

Education In Terror

An AV&V(tm) Mini-Adventure by Jack Herman, (c)1997

Illustrations (c)1997 by Jeff Dee

INTRODUCTION

This adventure is designed for 5 characters of level 6-12. Although written as taking place in northeastern Illinois, the GM should feel free to relocate it to wherever his campaign is normally situated.

Before the adventure begins, the GM can foreshadow it by dropping hints and rumors in earlier episodes of the campaign.

The players may have heard rumors of the Crime Academy, an elite school for super-villains. Its existence spoken of only in whispers by the leaders of the Underworld. The GM should expose the players to vague rumors of this institution, but no leads or substantial evidence for them to follow up on.

Another rumor concerns several incidents of the theft of quantities of Hyperbium, a mineral with no known practical use or market value that is found only in certain ancient meteor fragments. There have been a few sightings of perpetrators, but none have fit the descriptions of any known super villains. They were Crime Academy students.

Finally, there are persistent but unverified sightings of hideous "lobster people" reported in the tabloid press.

THE MURDER OF CADET FAIRBANKS

Early one Wednesday morning the players' superhero team is contacted by the Cook County Sheriff's Police. The heroes are asked to assist them in the investigation of a murder. The victim is 18 year old Johnny Fairbanks, a student of the Winthrop Academy. The [Winthrop Academy](#) is a small military school for high-school students located just outside Evanston, Illinois. The boy's body was found just outside the Academy grounds and the manner in which he has been killed suggests that the murderer has super-powers. Fairbanks appears to have been dropped from a great height but the body is located in a spot hundreds of yards away from the nearest tall building. The coroner can attest to the fact that the body has not been moved.

The players will presumably want to conduct their own investigation. They may travel to the Academy and question the students and faculty.

The students at the Academy have very little contact with the outside during the semester. In addition, this is the week of mid-term exams. While all the students are on a strict sign in/sign out system from their dorms (and a 10:30 lights out) under normal conditions, restrictions are enforced even more rigidly during mid-term week in order to discourage cheating. Consequently, all the other students in the Academy (about 200 of them) can be accounted for during the time of the murder. By the coroner's estimation Fairbanks was murdered some time after midnight.

Johnny Fairbanks had no known enemies. He was a quiet and polite. There are a few "bad eggs" among the students, but Johnny is not known to have ever run afoul of them. If the players insist, they will be given the names of [Kyle Tilton](#) and [Burton Kreiger](#). Questioning those students leads nowhere: they insist they "never bothered the kid". (GM: The truth is that they did not. Fairbanks was purposefully selected at random from those students who had never run afoul of the Crime Students as school bullies).

There have been several unexplained disappearances in this general area over the last five years, including a couple of cadets, a teacher, a policeman, local citizens, a missing investigative reporter, and "The Fox", a minor local superhero. Seven missing persons in 5 years seems above average for this area, but since there has been no clear pattern to these disappearances the authorities have not seen fit to link them.

Almost all of the Academy's faculty lives off the grounds. All of them can be accounted for as well. Only four members of the faculty were spending the night on Academy grounds when Fairbanks was murdered. They are:

[Eva Lords](#): Currently the acting headmistress of the Academy, Lords claims that she met with David Johnson in her office at around 8:00 PM concerning that week's science exams. She then spent the next six to eight hours in her office doing paperwork. She asserts that it is not uncommon for her to work late hours like this. Afterward she retired to her home on the grounds and did not hear or see anything unusual for the rest of the night.

[James Garrison](#): A former policeman, "nerves" led to an abrupt end in his law enforcement career. He currently churns out mediocre "shoot 'em up" police thrillers and is in charge of Winthrop Academy security. He claims he went to bed just before midnight. After "lights out" he turned on all the burglar alarms and gave the grounds his usual once-over and found nothing amiss.

[Dave Johnson](#): Dave is a Northwestern University grad student and teaching assistant at the Academy. He maintains that he was at Northwestern working on his doctorate thesis until way past midnight. He showed up in his room at the Faculty Dorm at about four in the morning. He will claim to have slept very late this morning and will not have heard of the murders until informed by the police or the players.

Mary Hellen Shelby: Teaching her art classes at the Academy are a part-time job for her. She also works as a courtroom artist. She says that after spending the evening out alone at a bar she returned to the Academy just after midnight. She noticed nothing untoward except that the burglar alarms were all shut off (they can be turned on from a box in the Faculty dorm). Since Jim Garrison was not around she figured he must still be out on patrol and went to bed.

The players should learn all of the above information through conversational interplay with the GM assuming the role of the police, the coroner, the students, the teachers and etc. If they are paying attention the players should immediately notice two things:

- 1) All of the teachers' stories are plausible although they are strangely difficult to substantiate.
- 2) Several glaring inconsistencies arise when all of their stories are put together.

This should be enough to arouse the players' suspicions.

At this point they will probably want to either begin secretly investigating the four members of the Academy faculty that were present for the murder or they will demand that the police run them all in. The gamemaster should take steps to encourage the former but should the latter result; an attorney working on behalf of the Academy will secure their release within one hour of being taken in. The police say they do not yet have enough evidence to formally bring charges against anyone for this crime.

THE ACADEMY OF CRIME

Assuming the players will want to secretly follow and observe the various suspects they should decide now who they will follow. Inconspicuous movement around the Academy will be impossible while the players are in their superhero costumes. All students and teachers wear Academy uniforms at all times while on the grounds. Spare uniforms can be found in the basement of the Administration building or they can be swiped from any of the dorms.

The GM should make a Perception skill check for any of the characters being followed whenever he feels that a player has failed to remain inconspicuous or has blundered while trying to appear "in place" at the Academy.

Today, Wednesday, is the final day of mid-term exams. Most cadets that are not actually involved in taking exams are studying at the library or in their dorm room packing for the Spring Break. As no classes are in session many students are out and about, to and from exams, picking up grades, saying goodbye, etc. This makes it much easier to sneak around the usually orderly Academy grounds.

Rumors about Johnny Fairbanks are just now starting to filter down to the rest of the students. They are shocked. Watching the Faculty during the day will reveal little as no one will do very much other than performing their normal duties, giving tests, etc.

Academy Encounters

The GM may roll 1d6 whenever the player's investigations need a little spice:

- 1. Strange Clues.** The players either come across mysterious "footprints" burned into pavement or grass, as if by acid, or signs that the campus vegetation has been gnawed on by some large animal. These clues are mysterious, but don't point to any specific suspects.
- 2. Bullying Cadet.** The players encounter [Kyle Tilton](#) in his civilian identity. He is a bully, and will find an excuse to give his "fellow students" (the heroes in disguise) a hard time. He won't use his powers, but the players will recognize him when they meet again.
- 3. Flirtatious Cadet.** One of the heroes attracts the amorous advances of [Darcy Price](#), or of [Michael Horne](#) if the PC is female, in their civilian identity. The student is probably not interested in a serious relationship, and is rather rude about the whole thing.
- 4. Hardnose Teacher.** One of the Academy teachers (other than the suspects) gives players a hard time about something. Perhaps the teacher has come across one of the **Strange Clues** and wants to question the heroes about it.
- 5. Cadet Caught Cheating.** The heroes see a big dumb jock ([Burton Kreiger](#) in big dumb jock form) getting caught cheating at a test.
- 6. Cadets' Secret Party.** This is a chance for the heroes to meet some nice young NPCs socially. The party is in a dorm room, with students on guard to warn of approaching faculty. Optionally, the GM may have one or more Crime Students make a scene at the party, possibly ruining everyone's good time.

By eight o'clock in the evening it will appear to the players that all of the students will have left to go home for spring break, unless they have decided to follow one or more of the Crime Students. While the rest of the faculty has gone home the four faculty suspects who were at the Academy during the murder and all of the Crime Students are still on the grounds. As the midnight hour rings in on the clock tower over [Grant Hall](#) they all hurry inside. An aerial observer will be able to look down into Grant Hall through the skylight on the roof. Anyone attempting to sneak in after them will have to hurry as the doors will be locked from inside.

Inside Grant Hall Lords, Garrison, Johnson, and Shelby will make their entrance into the Lecture Hall - but now they are in costume as [Crime Teacher](#), [Diamondstar](#), [Borg](#) and [Penumbra](#) respectively. They are followed by the students Michael Horne, Charles Voss, Burton Kreiger, Darcy Price, and Kyle Tilton - likewise costumed as [Aeroflat](#), [Chem](#),

[Triceratops](#), [Sable](#), and [Infra-red](#). As Crime Teacher steps up to the podium, the players realize that they have located the infamous Crime Academy!

Crime Teacher addresses her students.

"You have all passed your final exam with honors! The target, carefully selected so as to leave no hint of the Crime Academy's involvement, has been skillfully and efficiently eliminated. Well done! May the training you have received here serve you well as you pursue glorious careers of crime, collecting the metal Hyperbium for our insatiable masters!" The assemblage cheers.

"However, there is a problem. Last night's activities have attracted several powerful superheroes to the campus. They are outside at this very moment! And so your Alma Mater needs your help! As Crime Academy Alumni, and for the sake of your school - find them and destroy them!"

At this point the heroes may wish to burst into the Lecture Hall and get down to business. If they try to remain in hiding, the GM may force the issue by having one of the students spot one of them, shouting, "There they are!"

At the start of the battle only the Crime Students will engage the heroes and probably do pretty poorly. Should the students require drastic need of assistance the Crime Teacher will hit a switch hidden behind the podium, activating five of their training robots! These emerge from crates in the storage room, and circle around to enter the lecture hall from all sides.

GM, this is a great opportunity to dig up the character sheets of any old hero that you've been dying to use again. The PCs might even find themselves confronted by their own robotic duplicates! Of course all the robots fight at only 4th level, none have the memories of the original, and their powers may not duplicate the powers of the original exactly. But have fun!

Of all else fails, or if they are themselves attacked, Crime Teacher and the others will join in on the combat. By this time the Crime Students and the robots should have softened the players up enough that the faculty will probably have little difficulty in overpowering them. Should the players defy the odds and emerge triumphant, they deserve to give themselves a big round of applause!

If the players are victorious and the room is searched they will find a secret trap door behind the speaker's podium. The trap door might also be discovered if an attack goes astray and strikes nearby, or if any of the faculty attempt to retreat through it. This trapdoor is clearly out of place, and merits investigation. If the players open it, proceed to the next section.

If the players lose, they will be captured and handed over to the Faculty's true masters. Proceed to the next section.

THE TERROID FACTOR

If the players have managed to defeat the faculty and locate the secret passage beneath the podium then they will emerge in the [Steam Tunnel](#) labyrinth where the hatchway is located. Should the players have been defeated they will wake up wrapped from the neck down in the [Cocoon Hive](#).

The "egg-casing" material has a Structural Rating of 13. The cocoons are also immune to any power that does Energy damage, and they reflect 1/2 of the damage back on any character that attempts to use such a power on them. Finally, the cocoons absorb one point of power per minute from any living thing held within and prevent any power from being recovered. A cocoon will only drain a character down to 1/4 of their normal power.

The rest of the Cocoon Hive is filled with small 6-inch wide spherical objects (eggs) that pulse and emit a soft glow. The room contains about sixty of these as well as other cocoons containing the remains of Professor Arthur Hillbridge (Winthrop Academy's original headmaster), various cadets, teachers, policemen, local busybodies, a missing investigative reporter, and several superheroes.

One or more of these victims may still be alive! They are unresponsive, and the players will have to wait until they're free to discover whether any of them still live.

Once the heroes awaken an alien-looking creature will enter. It resembles an H.R. Giger portrait of a half-eaten lobster. It will communicate with the players in an alien language using a small electronic translating device, referring to itself as a member of the "[Terroid](#)" race.

"The true purpose of the Academy of Crime," it explains, "can now be revealed to you. It serves to procure worthy humanoid super-agents to further the Terroid cause. It is vital that fuel be gathered and properly prepared to power the dimensional gateway that will bring in the invading Terroid forces. After that is accomplished, with the aid of our super-powered human spies, conquering your divided and inferior world will be a simple matter. Even you social misfits can serve a purpose in the glorious Terroid plan. Your life energies are even now being drained and used to incubate a new generation of technician-drones. The complete process takes approximately 24 hours and is increasingly more painful and debilitating as the hours pass by. Within that time the gate shall be completed. You may ponder the impending fate of your race in the last hours of your life. Farewell."

It is now up to the players to figure out some method of escape. They have 24 hours to foil the Terroid invasion plans.

The players will wander about the labyrinthine corridors bumping into Terroids wherever "x"s are located on the [map](#). If they capture a Terroid and Interrogate or Intimidate it using the electronic translator they will learn of the Terroid plan.

If the players find themselves free and in the Cocoon Hive they may wish to apply Medical skill to examine the Terroid victims, and to stabilize them if any are found alive. None will be able to be of any help to the players, however.

To stop the Terroid Invasion requires locating and destroying either the Gateway or the Fuel Tanks.

The Gateway: This is a weird distorted parabolic mirror about twenty feet wide. Its surface seems to exude a misty ether-like gas and the rear side of it is covered with a multitude of electronics the likes of which no human being has ever seen.

Unless the players have managed to pry specific instructions out of one of the Terroids, they will have to figure out how to best destroy the gateway. A successful Physics or Optics skill roll will reveal that the mirrored surface is the key. Inflicting 100 points of damage on the mirror will destroy it. That will be the end of the Terroid Invasion! If the players can't figure it out, they can simply wreck the electronic components of the gateway which will only disable it temporarily. The mirror can also be powered from the Terroids' home dimension - if it is left intact, the Terroids will be able to send through another invasion force to set up a new base elsewhere.

The Fuel Tanks: Super-Villains trained at the Academy search the world for the rare mineral Hyperbium (deposited on Earth by an intense meteor storm over one hundred million years ago) that the Terroids use for fuel. Here in these tanks the fuel must be properly refined if it is to power the dimensional gateway.

Unless the players have managed to pry specific instructions out of one of the Terroids they meet, they will have to figure out how to best destroy the fuel refinery. A successful Geology or Electronics roll will unlock the secret of Hyperbium's usefulness as a power source, and reveal that turning all of the heat units up on the tanks to maximum will cause the fuel inside to burst into flame and explode (destroying Winthorpe Academy and everything in it) in three minutes (12 turns). That will be the end of the Terroid Invasion! If the players can't figure it out, they can simply wreck the refinery which will allow the Terroids time to escape and set up a new base elsewhere.

Obviously the ultimate goal of the adventure is to stop the plot of the Terroids. Although after being put through the wringer by the Crime Students, the training robots, the Faculty, the Cocoon Hives and the Terroids (not to mention the cadets' secret parties) the players may decide, and wisely so, that discretion is the better part of valor and beat a hasty retreat from the Winthorpe Academy. If they are not in sufficient shape to return to the Academy soon and face the Terroids (remember, they have less than 24 hours) but they contact the proper authorities in time a massive raid will be staged on the Academy grounds by hundreds of FBI agents and heavily armed SWAT teams. In a desperate battle

15 Cosmic Awareness

10 Pet: giant venomous adder, "Lucian" (see separate sheet)

15 Devitalization Ray Device: 3d10 Entropy damage vs. target's Power, 28" range,
14 charges.

1 Teach/12

1 Locksmith/16

1 Criminology/12

1 Escape Artist/16

1 Stealth/17

-11 LBS: 120 BASIC HITS: 3 CARRY CAP.:
458

18 STR: 18 BASIC HTH DAMAGE: d6

18 END: 18 SAVE: 13 HEALING RATE: 1.5
per day

33 AGL: 33 SAVE: 16

15 INT: 15 SAVE: 12

15 CHR: 15 SAVE: 12

=179 TOTAL CP COST HIT
MOD: (1.6)(2.2)(3.4)(1.2) = 14.3616

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(44): _____
POWER(84): _____

TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER
0 0 0 0 0 0

MOVEMENT RATES: 69" ground

WEALTH ROLL: d4 LEGAL STATUS: record, wanted (SECURITY
CLEARANCE= none)

OTHER
INFORMATION: _____



36 Chemical Power: Diamond-hard skin, 9 Armor

8 Flight: 528" per turn, PR = 1 per hour.

1 Pistol/13

2 Writing/12

1 Criminology/11

-15 Transformation (A): Power Activation, requires a d100 save vs. Endurance

6 LBS: 205 BASIC HITS: 5 CARRY CAP.: 500/6234

39 STR: 15/39 BASIC HTH DAMAGE: d8/2d8

15 END: 15 SAVE: 12 HEALING RATE: 2 per day

15 AGL: 15 SAVE: 12

12 INT: 12 SAVE: 11

15 CHR: 15 SAVE: 12

=173 TOTAL CP COST HIT MOD:(3) (1.8)(1.6)(1.1)= 9.504

UNSPENT POINTS: 0

DEVELOPMENT: _____

HITS(23/48): _____

POWER(57/81): _____

TOTAL PROTECTION VALUES:

KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC

OTHER

9 9 9 9 0

none

MOVEMENT RATES: 45"/69" ground, 528" flying

WEALTH ROLL: d4 LEGAL STATUS:wanted, no record (SECURITY CLEARANCE= none)

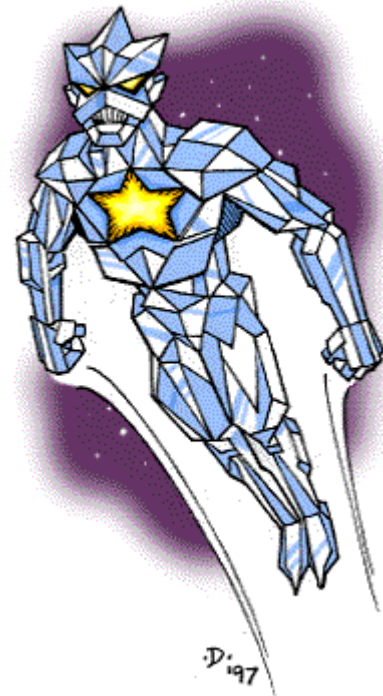
OTHER

INFORMATION: _____

NAME: 'Borg AGE: 21 SEX: male RACE: human

COST: POWERS, SKILLS & WEAKNESSES: IDENTITY: Dave Johnson

4 EXPERIENCE LEVEL: 2 AFFILIATION: Crime Academy Faculty



6 Bionics: Speed Bonus, +198" ground

15 X-Ray Vision

4 Immune To Poisons

15 Radar Sense

8 Personal Force Field Device: 4 protection vs. Biochemical, Energy, Kinetic &

Entropy damage. Takes an Acton and 1 charge to activate: 13 charges.

6 Natural Weaponry: +2 to hit/+4 damage HTH.

1 Claw/12

1 Electronics/15

1 Engineering/15

1 Mechanic/15

-10 Transformation (A): Power Activation, takes an Action.

-5 Vulnerability: Takes 5 damage per turn when in a strong magnetic field.

-4 LBS: 155 BASIC HITS: 4 CARRY CAP.: 227/1619

27 STR: 12/27 BASIC HTH DAMAGE: d4/d10

12 END: 12 SAVE: 11 HEALING RATE: 1.2 per day

12 AGL: 12 SAVE: 11

30 INT: 18/30 SAVE: 13/15

12 CHR: 12 SAVE: 11

=131 TOTAL CPs HIT
 MOD: (1.2/2.2)(1.4)(1.3)(1.3/1.7)=14.9

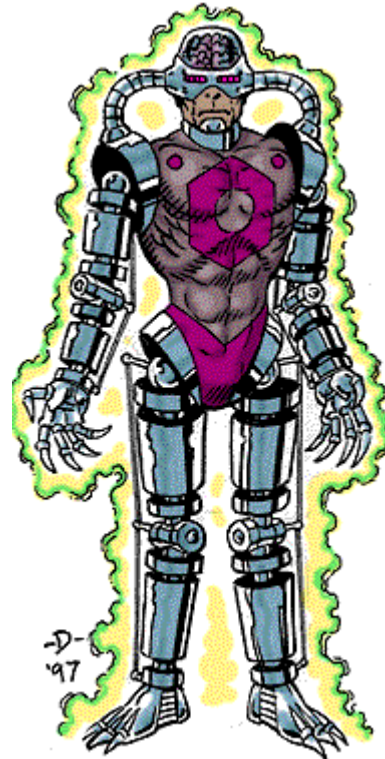
UNSPENT POINTS: 0
 DEVELOPMENT: _____
 HITS(12/60): _____
 POWER(66/81): _____

TOTAL PROTECTION VALUES:
 KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
 OTHER

(4) (4) (4) (4) 0
 poison immunity

MOVEMENT RATES: 36"/249" ground

WEALTH ROLL: d4 LEGAL STATUS: wanted, no record (SECURITY CLEARANCE= none)



-12 LBS: 115/39445 BASIC HITS: 3/789 CARRY:
255/87332

12 STR: 12 BASIC HTH DAMAGE: d6/5d10

27 END: 27 SAVE: 15 HEALING RATE: 2.4
/ 631.2

15 AGL: 15/3 SAVE: 12/6

12 INT: 12 SAVE: 11

12 CHR: 12 SAVE: 11

=143 TOTAL CP COST HIT
MOD:(1.2)(3.4)(1.6/.4)(1.1)=1.795

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(22/1417): _____
POWER(66/57): _____

TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER

0 0 0 0 0
none

MOVEMENT RATES: 54"/315" ground

WEALTH ROLL: d4 LEGAL STATUS: no record, not wanted (SECURITY
CLEARANCE= none)

OTHER
INFORMATION: _____

NAME: Infra-Red AGE: 20 SEX: male RACE:
human/USA

COST: POWERS, SKILLS & WEAKNESSES: IDENTITY: Kyle Tilton

0 EXPERIENCE LEVEL: 1 AFFILIATION: Crime Academy Student

15 Non-Corporealness: PR=5 per hour, costs movement to shift.

10 Heightened Senses: Infrared vision, immune to darkness.

6 Light Control: Infrared laser, d12 Energy attack, 30" range,
PR=1 per use.

Cannot be used to blind.



0 LBS: 175 BASIC HITS: 4 CARRY CAP.:
401

15 STR: 15 BASIC HTH DAMAGE: d6

12 END: 12 SAVE: 11 HEALING RATE: 1.2
per day

15 AGL: 15 SAVE: 12

15 INT: 15 SAVE: 12

12 CHR: 12 SAVE: 11

=100 TOTAL CP COST HIT
MOD:(1.4)(1.4)(1.6)(1.2)= 3.7632

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(16): _____
POWER(57): _____

TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER

0 0 0 0 0

non-corporeal

MOVEMENT RATES: 42" ground or non-corporeal
floating.

WEALTH ROLL: d4 LEGAL STATUS: no record (SECURITY
CLEARANCE= none)

OTHER INFORMATION: Kyle Tilton is a hot-headed bully. He sometimes
challenges

Aeroflat's "authority", but only out of spite. He's not really a team
player.

NAME: Sable AGE: 19 SEX:female RACE:
human/USA

COST: POWERS, SKILLS & WEAKNESSES: IDENTITY: Darcy Price

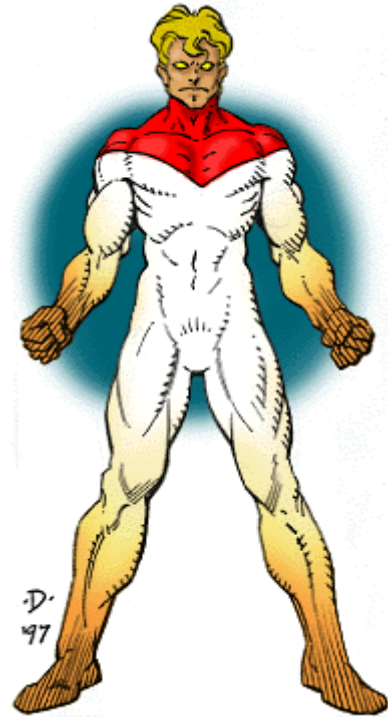
0 EXPERIENCE LEVEL: 1 AFFILIATION: Crime Academy Student

12 Heightened Expertise: +4 to hit with all combat.

4 Auto-Pistol: 6 shots, +3 to hit, d8 damage, 126" range.

4 Shurikens: 6 shots, +3 to hit, HTH+1 damage, 21" range.

2 Locksmith/15



-1 LBS: 170 BASIC HITS: 4 CARRY CAP.:
476

16 STR: 16 BASIC HTH DAMAGE: d6

15 END: 15 SAVE: 12 HEALING RATE: 1.6
per day

18 AGL: 18 SAVE: 13

12 INT: 12 SAVE: 11

12 CHR: 12 SAVE: 11

=100 TOTAL CP COST HIT
MOD: (1.4)(1.8)(1.1)(1.9) = 5.2668

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(22): _____
POWER(61): _____

TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER

0 0 0 0 0
anti-glare

MOVEMENT RATES: 49" ground, 990" flying
WEALTH ROLL: d4 LEGAL STATUS: no record
CLEARANCE= none)

(SECURITY

OTHER INFORMATION: Michael Horne is the son of a wealthy aerospace executive. He considers himself the de facto leader of the Crime Students, though any authority he seems to have is due to Sable letting him have it. He has been trained to zero in on flying heroes with ranged attacks, in order to neutralize them.

NAME: Triceratops AGE: 19 SEX: male RACE:
human/USA

COST: POWERS, SKILLS & WEAKNESSES: IDENTITY: Burton Kreiger

0 EXPERIENCE LEVEL: 1 AFFILIATION: Crime Academy Student

12 Armor (A): 3 protection vs. Biochemical, Energy, Kinetic, & Entropy.

6 Natural Weaponry: claws, horns & spikes, +2 to hit/+4 damage HTH

6 Body Power: Tail, allows an extra HTH attack per Action, no additional Power



cost, multiple attack penalties do not apply.

8 Heightened Expertise: +4 to hit with all unarmed combat.

-15 Transformation: Power Activation, long painful transformation, takes 2 full minutes.

8 LBS: 215 BASIC HITS: 5 CARRY CAP.: 1712

24 STR: 24 BASIC HTH DAMAGE: d10

21 END: 21 SAVE: 14 HEALING RATE: 3 per day

6 AGL: 6 SAVE: 8

9 INT: 9 SAVE: 10

15 CHR: 15 SAVE: 12

=100 TOTAL CP COST HIT MOD:(2)(2.6)(.7)(1)= 3.64

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(19): _____
POWER(60): _____

TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER
3 3 3 3 0
none

MOVEMENT RATES: 51" ground

WEALTH ROLL: d4 LEGAL STATUS: no record (SECURITY CLEARANCE= none)

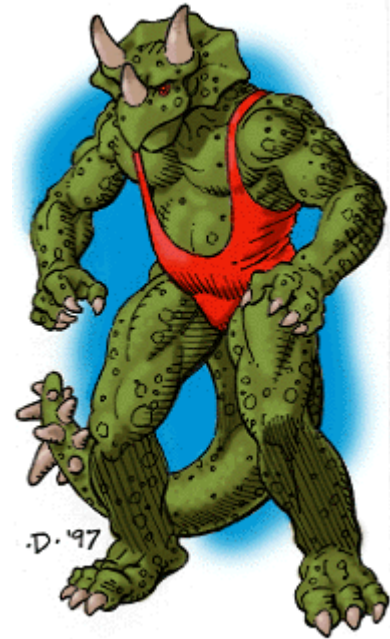
OTHER INFORMATION: Burton Kreiger's social skill are as prehistoric as his super-powered form. Sable only barely tolerates him. He's a star offensive lineman on Winthrop Academy's football team, and his arrest is liable to cause an uproar.

NAME: Chem AGE: 17 SEX: male RACE: human/USA

COST: POWERS, SKILLS & WEAKNESSES: IDENTITY: Charles Voss

0 EXPERIENCE LEVEL: 1 AFFILIATION: Crime Academy Student

22 Chemical Power: 2d10 Biochemical Damage Field, 1 Action to activate, none



to deactivate.

12 Heightened Defense: -4 to be hit while conscious and mobile.
-3 LBS: 160 BASIC HITS: 3 CARRY CAP.:
366

15 STR: 15 BASIC HTH DAMAGE: d6

12 END: 12 SAVE: 11 HEALING RATE: 1.2
per day

15 AGL: 15 SAVE: 12

15 INT: 15 SAVE: 12

12 CHR: 12 SAVE: 11

=100 TOTAL CP COST HIT
MOD:(1.4)(1.4)(1.6)(1.2)= 3.7632

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(16): _____
POWER(57): _____

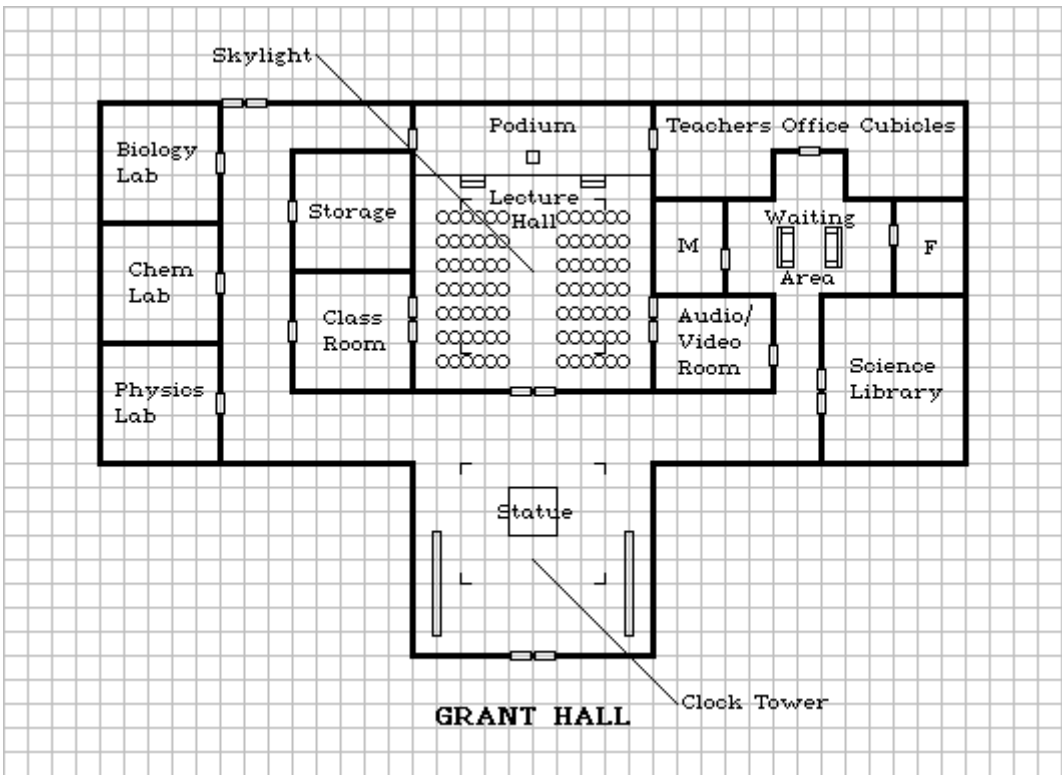
TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER
0 0 0 0 0
damage field

MOVEMENT RATES: 42" ground

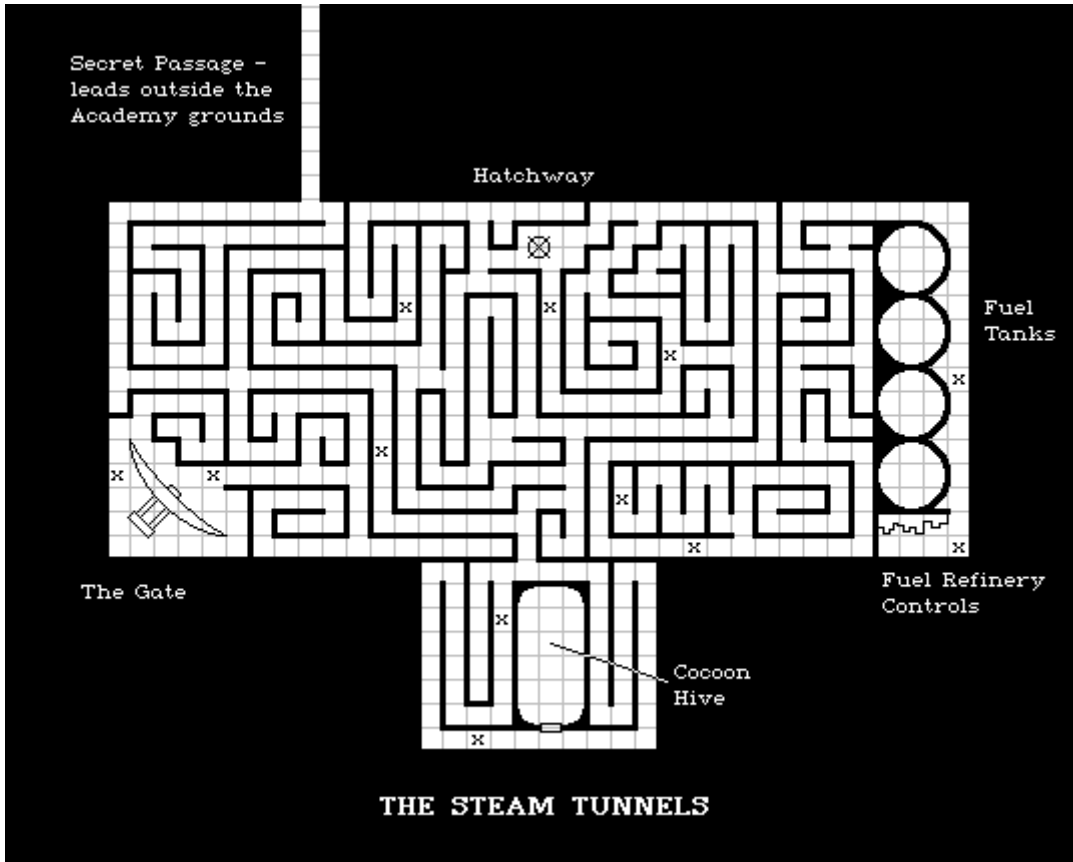
WEALTH ROLL: d4 LEGAL STATUS: no record (SECURITY
CLEARANCE= none)

OTHER INFORMATION: Charles Voss comes from a wealthy family in the textile industry and got his powers from an accident at one of the factories. His parents know about his "problem", and sent him away to school to keep it secret from their friends. He fell in with the Crime Academy crowd when they caught him using his powers, and he feels as if he's finally found acceptance. But he's not really the criminal type, and he's shocked by the recent murder. If approached cautiously, he may be willing to change sides.





GRANT HALL



NAME: Terroid Technician-Drone
Terroid

AGE: - SEX: - RACE:

COST: POWERS, SKILLS & WEAKNESSES: IDENTITY: -

12 EXPERIENCE LEVEL: 4 AFFILIATION: Terroid Advance Force

15 Regeneration: Takes an Action, usable once per turn. Can't regenerate damage

from Sonic attacks.

12 Armor: 3 protection vs. Biochemical, Energy, Kinetic & Entropy damage.

6 Natural Weaponry: Pincers, +2 to hit/+4 damage HTH.

2 Mechanic/13

1 Interrogation/12

1 Intimidation/14

2 Pincers/13

11 LBS: 230 BASIC HITS: 5 CARRY CAP.:
1728

24 STR: 24 BASIC HTH DAMAGE: d10

12 END: 12 SAVE: 11 HEALING RATE: 1.5

12 AGL: 12 SAVE: 11

15 INT: 15 SAVE: 12

18 CHR: 18 SAVE: 13

=143 TOTAL CP COST HIT MOD:(2
) (1.4)(1.3)(1.2)= 4.368

UNSPENT POINTS: 0
DEVELOPMENT: _____
HITS(22): _____
POWER(63): _____

TOTAL PROTECTION VALUES:
KINETIC ENERGY BIOCHEM ENTROPY PSYCHIC
OTHER

3	3	3	3	3
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none

MOVEMENT RATES: 48" ground

WEALTH ROLL: d4 LEGAL STATUS: no prior reports (SECURITY
CLEARANCE= none)

OTHER
INFORMATION: _____



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