers that caused his death is wreaking havoc with her own physiology.

Interdepartmental Cooperation: A trio of "Social Welfare Agents" appears in a flash of blue light in the center of the police station. Consisting of two women and one man, they are dressed in spotless purple uniforms and equipped with "chronal interdiction devices". That's right, they're time-traveling cops from the future. They've come to the present to liaison with local law enforcement in an effort to track and apprehend a fugitive from their time who's guilty of timecrime among other offenses.

There are a few directions you can take this hook. These future cops could be after a genuine bad guy, someone who's going to use his knowledge of history to manipulate current events and do serious damage

Henrietta Adams was a lab assistant to an unscrupulous scientist who was developing a bomb for a terrorist group. While a simple dirty bomb would have fit the bill, the scientist's hubris led him to build something that employed untested applications of what were largely theoretical energies.

The experiments went awry and the scientist was killed by his own discoveries, while Henrietta was ravaged by these untested energies. When she awoke she found herself altered. Henrietta was gone and what stood in her place was a seething powerhouse of irradiated hate that could only be called The Hellacious Harpy!

The Harpy left the lab, returned to her henpecked husband and the two eventually embarked on a cross-country crime spree. They moved from city to city, knocking over everything from liquor stores to banks, laying low between crimes and spending the rest of the time fantasizing that they were living up to a romanticized ideal of Bonnie and Clyde.

The Harpy's Strike power is something new to the character. Her powers are mutating and she's releasing some of the destructive energies that gave her powers in the first place.

The Hellacious Harpy, PL 11

Str 36/18 (+13), Dex 10 (+0), Con 34/18 (+12), Int 16 (+3), Wis 10 (+0), Cha 10 (+0)

Skills: Intimidate 8 (+8), Knowledge (Physical Sciences) 6 (+9), Knowledge (Technology) 6 (+9), Notice 4 (+4)

Feats: Chokehold, Fast Overrun, Power Attack, Rage 2

Powers: **Dazzle 10** (sonic shriek, auditory), **Enhanced Constitution 16**, **Enhanced Strength 18**, **Immunity 4** (disease, poison, cold, heat), **Leaping 4**, **Impervious Toughness 12**, **Strike 10** (*Powers Feats: Subtle; Extras: Aura, Disease*)

Combat: Attack +8, Grapple +20, Damage +13 (unarmed), Defense +8, Knockback -12, Initiative +0

Saves: Toughness +12, Fortitude +12, Reflex +6, Will +6

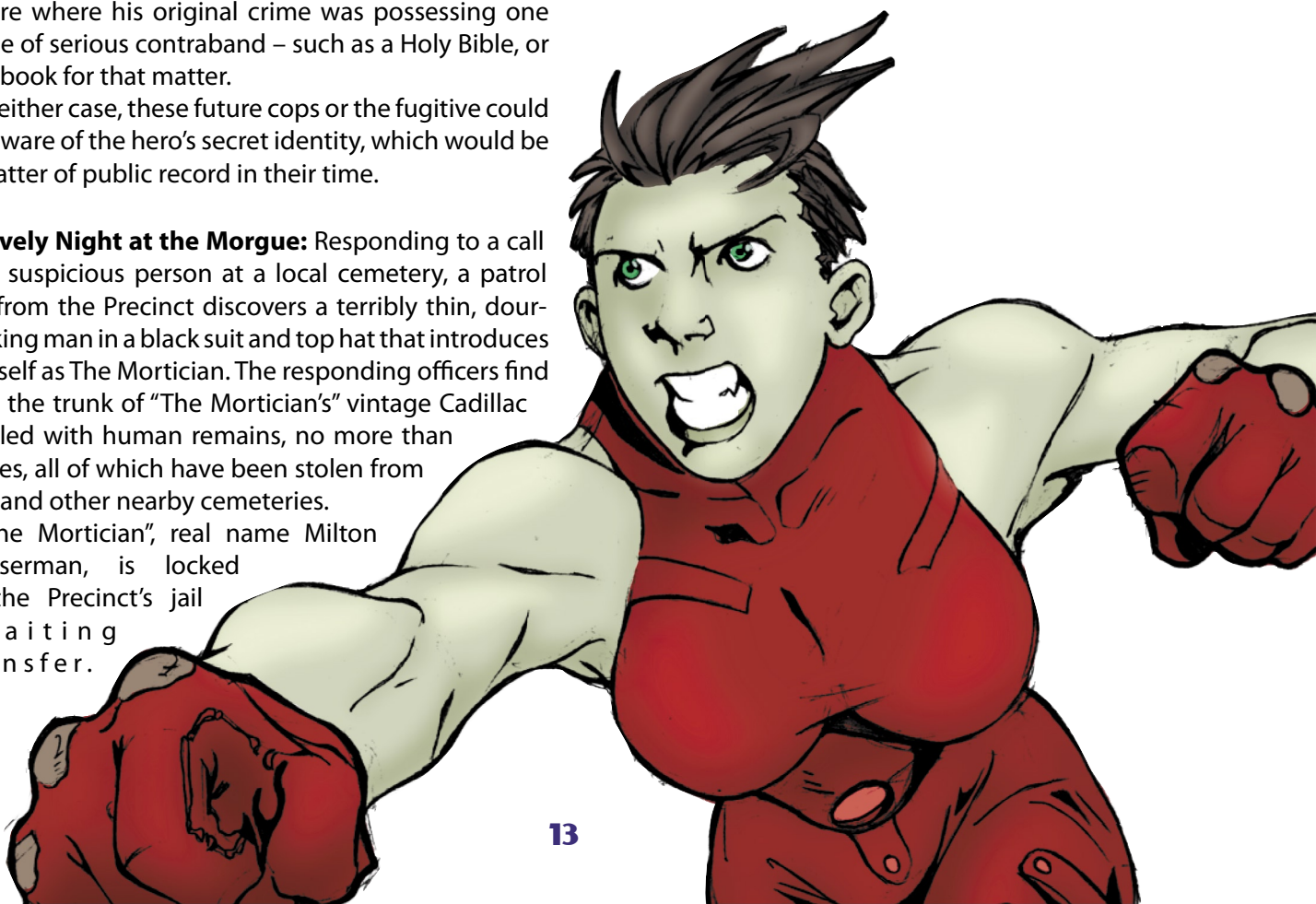
Totals: Abilities 22 + Skills 6 (24 ranks) + Feats 5 + Powers 95 + Combat 32 + Saves 12 = 172 PP

to the timeline. Or, he's a refugee from a totalitarian future where his original crime was possessing one piece of serious contraband – such as a Holy Bible, or any book for that matter.

In either case, these future cops or the fugitive could be aware of the hero's secret identity, which would be a matter of public record in their time.

A Lively Night at the Morgue: Responding to a call of a suspicious person at a local cemetery, a patrol car from the Precinct discovers a terribly thin, dour-looking man in a black suit and top hat that introduces himself as The Mortician. The responding officers find that the trunk of "The Mortician's" vintage Cadillac is filled with human remains, no more than bones, all of which have been stolen from this and other nearby cemeteries.

"The Mortician", real name Milton Wasserman, is locked in the Precinct's jail awaiting transfer.



Well it turns out Wasserman actually has superpowers – he can sense and animate dead tissue. He reaches out with his mind and seizes control of the bodies in the morgue, victims of a recent gang shootout. The animated bodies take the morgue staff hostage and begin stalking the halls of the Precincts while Wasserman hands down ominous and dramatic statements about what is about to befall the station that night.

My First CI: The heroic cop gets his first criminal informant, a low-level supervillain. Perhaps someone he's fought in his costumed identity. Does he turn a blind eye to his informant crimes to serve the greater good? And what will he do if forced to confront his CI in his costumed identity?

SUPPORTING CAST: PRECINCT 21

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