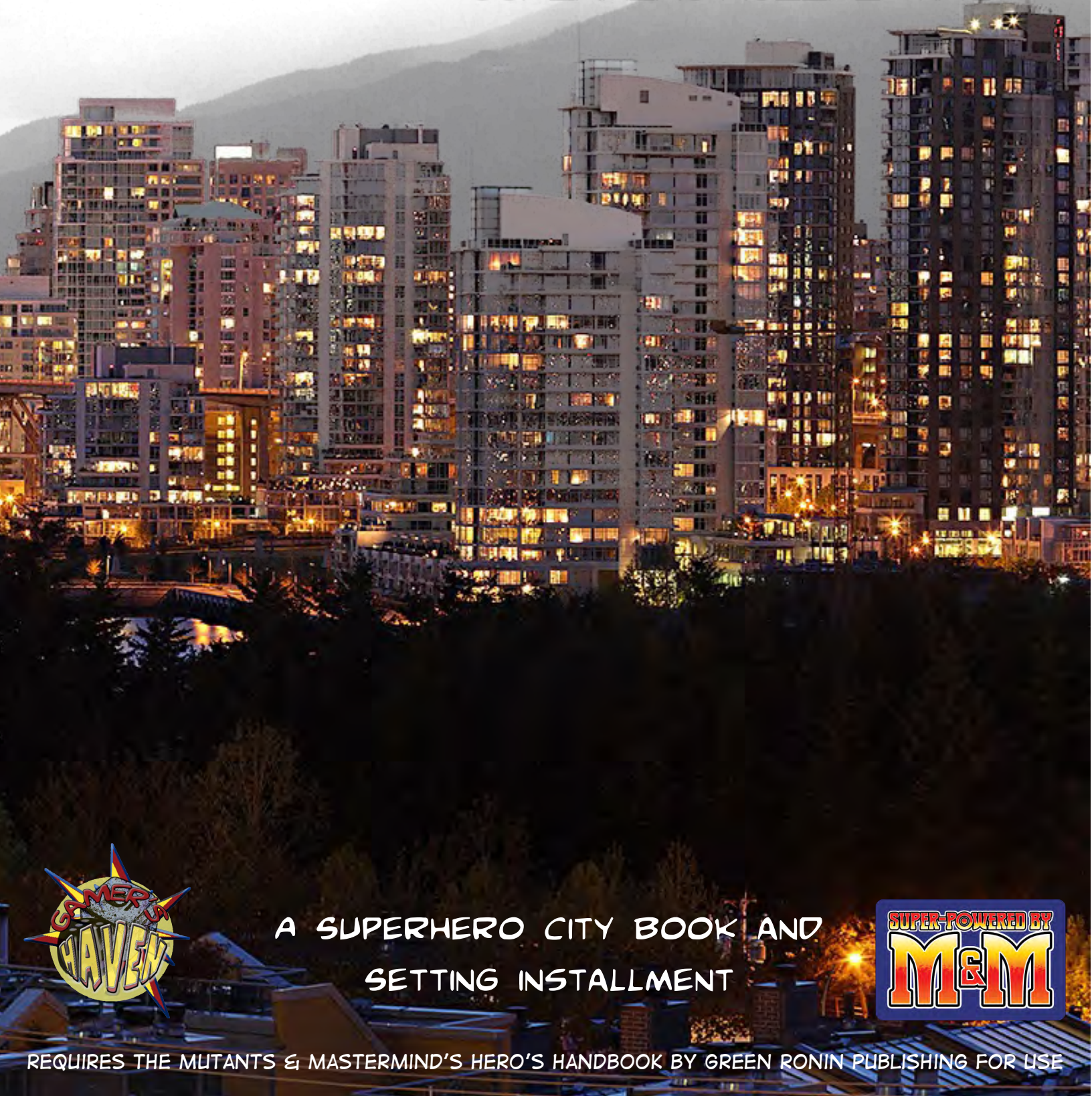


JUSTICE CITY

SUPERPOWERED
SUPERHERO ROLEPLAYING



A SUPERHERO CITY BOOK AND
SETTING INSTALLMENT



REQUIRES THE MUTANTS & MASTERMIND'S HERO'S HANDBOOK BY GREEN RONIN PUBLISHING FOR USE

WRITTEN BY ETHAN PARKER

EDITING BY ETHAN PARKER, ERIK PARKER, AND TRACY BARNETT

LAYOUT BY ETHAN PARKER

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Justice City changed its name from Vancouver a few years back, bending to the popularity of other worldly cities renaming themselves in the wake of the appearance of Superpowered. It's a large metropolitan area, with a rich history and a unique climate. It's located just north of the United States Border, only about half-a-day's travel from Freedom City, Washington (formerly Seattle).

History of the City

Indigenous natives have lived in the area of Justice City for at least 6000 years, and Justice City's founder, Captain George Vancouver, sailed through the First Narrows in 1792. The first settlement on the downtown peninsula was Granville, located on the spot of today's Gastown. In the year of Canada's confederation a saloon was built on this site and gave birth to a small shantytown of bars and stores adjacent to the original mill on the south shore of what is now the city's harbor. A seemingly endless supply of high quality lumber was logged and sold through the ports of Gastown and Moodyville, across the inlet. Some of the trees were gigantic beams which were shipped to China to construct Beijing's Imperial Palace.

Justice City (Vancouver at the time) proper was signed into existence in 1886. The first City Hall was little more than a hand painted sign nailed to a wooden tent post. The arrival of the transcontinental railway a few years later spurred growth even more and by 1892 the area had over 20,000 residents; eighteen years later this figure was over 100,000.

Factor in constant growth every year since (many in the double digits), and Justice City today is Canada's largest metropolitan area west of Guardian City by far with more than 2.6 million residents, more than half of British Columbia's population as a whole. It is also the fastest growing part of Canada. Justice City is one of the most ethnically diverse metropolitan

areas in the world and is home to the second largest Chinatown in North America after San Francisco.

The city truly arrived in 1986 when Justice City (then Vancouver) "hosted the world" with the Expo '86 World's Fair. Media attention from around the world was consistently positive, and many considered it the most successful World's Fair since Lawful City's. Justice City also hosted the 2010 Winter Olympics, which wound up a rousing success after a very fitful start and once again brought the city to global attention.

Justice City is perhaps best known for its scenic beauty, and the opportunities afforded by its natural environment. Justice City is one of those rare places where you could theoretically ski in the mountains, windsurf in the ocean, and play a round of golf all in the same day. Surrounded by water on three sides, and crowned by the North Shore mountains, Justice City is a great destination in itself, as well a great starting point for discovering the area's many outdoor activities.

Justice City is a major sea port on the Pacific Ocean, and a base for many Alaska Cruise Ships in the summer.

Climate

Justice City has one of the mildest climates of any major city in Canada; even palm trees can grow there. It rains a lot in Justice City, especially during winter, but during the summer months Justice City gets less rain than most other Canadian cities.

During the winter months it can go weeks without seeing the sun or a dry day, but the temperature rarely goes below freezing. Heavy snowfalls are an unusual sight and often lead to major traffic congestion. In the early summer the days, weather in Justice City often starts out cloudy, due to marine air, but becomes clear by noon. Contrary to Justice City's wet reputation, during the summer it is actually the second driest major Canadian city. Summer temperatures are not extreme, the typical day time high between June and August is around 25°C (77°F).

Justice City's weather, however, can be unpredictable. The weather can be completely different depending on what part of the city you are in. It can be pouring rain on the North Shore and sunny in White Rock.

If you are visiting the city between July and October, you will most likely have excellent weather. The rainy season often starts in the middle of October. Without warning, one day it will be nice and sunny and the next the rain will begin and continue, seemingly continuously, until early March.



Dr. Sun Yat-Sen Classical Chinese Garden is the first full-size Chinese or "scholars" garden built outside of China, and is located in Chinatown in Justice City.



Layout of the City

Justice City is the largest metropolitan area in Western Canada, and third largest in Canada, with a population of 2.6 million people. Located at the southwestern corner of the coastal province of British Columbia, it is well known for its majestic natural beauty, as it is nestled between the Coast Mountains and the Pacific Ocean.

Justice City is broadly split into three districts: the Westside, the Eastside (or East Van) and downtown. This split is simply geography -- everything west of Ontario Street is the Westside, everything east is East Van and everything north of False Creek is downtown.

Justice City International Airport is located immediately south of the city of Justice City. It serves as the hub airport for Western Canada with frequent flights to other points in British Columbia, major cities across Canada and the U.S., Asia and several to Europe.

Abbotsford International Airport, located about 80 km (50 mi) east of Justice City in Abbotsford, is Justice City's alternate airport.

The *SkyTrain* is the mostly elevated rapid transit system that connects Justice City's downtown with some of its southern and eastern suburbs.

The *SeaBus* is a passenger ferry that connects Waterfront Station in downtown Justice City to Lonsdale Quay in North Justice City.

Justice City's road network is generally a grid system with a "Street" running north-south and an "Avenue" running east-west. Arterial roads follow the grid fairly well (although not perfectly), but side streets frequently disappear for blocks at a time and then reappear. Most of the "Avenues" are numbered and they always use East or West to designate whether it is on the East side or the West side of Ontario Street. Some of the major avenues use names rather than numbers.

Downtown Justice City has its own grid system and doesn't follow the street/avenue format of the rest of the city. It is also surrounded by water on three sides, so most of the ways in and out require you to cross a bridge. This can cause traffic congestion, particularly at peak times (morning and evening commutes, sunny weekend afternoons, major sporting events), so factor that into any driving plans, or avoid if possible.

Justice City is a very bicycle-friendly city. In addition to the extremely popular seawall bicycle routes along Stanley Park, False Creek and Kitsilano, there are a whole network of bicycle routes that connect the whole city.



SkyTrain

City Districts

The **City Centre** or the Downtown Central Business District is composed of Yaletown, Stanley Park, the West End, and Gastown-Chinatown. The downtown peninsula is the area of Justice City that holds many of the city's attractions, restaurants and high-end hotels. It is home to beautiful architecture, fine dining and world class shopping. It includes the West End, Coal Harbour, Yaletown, Gastown, Chinatown and Stanley Park. It is also home to four beaches - Sunset Beach, English Bay (First Beach), Second Beach, and Third Beach.

The **Westside District** is comprised of Kitsilano, South Granville, UBC (University of British Columbia), and South Justice City. There's plenty to interest the visitor here with the markets of Granville Island, beaches, gardens, some fine museums and a thriving arts scene.

The **East Van District** is made up of Commercial Drive, South Main, and Punjabi Market. East Van is a large, mostly residential area of the city. Commercial Drive has many ethnic restaurants; Main Street is an up and coming artsy part of the city filled with unique shops.



Robson Square is a landmark civic centre and public plaza of modernist concrete, located in Downtown Justice City.

Life in the City

Justice City offers its residents a variety of attractions and activities, as well as a bustling economy for businesses and tourists. Living in Justice City isn't cheap – the rental and property rates are high, even for a metropolitan city.

Business

Traditionally, much of Justice City's industry has centered on its port facilities and the forestry and mining sectors. Although these industries are still important to the economy, Justice City's largest employers are now the various hospitals and educational institutions in the area and companies with head offices in Justice City.

Recently, Justice City has expanded as a center for software development and biotechnology, while streets provide a backdrop for the developing film industry. Many jobs exist in the varied small and medium sized businesses that operate in the region. As with many cities, jobs are posted on-line or in the newspaper, but it helps if you have some contacts within the industry that can point you to the jobs that are open but not posted.

Robson Street in the City Centre is home to many touristy shops. Although not technically part of the street, the neighboring Alberni intersection is home to a variety of high-end shops as well.

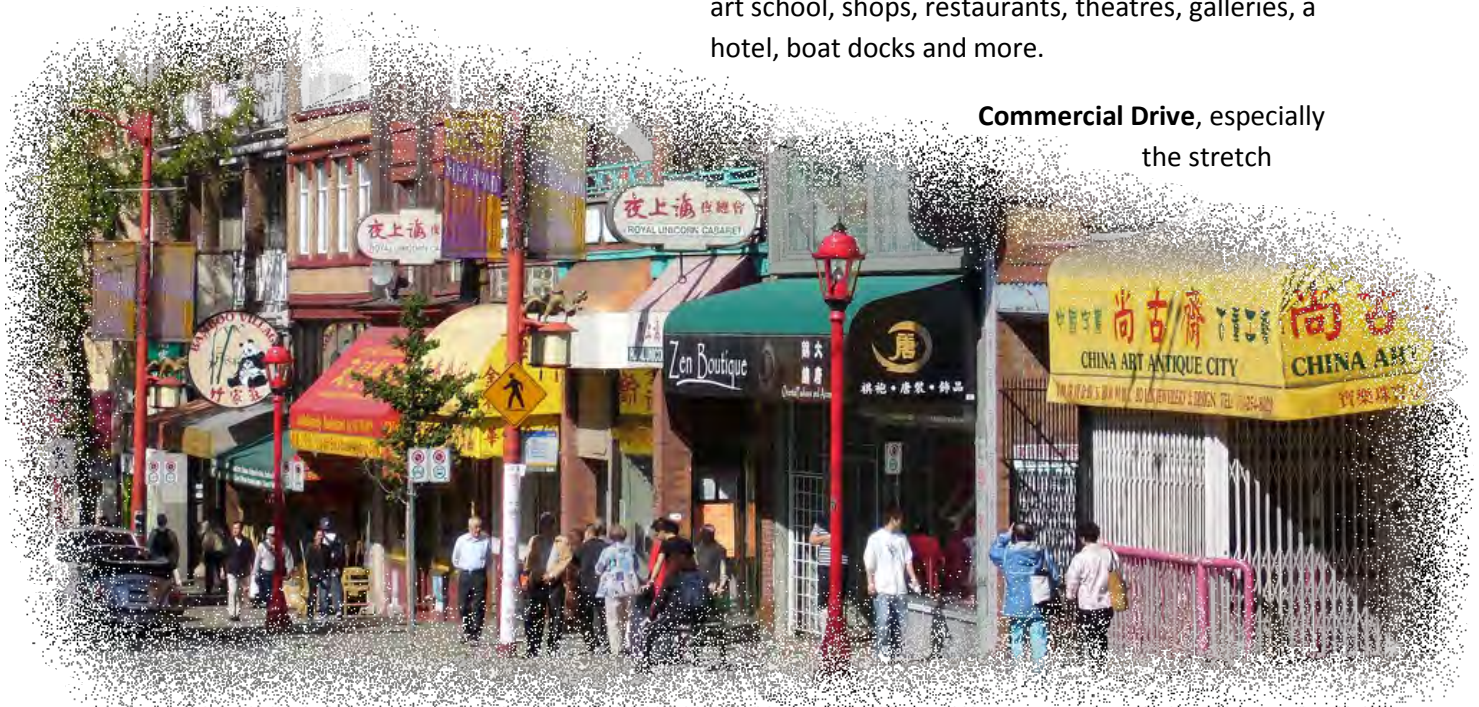
Pacific Centre has more than 150 shops, restaurants and services if you want to walk in an underground shopping centre. The shopping centre begins at the north end at Robson Street, and stretches all the way to Pender Street. There are many floors in the mall depending on where you are; the mall is connected to the Bay (at Georgia and Granville streets), and Justice City Centre (a small mall mainly consisting of a lotto center and a food court underneath Scotiabank).

Gastown is the oldest neighborhood in Justice City but is being reborn as a fashion and modern urban design district. Historic buildings house hip restaurants, galleries, and interior design and high fashion shops.

Yaletown is also popular for its non-mainstream fashion boutiques and high-end salons.

Granville Island is an interesting place to go if you fancy the arts. The area boasts a Public Market, an art school, shops, restaurants, theatres, galleries, a hotel, boat docks and more.

Commercial Drive, especially the stretch



Chinatown in Justice City is North America's second largest Chinatown in area (after San Francisco).



between 3rd Avenue and Venables St. in East Van, is great for people-watching, produce, cheese, sausage, and the like.

Main Street, south of Broadway stretching to around 30th Avenue, has a vibrant and expanding collection of independent restaurants, cafés, high-end niche clothing stores and small boutiques.

East Hastings between Renfrew and Clark offers some of the best hidden delights in the city. There are many eclectic produce stores here. Sausage and

salami producers here are some of the best in the city.

Chinatown around Main and Pender, and westwards down Pender from Main, is an old historic landmark with grocery and herbal medicine markets that mimic the ethnic flavors, sights and sounds of Eastern Asia. Other modern Chinatowns have sprung up around 41st Ave. and Victoria Drive, also in Richmond and Surrey. The entrance to Chinatown is located on Pender Street and is called the Millennium Gate.

Punjabi Market around Main, between 41st and 49th Ave. Good, cheap Punjabi food along with some Punjabi fashion; street signs are correspondingly in Punjabi.

Personalities

Marius Van Dragen – Marius is the head of Van Dragen Solar Apex Research, a scientific research company specializing in Isometric Accretion Bombardment. Van Dragen is a reclusive man, and very determined to use his technology to “better mankind in the face of possible global disaster.” His company busies itself with top secret research and government contracts for the most part. Van Dragen himself is a brilliant man in his 30s, but is below average height and frail. He is often portrayed in the media as a grumpy eccentric.

Lucien DeWinter – Founder of Winter Systems, Inc., DeWinter is a ruthless businessman who has been in the media several times. He has been questioned in connection to industrial espionage and organized crime activities, but the police have never been able to pin charges on him. Through various means, he managed to get onto the board of directors of Sentry City based company WorthIt Technologies, but left soon after the accident that caused Cara Worthington's paralysis, and came to Justice City. Now, he heads up his own company that supposedly operates as a front for the mob and a private security supplier. He has had frequent contracts with Carter Technology in Midland City.

Education

The Justice City School Board enrolls more than 110,000 students over its elementary, secondary, and post secondary institutions, making it the second largest school district in British Columbia. The district administers about 74 elementary schools, 17 elementary annexes, 18 secondary schools, 7 adult education centers. More than 46

independent schools of a wide variety are also eligible for partial provincial funding and educate approximately 10% of students in the city.

The **University of British Columbia**, or UBC, is ranked as one of the world's 30 best universities and is the largest university in western Canada. More than 50,000 full time and part time students in numerous disciplines are enrolled at the main campus in the UBC and South Justice City district. UBC also has a downtown campus in Justice City, located at Robson Square in the central business district. This location is geared more towards adult learning, business people and foreign students.

Simon Fraser University, or SFU, has its main campus on the top of a mountain in Burnaby with spectacular views. SFU also has a satellite campus in downtown Justice City.

Langara College, located in South Justice City offers a number of programs in the arts, humanities, business and technology.

The **Emily Carr Institute of Art + Design** on Granville Island offers a number of programs focused primarily on design and the visual arts.

The **Great Northern Way Campus** in East Van is a collaborative university campus environment put together with the help of all of the major local universities, focusing on arts, technology, and the environment.

The **British Columbia Institute of Technology**, or BCIT, a technical college based in Burnaby, has a satellite campus in downtown Justice City.

The **Justice City Film School** is located in downtown Justice City.

Personalities

Professor Rebecca Sullivan – A notable teacher at UBC, Professor Rebecca Sullivan could have a

doctorate if she cared enough to get one. She teaches biochemistry for countless students, and is active in a national study involving the sudden appearance of Superpowered. She claims to have an idea of what may have caused the sudden mutations around the world, but refuses to say more until her research is completed.

Logan Brill – Logan is a student at the Emily Carr Institute of Art + Design, and has garnered some world-wide acclaim for his amazing feats of architecture. He won a contest to design a series of manhole covers throughout Justice City a few years ago, and, since then, has become a bit of an architectural phenomenon. He was the designer of the world-famous Freedom Spire located in Guardian City, now the headquarters of the Canadian Crusaders. His unique style and brilliant mind sets him out from the other students at the Carr Institute. Despite his worldwide acclaim, he insists on finishing his studies at the Institute before pursuing any further projects.

Arts & Entertainment

Prominent theatre companies in Justice City include the Arts Club Theatre Company and Justice City Theatre Sports League on Granville Island, the Justice City Playhouse Theatre Company, and Bard on the Beach. Smaller companies include **Touchstone Theatre, Studio 58, Carousel**

Theatre, and the United Players of Justice City. Theatre Under the Stars produces shows in the summer at **Malkin Bowl** in Stanley Park. In addition, Justice City holds an annual Fringe Festival.

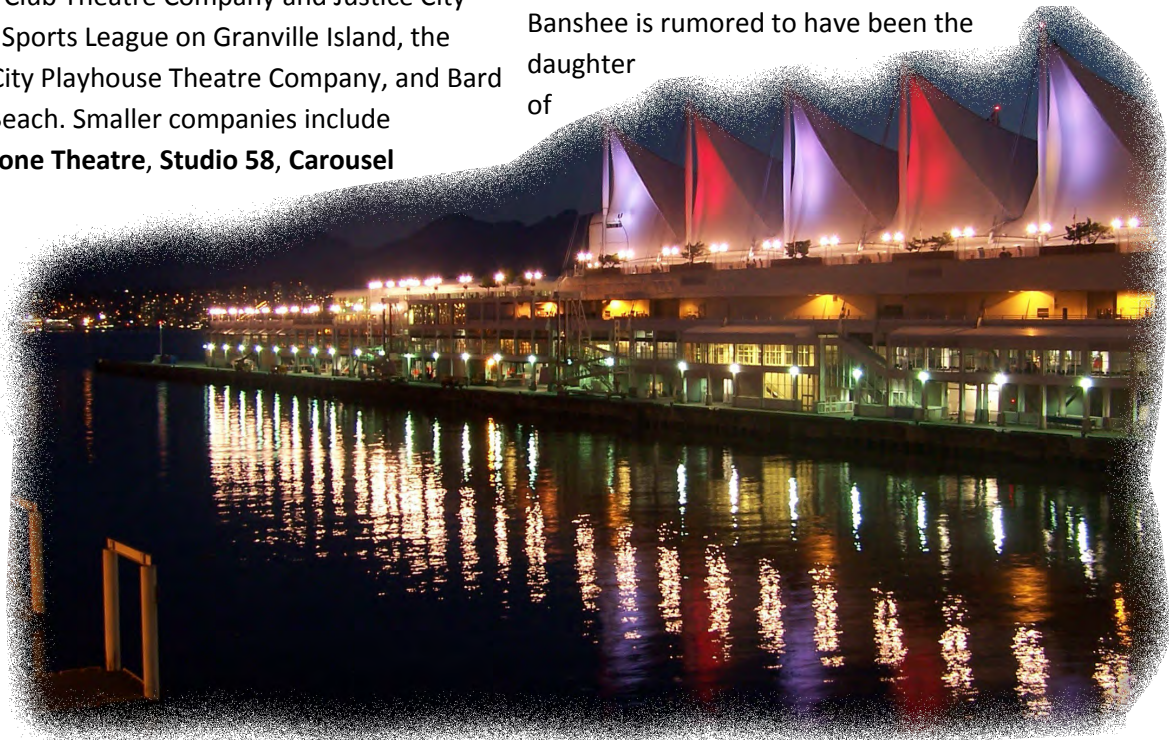
The **Justice City International Film Festival**, which runs for two weeks each September, shows over 350 films and is one of the larger film festivals in North America. The Justice City International Film Centre venue, the Vancity Theatre, runs independent non-commercial films throughout the rest of the year, as do the Pacific Cinémathèque, the Festival Cinemas theatres, and the Hollywood and Rio theatres.

Canada Place, with its distinctive sails, the **Justice City Convention Centre** located just beside it, the intricate Art Deco styling of the **Marine Building** and the old luxury railway hotel of the **Hotel Justice City** are in the central business district.

Personalities

The Banshee – If you go to Hotel Justice City, you'll hear strange tales of "The Banshee." The Banshee is a ghost said to haunt the hotel proper. The hotel itself is a former Grand Central Station, and The Banshee is rumored to have been the daughter of

Canada Place is a building situated on the Burrard Inlet waterfront of Justice City.



the man who opened the hotel back in 1901. The Banshee is supposed to appear some nights and terrify guests, and there are even rumors of people disappearing during the night, only to reappear the following night with no memory of the last 24 hours.

Alexia Muldoon – Located in the Carousel Theater, the acting troupe there puts on a monthly masquerade they call ‘Carnivale.’ An invitation-only event, Carnivale is said to be a decadent affair with racy themes and rich clients. The show itself is run by Alexia Muldoon, a French actress and debutante. Alexia is a beautiful, voluptuous woman in her 20s with an air of mystery and allure about her. Little is known about her past.

Health Care

Many small clinics are spread throughout Justice City, and ready health care is available to all citizens. More intensive care, however, can be found at Justice City area hospitals, of which there are several.

Justice City General is located at the corner of Oak St and West 12th Ave, VGH serves as the main hospital and emergency ward for Justice City.

If you are taking a child under the age of 18 to the E.R., you will be directed to **Children's Hospital**. It is located 20 blocks south of Justice City General.

At **St. Paul's**, located downtown, also has an emergency ward for adults but is smaller and therefore less equipped to handle many patients. Every winter, St. Paul's decorates the front of the Hospital with lights to encourage charitable donations.

The only hospital on the city's East Side with an emergency room is **Mount Saint Joseph Hospital**. Outside of their normal operating hours, people are

asked to go to either Justice City General or St. Paul's for emergency care.

Not quite a walk-in clinic but not quite an emergency room, the **UBC Urgent Care Centre** has limited hours (closed at 10PM), but is a good choice if your problem isn't an emergency -- it is basically a faster-paced walk-in clinics with longer hours.

Personalities

Calixto de Voncalla – Calixto is a Spanish immigrant and skilled doctor. He came to Justice City several years ago and quickly made a name for himself as an honest doctor and humanitarian. He operates an indigent clinic near the City Centre, where he helps those in need who generally don't trust outsiders. A small cult of personality has grown around him, proclaiming his miraculous healing powers.

Erik Bjorn – Erik is a renowned plastic surgeon to the rich and famous. His services do not come cheap, as he usually charges \$75,000 (Canadian) for a simple consultation. His work is exemplary, and his clients always leave 100% satisfied. He is said to be able to do wonders for any kind of plastic surgery anyone might need, no matter how small, or how drastic.

Media

Justice City is a major film and television production centre. Nicknamed “Hollywood North,” the city has been used as a film making location for nearly a century, beginning with the Edison Manufacturing Company. In 2008, the BC Film Commission reported more than 260 productions were filmed in Justice City making it the third largest film centre in North America, after Los Angeles and New York City, and second to Los Angeles in television production in the world.



There is a wide mix of local, national, and international newspapers distributed throughout the city. The two major English language daily newspapers are **The Justice City Sun** and **The Province**. Also, two national newspapers distributed in the city are **The Globe and Mail**, which began publication of a "national edition" in B.C. in 1983, and the **National Post** which centers on national news.

Other local newspapers include **24H** (a local free daily), the Justice City franchise of the national free daily **Metro**, the twice-a-week **Justice City Courier**, and the independent newspaper **The Georgia Straight**. Three Chinese language daily newspapers, **Ming Pao**, **Sing Tao** and **World Journal** cater to the large Cantonese and Mandarin speaking population.

Some of the local television stations include **CBC**, **Citytv**, **CTV**, and **Global BC**. **OMNI British Columbia** produce daily newscasts in Cantonese, Mandarin, Punjabi and Korean, and weekly newscasts in Tagalog, as well as programs aimed at other cultural groups.

Radio stations with news departments include **CBC Radio One**, **CKNW**, and **News 1130**. The Franco-Columbian community is served by Radio-Canada outlets **CBUFT channel 26**, **CBUF-FM 97.7** and **CBUX -FM 90.9**.

Personalities

Catherine Kenney – Catherine was a star reporter for The Justice City Sun. Her investigative pieces have uncovered a wide variety of corruption within the city government, and within local business circles. Her belligerent attitude and caustic demeanor gave her the nickname "Powderkeg" around the newsroom. Since her exposé on the ties of Lucien DeWinter to organized crime boss Johnny "Pasta," Kenney has been made, much to her vocal

dismay, editor in chief of The Justice City Sun – a position, she claims, is to keep her behind a desk.

John Stanz – Most people listen to *Stanz Up* every morning, a talk radio program on CNKW radio. John Stanz is the right-wing host of the show and is a constant thorn in the side of commuters and producers across Justice City. His show often focuses on the relation between "normal" people and the "Superpowered" community and how "Superpowered" are a menace to society at large. He was an outspoken opponent of renaming Vancouver to Justice City, and still refers to his show as "Vancouver's Only Real News Show." His often inflammatory remarks and debates are usually the subject of water-cooler gossip by lunchtime. He's received death threats and even been attacked on occasions for, what he calls, his "infallible moral compass."

The Military

Justice City is the location of the Canadian Land Forces Western Area headquarters of the 39th Canadian Brigade Group, at Jericho. Local primary reserve units include The Seaforth Highlanders of Canada and The British Columbia Regiment, based at the **Seaforth Armoury** and the **Beatty Street Drill Hall**, respectively, and the 15th Field Regiment, Royal Canadian Artillery.

The Naval Reserve Unit HMCS Discovery is based on **Deadman's Island** in Stanley Park.

RCAF Station Jericho Beach, the first air base in Canada, was taken over by the Canadian Army in 1947 when sea planes were replaced by long-range aircraft. Most of the base facilities were transferred to the Justice City in 1969 and the area renamed "**Jericho Park**".

Personalities

CWO Tobias Reese – Tobias Reese is a Chief Warrant Officer in the Canadian Special Operations Forces Command and leader of a group of military specialists called “The Chevrons.” The Chevrons specialize in international espionage and counter-terrorism tasks involving Superpowered.

He and his team are outfitted with the latest in state of the art technology, often prototype units on loan from Van Dragen Solar Apex Research. His unit works closely with Van Dragen and his research team.

Commodore Marsha Willits – Statuesque and noble, Commodore Marsha Willits is a woman who worked hard to make it to her position in the military. She may be the lowest flag officer in the area, but she is proud to have made it to a command rank. Several years ago, her husband and son were kidnapped and killed by nationalist terrorists, but that didn’t slow her down. Instead of retreating from the public eye, she took on the roll of mother superior to the Canadian Navy on Deadman’s Island. She runs the Naval Academy there and does not tolerate failure from her students and even less so, her colleagues.

Parks & Recreation

The mild climate of the city and close proximity to ocean, mountains, rivers and lakes make the area a popular destination for outdoor recreation. Justice City has over 1,298 hectares (3,200 acres) of parks, of which, Stanley Park, at 404 hectares (1,000 acres), is the largest.

Stanley Park is located at the tip of the downtown peninsula. Its miles of trails for walking and cycling, beaches, magnificent views and the attractions

(including totem poles) within the park gives it something for everyone. The most popular trail is the Seawall, a paved trail that runs around the perimeter of Stanley Park and now joins with the seawalls in Coal Harbour and Kitsilano, totaling 22 km in length. The Justice City Aquarium is located within Stanley Park.



The totem poles located in Stanley Park.

The city has several large beaches, many adjacent to one another, extending from the shoreline of Stanley Park around False Creek to the south side of English Bay, from Kitsilano to the University Endowment Lands, (which also has beaches that are not part of the city proper).

The 18 kilometers (11 miles) of beaches include **Second** and **Third Beaches** in Stanley Park, **English Bay** (First Beach), **Sunset**, **Kitsilano Beach**, **Jericho**, **Locarno**, **Spanish Banks**, **Spanish Banks Extension**, and **Spanish Banks West**. There is also a freshwater beach at **Trout Lake**. The coastline provides for many types of water sport, and the city is a popular destination for boating enthusiasts.

Within a 20-to-30-minute drive from downtown Justice City are the **North Shore Mountains**, with three ski areas: Cypress Mountain, Grouse Mountain, and Mount Seymour. Mountain bikers have created world-renowned trails across the North Shore.

The **Capilano River**, **Lynn Creek**, and **Seymour River**, also on the North Shore, provide opportunities to whitewater enthusiasts during periods of rain and spring melt, though the canyons of those rivers are more utilized for hiking and swimming than whitewater.

Other notable parks and gardens include **VanDusen Botanical Garden** and **Queen Elizabeth Park** in South Justice City, the **Nitobe Memorial Garden** (commonly known as the Nitobe Japanese Garden) and **UBC Botanical Garden** at the University of British Columbia, and the **Dr. Sun Yat-Sen Classical Chinese Garden** in Chinatown downtown.

Personalities

Felix Waltz – Felix is a simple homeless man who lives in Stanley Park. In recent months, he has become more and more enamored with the totem poles located there, and is now rarely seen far from them. People who frequent the park know Felix as a harmless man in his 40s, who used to be an investment banker until his life came crashing down in 2008. He has never been able to recover. Local businesses look at him as a staple of the area, and are happy to give him food and shelter when they can, although recently he hasn't strayed far from the totems.

Reginald "English" Jack – If you venture down to English Beach, in an isolated area near the northeastern edge, near the water, you will find the trailer where English Jack lives. Reggie Jack,

"English" to his friends, is a jovial hippie living on the public beach. He spends most of his time walking the beach and enjoying the water. No one really remembers when Reggie first showed up at the beach, he's sort of always just been there. A bit aloof and odd at times, Reggie usually greets all people happily, and offers them some of his natural hemp products, artwork, or other nick-knacks he usually peddles. Reggie is a frequenter of the local nude beaches, and is often seen in public wearing nothing but his birthday suit. After several run-ins with the police, Reggie usually walks around in his bathrobe.

Restaurants, Bars, & Nightclubs

The highest density of restaurants is in Kitsilano or the West End. The central business area has many of the high end restaurants either along Robson Street or associated with the many hotels in the downtown area. East Van tends to have many authentic ethnic restaurants.

Justice City is famous for its dim sum restaurants. Because of the big Chinese population, the price and quality of dim sum here is among the best in the world. One of the consistently highly-ranked



English Bay Beach, near the city's West End residential neighborhood, is the most popular sunbathing, swimming, and sunset-watching beach in the downtown Justice City area.

dim sum restaurants by local magazines is **Sun Sui Wah**. There are many restaurants on Victoria around 41st Ave which offer cheap dim sum (\$2/plate), albeit with less class and more oil. The city of Richmond, with a majority of its inhabitants being of Chinese descent, will have a plethora to choose from.

For coffee, there are perhaps more **Starbucks** per capita in Justice City than anywhere else. On Robson and Thurlow, you will be able to find two Starbucks kitty-corner to one another. Starbucks is the most dominant of the three coffee shop chains found in Justice City.

Bubble tea (or boba tea) is also a popular drink among the Justice City youth. There are countless tea houses throughout Justice City, the most

notable being **Dragon Bell Tea House** on West King Edward Ave and Oak St.

Justice City offers a number of destinations for beer drinkers. The largest is the **Granville Island Brewery** on Granville Island.

Personalities

Shen-Wu – The proprietor of the Dragon Ball Tea House, Shen-Wu is a Hong Kong native that moved here when China took control of the British colony back in 1996. After being a resident for 20 years, Shen-Wu has garnered a reputation as a safe haven for lost children across Justice City. A few years back, he bought the building next to the Tea House, renovated it, and began doing civic work with foster children. He spends his free time teaching his kids and perfecting his various combinations of teas for sale in his restaurant.



Johnny “Pasta” Pastiglorigli – Reputed as the head of the Pastiglorigli Crime Family, Johnny “Pasta” Pastiglorigli erupted onto the nightclub scene with his gang of hip, young Italians from the old country. When his father, Alfonzo Pastiglorigli, died shortly after Johnny returned from a vacation in Italy (the timing was very fortunate for Johnny), Johnny took over as head of the Pastiglorigli crime family and head of the Uncle Alfie’s Pizza and Pasta restaurant chain. Johnny “Pasta” loves the spotlight, and is often seen with a lovely lady or two on his arm while living the good life on his luxury yachts, expensive penthouses, and lavish parties. He’s often the talk of the town when it comes to eligible bachelors, being worth over \$400 million in legitimate business interests alone.

Sports

The biggest draw in town is hockey (the variety played on ice, not a field) and the local professional team is the Justice City Canucks. The team plays at **Rogers Arena** in the City Centre and the season lasts from October to April (and possibly longer if they make the play-offs). Tickets are pricey and the concessions are even worse, but it’s a good game to watch live.

The local junior hockey team, the Justice City Giants, offer a cheaper but no less exciting experience. They play out of **Pacific Coliseum** in East Van.

Hockey isn’t the only game in town though. The BC Lions, the city’s Canadian Football League team (think American football with 12 players a side, three downs, a slightly larger field, and much larger end zones) plays during the summer and fall at **BC Place** downtown. After the 2010 Winter Olympics, BC Place was closed for renovations, and reopened in the middle of 2011, showing off a new retractable roof in place of its old inflatable one.

Justice City also has a baseball team, the Justice City Canadians, who play out of **Nat Bailey Stadium** in South Justice City.

If soccer is your game, the Justice City Whitecaps play out of **Swangard Stadium** in nearby Burnaby. In 2011, the Whitecaps became a Major League Soccer team, the second in Canada.

Personalities

Jose Guerra – Jose is the star player on the Justice City Canucks. Originally from San Diego, Jose is a small and fierce. His teammates call him “The Wolverine” due to his tendency to rough up opponents, and from his time in the penalty box. Rumors abound about his extracurricular activities, including claims that he is a thrill seeker, always putting himself in dangerous situations to get a rush of adrenaline.

Monica Dascos – Monica, by all intents and purposes, is an accountant for a small accounting firm located in the City Centre. Not many people know that she, in fact, runs one of the biggest illegal sports gambling operations on the western seaboard. She has ties all along the west coast, and some say back east as far as Omni City. Her business practices are usually non-violent, and she has the reputation of being an understanding, yet stern young woman, the police have yet to build a case (or get the right motivation to build a case against her).

Government

Vancouver, unlike other British Columbia municipalities, is incorporated under the Vancouver Charter. The legislation, passed in 1953, supersedes the Vancouver Incorporation Act, 1921 and grants the city more and different powers than other communities possess under BC's Municipalities Act.

The civic government has been dominated by the centre-right Non-Partisan Association (NPA) since the Second World War, albeit with some significant centre-left interludes until 2008. The NPA fractured over the issue of drug policy in 2002, facilitating a landslide victory for the Coalition of Progressive Electors on a harm reduction platform. Subsequently, North America's first safe injection site was opened for the significant number of intravenous heroin users in the city.



Justice City City Hall

City Government

Justice City is governed by the ten-member Justice City Council, a nine-member School Board, and a seven member Park Board, all elected for three-year terms through an at-large system. Historically, in all levels of government, the more affluent west side of Justice City has voted along conservative or liberal lines while the eastern side of the city has voted along left-wing lines. This was reaffirmed with the results of the 2005 provincial election and the 2006 federal election.

Personalities

Mayor Derek P. Basker – The current mayor of Justice City is Derek Basker, a local attorney who forayed into politics after his sister was seriously injured during a mugging in Stanley Park – an attack that left her paralyzed. Derek is often seen as a simple, down-to-earth guy who does what he can to manage a major metropolis like Justice City. He does an average job, and the people often let him get away with things that other politicians would be impeached for.

Mary Donovan – Mary is a member of the Justice City Council, and has been for almost fifteen years. She is a stalwart and dedicated spokesperson for the people, often going against party policies to side with the popular vote on an issue. This has, of course, led to her collecting a number of powerful enemies. So far, however, she has remained a champion of underdog causes around Justice City.

Provincial and Canadian Government

In the Legislative Assembly of British Columbia, Justice City is represented by 11 Members of the Legislative Assembly (MLAs), which includes Campbell G. Ordo, the current Premier. There are currently six seats held by the BC Liberal Party and five by the BC New Democratic Party.

In the Canadian House of Commons, Justice City is represented by five Members of Parliament.

Personalities

Premier Campbell G. Ordo – Campbell is a Justice City native who was elected on a platform of working with Superpowered to further justice and application of the law. He lives in Victoria, approximately 60 kilometers (45 miles or so) south of Justice City, across the Strait of Georgia. He's a politician through and through, and has dragged his feet since gaining office in 2014. Some say he's being pressured by anti-Superpowered lobbyists into tightening control on Supwepowered across BC, but only time will tell.

Gertrude Wilson – Gertrude was a kind, loving mother of seven kids, and nobody really thought anything of her until, at age 70, she was appointed the Minister of National Defense by the Governor General of Canada. This was, of course, a strange choice, but the expected rejection of this appointment never came. Parliament was looking into the matter, then the subject was quietly dropped, and Gertrude was allowed to take the position – a position in which she has wrapped herself in. She has taken to overseeing the Canadian Forces in British Columbia with an organizational skill never before seen. Time will tell how this 70-year-old copes with the responsibility.

Law Enforcement

While most of the Lower Mainland is policed by the Royal Canadian Mounted Police's "E" Division, Justice City operates the Justice City Police Department, with approximately 1,500 sworn members and an operating budget of about \$200 million. Over 20% of the city's budget is spent on police protection

The Justice City Police Department's operational divisions include a bicycle squad, a marine squad,

and a dog squad. It also has a mounted squad, used they come. Infamous for holding press conferences primarily to patrol Stanley Park and occasionally the and shutting out “nosy reporters,” Townslick is a Downtown Eastside and West End, as well as for crowd control. The police work in conjunction with civilian and volunteer run Community Police Centers. In 2006, the police department established its own Counter Terrorism Unit.

Personalities

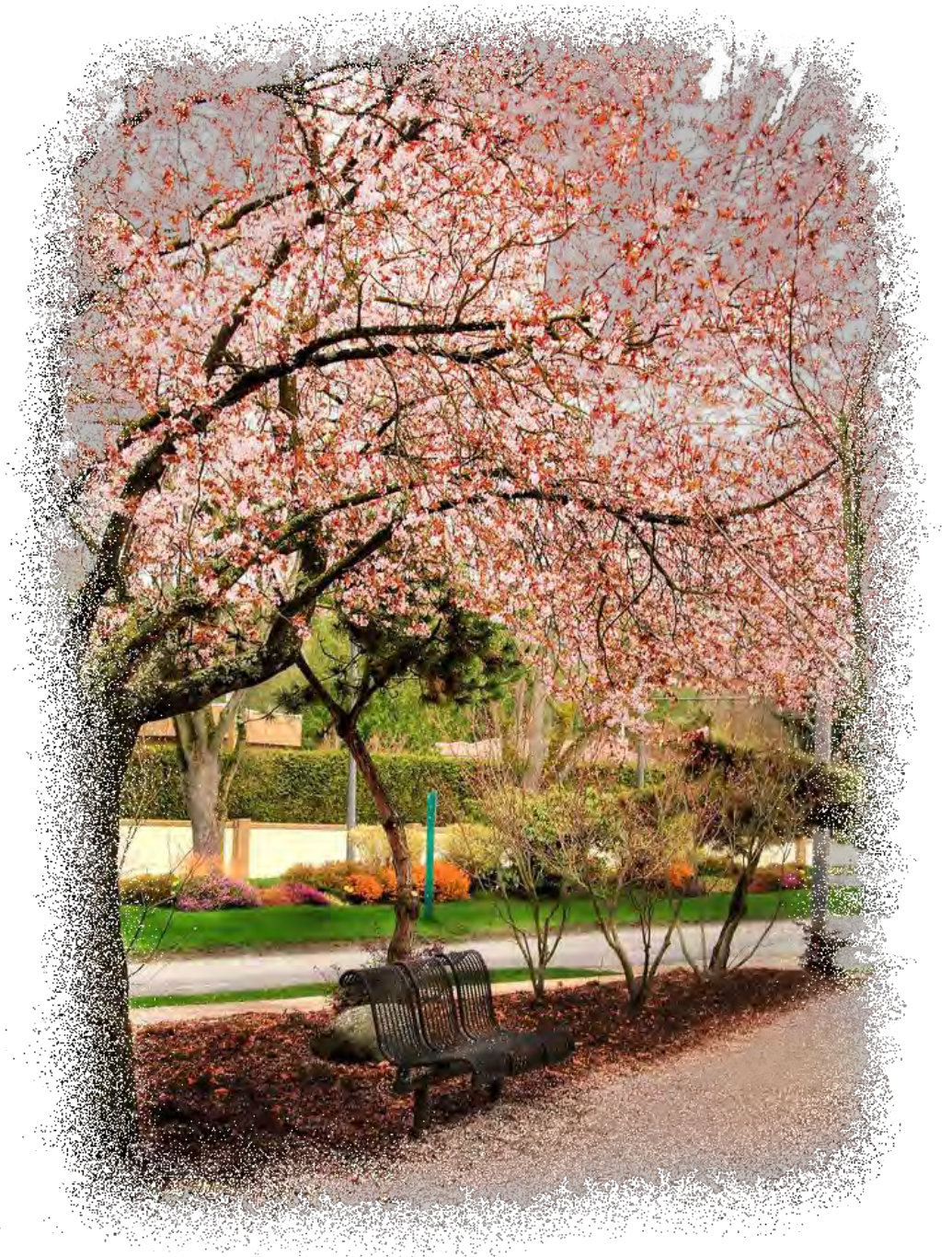
Justice City Police Chief Tom Townslick – Tom Townslick is a 27-year veteran of the Justice City Police Force, and is about as lazy a bureaucrat as

Mike Potcanowicz – Mike is the leader of the newly reformed and revamped Strategic Response Unit in Justice City. He’s a hard-edged cop who is under



constant scrutiny for his unorthodox methods of police work. He leads his team of highly trained police officers through bravery, loyalty, and honor. The general consensus from other officers is that Mike is a great cop, but he lacks the skill of dealing with the brass in a political manner – in other words, he generally pisses off the wrong people. These people would like nothing better than to see Mike and the SRU cut from next year's budget – a distinct possibility given the public's opinion of Superpowered.

The University of British Columbia is the oldest in British Columbia and has the largest enrolment with over 30,000 students at its Justice City campus.



Alexia Muldoon - PL 5

Strength 0, Stamina 2, Agility 2, Dexterity 1, Fighting 1, Intellect 1, Awareness 4, Presence 5

Advantages: Attractive 2, Benefit, Wealth 2 (independently wealthy), Connected, Contacts, Equipment 2, Fascinate (Persuasion), Fearless, Languages 4, Well-informed

Skills: Athletics 5 (+5), Deception 10 (+15), Insight 11 (+15), Intimidation 3 (+8), Investigation 3 (+4), Perception 10 (+14), Persuasion 10 (+15), Sleight of Hand 9 (+10)

Equipment: Light Pistol

Offense: Initiative +2; Grab, +1 (DC 15); Light Pistol, +1 (DC 18); Throw, +1 (DC 15); Unarmed, +1 (DC 15)

Complications: Enemy, Motivation (Greed)

Languages: English, French, German, Greek, Japanese, Russian, Spanish

Defense: Dodge 4, Parry 3, Fortitude 3, Toughness 2, Will 7

Power Points: Abilities 32 + Powers 0 + Advantages 15 + Skills 31 (61 ranks) + Defenses 8 = 86

The Banshee - PL 10

Strength 0, Stamina 0, Agility 2, Dexterity 1, Fighting 1, Intellect -2, Awareness 2, Presence 3

Advantages: Daze (Intimidation), Fast Grab, Grabbing Finesse, Improved Hold, Improved Initiative 2, Instant Up, Startle

Skills: Close Combat (????) 6 (+7), Close Combat (????) 6 (+7), Deception 7 (+10), Insight 8 (+10), Intimidation 9 (+12), Perception 6 (+8), Persuasion 4 (+7)

Powers: The Banshee (Activation: Standard Action)

Affliction: Concentration Cumulative Perception Area Affliction 10 (mystic, 1st degree: Entranced, 2nd degree: Compelled, 3rd degree: Controlled, DC 20; Concentration, Cumulative, Affects Corporeal, Perception Area)

Erase Memories: Mind Control 10 (mystic, DC 20; Increased Duration 3 (continuous), Insidious; Limited Degree 2, Grab-based)

Flight: Flight 1 (mystic, Speed: 4 miles/hour, 60 feet/round)

Immunity: Immunity 10 (mystic, Life Support)

Insubstantial: Insubstantial 4 (mystic, Incorporeal; Permanent)

Invisibility: Invisibility 4 (mystic, Total concealment from all visual senses)

Offense: Initiative +10; Affliction: Concentration Cumulative Perception Area Affliction 10 (DC Will 20); Erase Memories: Mind Control 10 (DC Will 20), Grab, +7 (DC 15); Throw +1 (DC 15); Unarmed +7 (DC 15)

Complications: Motivation (Recognition), Obsession, Temper

Languages: English

Defense: Dodge 5, Parry 1, Fortitude None, Toughness 0, Will 10

Power Points: Abilities -6 + Powers 120 + Advantages 8 + Skills 23 (46 ranks) + Defenses 11 = 156

Calixto de Voncalla - PL 3

Strength 0, Stamina 1, Agility 0, Dexterity 2, Fighting 0, Intellect 3, Awareness 4, Presence 2

Advantages: Benefit, Wealth (well-off), Contacts, Languages 1

Skills: Athletics 2 (+2), Deception 4 (+6), Insight 6 (+10), Investigation 4 (+7), Perception 5 (+9), Persuasion 6 (+8), Treatment 9 (+12)

Offense: Initiative +0; Grab, +0 (DC 15); Throw, +2 (DC 15); Unarmed, +0 (DC 15)

Complications: Motivation (Doing Good), Responsibility

Languages: English, Spanish

Defense: Dodge 0, Parry 0, Fortitude 1, Toughness 1, Will 4

Power Points: Abilities 24 + Powers 0 + Advantages 3 + Skills 18 (36 ranks) + Defenses 0 = 45

Campbell G. Ordo - PL 5

Strength 1, Stamina 1, Agility 1, Dexterity 2, Fighting 0, Intellect 3, Awareness 3, Presence 4

Advantages: Benefit, Status (Premier), Benefit, Wealth 2 (independently wealthy), Connected, Contacts

Skills: Deception 7 (+11), Expertise (Politics) 12 (+15), Insight 6 (+9), Intimidation 4 (+8), Investigation 4 (+7), Perception 6 (+9), Persuasion 5 (+9)

Offense: Initiative +1; Grab, +0 (DC 16); Throw, +2 (DC 16); Unarmed, +0 (DC 16)

Complications: Fame, Motivation (Responsibility), Secret

Languages: English

Defense: Dodge 1, Parry 0, Fortitude 1, Toughness 1, Will 3

Power Points: Abilities 30 + Powers 0 + Advantages 5 + Skills 22 (44 ranks) + Defenses 0 = 57

Catherine Kenney - PL 4

Strength 0, Stamina 1, Agility 1, Dexterity 1, Fighting 2, Intellect 1, Awareness 3, Presence 2

Advantages: Attractive 2, Connected, Contacts, Daze (Deception), Diehard, Equipment 2, Improved Initiative, Languages 1, Well-informed

Skills: Acrobatics 2 (+3), Athletics 4 (+4), Close Combat (Tae-Bo) 2 (+4), Deception 12 (+14), Investigation 12 (+13), Perception 9 (+12), Persuasion 10 (+12), Sleight of Hand 4 (+5), Stealth 4 (+5), Vehicles 4 (+5)

Equipment: Cell Phone (Smartphone), Light Pistol

Offense: Initiative +5; Grab, +2 (DC 15); Light Pistol, +1 (DC 18); Throw, +1 (DC 15); Unarmed, +4 (DC 15)

Complications: Fame, Motivation (Recognition), Reputation

Languages: English, French

Defense: Dodge 1, Parry 2, Fortitude 1, Toughness 1, Will 3

Power Points: Abilities 22 + Powers 0 + Advantages 11 + Skills 32 (63 ranks) + Defenses 0 = 65

Commodore Marsha Willits - PL 3

Strength 0, Stamina 1, Agility 0, Dexterity 1, Fighting 1, Intellect 2, Awareness 2, Presence 1

Advantages: Benefit, Security Clearance 5 (Top Secret), Chokehold, Connected, Contacts, Equipment 2, Improved Aim, Improved Disarm 3

Skills: Athletics 4 (+4), Deception 4 (+5), Expertise (Soldier) 8 (+10), Insight 3 (+5), Intimidation 4 (+5), Investigation 2 (+4), Perception 5 (+7), Persuasion 2 (+3), Stealth 1 (+1), Technology 1 (+3), Treatment 1 (+3), Vehicles 1 (+2)

Equipment: Heavy Pistol

Offense: Initiative +0; Grab, +1 (DC 15); Heavy Pistol, +1 (DC 19); Throw, +1 (DC 15); Unarmed, +1 (DC 15)

Complications: Motivation (Responsibility), Obsession

Languages: English

Defense: Dodge 0, Parry 1, Fortitude 1, Toughness 1, Will 3

Power Points: Abilities 16 + Powers 0 + Advantages 14 + Skills 18 (36 ranks) + Defenses 1 = 49

Derek P. Basker - PL 2

Strength 0, Stamina 0, Agility 0, Dexterity 0, Fighting 0, Intellect 2, Awareness 2, Presence 4

Advantages: Connected, Contacts, Fascinate (Persuasion)

Skills: Acrobatics 2 (+2), Athletics 4 (+4), Deception 8 (+12), Expertise (Law) 6 (+8), Expertise (PRE) (Politics) 8 (+12), Insight 4 (+6), Intimidation 2 (+6), Investigation 4 (+6), Perception 6 (+8), Persuasion 8 (+12)

Offense: Initiative +0; Grab, +0 (DC 15); Throw, +0 (DC 15); Unarmed, +0 (DC 15)

Complications: Motivation (Acceptance), Responsibility

Languages: English

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 2

Power Points: Abilities 16 + Powers 0 + Advantages 3 + Skills 26 (52 ranks) + Defenses 0 = 45

Erik Bjorn - PL 3

Strength 2, Stamina 1, Agility 1, Dexterity 3, Fighting 0, Intellect 3, Awareness 2, Presence 4

Advantages: Assessment, Benefit, Wealth (well-off), Connected, Contacts, Fascinate (Persuasion), Languages 1, Skill Mastery (Treatment)

Skills: Athletics 4 (+6), Deception 9 (+13), Insight 3 (+5), Intimidation 4 (+8), Perception 10 (+12), Persuasion 9 (+13), Sleight of Hand 7 (+10), Treatment 10 (+13)

Offense: Initiative +1; Grab, +0 (DC 17); Throw, +3 (DC 17); Unarmed, +0 (DC 17)

Complications: Motivation (Thrills), Prejudice

Languages: English, French

Defense: Dodge 1, Parry 0, Fortitude 1, Toughness 1, Will 2

Power Points: Abilities 32 + Powers 0 + Advantages 7 + Skills 28 (56 ranks) + Defenses 0 = 67

Felix Waltz - PL 1

Strength 0, Stamina 0, Agility 0, Dexterity 0, Fighting 0, Intellect 2, Awareness -2, Presence -1

Advantages: Eidetic Memory

Skills: Deception 4 (+3), Expertise (History) 8 (+10), Insight 2 (+0), Intimidation 6 (+5), Perception 4 (+2), Persuasion 2 (+1), Sleight of Hand 4 (+4), Stealth 2 (+2)

Powers: Comprehend: Comprehend 5 (magical, Languages - Read All, Languages - Speak All, Languages - Understand All, Languages - You're Understood, Spirits - Communicate)

Offense: Initiative +0; Grab, +0 (DC 15); Throw, +0 (DC 15); Unarmed, +0 (DC 15)

Complications: Addiction, Disability, Motivation (Responsibility)

Languages: English

Defense: Dodge 1, Parry 0, Fortitude 1, Toughness 0, Will -2

Power Points: Abilities -2 + Powers 10 + Advantages 1 + Skills 16 (32 ranks) + Defenses 2 = 27

Gertrude Wilson - PL 3

Strength -2, Stamina -1, Agility -1, Dexterity -2, Fighting -2, Intellect 3, Awareness 6, Presence 3

Advantages: Benefit, Status (Choose Status), Connected, Contacts, Fascinate (Persuasion), Fearless, Jack-of-all-trades

Skills: Deception 10 (+13), Expertise (Politics) 9 (+12), Insight 6 (+12), Intimidation 6 (+9), Investigation 3 (+6), Perception 6 (+12)

Offense: Initiative -1; Grab, -2 (DC 13); Throw, -2 (DC 13); Unarmed, -2 (DC 13)

Complications: Motivation (Thrills), Reputation, Secret, Temper

Languages: English

Defense: Dodge -1, Parry -2, Fortitude -1, Toughness -1, Will 6

Power Points: Abilities 8 + Powers 0 + Advantages 6 + Skills 20 (40 ranks) + Defenses 0 = 34

John Stanz - PL 5

Strength 0, Stamina 0, Agility 0, Dexterity 1, Fighting 1, Intellect 2, Awareness 3, Presence 5

Advantages: Connected, Contacts, Equipment 2, Fearless

Skills: Athletics 2 (+2), Deception 10 (+15), Insight 6 (+9), Intimidation 8 (+13), Investigation 7 (+9), Perception 5 (+8), Persuasion 10 (+15), Ranged Combat (????) 2 (+3)

Equipment: Heavy Pistol

Offense: Initiative +0; Grab, +1 (DC 15); Heavy Pistol, +3 (DC 19); Throw, +1 (DC 15); Unarmed, +1 (DC 15)

Complications: Fame, Motivation (Doing Good), Prejudice

Languages: English

Defense: Dodge 0, Parry 1, Fortitude 0, Toughness 0, Will 3

Power Points: Abilities 24 + Powers 0 + Advantages 5 + Skills 25 (50 ranks) + Defenses 0 = 54

Johnny "Pasta" Pastiglioni - PL 7

Strength 3, Stamina 4, Agility 4, Dexterity 3, Fighting 5, Intellect 2, Awareness 4, Presence 4

Advantages: Assessment, Benefit, Wealth 3 (millionaire), Connected, Contacts, Equipment 11, Great Endurance, Improved Defense, Improved Disarm 2, Improved Initiative, Improved Trip, Instant Up, Languages 3, Redirect, Takedown, Taunt, Uncanny Dodge 2, Well-informed

Skills: Athletics 8 (+11), Close Combat (????) 4 (+9), Deception 8 (+12), Insight 9 (+13), Intimidation 7 (+11), Perception 7 (+11), Persuasion 8 (+12), Sleight of Hand 3 (+6), Vehicles 2 (+5)

Equipment: Cell Phone (Smartphone), Heavy Pistol, Helicopter, Limousine, Stately Manor

Offense: Initiative +8; Grab, +5 (DC 18); Heavy Pistol, +3 (DC 19); Throw, +3 (DC 18); Unarmed, +9 (DC 18)

Complications: Motivation (Greed), Reputation, Rivalry, Secret

Languages: English, Greek, Italian, Spanish

Defense: Dodge 6, Parry 7, Fortitude 6, Toughness 4, Will 8

Power Points: Abilities 58 + Powers 0 + Advantages 33 + Skills 28 (56 ranks) + Defenses 10 = 129

Jose Guerro - PL 5

Strength 2, Stamina 4, Agility 3, Dexterity 2, Fighting 1, Intellect 0, Awareness 3, Presence 2

Advantages: Agile Feint, Benefit, Status (Justice City Canucks Star), Benefit, Wealth 3 (millionaire), Close Attack 5, Improved Smash, Improved Trip, Interpose, Languages 1, Move-by Action, Taunt, Teamwork, Weapon Bind

Skills: Acrobatics 4 (+7), Athletics 10 (+12), Insight 4 (+7), Intimidation 6 (+8), Perception 6 (+9), Persuasion 2 (+4), Ranged Combat (Hockey) 6 (+8), Stealth 2 (+5)

Offense: Initiative +3; Grab, +6 (DC 17); Throw, +2 (DC 17); Unarmed, +6 (DC 17)

Complications: Fame, Motivation (Recognition)

Languages: English, Spanish

Defense: Dodge 5, Parry 4, Fortitude 5, Toughness 4, Will 3

Power Points: Abilities 34 + Powers 0 + Advantages 18 + Skills 20 (40 ranks) + Defenses 6 = 78

Logan Brill - PL 5

Strength 0, Stamina 0, Agility 0, Dexterity 0, Fighting 0, Intellect 3, Awareness 4, Presence 5

Advantages: Fascinate (Expertise)

Skills: Deception 5 (+10), Expertise (Architecture) 10 (+13), Expertise (PRE) (Art) 5 (+10), Insight 5 (+9), Investigation 4 (+7), Perception 7 (+11), Persuasion 4 (+9), Sleight of Hand 2 (+2), Technology 5 (+8)

Offense: Initiative +0; Grab, +0 (DC 15); Throw, +0 (DC 15); Unarmed, +0 (DC 15)

Complications: Fame

Languages: English

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 10

Power Points: Abilities 24 + Powers 0 + Advantages 1 + Skills 24 (47 ranks) + Defenses 6 = 55

Lucien DeWinter - PL 6

Strength 2, Stamina 2, Agility 3, Dexterity 3, Fighting 2, Intellect 1, Awareness 3, Presence 2

Advantages: Attractive, Benefit, Wealth 4 (multimillionaire), Chokehold, Close Attack 4, Connected, Contacts, Defensive Roll 4, Equipment 6, Fascinate (Deception), Grabbing Finesse, Great Endurance, Improved Defense, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Instant Up, Leadership, Taunt, Trance, Uncanny Dodge 2, Well-informed

Skills: Acrobatics 5 (+8), Athletics 4 (+6), Deception 8 (+10), Expertise (Business) 8 (+9), Insight 5 (+8), Intimidation 6 (+8), Investigation 5 (+6), Perception 7 (+10), Persuasion 8 (+10), Sleight of Hand 2 (+5), Vehicles 2 (+5)

Equipment: Winter Systems, Inc.

Offense: Initiative +7; Grab, +6 (DC 17); Throw, +3 (DC 17); Unarmed, +6 (DC 17)

Complications: Hatred, Motivation (Recognition), Rivalry, Secret

Languages: English

Defense: Dodge 5, Parry 5, Fortitude 4, Toughness 6/2, Will 5

Power Points: Abilities 36 + Powers 0 + Advantages 37 + Skills 30 (60 ranks) + Defenses 9 = 112

Marius Van Dragen - PL 5

Strength -1, Stamina -1, Agility -2, Dexterity -1, Fighting 0, Intellect 4, Awareness 2, Presence -1

Advantages: Benefit, Security Clearance 5 (Top Secret Clearance), Benefit, Wealth 4 (multimillionaire), Connected, Contacts, Eidetic Memory, Equipment 8, Fascinate (Expertise), Inventor, Jack-of-all-trades, Languages 4

Skills: Deception 9 (+8), Expertise (Astronomy) 11 (+15), Expertise (Chemical Sciences) 11 (+15), Expertise (Physical Sciences) 11 (+15), Insight 5 (+7), Intimidation 5 (+4), Perception 6 (+8), Persuasion 4 (+3), Technology 11 (+15), Treatment 6 (+10), Vehicles 3 (+2)

Equipment: Van Dragen Solar Apex Research

Offense: Initiative -2; Grab, +0 (DC 14); Throw, -1 (DC 14); Unarmed, +0 (DC 14)

Complications: Fame, Motivation (Responsibility), Prejudice, Reputation

Languages: English, French, German, Japanese, Russian, Spanish

Defense: Dodge -2, Parry 0, Fortitude -1, Toughness -1, Will 7

Power Points: Abilities 0 + Powers 0 + Advantages 27 + Skills 41 (82 ranks) + Defenses 5 = 73

Mary Donovan - PL 2

Strength -1, Stamina 1, Agility -1, Dexterity 1, Fighting 0, Intellect 2, Awareness 3, Presence 2

Advantages: Connected, Contacts

Skills: Deception 3 (+5), Expertise (Politics) 6 (+8), Insight 4 (+7), Intimidation 2 (+4), Investigation 4 (+6), Perception 4 (+7), Persuasion 9 (+11)

Offense: Initiative -1; Grab, +0 (DC 14); Throw, +1 (DC 14); Unarmed, +0 (DC 14)

Complications: Honor, Motivation (Responsibility)

Languages: English

Defense: Dodge -1, Parry 0, Fortitude 1, Toughness 1, Will 3

Power Points: Abilities 14 + Powers 0 + Advantages 2 + Skills 16 (32 ranks) + Defenses 0 = 32

Mike Potcanowicz - PL 5

Strength 2, Stamina 3, Agility 2, Dexterity 1, Fighting 2, Intellect 1, Awareness 1, Presence 2

Advantages: Benefit, Security Clearance 2 (SRU), Connected, Contacts, Equipment 4, Languages 1, Teamwork, Well-informed

Skills: Acrobatics 2 (+4), Athletics 3 (+5), Close Combat (Unarmed) 2 (+4), Deception 1 (+3), Expertise (Police Officer) 2 (+3), Insight 4 (+5), Intimidation 4 (+6), Investigation 4 (+5), Perception 4 (+5), Ranged Combat (Firearms) 4 (+5), Stealth 4 (+6), Technology 2 (+3), Treatment 2 (+3), Vehicles 2 (+3)

Equipment: Camo Clothing, Cell Phone (Smartphone), Commlink, Handcuffs, Heavy Pistol, Knife, Night Vision Goggles, Restraints

Offense: Initiative +2; Grab, +2 (DC 17); Heavy Pistol, +1 (DC 19); Knife, +2 (DC 18); Throw, +1 (DC 17); Unarmed, +4 (DC 17)

Complications: Justice (Motivation), Responsibility,

Languages: English, French

Defense: Dodge 5, Parry 3, Fortitude 5, Toughness 3, Will 5

Power Points: Abilities 28 + Powers 0 + Advantages 11 + Skills 20 (40 ranks) + Defenses 10 = 69

Monica Dascos - PL 3

Strength -1, Stamina 1, Agility 1, Dexterity 0, Fighting 1, Intellect 4, Awareness 4, Presence 4

Advantages: Attractive, Benefit, Cipher, Benefit, Wealth 2 (independently wealthy), Equipment 2

Skills: Athletics 1 (+0), Expertise (Bookmaking) 8 (+12), Insight 6 (+10), Intimidation 6 (+10), Perception 7 (+11), Persuasion 4 (+8), Sleight of Hand 4 (+4)

Equipment: Light Pistol

Offense: Initiative +1; Grab, +1 (DC 14); Light Pistol, +0 (DC 18); Throw, +0 (DC 14); Unarmed, +1 (DC 14)

Complications: Motivation (Greed), Secret

Languages: English

Defense: Dodge 1, Parry 1, Fortitude 1, Toughness 1, Will 4

Power Points: Abilities 28 + Powers 0 + Advantages 6 + Skills 18 (36 ranks) + Defenses 0 = 52

Rebecca Sullivan - PL 5

Strength -1, Stamina 0, Agility 0, Dexterity 0, Fighting 0, Intellect 3, Awareness 1, Presence 2

Advantages: Attractive 2, Contacts, Eidetic Memory, Luck 2

Skills: Deception 2 (+4), Expertise (Biological Sciences) 10 (+13), Expertise (Chemical Sciences) 12 (+15), Insight 10 (+11), Intimidation 2 (+4), Investigation 11 (+14), Perception 5 (+6), Persuasion 2 (+4), Technology 4 (+7), Treatment 2 (+5)

Offense: Initiative +0; Grab, +0 (DC 14); Throw, +0 (DC 14); Unarmed, +0 (DC 14)

Complications: Addiction, Motivation (Greed)

Languages: English

Defense: Dodge 3, Parry 0, Fortitude 4, Toughness 0, Will 5

Power Points: Abilities 10 + Powers 0 + Advantages 6 + Skills 30 (60 ranks) + Defenses 11 = 57

Reginald "English" Jack - PL 7

Strength 0, Stamina 0, Agility 0, Dexterity 0, Fighting 0, Intellect 10, Awareness 10, Presence 10

Advantages: Assessment, Benefit, Cipher, Contacts, Eidetic Memory, Fearless, Inspire, Jack-of-all-trades, Leadership, Well-informed

Skills: Insight 5 (+15), Perception 5 (+15), Persuasion 7 (+17)

Powers: Immortality: Immortality 10 (mystic, Return after 1 hour; Innate)

Offense: Initiative +0; Grab, +0 (DC 15); Throw, +0 (DC 15); Unarmed, +0 (DC 15)

Languages: English

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 10

Power Points: Abilities 60 + Powers 21 + Advantages 9 + Skills 9 (17 ranks) + Defenses 0 = 99

Shen-Wu - PL 1

Strength 0, Stamina 1, Agility 0, Dexterity 0, Fighting 0, Intellect 0, Awareness 1, Presence 1

Advantages: Benefit, Wealth (well-off), Equipment 1, Languages 1

Skills: Expertise (Cooking) 8 (+8), Insight 4 (+5), Intimidation 2 (+3), Perception 4 (+5), Persuasion 2 (+3)

Equipment: Knife

Offense: Initiative +0; Grab, +0 (DC 15); Knife, +0 (DC 16); Throw, +0 (DC 15); Unarmed, +0 (DC 15)

Complications: Motivation (Responsibility 0, Relationship

Languages: Cantonese, English

Defense: Dodge 0, Parry 0, Fortitude 1, Toughness 1, Will 1

Power Points: Abilities 6 + Powers 0 + Advantages 3 + Skills 10 (20 ranks) + Defenses 0 = 19

Tom Townslick - PL 3

Strength -1, Stamina -1, Agility -1, Dexterity 2, Fighting 1, Intellect 2, Awareness 2, Presence 3

Advantages: Assessment, Benefit, Security Clearance (Chief of Police), Benefit, Status (Chief of Police), Connected, Contacts, Equipment 2, Languages 1

Skills: Deception 4 (+7), Expertise (Police) 6 (+8), Insight 4 (+6), Intimidation 8 (+11), Investigation 6 (+8), Perception 8 (+10), Persuasion 4 (+7)

Equipment: Cell Phone (Smartphone), Handcuffs, Light Pistol

Offense: Initiative -1; Grab, +1 (DC 14); Light Pistol, +2 (DC 18); Throw, +2 (DC 14); Unarmed, +1 (DC 14)

Complications: Addiction, Reputation, Secret

Languages: English, French

Defense: Dodge -1, Parry 1, Fortitude -1, Toughness -1, Will 2

Power Points: Abilities 14 + Powers 0 + Advantages 8 + Skills 20 (40 ranks) + Defenses 0 = 42

Tobias Reese - PL 7

Strength 2, Stamina 3, Agility 2, Dexterity 4, Fighting 4, Intellect 1, Awareness 2, Presence 2

Advantages: Assessment, Benefit, Cipher 2, Benefit, Security Clearance 3 (Top Secret Clearance), Chokehold, Connected, Contacts, Defensive Roll 3, Diehard, Equipment 12, Evasion 2, Fearless, Improved Aim, Improved Disarm 2, Improved Hold, Improved Initiative 2, Instant Up, Leadership, Quick Draw, Takedown, Uncanny Dodge 2, Well-informed

Skills: Acrobatics 4 (+6), Athletics 4 (+6), Deception 3 (+5), Insight 6 (+8), Intimidation 8 (+10), Perception 8 (+10), Persuasion 5 (+7), Stealth 8 (+10), Treatment 4 (+5), Vehicles 6 (+10)

Equipment: Assault Rifle, Bulletproof Vest, Commlink, Flash-bang, Heavy Pistol, Knife, Laser Sight, Multi-tool, Submachine gun

Offense: Initiative +10; Assault Rifle, +4 (DC 20); Flash-bang, +4 (DC Dog/Fort 14); Grab, +4 (DC 17); Heavy Pistol, +4 (DC 19); Knife, +4 (DC 18); Submachine gun, +4 (DC 19); Throw, +4 (DC 17); Unarmed, +4 (DC 17)

Complications: Enemy, Honor, Motivation (Responsibility)

Languages: English

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 9/3, Will 4

Power Points: Abilities 40 + Powers 0 + Advantages 41 + Skills 28 (56 ranks) + Defenses 8 = 117



Gastown was Justice City's first downtown core and is named after "Gassy" Jack Deighton, a Geordie seaman, steamboat captain and barkeep who arrived in 1867 to open the area's first saloon.

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