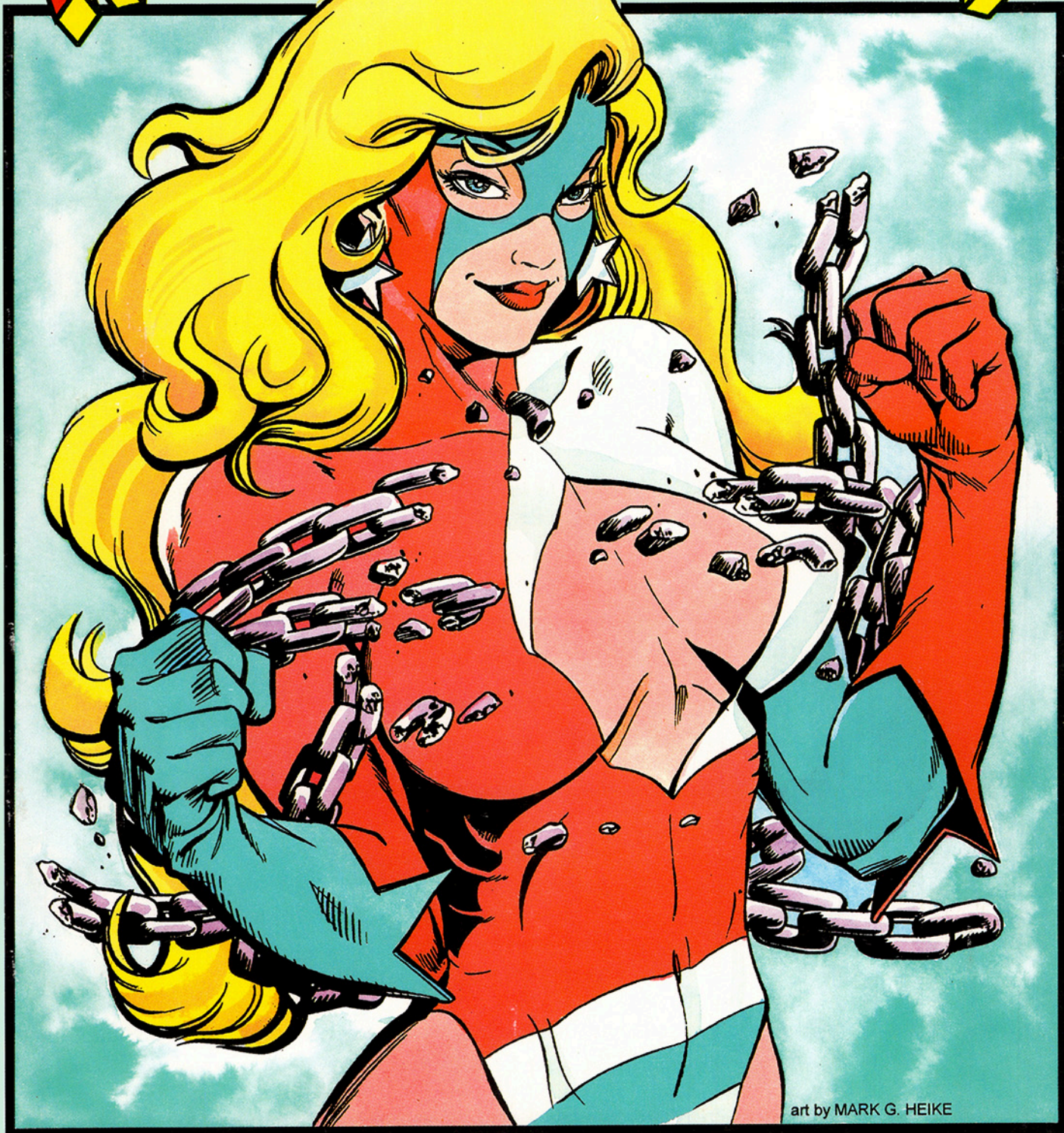


AC UNBOUND!

TM



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SOURCEBOOK FOR SUPERBABES

AC UNBOUND!

**A Sourcebook for
SuperBabes the Femforce™ RPG**

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Introduction

Hello once again, and welcome to AC Unbound! In this volume, we will attempt to cover most of the "hot spots" of the AC universe, in both descriptive and gaming terms. Now, this is a project which we'd avoided for a long time, despite the demand from both the gaming community and the comics fans. Why? Simply put, it was a monumentally daunting task. As writers in a comic book universe, the AC Bullpen doesn't feel constrained by exact dimensions in most of the locations described herein. They don't have to; unless it's relevant to the plot, it never needs to be defined absolutely.

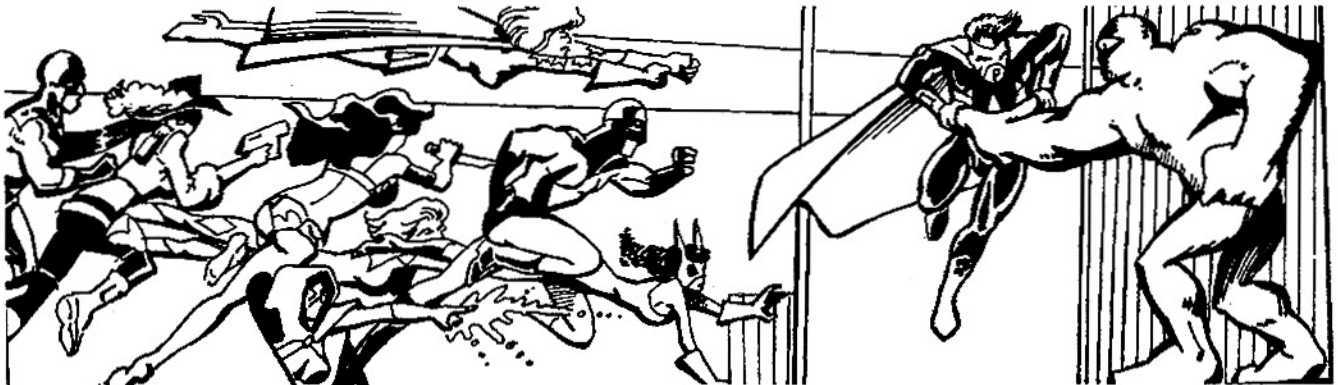
Now, gamers are a slightly different crowd. They want to know how much weight the elevator for the hangar deck in Femforce HQ can lift after it's been damaged by a crowbar jammed into the mechanism. Why? Well, because it might come up in a game, and they want the answer readily available if a player asks for it. Which is pretty reasonable. So, with that in mind, we've done our level best to ensure that we didn't leave too many 'grey' areas, and at least gave a competent GM enough to work with. By the same token, we tried to keep the flavor of the AC Universe flowing throughout the book, so that die-hard AC Comics fans can pick this sourcebook up and enjoy a relatively in-depth look at their favorite universe.

There's only one thing that we ask.

When reading through this book, remember that we tried to be as consistent as possible with AC Comics continuity. Now, since Femforce HQ is currently being rebuilt as of this writing and Jungle Island is enduring an overhaul, it's hard to say how accurate some of this stuff might be a year from now. But remember; though you've never seen a map of it, you have a pretty good idea what the Dreaming from Gaiman's *Sandman* looks like, don't you? Well, what he accomplishes with mood and dramatic lighting and an unwillingness to be exact in these matters, we are attempting to accomplish through reverse engineering. The concepts and the mood are already there; what we're doing is supplying a little hard data so that the rest isn't left completely to the imagination. Whether or not we've succeeded remains to be seen; so proceed, and see what you think. We think you'll be pleased.

At least, we hope so.

Cam and Marc
Eustis, Florida
1996



Femforce HQ

Located on the edge of Lake Eola in beautiful downtown Orlando, Florida, is the Femforce Headquarters. It was originally constructed in 1986 to serve as the headquarters of the world's only all-woman government-sponsored super-heroine team. Since then, it has been destroyed and rebuilt. The current incarnation is still under construction on the site of the previous structure, but we have provided the finished layout on the following pages.

Designed as a synthesis of form and function, it is both aesthetically pleasing and remarkably resilient. The construction material is steel reinforced concrete 1' thick, with 1" thick mirrored glass windows that not only reflect light and heat, but act as solar collectors for energy efficiency. The structure itself is composed of a main building with two wings stretching to the north and the south. It is aligned so that its axis runs due north (and south). Why this is remains a mystery, though it has been rumored that perhaps Nightveil insisted on it (something about magical force lines or something). The grounds are neatly manicured, and the building is kept clean and white, a shining testament of strength and beauty. Although maybe not everyone sees it that way...

The following is an excerpt from the transcript of a recent edition of the Stella Stargaze Show:

"Femforce HQ in its present configuration is a testament to rampant government waste exemplified during the Reagan years. The first base's construction took place during unprecedented governmental spending and as such was big, overdone, wasteful and distasteful. There were large open areas with nothing to fill them with, over-efficient (and expensive) computers, and a general disregard for practicality. When the first base was destroyed, realistically a streamlined, effective building could have taken its place. Instead, not only was the first one reconstructed, it serves even less purpose, because the team isn't even based there!!!

Apparently, they use it in times of extreme crisis, or as a clubhouse for when they get bored in their respective domiciles. Nightveil has more or less withdrawn to her personal sanctum, while Tara splits time between Jungle Island and jetsetting with Daddy's money. Synn and She-Cat would hang out there, but their relationship is at best professional, and hanging out together wouldn't match their personalities. Stardust does research out at the Cape, and would only use her labs there if she were working on some private concoction. As for Ms. Victory, well, Paragon is well paid and has much nicer living quarters. On a positive note, the current base would serve as a great place to send field trips for Orlando's youth as well as large wedding receptions. Just thought you'd like to know where your tax money is being wasted, darlings. Till next time- Ciao!"



Main Reception Area

The main reception area is a large atrium encompassing the majority of the first two floors of the building. While the northern and southern walls are concrete, the eastern and western walls are mirrored glass which lets the Florida sunshine in while keeping the humid heat out. This also allows the atrium to be lit by natural light, which is easier on the eye than fluorescent fixtures. At night, the atrium is softly lit by strategically placed fixtures which make the area glow softly across the lake. A walkway encircles the second floor all the way around the atrium, though said walkway is inaccessible to the general public.

As you enter through the front doors, directly ahead is the reception desk, which stands before the security room. The reception desk is manned twenty-four hours by military personnel in plain clothes, hand-picked by General Strock. They greet visitors, screen incoming calls and act as the first layer of internal security. They are armed with .45 caliber pistols, and are authorized to use deadly force to defend their post. In case of emergency, the desk is equipped with both a silent alarm which will register in the Ops Center as well as a loud, obnoxious klaxon which can be heard for blocks. The security room behind the desk is a changing room, break room and armory for the receptionist, where he/she can retrieve light ballistic armor and heavier weaponry (there are two M-16's in one of the lockers).

Along the west wall as you enter stand life-like mannequins garbed in the many costumes of the various members of the Femforce through the years, including several costume variations of the She-Cat. She is particularly displeased by this, considering that they included her 70's "Disco She-Cat" costume (only worn once, never really a part of continuity).

In the center of the atrium stands a fountain surrounded by 18' trees. It acts as a centerpiece for the lobby, to give it a more organic feel. It also serves as a backdrop for the stage, where the Femforce fields questions from the media during

their press conferences. Along the walls of the eastern end of the room is a history and timeline of the Femforce, beginning on the northern wall with their historic first meeting at Fort Dix, New Jersey. The pictograph continues to the end of the northern wall, then picks up again on the southern wall at the eastern end and continues mid-way down the wall. The rest of that wall is unfinished, for as Ms. Victory put it, "The rest of the history of the Femforce has yet to be written!" Elevators are located on the northern and southern walls, bisecting the two wings.

The third floor is off-limits to non-Femforce personnel, and can only be accessed by matching a voice-code imprinted in the computer to a spoken phrase by a member using the elevator. Some examples include Synn's phrase — "Cool Beans!"; Ms. Victory — "Life, liberty, and the pursuit of happiness!"; She-Cat's phrase — "#^*! off, jerkhole!". You get the idea.

On the third floor of the main building, the elevator opens into a hallway that leads to the main meeting room. The room is dominated by a really big @\$\$ meeting table which is so large as to be nigh unusable (every superhero team has one, right?). On the east end of the room is a kitchenette, which has a counter with barstools, a huge refrigerator and a well-stocked pantry. More often than not, *this* is what the Femforce actually uses for meetings. Opposite the kitchenette is a large multi-stall bathroom (for when the team makes the mistake of eating Synn's leftovers). The walls are dotted with a



Femforce HQ

multitude of video monitors tuned to a variety of broadcasts from around the world. The volume is usually kept muted to avoid a background cacophony which would preclude conversation, though Synn often leaves the volume on after watching "Higaldo".

Note: All ceilings in Femforce HQ are twelve feet tall unless otherwise indicated (such as in the Atrium), and all floorings are three feet thick (so as to support folks like Tara and Garganta when they visit). Keep in mind that duct work, pipes and cables run through these floors; they are not solid concrete.

In the western end of the third floor is the Rec Room and the Ops Center. The Rec Room can be reached via the southern elevator hallway or through the Ops center. It is a spacious playroom filled with the latest recreational toys, soft comfy furniture and the detritus from Synn's last snack. In the corner is a wrecked Femforce pinball machine that 'tilted' on the She-Cat at the wrong time. The door on the north wall of the rec room leads to the tennis court/pool area on the roof of the North wing.

The Ops Center

Massive computer banks! Huge video monitors! Gigantic processing centers! Big cool gizmos! Lots of high-tech gadgetry that seems to serve no purpose! Associated Press teletypes, rows and banks of computers, multiple monitor screens that occupy two of the walls, one BIG monitor that can be used for two-way communication, and a red rotary telephone over in one corner. In short, a Kirby drawing of FF HQ!



The Femforce, being the cutting edge, ever-ready group that they are, never have to stand monitor duty like so many other teams do. No, all of this computer tech is better than state of the art, more up to date than most any other government facilities. As such, it is entirely self-sufficient and automated to work without human supervision. Heck, there isn't even a chair in the room; that's how advanced this stuff is. Ooooh, impressive! Incoming disasters are routed to monitors within the compound wherever the computer last sensed a team member's presence. It can also relay messages to Dusty's spacer as well as General Strock's laptop, which she always carries in that briefcase of hers.

Like every other computer system in the world this one is far from flawless. After all, if the team is out battling some supernatural menace in Limbo, they can hardly be notified that New York, Washington and L.A. have been vaporized by alien invaders (the next in a series). Since there is no human sentience guiding it, the machine can only be as creative as it was programmed to be. Thus it is unable to improvise a solution in a pinch.



The North Wing

First Floor

The public restrooms are the first features to be encountered in the north wing; of course, there is a “Males” and a “Females”. Beyond those is the janitorial supply room, which doubles as the quarters for Sidney the Janitor and Groundskeeper. He’s been with the Femforce since they were temporarily headquartered in a girl’s school back in ‘86, and has been a fixture of their HQ’s ever since. Sidney has no stats; he’s above all that. Across the hall from the janitorial supply room is the laundry room, where the Femforce’s uniforms get those hard-to-clean stains removed. Since these areas are theoretically open to the public, one of these days She-Cat’s gonna find out just whose been snatching her underwear from the laundry room — then look out!

Beyond a security door (again, voice-activated) are the four apartments built into Femforce HQ. All share the same mundane design, with a kitchenette, bathroom, living room and separate bedroom. Currently three out of the four apartments are unoccupied; only Ms. Victory is occupying an apartment, since she currently has no civilian identity. Originally FF HQ was designed to house the entire team, but budgetary cutbacks called for a more efficient use of the space. Thus most of the team are currently living in civilian housing, which doesn’t seem to make a whole lot of sense. On the other hand, with an automated monitor room, who needs to be on hand if a crisis strikes? At the end of the hallway is a stairwell which goes to the second floor and to the roof.

Second Floor

The second floor is accessible by stairwell or elevator, and contains the library, the science lab and the pool (well, kinda). The elevator opens onto the second floor walkway, which leads to a security door that responds to voice-print ID like the rest of the secure doors. A door halfway down the hall on the west wall opens into the

library, which is seldom (if ever) used. It was filled with books from She-Cat’s father’s library, Joan Wayne’s home library and Senator Wright’s personal library. As far as we know, none of the Femforce have spent any time in it at all.

The science lab was designed by Stardust to be both visually stimulating as well as secure and functional. The swimming pool, located on the floor above extends into the science lab. As you enter, the deep end is the first sign of the pool, its clear Plexiglas shell acting as a wall about 20 feet into the room. Swimmers can make out a distorted view of the lab through the water, while people in the lab can see the swimmers quite clearly. During the day, natural light is filtered through the pool to provide illumination for the chamber, while at night the pool’s lights give the lab a soft glow. Underneath the shallow end is Dusty’s office/workspace, where she pounds out those late-night reports for NASA. All sorts of high-tech analyzational, computational and science-fictional gizmos abound in the lab, which has all of the standard superheroic science stuff in it. Translation: if it can be done, it can be done in Dusty’s lab. If it can’t be done, they might have to send out for Plot parts. Got it?

South Wing

The south wing of Femforce HQ is actually only one floor with really high ceilings. The southern elevator does not go up; it goes down to the sub-basement level. Two security doors (voice-activated) lead to the hangar and the medlab, respectively. The medlab is an ultra-modern medical facility capable of handling most human emergencies as well as quite a few alien physiological traumas. It can handle triage for up to 30 human-sized sentients without straining its resources, and has universal plasma in stock (captured from the Rurians during the invasion). No expense was spared in its construction, though the only real use that it gets is during times of crisis when Femforce HQ becomes a paranormal command center. or when injuries are suffered in the training room. The only way into the training room is through the medlab.

Femforce HQ



The training room is accessed through the control room, where the training sequences are set up and threat levels are determined for the day's exercise. The training room has lasers, robots, Rurian technology holograms.. say, do you really need us to spell this out for you? You read comics, right? You know what's in there, right? Okay. Let's move on...

The hangar bay occupies the bulk of the south wing. It has an elevator lift to the roof, so that vehicles can be raised and lowered for landings and takeoffs. Dusty's spacer is usually stored here when she is at HQ, as well as Tara's Jet Ranger or F-117 Stealth Fighter (28th birthday present from Daddy). General Strock occasionally keeps a Huey on hand for quick mobilization, but other than that, the bay is pretty empty. There are plenty of tools and lifts and heavy equipment to enable mechanics to perform

most types of vehicle maintenance in the hangar bay. A stairwell is located on the southern wall, which allows roof access (without having to use the elevator lift).

Sub Basement Level



Located deep (40') below Femforce headquarters is the paranormal holding facility. Here paranormals may be detained for later shipment to the Colorado Project or wherever the government sees fit to send them. It was initially designed to be a temporary holding facility, though these days it has become a regular gulag. Beyond the guard post/ processing station are 24 holding cells, each equipped to handle paranormals as strong as Ms. Victory and keep them contained. The only access to the sub basement is via the southern elevator or through the bunker entrance which is a ramp that opens

into the parking lot. This entrance is disguised as a parking validation booth. The armory is also located in the sub basement, where the captured weapons from rival paranormals or invading aliens are stored. A kitchen and a supply/laundry room round out the architecture of the sub basement.

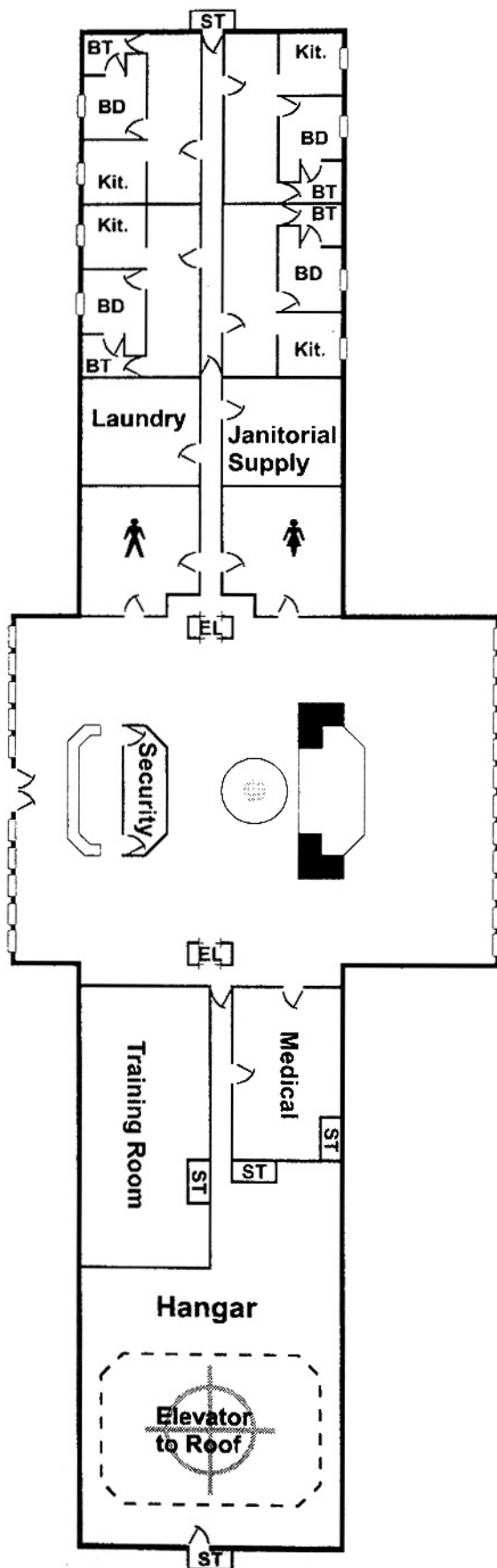
The entire confinement system is automated, controlled by the computer in the Ops Center. Initially troops were to be deployed in the sub basement, but with the bulk of the Femforce living and working elsewhere, having armed and armored troops filing in and out of the atrium just

wouldn't maintain that friendly public image that the group is struggling to maintain. Meals are prepared on an automatic cycle and delivered to the cells three times per day via pneumatic tubes that are too small to get more than a human sized arm into. Of course, each cell is equipped with its own lavatory.

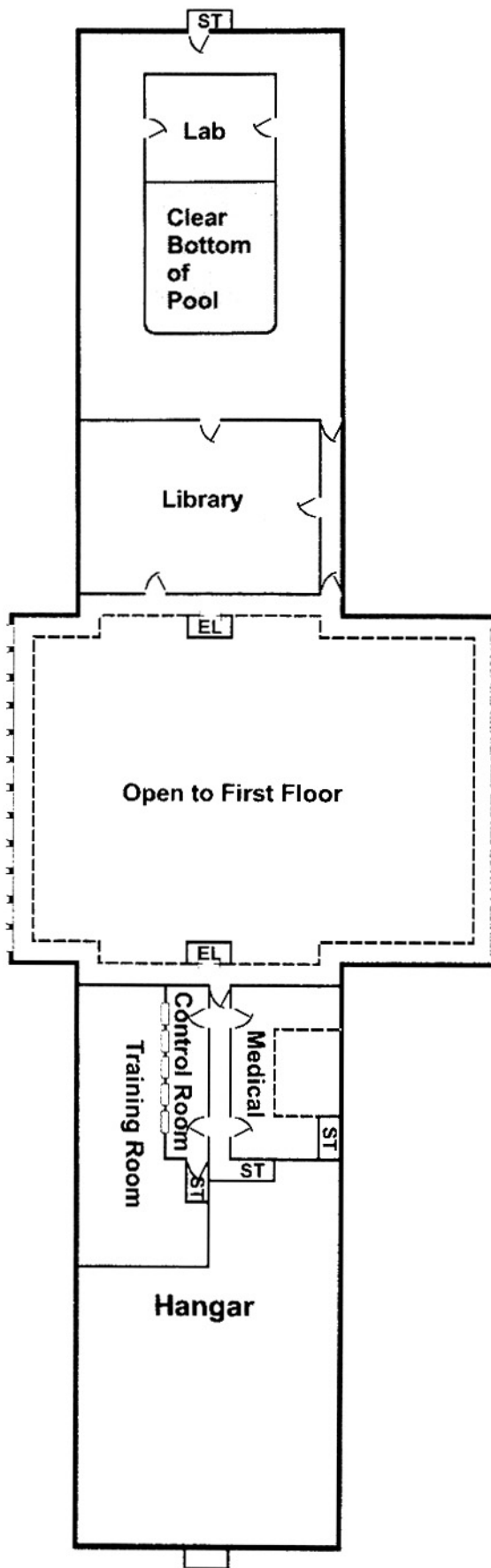
Cam & Marc Sez: Hey, don't get us wrong. We aren't down on the FemForce Headquarters. In fact, we like it. We really like it. We like it so much that we wish someone would use it...



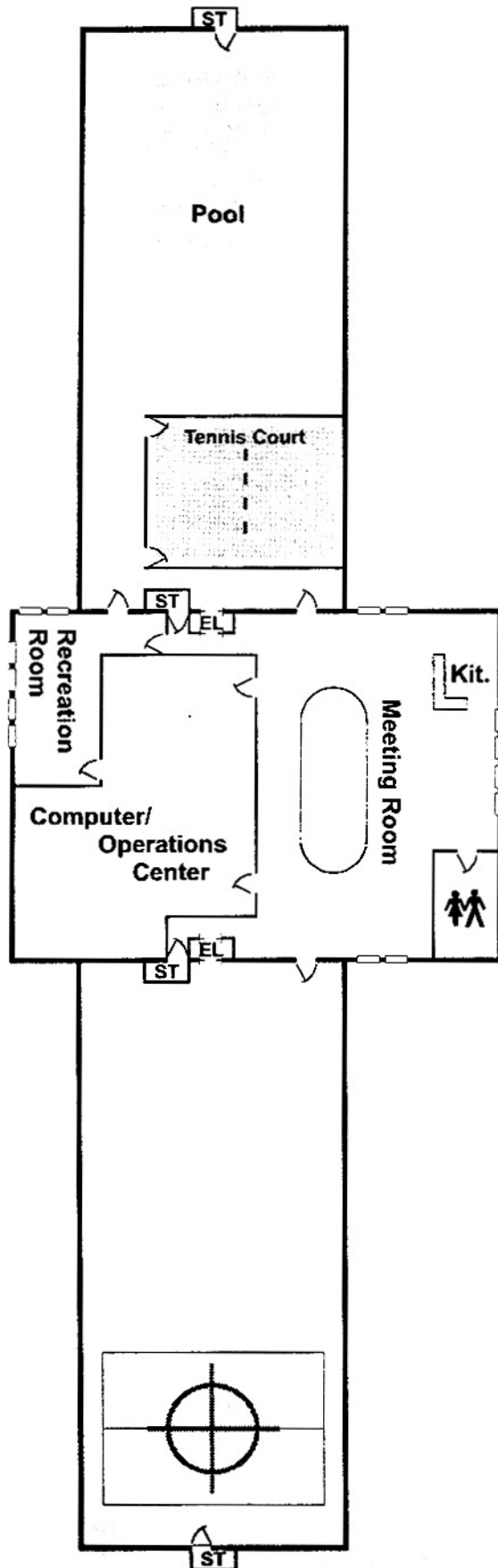
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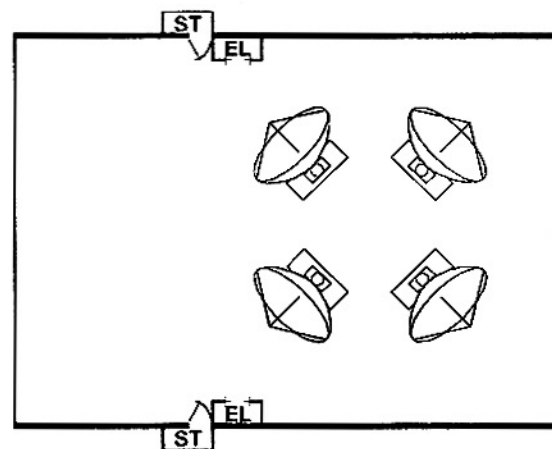
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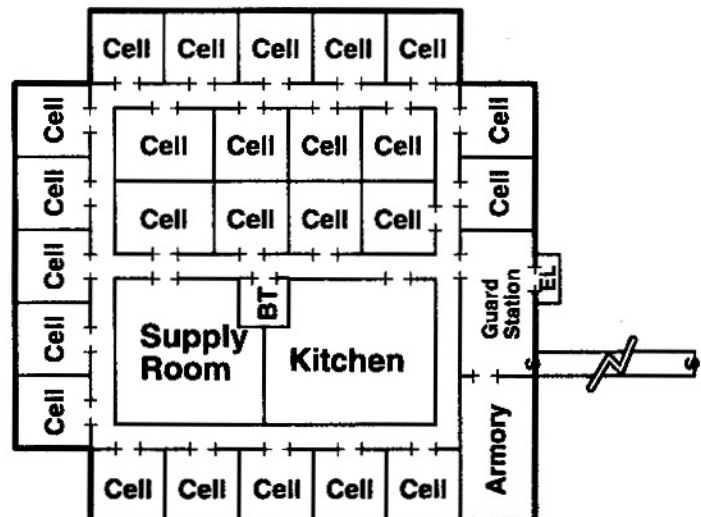
Third Floor and Roofs



Main Section Roof



Sub-basement Prison Level



Sentinels of Justice HQ

The Sentinels of Justice- A brief overview

The Sentinels of Justice is an organization originally established in 1985 by Captain Paragon. The membership consisted of Captain Paragon, Nightveil, Commando D, Stardust, the Scarlet Scorpion, and Astron and Astra, all of whom banded together to battle the threat of the extradimensional invaders known as the Vardax. Once the team had repelled the Vardax invasion, they maintained a loose association for a few years until the government ordered them to cease and desist any paranormal activity (including wearing his costume in the case of Paragon!).

The current incarnation of the Sentinels of Justice came about through the machinations of General Richard Gordon, who was, at the time, the head of the US government's Paranormal Resources Division. The Vault Heroes (see Weir Asylum) had all begun adapting to the strange new world to which they had awoken, and many of them were casting about for a purpose in life. Gordon was aware of this, and was looking for a group of paranormals who would be easier for him to manipulate than the headstrong Femforce. Thus, in 1993, nearly a year and a half after the Vault heroes had been reactivated, the second incarnation of the Sentinels of Justice came into being.

Gordon named Jennifer Burke as the head of the newly-formed Sentinels; she had recently been replaced in the Femforce by the return of her mother, the original Ms. Victory. Nameless, jobless and homeless, she was already accustomed to being manipulated by Gordon; thus, she was the perfect candidate to lead the Sentinels (by Gordon's logic). He only made one error in naming Burke as leader; he attempted to rename her Paragon.

Word of this decision spread like wildfire, and (surprise surprise!) led to conflict with Paragon, the rest of the original Sentinels and members of the Femforce. In the long run, it was decided that the best person for the job of leading the Sentinels was indeed Paragon- the one and only. This decision led to Jennifer Burke's 'dropping out' of paranormal society and her eventual transformation into the anti-social Rad. The rest of the original Sentinels were all welcomed back into the fold as a vital part of the new Sentinels.

At the present time, the Sentinels of Justice are the largest known paranormal strike force on the face of the planet. Their exact roster tends to fluctuate as members go inactive while pursuing personal missions, setting up personal lives or taking time off for being deceased. The core members tend to be found in the Sentinels headquarters more often than not, and they include the following:

Paragon- Team Leader, can be found here and there. Sure does get around...

The Avenger- Too busy to keep track of, but always available in a crisis.

Astron and Astra- Patrolling the dimensions for trouble.

Buckaroo Betty- Still adapting to powers — often found in workout room, Nerve Center or on grounds.

Captain Flash- Spends most of his time at Sentinels HQ.

Catman & Kitten- Splitting time between new home and Sentinels HQ.

Commando D- Always found wherever the Scarlet Scorpion is found.

Green Lama- Still contemplating his new lifestyle- usually in house.

Miss Masque- Usually around house.

Nightveil- At home in her sanctum or with the Femforce.

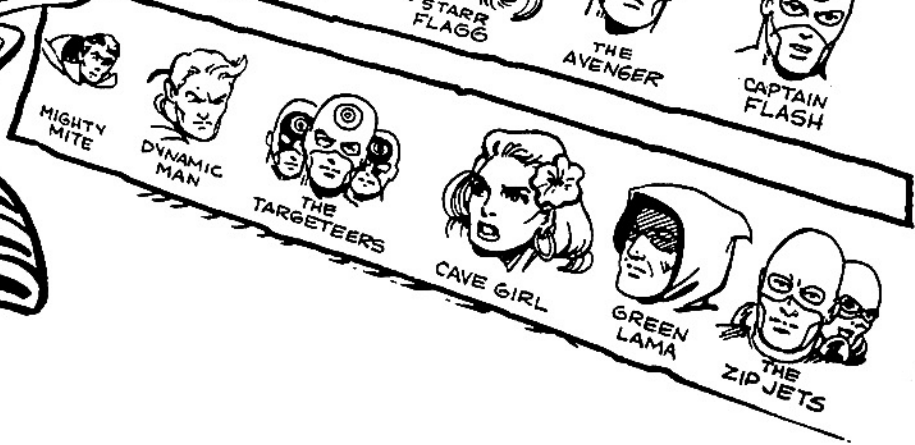
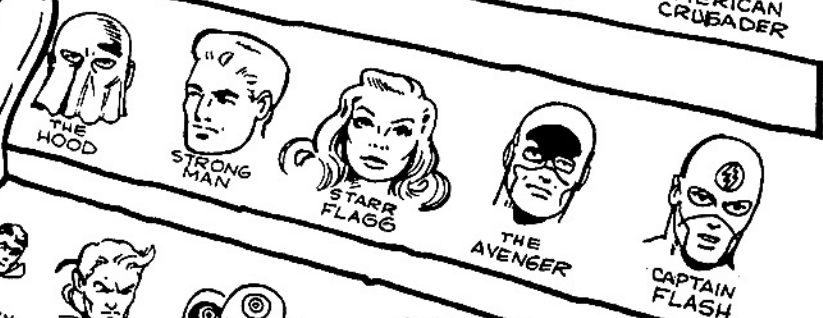
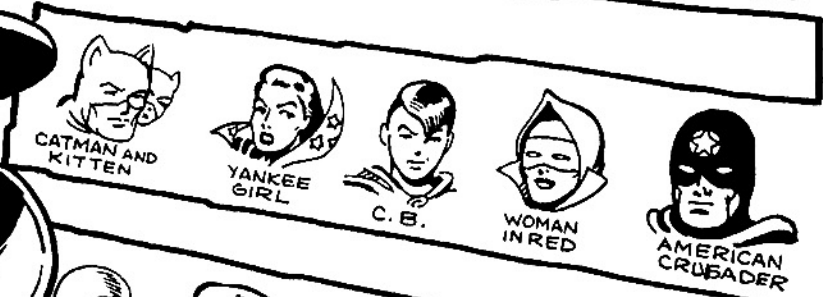
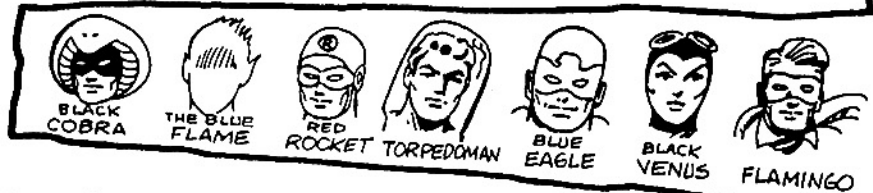
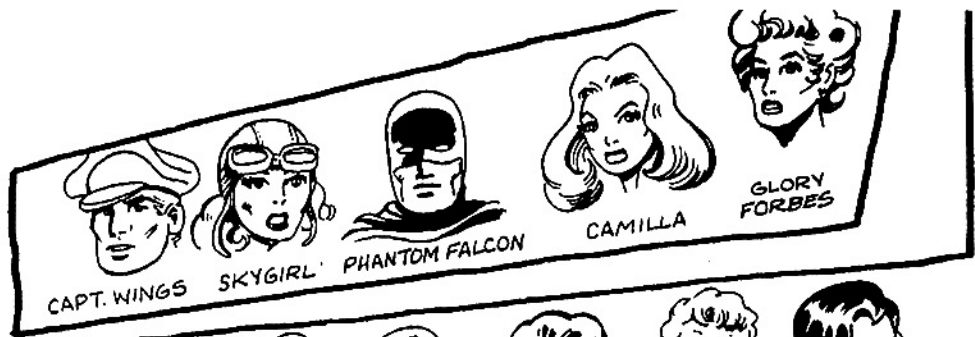
Reddevil- Splits time between his company (BH Industries) and Sentinels.

Rocketman & Jetgirl- Splitting time between their company (Carteque) and the Sentinels, favoring Sentinels HQ.

Scarlet Scorpion- Usually on the road.

Stardust- Working with NASA or with the Femforce.

Yankee Girl- Nowhere else to go.



Sentinels of Justice HQ

American Crusader- Happy sticking to Sentinels compound. Also has nowhere else to go.

Captain Wings- Vehicle Maintenance Supervisor- usually in hangar w/ planes.

Dynamic Man- Public Relations director- works out of office.

Skyman- Air Traffic Controller — often found flying above HQ airspace in his plane "The Wing".

Reserve members of the Sentinels are occasionally found in Sentinels Headquarters or on Sentinels missions. The following is a list of some of those characters and where they can usually be found when not in attendance;

Ajax- Semi-retired, currently runs art gallery in Soho w/ Dart.

Black Cobra- Disappeared in Mexican Bordello.

Black Owl- MIA (Missing In Action) post Shroud War.

Black Venus- Currently working with the DEA in Miami.

Blue Eagle- Currently semi-retired, leading idle wealthy lifestyle in Boston.

Blue Flame- Semi-retired; opened alternative club in San Francisco.

Bulleter- Current whereabouts unknown.

Camilla- Currently roaming Jungle Island.

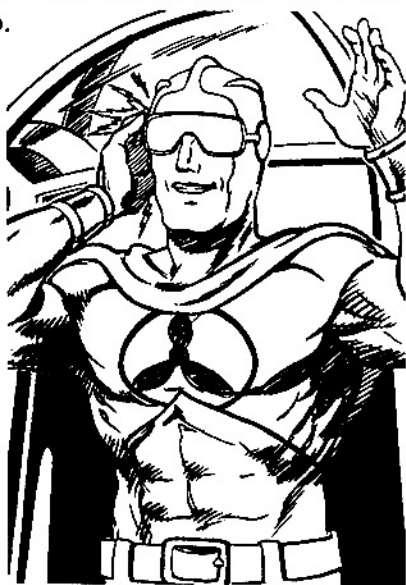
Crimebuster- Currently pursuing Iron Jaw in Miami.

Dart- Semi-retired; currently running art gallery in Soho w/ Ajax.

Dr. Weir- Currently operating Weir Asylum.

Fighting Yank- Currently seeking vengeance on Gorganna.

Flamingo- Partnered with Blue Flame in San Francisco.



Glory Forbes- Currently employed by CIA.

Kaanga- Battling developers in Amazon rain forest.

Major Victory- MIA

Microman- Currently working at Galaxy Studios, Hollywood.

Mister Scarlet- Currently on world tour trying to reacclimate.

Phantom Falcon- Shot down in Desert Storm- MIA.

Skygirl- Retired, though dating Captain Wings.

Starr Flagg- Became FBI agent. Currently active in X-files division.

Strong Man- Currently swinging with Cave Girl on Taragonia.

Targeteers- KIA (Killed In Action) in gangland violence in Washington D.C.

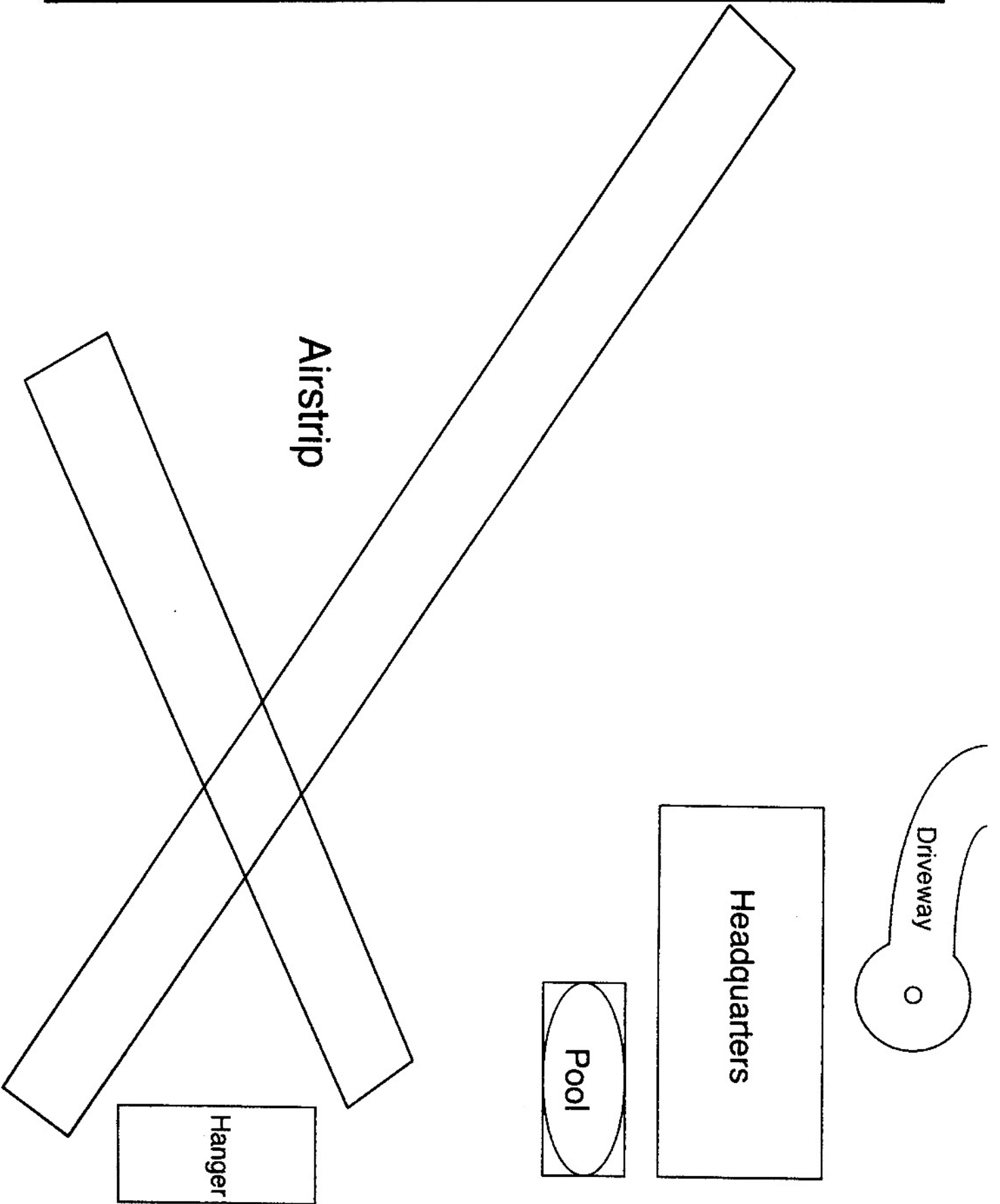
Tiger Man- Working at San Diego Zoo as trainer.

Torpedoman- Currently working at Ocean World, Orlando.

Woman in Red- Abandoned costumed identity, currently shortstop for major league baseball team.

The Compound- An Overview

Built in an outlying suburb of Bayport, Wisconsin approximately 4 miles from the Latimer Labs facility, the Sentinels compound is set back 200 feet back from Mockingbird Lane. It is a 12 acre plot surrounded by a six-foot high wrought iron fence, and the main driveway has gates that are opened by an electronic signal (much like a garage door opener). This signal can be broadcast from a remote unit which most of the members keep in their personal vehicles, or it can be broadcast from the Nerve Center inside the main building. A winding driveway leads through immaculately kept grounds to the main building. As you approach, the hangar and landing strip can be seen in the distance behind the house, which hides the swimming pool directly behind the house. There are security cameras concealed by the gates which can be monitored from inside the Nerve Center, but no other security precautions have been taken with the grounds except for an intercom system which covers the entire complex. The site was formerly home to a small airport, which was purchased by the government and renovated for its current purpose.



Sentinels of Justice HQ

The Structure

Sentinel's HQ is one of the few structures of its kind that was actually constructed to be exactly what it is; a halfway house for paranormals reentering society. It serves as a headquarters for the active team, as well as temporary lodging for those members who are unable to find housing in the civilian world or are incapable of managing their finances properly. There is only one rule to this halfway house; in order to maintain residence, heroes must either take regular rotations of monitor duty, or work within the compound as part of the staff. The main building is a three-story structure 130' x 70' made of steel-reinforced concrete (100 HTK) designed and built by engineers from Latimer Labs Bayport. The structure was designed to be extraordinarily sturdy, able to easily withstand storms, earthquakes, floods, or Yankee Girl- in short, nearly any natural (or Unnatural) disaster. It has no basement, as it was assembled from prefabricated materials on an existing foundation.

First Floor

The front porch is dominated by four white marble columns rising twenty feet to the roof. They house the sensor array that scans and identifies visitors to the compound using x-rays and thermographic signatures. This is a defense in case shapeshifters (such as the Vardax) were to attempt to infiltrate the compound. Not that anyone ever has — it's just a precaution — Paragon's still a little edgy after coming too close to one too many shapeshifters. An electrifiable steel mesh net extending from floor to ceiling can be extruded from the columns. The porch is 50' x 20', with bay windows and a pair of double doors that open inwards into the reception area. The floor of the porch is grey marble.

The reception area is dominated by the grand staircase, a mahogany and maple masterpiece which rises majestically from the center of the room. To the east is a corridor which leads to the offices, where the staff maintains its day-to-day operations. Dynamic

Man is the head of Public Relations for the Sentinels, and he manages the rest of the compound staff from the offices. Just down the hall from the offices is the day room. The day room is a spacious, light, open room designed to put visitors at ease and is filled with overstuffed leather couches and chairs. A steel door on the southern wall has a numeric code lock; it is one of the only rooms in the house with any measure of security, primarily because it leads to the Sentinel's Nerve Center.

The Sentinels of Justice Nerve Center



The Nerve Center serves as a meeting room and communications center for the Sentinels. The walls are steel-reinforced concrete like the rest of the complex, but they are further reinforced by 1/4" steel plating covering the walls, floor and ceiling. It has a large rectangular meeting table equipped with keyboard-and-monitor ports at each seat. On the east wall is a bank of computers and video monitors which act as the Sentinel's eyes and ears to the world. Not only are the HQ security systems routed through them, they also receive a non-stop feed from CNN as well as Captain Video. (The Captain often feeds information that he feels could be relevant to the group or its individual members through the commport dedicated to him on the

monitor board.) At all times the Nerve Center is manned by at least one of the Sentinels for a 4-hour shift; the duty roster (and the habits of the watchmen) is as follows (Roll 3d6).

2 American Crusader- Roll 1d6; on a 1 or 2, he's watching John Wayne movies on monitor 3.

3 the Avenger!- Usually doing 1d6 other tasks in addition to monitor duty. Still vigilant while doing all of these things (just gotta keep busy).

4-5 Buckaroo Betty- Often on phone with Femforce HQ or Captain Video; often reads Louis L'Amour books while on duty.

6-8 Captain Flash- Supra-efficient. Roll 1d6 each hour; on a 1, he has found a crisis that a team could be dispatched to deal with.. In addition to his regular rotation, weekdays from 9 to 5 he will be found in the Nerve Center, busily repairing one of Rocketman's works in progress or rewiring a panel. With his radio announcer voice, Captain Flash tends to play disc jockey, announcing requests and favorite tunes throughout the household using the intercom. His selections are always sounds of the thirties, forties or early fifties (digitally remastered on CD, of course).

9 Catman- Takes his superheroics seriously, but thinks monitor duty's a bore. Tends to nap; roll 1d6. On a 5 or 6, he's fast asleep.

10 the Green Lama- Floats serenely over the meeting table, lost in his own thoughts. Will answer the phone and that's about it.

11 Jetgirl- Spends a lot of time on the phone to her bookies or Tech.

12 Kitten- Paces about nervously while on duty. Note: roll 1d6. If roll of 1 thru 4, she will be on shift with Catman, trying to keep him awake however possible.

13 Miss Masque- A competent watchperson, she catches crisis and deals with them efficiently.

14 Paragon- Usually uses his time on monitor duty to brood, though lately he seems happily lost in thought (probably mooning over Ms. Victory).

15 Reddevil- Spends a lot of time on the Phone. An awful lot. Sometimes more than one phone at a time. He's still peeved that his cellular phone won't work in the Nerve Center.

16 Rocketman- Tech is still trying to get some "Star Trek" plot sensors to work in the Nerve Center. Roll 1d6 after he's been on monitor duty; on a roll of 1, he has left something disassembled or dysfunctional.

17 Skyman- Loathe to leave the friendly skies, he monitors radio waves with his radio helmet and keeps track of nearby air traffic.

18 Yankee Girl- Polishes her nails, does her toes, chews gum and reads Danielle Steele novels. Occasionally she actually pays attention to one of the monitors, too.

There is a "Panic Button" installed in the Nerve Center which will signal each of the active Sentinels of Justice's beepers or cellular phones. Every active member is required to carry at least a beeper since the Sentinels do not have kooky signal devices or high-tech comlinks. Hey, to these guys, a beeper *is* a high-tech comlink! In addition, slamming the Panic Button will seal all of the shutters over the windows (shutters are 1/4" steel plate with 100 HTK), lock all of the doors and seal the front porch in its steel netting.

Beyond the Nerve Center is the Recreation Room, where the majority of the off-duty Sentinels can usually be found. It is equipped with a pool table, all of the latest video games, large comfortable couches, four big screen TV's, a ping pong table, three pinball machines (including a "Femforce" pinball machine), VCR's with cabinets and shelves full of books and movies from the thirties, forties and fifties (as well as personal favorites from the modern day). Two IBM compatible personal computers with

Sentinels of Justice HQ

Internet access are placed along the southern wall. Between the office and the rec room is the generator room, where the internal power for the compound is generated.

In the west wing of the first floor is the 'living room'. It has the appearance of a den in a spacious house, with one exception; it is filled with trophies of past cases, as well as statues and portraits of fallen comrades such as Doc Strange, the Green Turtle, Air Male & Stampy, and the Green Lama (the Lama was deceased for a time, though he is currently alive and active). The 15' wide fireplace acts as a secret exit, leading down to a passageway that ends in the hangar bay. In the chimney is the main transmitter, which can broadcast on a multitude of frequencies for over 100 miles, despite the fact that it is within such a dense structure. Also in the west wing is the kitchen, which is stocked with enough provisions to feed fifty people for approximately two years, and beyond it is the grand dining room. It is seldom used by the Sentinels; they usually break out the fine china only when they have visiting dignitaries or one of the Sentinels is attempting to impress a date.

Second Floor

The second floor is the dormitory for the Sentinels, both active and inactive. The west wing is the men's dorms, while the east wing is the women's dorm. At least, that was the plan. Many of the Sentinels are married, and intermingling and knocking down of walls has become commonplace on the second floor. There are two communal bathrooms (which the

Sentinels have complained about endlessly, to no avail), one on each wing. To the north is the master bedroom which has been claimed by Paragon and has its own bathroom. How does he keep it? He's Paragon, that's how. Next to it is the laundry room, where the Sentinels dry their tights after a long, sweaty day. Just in case you were curious, yes, they tend to do their own laundry. It's a whole lot easier now than it was in the fifties, and the novelty has yet to wear off for most of them. The staircase doubles back upon itself for attic access.

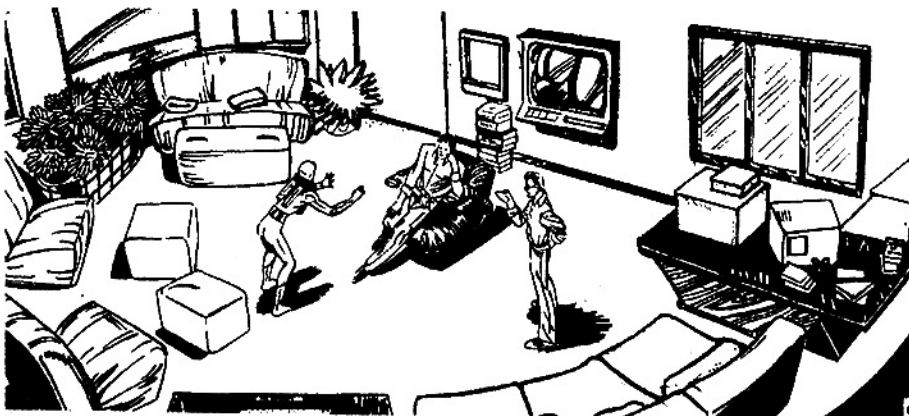
Third Floor (Attic)

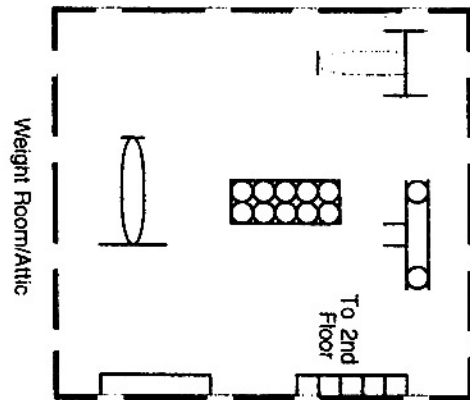
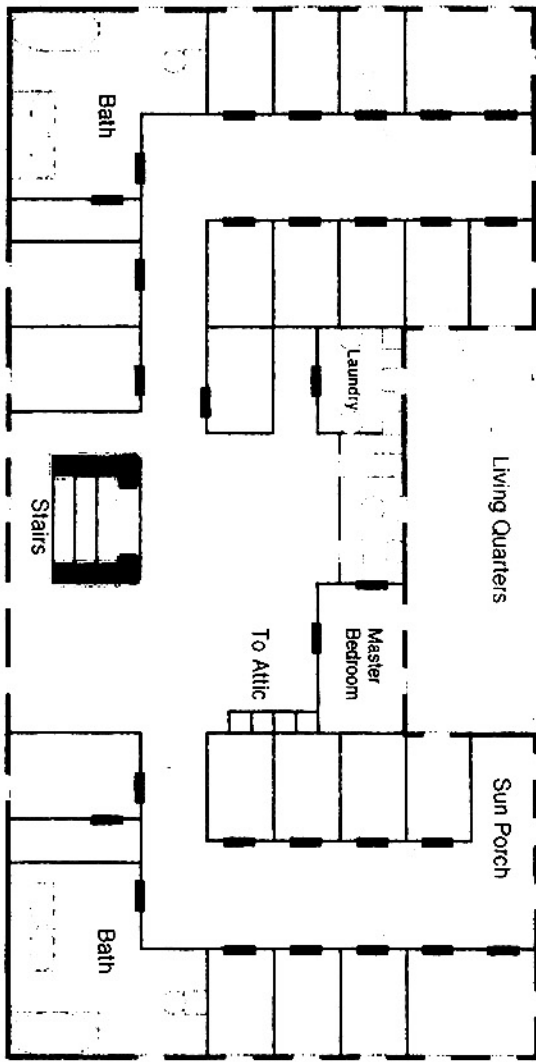
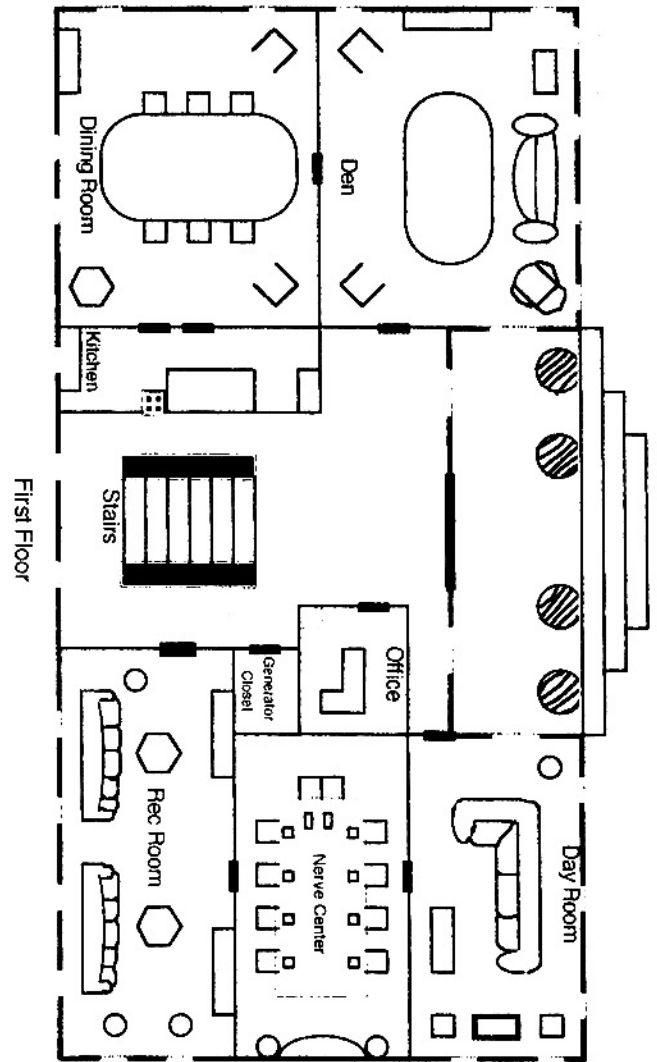
The attic of the building is actually the workout and training room. State-of-the-art nautilus machines and free weights, as well as exercise bikes and rowing machines fill the expansive attic. Windows on all sides (which are 1" thick bulletproof glass) and skylights (opening on hinges) make the room very light and comfortable during the day, and working out by starlight has become a favorite pastime of many of the Sentinels.

Hangar Bay / Garage

To the southwest of the main house is the hangar bay/garage, where the Avenger parks his Starjet and the rest of the Sentinels park their personally owned civilian vehicles (as none of the rest of the team have any 'super' vehicles). The landing strip runs behind the bay, with runways leading to and from the bays. As with most hangars, it is constructed of relatively light materials — aluminum sheeting on an aluminum frame. There are surveillance cameras that

sweep the interior and exterior which are monitored from the Nerve Center, but beyond that, there is no security system (unless you count the locks on the doors). Captain Wings and Skyman keep quarters in the hangar, and unless Skyman is on patrol, they can usually be found in the Hangar.





AC Unbound!

CHARACTER: The American Crusader
SECRET ID / A.K.A.: Maththew Masters
ORIGIN: Scientific Accident

TRUE AGE: 79
APPARENT AGE: 25
BIRTHPLACE: Philadelphia, PA

PRIMARY STATS

MUSCLES:	80	Muscles Damage: +4d6	Max Press: 8,000 lbs
HEALTH:	40	Regen: Combat: --	At Rest: -- HTK/Day: 4d10
MOVES:	20	Bonus to Hit: +3	Movement: 8" Hittability: 8
BRAINS:	10	Mental Attack Bonus: --	Mental Hittability: 3
WILL:	80	Regen Rate: 3 per round	HTK/Day: --
PERSONALITY:	20	(Special Note: Initiative Bonus is based on the characters)	
LOOKS:	20	(MOVES divided by 10 and rounded down: <u>+2</u>)	

SECONDARY STATS

PP: 270
HTK: 117
FAME: 6
BPs: 1
XP: 20,100
LEVEL: 10
CPs: 5

POWERS

Ready at a Minuets Notice: Costume change	20
Inspire the Troops: Control Emotions	15
The Light of Liberty: Blind	10
Protected by the Stars & Stripes: Forcefield: 20pts	

CHARACTER DRAWING



GIZMOS

Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: 5d6	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:**HEIGHT:** 6' 7" **WEIGHT:** 200 lbs**HAIR:** Blonde **EYES:** Blue**SKIN:** Tanned Caucasian**MEASUREMENTS:****UNIQUE CHARACTERISTICS:**

A square jawed American Hero.

MOVEMENT**GROUND** : 8"**FLIGHT** : --

Takeoff :

Fighting :

Really Fast :

Full Speed :

Personality & Background**Quote:** "But how can the Germans be our Allies?"**SKILLS**

Soldier (Super Skill)

Acrobatics

20-

Demolitions

10-

Detect/Deactivate Alarms/Traps

10-

Pilot Land

10-

First Aid

10-

Fire Pistols

Fire Rifles

Fire Unknown

30-

Mechanic

Melee Weapons

Skydiving

Stealth

70%

Squadtactics

2-

Survival

130%

Thief

20-

Trapping

40%

MISCELLANEOUS

AC Unbound!

CHARACTER: CrimeBuster **TRUE AGE:** 58
SECRET ID / A.K.A.: _____ **APPARENT AGE:** 18
ORIGIN: Adventure **BIRTHPLACE:** Newark, NJ

PRIMARY STATS

MUSCLES: **16** Muscles Damage: +3 Max Press: 800 lbs
HEALTH: **20** Regen: Combat: -- At Rest: -- HTK/Day: 4d6
MOVES: **20** Bonus to Hit: +3 Movement: 8" Hittability: 8
BRAINS: **16** Mental Attack Bonus: +1 Mental Hittability: 5
WILL: **20** Regen Rate: 1 per 2 rounds HTK/Day: --
PERSONALITY: **16** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **14** (MOVES divided by 10 and rounded down: +2)

SECONDARY STATS

PP: 122
HTK: 35
FAME: 8
BPs: 4
XP: 3,800
LEVEL: 4
CPs: 41

POWERS

CHARACTER DRAWING

GIZMOS

Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3 PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: 1D6+3	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:	
HEIGHT: 5' 7"	WEIGHT: 135 lbs
HAIR: Brown	EYES: Brown
SKIN: Medium Caucasian	
MEASUREMENTS:	
UNIQUE CHARACTERISTICS:	
He's a well mannered teenager!	

MOVEMENT	
GROUND	: 10"
FLIGHT	: --
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

Personality & Background
CB has grown up fighting crime and will probably continue to do so. If only the She-Cat wouldn't chase him so much...
Quote: "All right Iron Jaw. This time I've finally got you..."

SKILLS	
Agent	
Communications	
Computer Operations	16>
Cryptology	16>
Demolitions	16>
First Aid	
S.C.U.B.A.	
Stealth & Concealment	56%
Athlete	
Acrobatics	20>
Animal Handler	
Catwalk	20>
Climbing	20>
First Aid	20>
Juggling	20>
1 Melee Weapon blunt object (+1 dmg)	
Pole Vault	20>
Running	
S.C.U.B.A.	
Skydiving	
Swimming	
Swinging	
Tumbling	
Blind Fighting	
Contacts x2 (6 contacts)	
Disguise	
Streetwise	16>
Thief	20>
Language: Spanish	
Martial Arts level 4	
Attacks:	
High punch	
Low punch	
Side kick	
Haymaker	
Feint	
Tackel	
Uppercut	
Better damage +1d6	
Defenses:	
Get outta the way	
Block	
Evade	
Do it Better +1	

AC Unbound!

CHARACTER: Dynamic Man **TRUE AGE:** 74
SECRET ID / A.K.A.: Dan Anderson **APPARENT AGE:** 34
ORIGIN: Scientific Accident **BIRTHPLACE:** New York, NY

PRIMARY STATS

MUSCLES: **35** Muscles Damage: +2d6 Max Press: 3,500 lbs
HEALTH: **35** Regen: Combat: -- At Rest: -- HTK/Day: 4d10
MOVES: **35** Bonus to Hit: +5 Movement: 10" Hittability: 10
BRAINS: **16** Mental Attack Bonus: +1 Mental Hittability: 5
WILL: **101** Regen Rate: 4 per round HTK/Day: --
PERSONALITY: **35** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **14** (MOVES divided by 10 and rounded down: +3)

SECONDARY STATS

PP: 271
HTK: 84
FAME: 0
BPs: 2
XP: 2,935
LEVEL: 3
CPs: 1

POWERS

Dynamic Flight: 32"
 Invulnerability: 10 pts

CHARACTER DRAWING

GIZMOS

Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: <u>3D6</u>	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:**HEIGHT:** 6' 2" **WEIGHT:** 180 lbs**HAIR:** Brown **EYES:** Blue**SKIN:** Medium Caucasian**MEASUREMENTS:****UNIQUE CHARACTERISTICS:**

His Dynamic outgoing personality.

SKILLS

One Skilled Laborer: P.R. Guy
Scientist (Forties Tech)
Communications
Computer Operations
Language: Spanish
Language: Japanese

MOVEMENT**GROUND** : 10"**FLIGHT** : 32"

Takeoff : 8"

Fighting : 16"

Really Fast : 24"

Full Speed : 32"

Personality & Background

Popular young researcher at Dew chemicals in the 40's, Dan gained super powers in a weird lab accident. But the same accident gave him cancer. Now out of the Vault he presses on by sheer will, looking for a cure.

Quote: "Hey Guys, who's up for a photo shoot?"

MISCELLANEOUS

AC Unbound!

CHARACTER: Kaanga **TRUE AGE:** 60
SECRET ID / A.K.A.: Kaanga **APPARENT AGE:** 20
ORIGIN: Genetic Quirk **BIRTHPLACE:** Tanzinia, Africa

PRIMARY STATS

MUSCLES: **60** Muscles Damage: +3d6 Max Press: 5,0000 lbs
HEALTH: **30** Regen: Combat: -- At Rest: 1 / rnd HTK/Day: 3d10
MOVES: **20** Bonus to Hit: +3 Movement: 8" Hittability: 8
BRAINS: **14** Mental Attack Bonus: -- Mental Hittability: 4
WILL: **18** Regen Rate: 1 per 4 rounds HTK/Day: --
PERSONALITY: **14** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **18** (MOVES divided by 10 and rounded down: +2)

SECONDARY STATS

PP: 174
HTK: 58
FAME: 0
BPs: 5
XP: 1,437
LEVEL: 2
CPs: 13

POWERS

Astounding Leap: Jumping +30"
 Run Like the Gazelle: Run Fast +10"
 Elephant Punch: Hit'em Harder +3d6
 Good Hearing
 Smell Good

CHARACTER DRAWING

GIZMOS

Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: <u>7D6</u>	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:		SKILLS	
HEIGHT: 6'	WEIGHT: 165 lbs	Athlete	
HAIR: Black	EYES: Black	Acrobatics	20>
SKIN: Well Tanned Caucasian		Animal Handler	
MEASUREMENTS:		Catwalk	20>
UNIQUE CHARACTERISTICS:		Climbing	20>
Stronger than he looks.		First Aid	20>
		Juggling	20>
		1 Melee Weapon knife (+1 dmg)	
		Pole Vault	20>
		Running	
		S.C.U.B.A.	
		Skydiving	
		Swimming	
		Swinging	
		Tumbling	
MOVEMENT			
GROUND : 20"			
FLIGHT :			
Takeoff :			
Fighting :			
Really Fast :			
Full Speed :			
Personality & Background			
Your average Jungle guy...			
Quote: "Me am the Strongest of them all..."			

CHARACTER DESCRIPTION:		SKILLS	
HEIGHT: 6'	WEIGHT: 165 lbs	Athlete	
HAIR: Black	EYES: Black	Acrobatics	20>
SKIN: Well Tanned Caucasian		Animal Handler	
MEASUREMENTS:		Catwalk	20>
UNIQUE CHARACTERISTICS:		Climbing	20>
Stronger than he looks.		First Aid	20>
		Juggling	20>
		1 Melee Weapon knife (+1 dmg)	
		Pole Vault	20>
		Running	
		S.C.U.B.A.	
		Skydiving	
		Swimming	
		Swinging	
		Tumbling	
MOVEMENT			
GROUND : 20"			
FLIGHT :			
Takeoff :			
Fighting :			
Really Fast :			
Full Speed :			
Personality & Background			
Your average Jungle guy...			
Quote: "Me am the Strongest of them all..."			

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

MOVEMENT	
GROUND	: 20"
FLIGHT	:
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:

Personality & Background
Your average Jungle guy...

Quote: "Me am the Strongest of them all..."

Personality & Background
Your average Jungle guy...

Quote: "Me am the Strongest of them all..."

Personality & Background
Your average Jungle guy...

Quote: "Me am the Strongest of them all..."

MISCELLANEOUS	

AC Unbound!

CHARACTER: Glory Forbes **TRUE AGE:** Classified
SECRET ID / A.K.A.: Classified **APPARENT AGE:** 27
ORIGIN: Govenment Sponsored **BIRTHPLACE:** Classified

PRIMARY STATS

MUSCLES: **14** Muscles Damage: +2 Max Press: 700 lbs
HEALTH: **20** Regen: Combat: -- At Rest: 1 per 2 HTK/Day: 4d6
MOVES: **18** Bonus to Hit: +2 Movement: 7 Hittability: 7
BRAINS: **16** Mental Attack Bonus: +1 Mental Hittability: 5
WILL: **30** Regen Rate: 2 per round HTK/Day: --
PERSONALITY: **18** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **18** (MOVES divided by 10 and rounded down: +1)

SECONDARY STATS

PP: 134
HTK: 33
FAME: 0
BPs: 0
XP: 1,200
LEVEL: 2
CPs: 4

POWERS

CHARACTER DRAWING

GIZMOS

Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: 1D6+2	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

AC Unbound!

CHARACTER: Starr Flagg **TRUE AGE:** She won't say
SECRET ID / A.K.A.: Agent Flagg **APPARENT AGE:** 25
ORIGIN: Government Sponsored **BIRTHPLACE:** Eustis, Florida

PRIMARY STATS

MUSCLES: **14** Muscles Damage: +2 Max Press: 700 lbs
HEALTH: **14** Regen: Combat: -- At Rest: 1 per 5 HTK/Day: 2d6
MOVES: **16** Bonus to Hit: +1 Movement: 6 Hittability: 6
BRAINS: **16** Mental Attack Bonus: +1 Mental Hittability: 5
WILL: **40** Regen Rate: 2 per round HTK/Day: --
PERSONALITY: **16** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **18** (MOVES divided by 10 and rounded down: +1)

SECONDARY STATS

PP: 134
HTK: 28
FAME: 0
BPs: 0
XP: 1,200
LEVEL: 2
CPs: 4

POWERS

CHARACTER DRAWING

GIZMOS

Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: 1D6+2	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:	
HEIGHT: 5' 8"	WEIGHT: 130 lbs
HAIR: Red	EYES: Green
SKIN: Pale Caucasian	
MEASUREMENTS: 38 - 24 -26	
UNIQUE CHARACTERISTICS: Always wears red, white and blue.	
MOVEMENT	
GROUND : 6"	
FLIGHT :	
Takeoff	:
Fighting	:
Really Fast	:
Full Speed	:
Personality & Background	
She knows the truth is out there and his name was the Black Shroud. Now she works with the FBI tracking down any remnants of his network of evil.	
Quote: "I know what the truth is, and you don't want to know..."	
SKILLS	
Spy	
Communications	
Computer opps	16>
Contacts (9)	
Cryptology	16>
Demolitions	16>
Detective	16>
Piloting (Land)	16>
Electronics	16>
First Aid	16>
Detect/Deactivate Alarms/Traps	16>
Fire Pistols	
Gambling	18>
Interrogation	64%
Mechanic	
Persuasion	18>
Quick Draw	
S.C.U.B.A.	
Stealth	50%
Streetwise	18>
Thief	16>
Martial Artist level 5	
All the maneuvers from basic rules.	
Language: Spanish	

MISCELLANEOUS

The Colorado Project



THE COLORADO COMPLEX, NESTLED SAFELY WITHIN THE VASTNESS OF THE ROCKY MOUNTAINS, LOST AMONGST THE CRAGS AND PEAKS FROM PRYING EYES, LIES THE ANCESTRAL HOME OF AMERICA'S PARANORMAL FORCES.

The Colorado Project: A Brief History

by Rick Levins

The Lifeform Supranormal Development Project, also known as the Super Soldier Program and later the Colorado Project came into being as a result of Dr. Samuel Lieber's attempt to blackmail President Roosevelt in 1940.

Lieber was head of the Paragon Foundation, a genetics research institute whose purpose was to create the ultimate man of the future. Unfortunately, the scientists at the foundation in their dedication (which some might call fanaticism) had crossed the boundaries of legality and were under investigation by Senator Thomas D. Wright (D. Florida) on charges of illegal experimentation on human subjects.

Lieber arranged a private meeting with the President and introduced him to Charlie Starrett, the original subject upon which the Paragon Foundation's research was based. Starrett possessed astonishing telekinetic powers, but he had been so thoroughly brainwashed by Lieber over a period of years that he had virtually no will of his own. After Roosevelt had witnessed a

demonstration of Starrett's abilities, Lieber spoke convincingly of the advantages such superbeings would provide in any military conflict with Germany. This alone might have convinced the President to suspend criminal proceedings, but unfortunately Lieber in his egotism attempted to add the stick to the carrot... a thinly-veiled threat that Starrett (who was referred to by the code-name Paragon) could as easily be given to the Nazis.

Angered, Roosevelt did call a halt to the legal procedures, but not to the ongoing investigation. In addition, he decided that the U.S. government should have superbeings of its own. Thus was born the Super Soldier Program.

Chief of Research for the project was Dr. Mark Benton, a brilliant young biochemist formerly employed by one of the nation's largest pharmaceutical companies. His assistant was Dr. Joan Wayne, Dr. Nathan Margold was administrative head and security was handled by William Fouche, a former intelligence operative. Benton was working on an experimental compound designated V-45 which would (if successful) increase human physical strength, endurance and reactions by a factor of ten at least. But for all of his scientific expertise, Benton was naive in other areas. He did not

believe, even as late as mid-1941 that the United States would allow itself to become embroiled in "the European War". He envisioned at least a ten year period of animal testing before the V-45 would be ready for human testing.

The Japanese attack on Pearl Harbor changed all of that.

Benton was ordered to begin human testing at once. The subjects for experimentation were already in place- members of the "Special Operations Force", a group of highly-skilled commandos under the direct command of Brigadier General Daniel Reese. Loyal to the death, every member of the force had unhesitatingly volunteered for the experiment.

Benton was having none of it; he resigned on the spot. This left the 26-year-old Joan Wayne as acting Director of Research- a situation that pleased her no more than it did Margold or Fouche. But there was no one else who understood Benton's work as well as she did, so Joan and her newly-appointed assistant Octavia Howard undertook the task of continued development of V-45.

Then in early 1942, Dan Barton, one of the SOF men learned of a plot against President Roosevelt's life. Using his commando skills, Barton broke into the project laboratory (which was then located in Washington D.C.) and inoculated himself with a sample of V-45. The drug worked perfectly, and with his superhuman powers Barton successfully foiled the assassination plot. General Reese was delighted, and ordered Wayne to begin treatment of his remaining men with the compound. Joan convinced Reese to wait one month while Barton was observed for possible side effects.

A month was unnecessary. Within less than two weeks it became evident that Barton, now wearing a masked costume and calling himself the Black Commando, was suffering severe and increasing mental dysfunction, culminating in

acute paranoia. When Reese ordered for him to be detained, Barton broke loose and went underground, though not before breaking into the laboratory and liberating a large supply of V-45.



For the next few weeks the Black Commando ran wild, fighting the forces of the law as often as Nazis and saboteurs. In his paranoia, he decided that it was unsafe to keep all of his V-45 in one location, so he broke it up into numerous small caches hidden in cities all over the country. Then he decided to raid the laboratory for a third time. By now the Super-Soldier Project had been moved to a "secure" base in Colorado, by order of Fouche. It did not help. Barton slipped past the guards as if they were asleep. His objective this time was to get the formula for V-45 from Joan Wayne and then kill her. But he had underestimated Wayne; she and Octavia Howard outwitted and captured Barton. Unfortunately, he had by now become thoroughly addicted to V-45, and could not be cured. Instead, he was frozen in cryogenic suspension until such time as an antidote could be found.

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Unknown to Wayne, the V-45 had by then been secretly tested on three other SOF members. One died and the other two began exhibiting the same personality disorders as Barton. Fortunately, none had been exposed long enough for permanent addiction, and were eventually weaned of the effects. By now Margold was feeling pressure from Gen. Reese, who had lost four men with nothing to show for it. He wanted a working variant of V-45, and he wanted it now. Unfortunately Margold, in relaying this message to Wayne, let slip about the other three commandos. Joan was furious, but was told, in effect, to shut up and get back in the laboratory like a good little girl. It was the wrong approach with a woman like Joan. For a time she considered resigning as Mark Benton had, but she had a better idea.

They wanted a super-soldier, she'd give them a super-soldier. But she'd be damned if she would risk turning another innocent victim into a Black Commando. The only subject she would experiment on would be herself. By March 1942, Joan had developed V-47, a compound tailored exclusively to her own body chemistry. It worked — with no apparent side effects. Joan then stunned her superiors by announcing that she was resigning from the project, and taking the Black Commando's place as an allied superagent.

They told her she was crazy, and she would do no such thing. Even Octavia was against it. But Joan was stubborn. When she heard a report about Nazi saboteurs at a military supplies warehouse, she put on her "Miss Victory" costume and went to investigate. The saboteurs turned out to be one woman; Nazi superagent Panzer. She beat Joan Wayne to within an inch

of her life. Reese and Margold thought that this would discourage her from her foolishness, but instead it only increased her determination. Taking martial arts lessons from a scientist-adventurer named Kent Feral, Jr., Joan learned to fight effectively and by early 1943 was ready to resume her "Miss Victory" role.

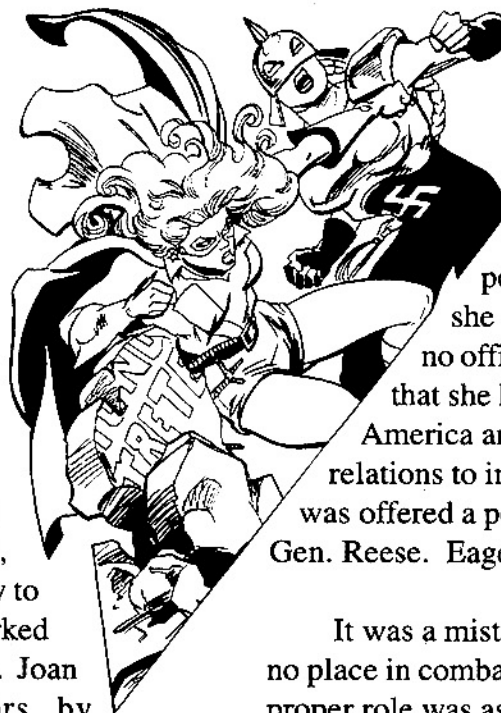
Meanwhile, the Super-Soldier Project (now referred to as the Colorado Project) had gone on without her. Although Octavia should have been the logical successor as Director of Research, she was passed over in favor of a man named Joseph Ostroski. Embittered, Octavia resigned from the project and dropped from sight for many years.

Ostroski reorganized the priorities, deciding that V-45 was essentially a dead end and that diversity of research would be more productive.

By spring of 1943, "Miss Victory" had become a popular public figure. Although she was technically a vigilante with no official standing, it was realized that she had become a symbol of America and that it would be poor public relations to interfere with her. Instead, she was offered a position with the SOF, under Gen. Reese. Eager for acceptance, she agreed.

It was a mistake. Reese felt that women had no place in combat, and that "Miss Victory's" proper role was as a figure head for morale purposes. Joan found her freedom severely constrained.

In mid-September 1943, a call came in of a Nazi attack on an army camp in New Jersey. Without waiting for orders, Joan took off on her own, and successfully repulsed the attack. In the course of this adventure she met Rio Rita, She-Cat and the Blue Bulleteer — and it gave her an idea.



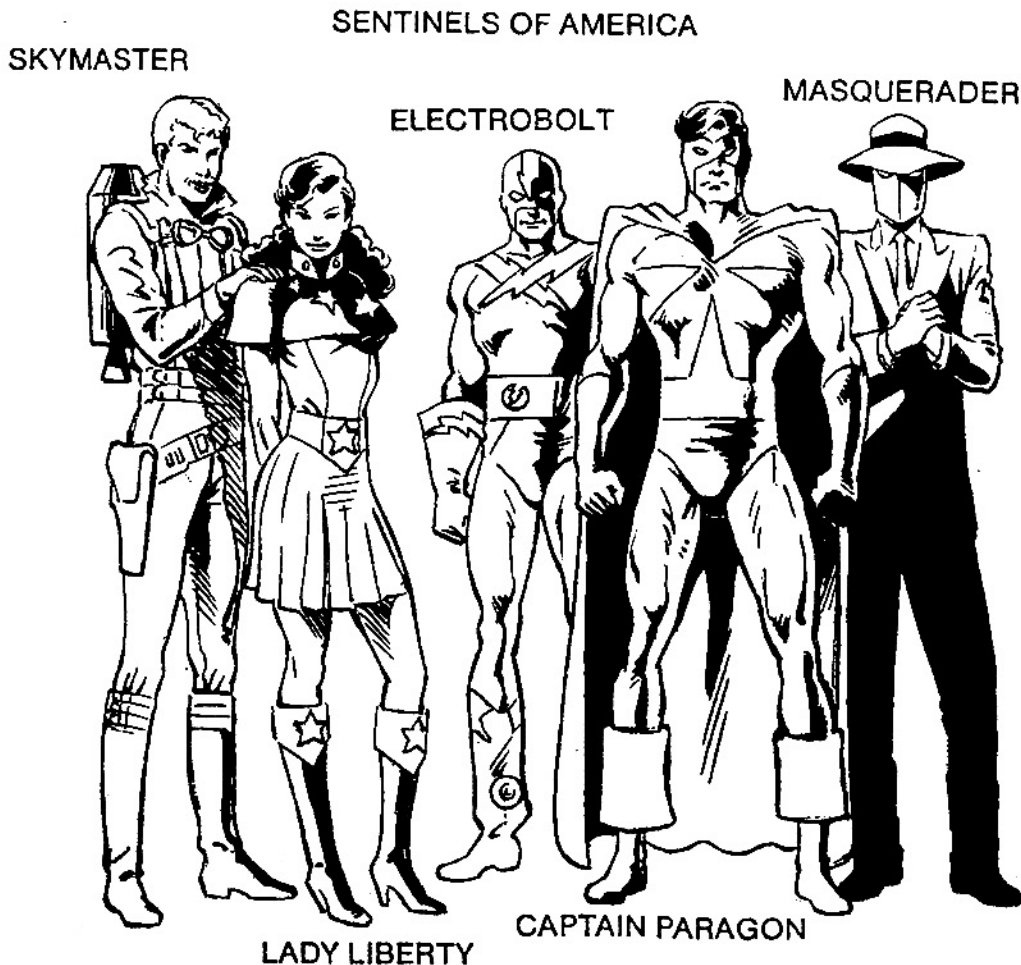
Angered that male military leaders did not consider women suitable for combat, Joan determined to create an all-female commando team, just to throw their foolish male prejudices back in their face. As a first step, she arranged a meeting with Eleanor Roosevelt. Fate intervened to lend a credence to Joan's argument when Nazi assassins attacked and Joan saved the First Lady's life, after a squadron of secret servicemen failed.

It was enough to convince the President. In late September 1943, he created the Femforce, a semi-autonomous group with military backing but answerable to only the President himself. And he knew well enough to leave them alone. "If it ain't broke, don't fix it," was his comment.

Gen. Reese was angered that neither the Femforce nor Joan Wayne was under his direct command. He could suggest missions, but he could not enforce his orders. However, by this

time some of the newer experiments at the Colorado Project were beginning to show results, and by late 1944, the Special Forces Operatives were a force to be reckoned with.

Reese also had under his command Captain Paragon and, much later, several of the so-called Paragon Babies (including the group that would come to be known as the Ravagers). Although several superagents were produced by various means at the project (steroids, electrical energy, robotics, etc.) none proved practicable for large-scale production. Thus the SOF members remained a diverse group. These early experiments led to a group of his men (and later, one woman) forming a group called The Sentinels of America. When the war ended, the Sentinels (and a few of the Special Forces Ops) returned to civilian life. Most of the latter, however, elected to remain in the service as "lifers."



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By the early 1950's, nuclear energy was the most promising line of endeavor. Following the birth of her daughter Jennifer, Joan Wayne retired for a time from active service and was induced to return to work at the project on a part-time basis. Joan quickly developed an active and mutual dislike for the subject of the tests, an arrogant young brass hat named Lt. Colonel Euell "Buzz" McGuire. Although the experiment was ultimately successful, conferring enormous nuclear powers upon McGuire, it was deemed too expensive to be worth repeating.



Gen. Reese retired and was replaced by Gen. Jacob Schwartz in 1965. During the sixties, after Joan Wayne returned to the Femforce, some experiments were conducted with mind-altering drugs. They were largely unsuccessful, although a small percentage of the subjects did develop psychic powers. For a time, Synn was held in this facility (thus lending her the moniker "The Girl From LSD").

Under the Reagan administration the project's budget was increased greatly. Gen. Richard Gordon replaced Gen. Schwartz in 1984, and the Special Operations Force numbered over two dozen superagents in its membership. The most highly visible of these is the Justice

Squadron, a group of four paranormals who are permanently assigned to guard the Colorado Project from paranormal incursion. The identities of the rest of these SOF agents are still classified. It has been theorized that many of them might have become deep cover "sleeper agents", concealing their powers from others and even themselves until such time as they are "reactivated". (Sounds like a dangling plot hook, huh?)

Eventually command of the Colorado Project was shifted from General Gordon to a committee that answered to a Chairman appointed by and accountable to the President himself. The Femforce is still affiliated with the Colorado Project, but their autonomy has reached the point that they now have General Roberta Strock attached permanently to their unit. Strock answers to the committee and it's Chairman, a man whose identity is unknown to all but his immediate subordinates. Recently the Chairman was removed from his post; it is unknown how this could affect the overall dynamics of the Project or the paranormal teams affiliated with it.



The Colorado Project Today

Over the years the Colorado Project has been invaded time and again. With this consideration in mind, the U.S. government has spent a considerable amount of time and resources to secure it against incursion. The site is located in the Rocky Mountains just a few miles outside Denver. It is covered by a full radar net which carries an 85% efficiency rating-impressive, given the rough terrain. External cameras monitor all major access points, as well as 75% of the surrounding countryside for a 2 mile radius from the complex. 4 man squads in jeeps patrol the roads and 80% of the grounds within the 12-foot high razor-wire topped electric fence (4d6 damage to anyone who comes in contact with it). Power for the fence is supplied by cables buried minimum 10 feet underground which are fed power from the Project.

Average Soldiers, U.S. Army -assigned to the Colorado Project

M 15 H 15 MV 15 B 10 W 10 P 10 L 10
PP 85 HTK 20 LVL 5 HITT 6
Fire One Pistol .45 caliber: 2d6+2 damage, 2 shots/rd, 24" range
Fire One Rifle M16: 2d10 damage, 2 shots/ rd, 36" range
Pilot One Land- Jeep Max speed: 70 MPH (18/35/52/70)

The jeeps are equipped with .50 caliber machine guns and one trooper who knows how to fire it.
Jeep .50 Cal: 4d10 damage, 3 shots/ rd, 48" range

The single road leading into the Project has 3 military checkpoints; one at the outer perimeter, one at the midway point on the road, and one at the base of the Project complex. Each of these checkpoints demand not only proper identification, but they must have confirmation from Security Central (SecC) using a randomized sign/countersign. In addition, they inform the next checkpoint that visitors are on the way. If a vehicle is more than 1 minute overdue, patrols will be dispatched to find and detain them, no



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matter the circumstances. Just ask the disgruntled general whose car got a flat; he was detained by the efficient Project troops for over an hour until his identity was absolutely confirmed.

Scattered along the road are hidden machine gun bunkers manned by 2-man squads, concealed under rocky overhangs and in tree stumps and such. The chance to see one of these bunkers (unless you already know where they are) is basically a BRAINS roll against their Stealth & Concealment rating of 80). These guards have the same stats as the roving patrols, but are armed with an M-60's as well as a MK-19 grenade launchers.

Bunker Troopers, U.S. Army -assigned to the Colorado Project

M 15 H 15 MV 15 B 10 W 10 P 10 L 10
PP 85 HTK 20 LVL 5 HITT 6
Fire Rifles M-60: 4d10 damage, 3 shots/rd, 48"
range MK-19: 2d20+20 damage in a 2"
radius, 1 shot/rd, 36" range

Four stations carved out of the side of the mountain are armed with the Phalanx autocannon system, in addition to batteries of surface-to-air missiles. These weapons of devastation do the following damage to unidentified airspace intruders:

Mountain Anti-Aircraft Systems- Automated systems, functional LVL 10

Blast doors have 200 HTK; if they are open (or breached), Phalanx has 70 HTK, S.A.M batteries have 50 HTK.

Phalanx Autocannon: 3d10 damage, 4 shots/rd, 96" range 1,000 rounds ammunition

S.A.M.: 5d20 damage, 1 shot/rd, 5 mile range, and don't even think about outrunning it.

Outmaneuvering, maybe. Outflying, no. They do fly at, what, Mach 2 or 3? Consider the missile LVL 10 vs the target's HITTABILITY.

A note about missiles: since they do fly so ungodly fast, though it's a bit unrealistic, for purposes of easy game mechanics, missiles will strike in the same round that they're launched in unless the target is outside the missile's effective range.

Just in case the anti-aircraft systems fail there are 6 Apache Gunships that fly irregular patrols over the area. Only one gunship is usually in the air at one time, though in case of a crisis three out of the six can be scrambled and into the air within 10 minutes.

Apache Pilots, U.S. Army- assigned to the Colorado Project

M 13 H 13 MV 18 B 12 W 12 P 10 L 10
PP 90 HTK 22 LVL 5 HITT 7
Piloting One Air
Fire One Pistol .45 caliber: 2d6+2 damage, 2 shots/rd, 24" range

APACHE GUNSHIPS

The Apache can be flown by a single pilot, although usually it has two. Gunships are rather delicate, with only 100 HTK; 50 points damage will force them to attempt an emergency landing, while 75 points of damage will cripple them.

Flight 120 MPH (30/60/90/120)

Vulcan Autocannon: 3d10 damage, 4 shots/rd, 144" range 500 rounds ammunition

Air-to-Air Stinger missiles: 4d20 damage, 2 shots/rd, 4 mile range, Mach 2 flight rate, 8 on board

Air-to-surface (hellfire) missiles 6d20 damage, 1 shot/rd, 1 mile range, 4 on board.

VFRP (Variable Fire Rocket Pods): 3d10+10 damage, 2 shots/rd, 96" range, 32 on board

Sensor suite (detection of airborne hostiles within 3/4 miles, 70% accuracy)

When the Apaches are attacking, use one of the pilots' skill to hit with the weapons.

While the complex has landing pads for helicopters or VTOL (Vertical Take-Off and Landing) vehicles, it has no landing strips for conventional fixed-wing aircraft. However, the Air Force can scramble 2 F-18 Strike Eagles that can be on the scene within 4 minutes. If the

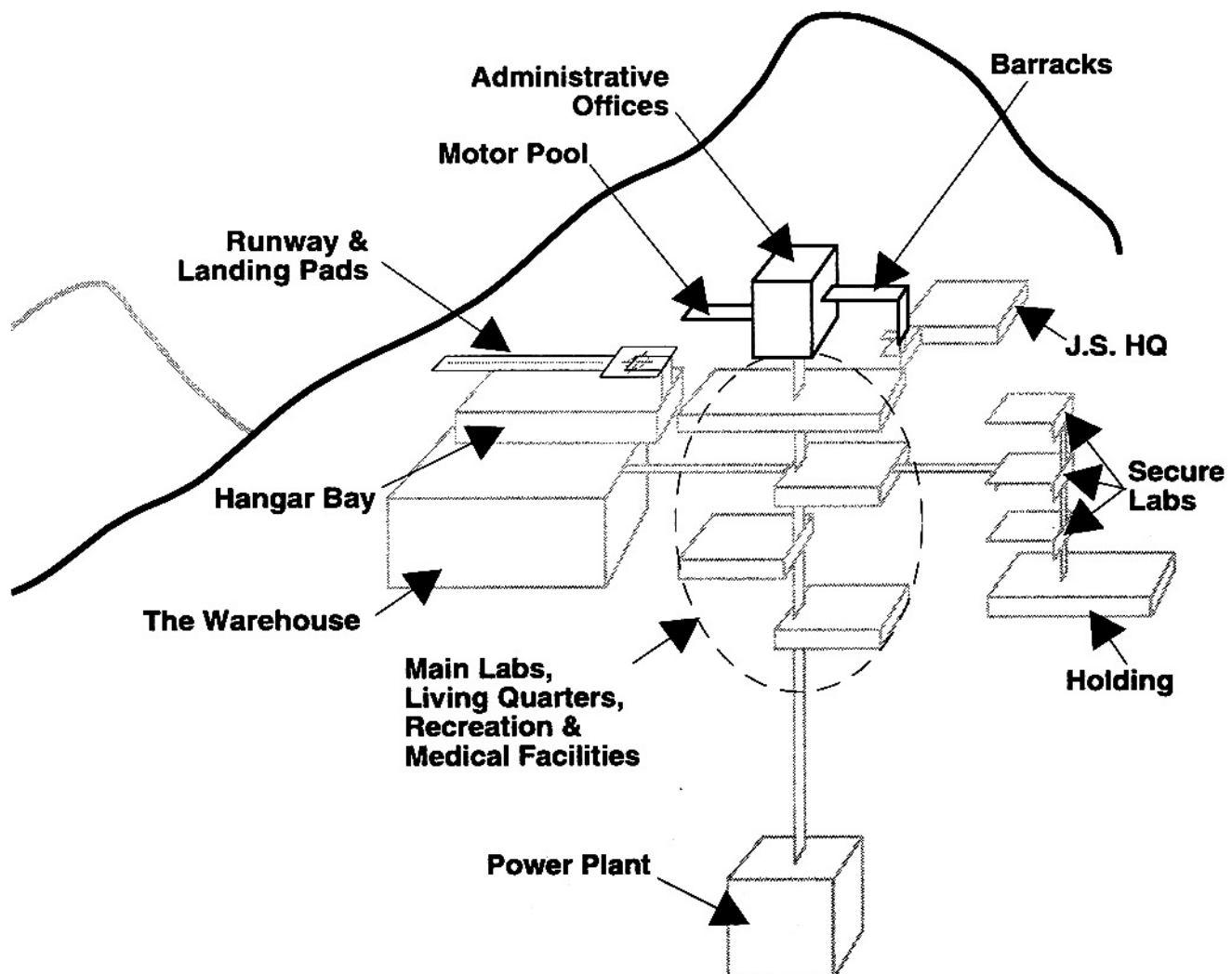
situation has escalated that far, are you really gonna need stats for a Strike Eagle? If you do, feel free to make them up yourself. You've seen just how nasty just a basic Apache is, and you've played (or seen played) plenty of flight simulator games. If you really want to do that kind of damage to your PCs, then you can do the paperwork. We'll have no part of it. Shame!

The Colorado Project: Exterior Building Complex

The walls of the Colorado Project on the surface are five-foot thick steel reinforced concrete. This gives them 500 HTK for purposes of trying to smash through them. Beyond the various motion detectors, radar stations and thermal sensors posted on the exterior of the complex, there is a division of U.S. Army special

forces troops that are stationed at the project for security. They are under the command of three-star General Stanley Coe, who answers only to the Chairman and the President himself.

The exterior buildings include the motor pool, landing pads, the administrative offices and the troop barracks. The motor pool houses all of the military ground vehicles, as well as providing parking for visiting governmental or civilian vehicles. The exterior landing pads can accommodate up to three mid-size aircraft at one time, or one large craft. The elevators on the landing pads access the underground hangar bays, where the Project's vehicles (as well as visiting vehicles) are stored.



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The administrative offices are primarily offices and meeting rooms, as well as common areas such as the commissary and the PX (the military store). The occupancy of these offices, which deal with paranormal affairs as well as the day-to-day operation of the Project varies according to current budgetary restraints and current policy. The troop barracks provide housing for the division of troops stationed at the project, though they were designed to hold well over twice that amount should it become necessary (as in time of war, etc.).

The entire exterior facility is designed to be capable of functioning without support from the project below. Should it become necessary, the upper Project can be sealed from both the lower Project as well as the outside world and remain functional for up to 10 years. Security cameras are placed in every hallway and room (except for the secure labs); these are monitored by a sub-station in the upper Project as well as the main security station in the underground of the Project. There are security checkpoints on every floor which are manned by a pair of armed guards, and include X-ray scanners and metal detectors. All of the elevators can only be operated by a passkey, which only the elevator guards carry. In addition, the elevators can be overridden by the security sub-station or the main security station.

Colorado Project Laboratories

Carved from the side of Mount Hood by the Army Corps of Engineers over the past forty years, the "Underground" of the Colorado Project is far more extensive than the above-ground facilities. The Underground is home to the myriad laboratories of the Project, as well as providing secure holding facilities for both dangerous artifacts and persons. In addition, the headquarters of the Justice Squadron is located in the Project underground. The entire Project is powered by a cold fusion reactor buried 3/4 of a mile below the surface of the mountain.

The Labs

There is one main laboratory where up to 30 scientists and researchers work in a communal atmosphere. All types of research is done in this mid-security facility. The Colorado Project uses this main laboratory as a kind of "breeding ground" for new ideas and projects that may or may not pan out. If a researcher in this section develops a line of research with potential, the researcher will be moved to a sealed laboratory, assigned a staff, given a limited budget and turned loose to prove his or her theories.



Sealed Labs

Each of the various sealed laboratories in the Colorado project follows a strict set of protocols. The labs are connected to the main facility by tunnels leading to a central elevator shaft large enough to accommodate a large panel truck. Each lab is designed to be self-sufficient, with its own independent ventilation system and equipped with sufficient supplies to enable them to sustain their inhabitants for over a month without breaking the airtight seals on the doors. Many of the labs have hidden compartments and escape exits according to the whims of the scientist overseeing that particular lab. A bureaucratic supervisor oversees the project and makes daily reports to the sub-chairman, who submits a report directly to the Chairman weekly. Labs are grouped together according to similarity; robotics would be grouped together in one secure lab, for instance, with up to 10 scientists working on 1 to 4 separate projects. Each lab has its own security system, set up by the scientists working in the lab. Generally the level of security and type of defenses will reflect the type of research being done in the lab. Some examples of areas being researched at the Project are as follows:

- 1) Cloning of both paranormal and alien tissue samples.
- 2) Mechanical Musculature and Dermal Plating Power Armor research.
- 3) Effects of radiation in regards to the introduction or inspiration of paranormal abilities.
- 4) Paranormal testing to determine limits of paranormal powers and potentials thereof.
- 5) V-series drug testing and refinement.
- 6) Hypnosis therapy as a means to stimulate paranormal ability.
- 7) Weapons development and research.
- 8) Study of ancient legends to better understand paranormals in history.
- 9) Time travel research (yeah, Latimer Labs may have mastered it, but they're still trying to duplicate it at the Colorado Project).
- 10) Effects of hallucinogens in stimulating paranormal abilities.
- 11) Artificial intelligence development.
- 12) Advanced robotics prototypes.

Whether the lab yields results or not, once the work is complete or the plug is pulled the lab is sealed, to be opened only at the behest of the Chairman or the President. Since each lab is first carved out of the mountain, then plated with 1/2" steel, *then* modified to suit the needs of the research team using the lab, sealed lab space is always at a premium. Many of the researchers in the main lab often pursue old projects from new angles just to get the old lab reopened so that they can take it over for their research.

Holding Facilities

Over the past forty years, the Colorado Project has been called upon to provide secure holding facilities for a variety of bizarre specimens, both sentient and inanimate. Power plants from alien starships that turn people into one-celled omnivorous beasts, viruses that changes the sex of any human with whom it comes into contact or melts them into pink piles of dust, or puzzle cubes that breach dimensions are just a few examples. These artifacts are all stored in "the Warehouse", a long chamber filled with numbered crates. Records are kept of all of the objects and artifices kept in this facility, but only the caretaker is allowed into the warehouse itself. He is a GS13 (Government Servant Lvl 13) who has been working in the warehouse since it was first built. He refuses to retire, citing the fact that he is the only one who knows where everything is to be found.

The holding cells of the Project are another matter entirely. Located below the secure labs, the holding cells were designed to hold sentient (or at least slightly sentient) alien life forms or paranormals deemed too dangerous to be conventionally imprisoned. Femparagon was imprisoned here for almost a year and a half, if that gives you an idea of the threat level of the inhabitants. When Femparagon was forcibly released by the invading Rurians, they must have let other dangerous 'specimens' loose, but the government is covering it all up (translation: come up with dangerous folks and critters and here's where they've been all these years). All

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residents of the Colorado Project holding facilities are kept in suspended animation so that they can still be studied while they are incarcerated.



The recent attacks on the Colorado Project by Capricorn and the Fearforce as well as the invading Rurians destroyed many of the sealed labs, as well as the records of previous research. With that in mind, many of the projects left below may never be recovered, nor might the government be able to ascertain exactly what was being researched down there.

Justice Squadron HQ

Buried deep in the heart of Mount Hood is the headquarters of those stalwart defenders of truth, justice and the right for superpowered guys to be macho jerks... the Justice Squadron! Formed over the years from the most successful of the Colorado Project's various attempts to create paranormals, the Justice Squadron are potentially one of the most dangerous paranormal groups in the world. Unfortunately, their egos usually get in the way, and they end up defeating themselves with their own incompetency. The roster of the Squadron is as follows:



Atomman

Lt. Colonel Euell "Buzz" McGuire was a brash young officer who volunteered to be irradiated by Dr. Joan Wayne in an experimental procedure designed to inspire paranormal abilities in the recipient. Since he's currently called Atomman, you can guess how it worked out. Atomman is an egotistical muscle-bound bully, hotheaded, short-tempered and an all-around jerk. Since he's only a few steps behind paragon on the power scale, that ego isn't based just on hot air. he can be an effective leader, but prefers to crack wise and be one of the boys. Hates being called Euell; if you really want to experience one of his haymaker Atomic Punches, making fun of his first name is one of the surest ways we know to inspire him to do it.



Magic Lantern

Dr. John Gardner was a research scientist at the Colorado Project in the early seventies. His specialty was optics, and the study of how refracted, reflected and rarfacted light could be used to manipulate the optical senses. He succeeded, creating holograms and light hypnotics that could convince others of things that would make them doubt their senses. He has stayed at the Project with the Justice Squadron in order to refine his holographic



technologies, since his lab at the Project would be inaccessible to him in the private sector. He dislikes fighting, but believes that he is serving his country by defending the Project.

Nightman

Not much is known about Robert "Bob" Greely before he came to the Colorado Project. Some tragedy in his past drove him to hone his mind and body to perfection, and by the time he came to the Project, he was already an accomplished athlete and inventor. With his skills, inventions, and strong sense of patriotism he was a natural for the Justice Squadron. He has been active in the Squadron for over 32 years now, and is concerned that the government might try to retire him. He takes great pains to appear much younger than his true age of 52.



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Speedbolt

A spoiled child from a wealthy family, Bryan Stuart was contemplating a life in politics when the family fortune was wiped out by a crooked accountant in 1979. His father's connections managed to get him a high-paying job at the Colorado Project, where he was just as useless as he had been in civilian life. He most likely would have been fired if not for a freak accident that changed his life. While working in the main lab, Stuart was sleeping next to a collection of the various V-series drugs when a nearby outlet overloaded, causing an electrical arc to explode into the room, soaking Stuart with a mixture of electrically charged V-drugs. He gained the power of superspeed, and was convinced to join the Justice Squadron.



Notable Features of Justice Squadron Headquarters

Monitor Room

A dusty, seldom-used high-tech wonder of seventies technology. Since the Squadron's primary duty is protecting the Project, they really don't monitor the outside world much at all. Internal security is extremely tight, so they are usually the first ones informed of intruders inside the perimeter, particularly paranormal intruders. Thus, the monitor room is mostly just for show (well, that and Atoman insisted that they get one when he saw one in a comic book in the seventies).

Crisis Simulator

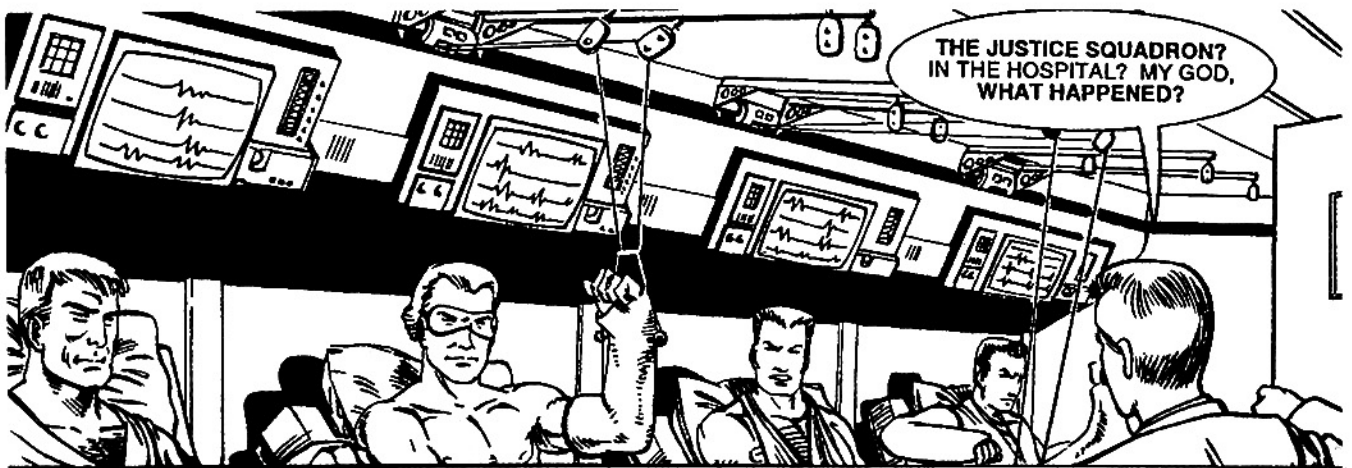
A high-tech super gym with 1" thick steel walls (that's 400 HTK, kiddies!) equipped with lasers and flame pits and VFRP's and holographic opponents and.. you get the idea. Designed by Nightman and Magic Lantern, this room keeps the Justice Squadron on their toes and allows them to blow off steam after yet another paranormal invader escapes them.

Infirmary

State-of-the-art medical equipment with four, count 'em, four beds, the infirmary is like a second home to the Justice Squadron. After all, it seems like every time that they get into a fight, they end up in the Infirmary.

Personal Quarters

The usual stuff that you'd find in any macho superhero's quarters; personal trophies and awards, pictures of various members of the JS with various Presidents from the fifties to the present. A starring feature of Speedbolt's room is a framed cover of Buffy Magazine #34, while the entire star photo spread is framed on Atoman's walls.



AC Unbound!

CHARACTER: Atoman **TRUE AGE:** 64
SECRET ID / A.K.A.: Lt. Colonel, Euell McGuire **APPARENT AGE:** 25
ORIGIN: Government Sponsored **BIRTHPLACE:** El Paso Texas

PRIMARY STATS

MUSCLES:21 (462) Muscles Damage: +12d6 Max Press: 4,620,000 lbs
HEALTH: 101 Regen: Combat: -- At Rest: 3/rnd HTK/Day: 7d10
MOVES: 21 Bonus to Hit: +4 Movement: 9" Hittability: 9
BRAINS: 10 Mental Attack Bonus: -- Mental Hittability: 3
WILL: 95 Regen Rate: 3 per round HTK/Day: --
PERSONALITY:23 (Special Note: Initiative Bonus is based on the characters)
LOOKS: 14 (MOVES divided by 10 and rounded down: +2)

SECONDARY STATS

PP: 285
HTK: 238
FAME: 14
BPs: 2
XP: 162,394
LEVEL: 22
CPs: 0

POWERS

Atomic 1/2 life: Immortality 1, only killable by slamming a nuclear control rod through his heart.
 Nuclear Muscles: Mental Muscles
 Atomic Punch: +5d6 Hit'em Harder
 Atomic Flight: Flight 76"
 Reactor core Body
 Density x5 (+10 Invulnerability, -10 SFE)
 Invulnerability: 30 pts (total of 40 pts)
 Suck It Up 2
 Meltdown: Body Change to normal (never used)

CHARACTER DRAWING



GIZMOS

Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: 18D6	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:**HEIGHT:** 6' 5" **WEIGHT:** 8,000lbs**HAIR:** Brown crew **EYES:** Brown**SKIN:** Pale Caucasian**MEASUREMENTS:****UNIQUE CHARACTERISTICS:** Big chin. Really big Serious big chin**MOVEMENT****GROUND** : 9"**FLIGHT** : 76"

Takeoff : 19"

Fighting : 38"

Really Fast : 57"

Full Speed : 76"

Personality & Background

If you were a special forces operative turned into a nuclear juggernaut, you might have a bit of an ego problem. After 40 years, only one word could possibly describe you: Insufferable. Ok, Atoman.

Quote: "I'll get you, so help me, if its the last thing I do!"

SKILLS**Soldier (Super Skill)**

Acrobatics	21-
Demolitions	10-
Detect/Deactivate Alarms/Traps	10-
Pilot Land	10-
First Aid	10-
Fire Pistols	----
Fire Rifles	----
Fire Unknown	32-
Mechanic	----
Melee Weapons	----
Skydiving	----
Stealth	132%
Squad Tactics	23-
Survival	573%
Thief	21-
Trapping	53%

Martial Arts Level 1

Atomic Punch: (Ki Punch) 18d6 x 1.5

Sucker Punch: 20 d6

(called "Pearl Harbor pre 1973)

Roll with it

MISCELLANEOUS

AC Unbound!

CHARACTER: Magic Lantern **TRUE AGE:** 46
SECRET ID / A.K.A.: John Gardner **APPARENT AGE:** 20
ORIGIN: Inventor **BIRTHPLACE:** Duluth, MN

PRIMARY STATS

MUSCLES: 17 Muscles Damage: +4 Max Press: 850 lbs
HEALTH: 20 Regen: Combat: -- At Rest: -- HTK/Day: 4d6
MOVES: 14 Bonus to Hit: -- Movement: 5" Hittability: 5
BRAINS: 62 Mental Attack Bonus: +4 Mental Hittability: 10
WILL: 101 Regen Rate: 4 per round HTK/Day: --
PERSONALITY: 24 (Special Note: Initiative Bonus is based on the characters)
LOOKS: 17 (MOVES divided by 10 and rounded down: +1)

SECONDARY STATS

PP: 255
HTK: 102
FAME: 8 / 14
BPs: 1
XP: 117,913
LEVEL: 20
CPs: 13

POWERS

CHARACTER DRAWING



GIZMOS

Type: Secret Gizmo "Lantern Insignia"	PP	HTK	CP
Description: Conventional Illusions: 21" range upto 20d6 dmg. Mental Illusions: 16" range	435	435	435
Type: Secret Gizmo "Cape"	PP	HTK	CP
Description: Flight 32" Forcefield 30 pts	122	122	122
Type: Secret Gizmo "Mask"	PP	HTK	CP
Description: Move Things Without Touching Them Defensive Power Block: Mental Illusions Defensive Power Block: Conventional Illusions	320	320	320
Type: Description:	PP	HTK	CP

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: <u>1D6+4</u>	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:		SKILLS	
HEIGHT: 6' 2" WEIGHT: 190 lbs HAIR: Blonde EYES: Brown SKIN: Medium Caucasian MEASUREMENTS: UNIQUE CHARACTERISTICS: His Mask Ain't got no eyes!		Superskill: Inventor Scientist - Optics Jury Rig First Aid	82> 62>
MOVEMENT GROUND : 5" FLIGHT : 32" Takeoff : 8" Fighting : 16" Really Fast : 24" Full Speed : 32"			
Personality & Background Actually a very genial fellow, Magic Lantern would rather settle disputes peacably whenever possible. Not that it happens very often when working with Atoman... Quote: "By law we're required to give you the opportunity to surrender to our authority..."			

MISCELLANEOUS

AC Unbound!

CHARACTER: Nightman **TRUE AGE:** 52
SECRET ID / A.K.A.: Bob Coreys **APPARENT AGE:** 34 (he works out)
ORIGIN: Adventurer **BIRTHPLACE:** Dunistown, NB

PRIMARY STATS

MUSCLES: 20 Muscles Damage: +5 Max Press: 1,000 lbs
HEALTH: 20 Regen: Combat: -- At Rest: 1/2 HTK/Day: 4d6
MOVES: 20 Bonus to Hit: +3 Movement: 8" Hittability: 8
BRAINS: 20 Mental Attack Bonus: +2 Mental Hittability: 7
WILL: 20 Regen Rate: 1/2 per round HTK/Day: --
PERSONALITY: 20 (Special Note: Initiative Bonus is based on the characters)
LOOKS: 16 (MOVES divided by 10 and rounded down: +2)

SECONDARY STATS

PP: 136
HTK: 70
FAME: 2 / 14
BPs: 0
XP: 44,247
LEVEL: 13
CPs: 1

POWERS

CHARACTER DRAWING



GIZMOS

Type: Incredibly obvious "Blackout Bombs"	PP	HTK	CP
Description: Darkness 3" radius, lasts 4 rounds (He has four of these at any time)	42	14	14
Type: Secret "Infra Lenses"	PP	HTK	CP
Description: See in the Dark and See in Blackout Bomb Darkness	15	15	15
Type: Moderately obvious "Kevlar Costume"	PP	HTK	CP
Description: Invulnerability 12 points	60	30	30
Type: Moderately obvious "Kinetic Force Gloves"	PP	HTK	CP
Description: Sharp Stuff 1 with punches	42	21	21

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3 PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: 1D6+5	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:**HEIGHT:** 6' **WEIGHT:** 225 lbs**HAIR:** Black (dyed) **EYES:** Blue**SKIN:** Medium Caucasian**MEASUREMENTS:****UNIQUE CHARACTERISTICS:**

Takes great pains to look younger than he really is. Dyes his hair, uses wrinkle cream etc...

MOVEMENT**GROUND** : 10"**FLIGHT** : n/a

Takeoff :

Fighting :

Really Fast :

Full Speed :

Personality & Background

Driven by his inner demons, Nightman has very little personality that shows, obsessed with proving himself as he grows older, classic overachiever, not much fun at parties.

Quote: "What Say we skip the formalitys and commence to mopping the floor with your faces"

SKILLS**Inventor****Spy**

Communications

Computer opps

Contacts (9)

Cryptology

Demolitions

Detective

Piloting (Land)

Electronics

First Aid

Detect/Deactivate Alarms/Traps

Fire Pistols

Gambling

Interrogation

Mechanic

Persuasion

Quick Draw

S.C.U.B.A.

Stealth

Streetwise

Thief

Athlete

Acrobatics

Animal Handler

Catwalk

Climbing

First Aid

Juggling

1 Melee Weapon Staff (+1 dmg)

Pole Vault

Running

S.C.U.B.A.

Skydiving

Swimming

Swinging

Tumbling

Martial Artist level 5

All the manuevers from basic rules.

20>

20>

20>

20>

20>

20>

20>

20>

20>

73%

20>

60%

20>

20>

20>

20>

20>

20>

20>

20>

AC Unbound!

CHARACTER: Speedbolt **TRUE AGE:** 52
SECRET ID / A.K.A.: Bryan Stuart **APPARENT AGE:** 25
ORIGIN: Scientific Accident **BIRTHPLACE:** St. Louis, MO

PRIMARY STATS

MUSCLES: **32** Muscles Damage: +2d6 Max Press: 3,200 lbs
HEALTH: **60** Regen: Combat: 1/4 At Rest: 2/rnd HTK/Day: 5d10
MOVES: **201** Bonus to Hit: +7 Movement: 15" Hittability: 15
BRAINS: **13** Mental Attack Bonus: -- Mental Hittability: 4
WILL: **15** Regen Rate: -- HTK/Day: --
PERSONALITY: **11** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **9** (MOVES divided by 10 and rounded down: +20)

SECONDARY STATS

PP: 341
HTK: 161
FAME: 6/14
BPs: 9
XP: 82,694
LEVEL: 18
CPs: 0

POWERS

Do It Faster 3: 4 actions per round, 8 with Do It Twice

CHARACTER DRAWING



GIZMOS

Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP
Type: Description:	PP	HTK	CP

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: <u>8D6</u>	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:**HEIGHT:** 6' 3" **WEIGHT:** 170 lbs**HAIR:** Pale blonde **EYES:** Light blue**SKIN:** Pale Caucasian**MEASUREMENTS:****UNIQUE CHARACTERISTICS:**Talks fast. I mean, *Fast!***MOVEMENT****GROUND** : 15" (per move)**FLIGHT** :

Takeoff :

Fighting :

Really Fast :

Full Speed :

Personality & Background

Brash, cocky and overconfident, Speedbolt is sure his speed gives him enough of an edge to win any confrontation. If only his brain worked as fast as his feet...

Quote: "Bet you haven't seen my world famous 'Human Top' act!"

SKILLS

One Skilled Laborer: Lab Assistant

Martial Arts Level 1

Better Damage x2 (+2d6 with punch)

Get Outta the Way

Spy

Communications

Computer opps

Contacts (9)

Cryptology

Demolitions

Detective

Piloting (Land)

Electronics

First Aid

Detect/Deactivate Alarms/Traps

Fire Pistols

Gambling

Interrogation

Mechanic

Persuasion

Quick Draw

S.C.U.B.A.

Stealth

Streetwise

Thief

13>

13>

13>

13>

13>

13>

13>

13>

9>

59%

9>

274%

9>

201>

MISCELLANEOUS

The Paragon Foundation

The Paragon Foundation is actually the name given to the life's work of one man, Dr. Samuel Lieber. Born in Austria in 1835, Lieber was educated at the finest European institutions. He was particularly fascinated by legends of fantastic creatures, believing that understanding the answers to such phenomena was to unlock the key to the human mind and set free the potential that he believed was contained therein. By 1863, his travels and studies had brought him to America, where he had isolated the random factor in humanity that enabled them to achieve the superhuman. Seeing this as the paragon of human evolution, Lieber named the genetic x-factor the Paragon Factor. By this point, he was traveling the southwestern United States as Doc Marvel, a stage magician. He used his 'act' of mesmerizing volunteers and performing sleight-of-hand tricks to entertain audiences while searching for someone with guaranteed Paragon potential. He found the perfect subject in one Charlie Starrett, a ranch hand who fought injustice in the old west in the masked identity of the Latigo Kid.

Lieber (as Doc Marvel) worked with Starrett for over four years, aiding him on some of his cases while occasionally experimenting with mesmerism and subliminal suggestion on Starrett. Within a few years, the Latigo Kid had earned a reputation as the fastest gun in the west—a reputation that was well-deserved. Thanks to Lieber's manipulations, Starrett had begun to realize his superhuman potential; as a result, he was already far faster than any human alive. But Lieber was not satisfied with merely creating a superhumanly efficient gunfighter; he wanted to see just how far the Paragon Factor could be taken under controlled conditions. Thus, when the Top Gun competition was held in Apache, Texas on October 22nd 1874 Lieber made sure that Starrett was entered (as the Latigo Kid).

Now here's where it gets a little hairy. Seems that after the Kronons got their butts handed to them in the Kronon-Rur war back in 1983 (which Paragon's participation had been pivotal in winning for the Rurians), they were a little upset at him. Klynness, commander of the Kronon fleet was preparing to return home in defeat after Paragon crushed his fleet. He was approached by a mysterious being who offered him an opportunity to take revenge on Captain Paragon. Said being (who was of course the Black Shroud in disguise) then gestured, and hurled Klynness through space and time to Apache, Texas in 1874. Why? So that he could kill Paragon before he became Captain Paragon.

Now, you might be asking yourself, "Why are they telling me all of this? What's it got to do with the Paragon foundation?" The answer is; everything. You see, immediately following the Kronon war, Chromo, archenemy of the Original Sentinels of Justice tried a ploy to convince Captain Paragon (who was still slightly amnesiac about his past) that he was actually a genetic mutation created by the Kronons. Harry Diamond, who was at that time a private detective with great connections, led a force of the Femforce and Stardust into the past to 1874 Apache, Texas to follow a lead (?) that could enable him to uncover the secret of Captain Paragon's origin.

Hey, I didn't make any of this up. I'm just trying to set the stage for you, okay? This all becomes relevant here in a second. You see, during the competition Klynness showed up to try to kill Starrett. The Femforce revealed themselves to do battle with Klynness, thus revealing to the observing Lieber exactly what the Paragon Factor was capable of achieving. To defeat Klynness, Lieber hypnotized Starrett into believing that his sixgun could defeat the alien commander. One quick gunfight later, and Klynness was not only defeated, but hurled back into the timestream where he reemerged on the same spot in 1927. The Latigo Kid won the Top

Gun competition, and the winnings provided the financial base that enabled Lieber to build the Paragon Foundation in 1885. Now do you see how this all ties in together?

Once Lieber had established the Paragon Foundation (with himself as the head and Starrett as the star subject), he began pioneering techniques to realize inner potential and manifest it with physical results. He developed techniques of sensory deprivation and biofeedback, all before the turn of the century. He continued forging ahead primarily using hypnotism, however, as his best results seemed to be in convincing Starrett of his superhuman prowess. As time wore on, it became apparent that Starrett was no longer aging; though it was not an avenue that Lieber had pursued, it was clear that Starrett's subconscious was merely preventing

him from aging. Though the Foundation studied this phenomenon intensely, the best that they were able to achieve was a retardation of the aging process in others (including Lieber and the rest of the researchers at the Foundation). By "siphoning" stellar energies from Paragon, who absorbed and processed such energies to enhance his paranormal metabolism, the researchers managed to create a chemical formula which would contain such energies when introduced through the respiratory system and could be used to prolong life. Said gas was code-named V-40 when the formula was stolen by government agents who infiltrated the Paragon Foundation in 1941. This compound formed the base formula for all of the V-series drugs which were developed by Dr. Marc Benton (aka the Terror) and Dr. Joan Wayne (aka Miss Victory). Thus, by traveling back in time to the old west, Miss Victory actually laid the groundwork for her own research in the future.



The Paragon Foundation

The Paragon Foundation existed as an independent organization until 1956 when the US government moved in, seized all of the Foundation's research materials and equipment, and placed all of the researchers under a specialized form of house arrest. The Foundation, scientists and all, were relocated to the Colorado Project, where they were controlled by limiting their access to the V-40 gas which kept them alive. The threat of Paragon, which kept the government at bay, was removed when the Black Shroud captured Paragon and placed him in stasis (where he remained until 1983). Over the years, some of them died, some of them

"retired", and some of them were sent to work on other projects. At the moment, no one is positive of the exact whereabouts of all of the scientists from the Paragon Foundation. This is a good plot hook for any GMs who wish to use the Paragon Foundation as the crux of an adventure, since only the Colorado Project knows where all of the researchers are currently located and what projects they are working on. Theoretically, there is someone at the Colorado Project whose job it is to keep track of all those wily scientists; an educated guess would make that person Tom Kelly (former IFemForce liaison officer).



Doctor Samuel Lieber, the Father of the Paranormal Age

At the time of this writing, Dr. Lieber has finally escaped the government's clutches. The final demand placed upon him by the Colorado Project was to head a research facility in Area 51, where they were studying captured Rurians to better understand their physiology. With only one live subject to work with ("Good thing that aliens don't have rights under the constitution of the United States, eh? Shows you how shortsighted liberals are >snicker<"- Dr. Lieber), Lieber set about making clones of the Rurian warrior woman bred to obey orders and act as a paranormal "hit squad". Since the clones were not actual paranormals, they suffered from none of the aberrant behavior common to Earth's native paranormals. He also bred them to have no tongues; thus, they cannot speak to betray their mission (or make witty quips in combat). Outfitted with a few high-tech gizmos, they were code-named the *Furies*. At present, there are no surviving Furies in US governmental custody; the initial four were destroyed by Rad and the Terrorist during their test mission. The remaining clones were destroyed by Stardust of the Femforce as abominations while still in their

breeding tubes. This is not to say that the government no longer has the capability to produce more Furies, just that their current crop has been destroyed.

In addition to the Furies, Lieber cloned himself a new, young male body from the DNA of the Rurians. Which makes you wonder; if the Rurians are all female, birthed from the planet itself, why would they have the necessary genetic adaptability to be male? For that matter, do they even have reproductive organs? And just why do they have breasts, anyway? Since they are birthed and suckled by the planet itself, what do they need them for? All very good questions for another day. At any rate, Lieber theoretically introduced some of his own genetic material into a Rurian clone during gestation to give it a Y chromosome, then transferred his intellect (through an as yet undetermined method) into the clone. He was going to allow it to mature to adulthood, but with Rad and the Terror closing in on the project to tear it apart, he was pressed for time. Once the procedure was complete, somehow he and his first cloned Fury escaped Area 51 before it fell and General Strook exposed the scheme and brought the current Chairman of Paranormal Activities to justice. Lieber has relocated to a house in suburban Aspen, Colorado where he plans to lie low while plotting



The Paragon Foundation

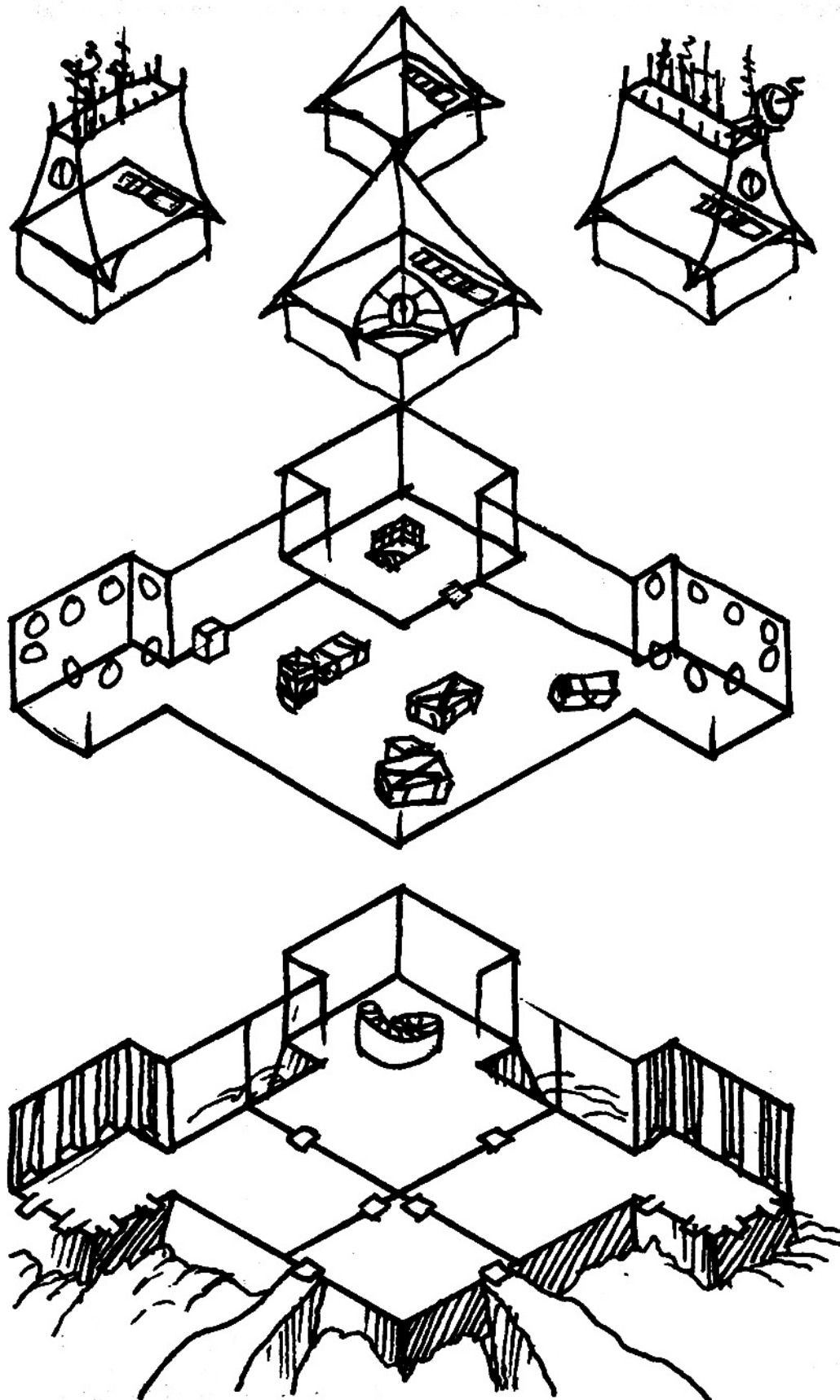
his next scheme. Of course, we have no idea exactly what that is. But rest assured, the Paragon Foundation is alive and well as long as Dr. Lieber is still active in one form or another.

Cam and Marc Sez: *We didn't write up Dr. Lieber on purpose. He is indeed the father of the paranormal age, but beyond his scientific brilliance, his new body may have capabilities far beyond his old one. So with this in mind, we'll leave it up to AC Comics and inventive GMs out there to decide just what he's capable of these days. After all, if you were going to clone yourself a new body, would you just make it average? Especially if you were mixing human and Rurian DNA...*

Known Paranormals of the Paragon Foundation

There have been a number of paranormals produced by the Paragon Foundation over the years. We are only aware of a few, which we have included in the following pages. The Ravagers are the most high-profile group to come out of the Foundation, and the Furies are considered to be products of the Foundation (as is Paragon). How many more paranormals are out there whose origins are connected to the Paragon Foundation? Only Bill Black and you (the GM) know for sure. For character or NPC backgrounds, the Paragon Foundation can provide you with a wealth of ties to the AC Universe as well as plenty of lurking background plot points. Feel free to be as creative as you like when using the Foundation; just remember that they prefer to work *covertly*, not *overtly*.





Here is the basic layout of the original Paragon Foundation building, which still stands abandoned in San Antonio, Texas.

AC Unbound!

CHARACTER: The Furies! **TRUE AGE:** 3 months
SECRET ID / A.K.A.: Clones of Ardra Nan, Rur Warrior **APPARENT AGE:** 19
ORIGIN: Government Sponsored **BIRTHPLACE:** Paragon Foundation

PRIMARY STATS

MUSCLES: **51** Muscles Damage: +3d6 Max Press: 5,100 lbs
HEALTH: **101** Regen: Combat: 1/2 At Rest: 3/rnd HTK/Day: 7d10
MOVES: **76** Bonus to Hit: +6 Movement: 12" Hittability: 12
BRAINS: **10** Mental Attack Bonus: -- Mental Hittability: 3
WILL: **10** Regen Rate: -- HTK/Day: --
PERSONALITY: **6** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **18** (MOVES divided by 10 and rounded down: +7)

SECONDARY STATS

PP: 252
HTK: 213
FAME: 0
BPs: 2
XP: 22,310
LEVEL: 10
CPs: 0

POWERS

CHARACTER DRAWING



GIZMOS

Type: Moderately obvious Flight Packs Description: Fly at 48"	PP 56	HTK 28	CP 28
Type: Electrocuter option (secret gizmo) Description: 15d6 Electrical blast	PP 90	HTK 90	CP 90
Type: Moderately Obvious Power Boots or Gloves Description: Hit'em Harder +1d6	PP 20	HTK 10	CP 10
Type: Stuff Description: Comm Helmets	PP	HTK	CP

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: <u>7D6</u>	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:

HEIGHT: 5' 10" **WEIGHT:** 120 lbs
HAIR: Brown **EYES:** Brown
SKIN: Medium Caucasian
MEASUREMENTS: 34c - 22 - 36
UNIQUE CHARACTERISTICS: Despite differing hairstyles, all look exactly alike. But they don't talk much, they do growl though.

MOVEMENT

GROUND : 12"
FLIGHT : 48
Takeoff : 12"
Fighting : 24"
Really Fast : 36"
Full Speed : 48"

Personality & Background

Military clones bred for combat they don't have much of ether

Quote: "HISSSS!" - No, really, that's their only quote!

SKILLS**Soldier (Super Skill)**

Acrobatics	76-
Demolitions	10-
Detect/Deactivate Alarms/Traps	10-
Pilot Land	10-
First Aid	10-
Fire Pistols	----
Fire Rifles	----
Fire Unknown	20-
Mechanic	----
Melee Weapons	----
Skydiving	----
Stealth	187%
Squadtactics	6-
Survival	172%
Thief	76-
Trapping	96%

MISCELLANEOUS**Martial Arts Level 5****Attacks:**

DropKick
Better Aim x2
Better Damage x2
Uppercut
Front Kick
Low Punch
Ki Punch
Spear Finger

Defenses:

Do It Better
Shield
Roll With It
Inside Block
Catch

Weir Asylum

The Weir Asylum was built in Scarsdale, New York in 1922 by Dr. Joseph Weir as a home for the criminally insane. It was taken over by his son Dr. Jonathan Weir in 1946 after he had travelled around the globe seeking knowledge of things unknown and arcane. It became the site of the Vault of Heroes that year, as well as a front for many other covert government projects. In 1991, the Vault heroes were reactivated, and since then the Weir Asylum has returned to its original purpose; a home for the criminally insane.



The Vault of Heroes

Underneath the asylum proper is a vast cryogenics unit colloquially referred to as "The Vault". In 1946, Dr. Weir and many of the heroes and heroines who had fought for their country during WW II recognized that their usefulness was coming to an end. After all, with the end of the war the world was no longer living under the oppressive threat of tyranny. It looked as though a golden age was about to ensue, when champions would no longer be needed. As the fifties came about, the onset of paranoia that they engendered meant that operating as a masked vigilante automatically brought one under suspicion. After all, one was unlikely to 'name names' if one was hiding one's own identity behind a mask. Thus, entering a state of suspended animation until the day came when the political climate had changed and the world needed their services again sounded awfully good to many of these heroes and heroines.

So Dr. Weir used the Purple Claw to power the apparatus which would keep the Vault Heroes dormant until such time as the world needed them. His plan to keep them preserved until such time as the world should need them worked flawlessly. When the evil of the Black Shroud threatened to destroy the world, Weir was well aware of the threat and began to reactivate the Vault Heroes one by one.

In addition, he had sealed many of the Vault Heroes' arch-enemies in a different section of the Vault. It was a more humane solution than killing them, and many of them would only have gone on a rampage and escaped if sent to a conventional prison. When the Black Shroud broke into the Weir Asylum, he freed the villains and organized them into an army to keep the heroes and heroines of the modern age as well as those from the vault busy while he enacted his master plan. You know- to rule the world!

Many of the Vault Heroes died in the battle against the Black Shroud and his minions. The survivors eventually became the Sentinels of Justice's extended membership. The Asylum has been rebuilt to look exactly as it did before, and today it houses more conventional insanities. Dr. Weir has rebuilt the Vault underneath the Asylum, however, in case it is ever needed again. In the meanwhile, he remains available to the Vault Heroes as a councilor to heroes and heroines trying to find their way in a brave new world.

Dr. Weir, Master of the Purple Claw

Real Name: Dr. Jonathan Weir

Wanted Or Not: Not currently wanted.

Place that he came from.. originally...:

Topeka, Kansas

Birthday: August 20th, 1925

Where he hangs out: Weir Asylum

How it all happened: Sometime in the middle of the century, Jonathan Weir was on a voyage of self-discovery. He had graduated harvard with his doctorate in psychiatry, but he somehow knew that his journey was as yet incomplete. He had mastered the landscape of the mind, yet those studies had only showed him that the true mysteries of the inner self could only be conquered by that which men called mysticism. Thus he became a researcher of the occult.

Eventually his search led him to a temple in Tibet, high in the Himalayan mountains. His search had led him from America to England to the ice covered peaks of far off Tibet, all in search of the most holy artifact imaginable; the Holy Grail. The High Lama of the the Temple of Khun Lan substantiated what Weir had learned on his journey; that long centuries ago, a knight had visited the temple. With him he had brought an object of extreme holiness... a golden cup which radiated goodness. After many days, the knight left them, taking no protection from the elements save the glow from the Holy Grail. Afterwards, the Lama discovered that the knight's clothing had become imbued with

mystical energy. The chain mail gauntlets held the most mystical energy because they had actually remained in contact with the holy artifact for an extended period of time. The High Lama sensed that Weir was worthy, and gave him the gauntlet (which Weir named the Purple Claw) to go out into the world of men to battle evil.

During the decades that the Vault Heroes slumbered, the Claw kept Weir from aging as well. So when the Black Shroud emerged once more, Weir was still in his prime and prepared to deal with the menace. Unfortunately, the only way to keep the evil of the Black Shroud from escaping was to entrap him in the holy embrace of the Purple Claw forever. Thus did Weir lose the first purple Claw. A few months later, the Vault Heroes banded together to see if there was anything that they could do for the man who had given them a new lease on life. The Green Lama, Catman, Jetgirl and Dr. Weir journeyed to Khun Lan to visit the High Lama, whose current apprentice stole the other Purple Claw before the Lama could give it to Weir. The ghost of the knight who bore it to the temple appeared that night to Weir, gifting him with the other Claw. Thus was his power restored, and today Dr. Weir remains a tireless foe of evil.



AC Unbound!

CHARACTER: Dr Weir **TRUE AGE:** 76
SECRET ID / A.K.A.: Dr. Jonathan Weir **APPARENT AGE:** 34
ORIGIN: Supernatural Pupil **BIRTHPLACE:** Topeka, Kansas

PRIMARY STATS

MUSCLES: **11** Muscles Damage: +1 Max Press: 550 lbs
HEALTH: **18** Regen: Combat: -- At Rest: -- HTK/Day: --
MOVES: **15** Bonus to Hit: +1 Movement: 6" Hittability: 6
BRAINS: **19** Mental Attack Bonus: +2 Mental Hittability: 7
WILL: **90** Regen Rate: 3 per round HTK/Day: 3d6
PERSONALITY: **30** (Special Note: Initiative Bonus is based on the characters)
LOOKS: **17** (MOVES divided by 10 and rounded down: +1)

SECONDARY STATS

PP: 200
HTK: 48
FAME: 14
BPs: 0
XP: 23,641
LEVEL: 10
CPs: 0

POWERS

CHARACTER DRAWING

GIZMOS

Type: Moderatley Obvious "The Purple Claw"	PP	HTK	CP
Description: Immortality 1: may only die if wearer turns to evil Magic Spells: 460 points	1,000	500	500
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			
Type:	PP	HTK	CP
Description:			

COMBAT INFO

ATTACK TO OFF BALANCE	1 PP
BREAK HOLD	2 PP
COMBINATION ATTACK	2 PP
DO IT TWICE	3PP
GRAB	2 PP
HAYMAKER	3 PP
HOLD	0 PP
POP TART	3 PP
PULL & PUNCH	3 PP
PUNCH DAMAGE: <u>1D6+1</u>	2 PP
STRIKE FOR EFFECT PER D6 ADD	1 PP
THROW	3 PP
TRICK SHOT	3 PP
WHIP	2 PP

CHARACTER DESCRIPTION:		SKILLS	30>
HEIGHT: 6' 1" WEIGHT: 190 lbs HAIR: Black w/ grey EYES: Purple SKIN: Medium Caucasian MEASUREMENTS: UNIQUE CHARACTERISTICS: That cool grey streak running just off to one side of his head. Chicks dig it.		Occultist One skilled expert: Psychiatrist Scientist Etiquette	
MOVEMENT GROUND : 6" FLIGHT : Variable Takeoff : Fighting : Really Fast : Full Speed :			
Personality & Background Smokes a pipe, says "Mm-Hmm" a lot, and really listens! Just kidding. A master strategist and patient planner, he fights like a man who has all the time in the world - Because he does... Quote: "The purple claw is picking up strong emanations of evil over there!."			

MISCELLANEOUS

Stuff he can do: Dr. Weir is a top-notch psychiatrist and occultist. In addition, he has become attuned to the workings of the Purple Claw over the years, and uses it to sense evil in a plot-device manner. Whenever the Claw senses evil or is being used to achieve a magical effect, it glows with a purple radiance. As for what magical effects it can achieve, well, let's just say that the power of the Purple Claw is nearly limitless.

How to play him (If you want our suggestions): Dr. Weir is kind of like a fifties TV dad for the rest of the superheroic community. Paragon may have been around a while, and many of the heroes are more powerful. But Dr. Weir approaches everything with forethought and quiet calm, just like one of those old TV dads. All of the Vault Heroes have agenuine affection for the Doc, not only because he kept them preserved all of those years, but because he's just a swell guy. He always deals with problems calmly and patiently, never losing his temper. As befits the bearer of the gauntlet of the knight who carried the Holy Grail, he's just a *good man*.

Dirty tricks & tactics: Before engaging an enemy or entering into a situation, Dr. Weir researches every angle thoroughly. He never rushes headlong into an adventure; he's always fully prepared before he takes the first step. You could think of him as the chess player of the paranormal world. As the man whose plan defeated the godlike Black Shroud, that analogy is quite fitting. His players were in place, the battlegrounds were all of his choosing, and only the Shroud's unexpected release of the Vault of Villains threw his plans askew. When facing Dr. Weir, it's not enough to be one step ahead; to beat him, you've got to think five steps ahead, and have at least four or five contingency plans if your initial plan fails. After all, that's exactly what he's doing.

The Weir Asylum

Set on a hill on the outskirts of Scarsdale (once known as Sleepy Hollow), the Weir Asylum is a three-story wooden structure with an extensive sub-basement complex three stories deep.

First Floor

Beyond the front doors is the reception area. Old vinyl couches (lime green- eww!) and rickety furniture with magazines from the fifties sit on old carpeting. Flickering flourescent lights hang from fixtures overhead, while dead plants make the 'bright spot' in the room. The two doors to the north behind the reception desk open into the elevator lobby, while the door on the east wall leads to a service hallway.

The elevator lobby has two elevators; the elevator to the right goes up into the rest of the asylum, while the one on the left can only be accessed with a key, and it leads to the basement sub complex. There are two doors on the east and two doors on the west walls.

Dr. Weir's office is in the west wing, alongside the visiting consultant's office. Beyond those is the kitchen, with it's archaic natural gas cookware and attached pantry. In the east wing is the rest rooms, the glassed-in visiting booths (8 in all) and the rec room. The asylum rec room has bookshelves filled with pulp novels, a black and white TV set with rabbit ears, a ping pong table, some watercolor paints and a checkers set.

Second Floor

The second floor of the asylum is dedicated to Doc Weir's "Special Patients". There are 7 padded cells on this level, in addition to a fire escape and a stairwell that leads up and down. The elevator is also accessible from this level.



Third Floor

This floor is dedicated to the patient rooms. All of the windows are barred, and all of the beds are equipped with canvas straps. There are two large wash rooms with two whirlpool baths each. There is also a "quiet room" in the tower extension where patients are placed for isolation. A few dying potted plants dot the hallways, as well as mediocre watercolor paintings (all produced by inmates). The elevator can be accessed from this level, as well as the fire escape.

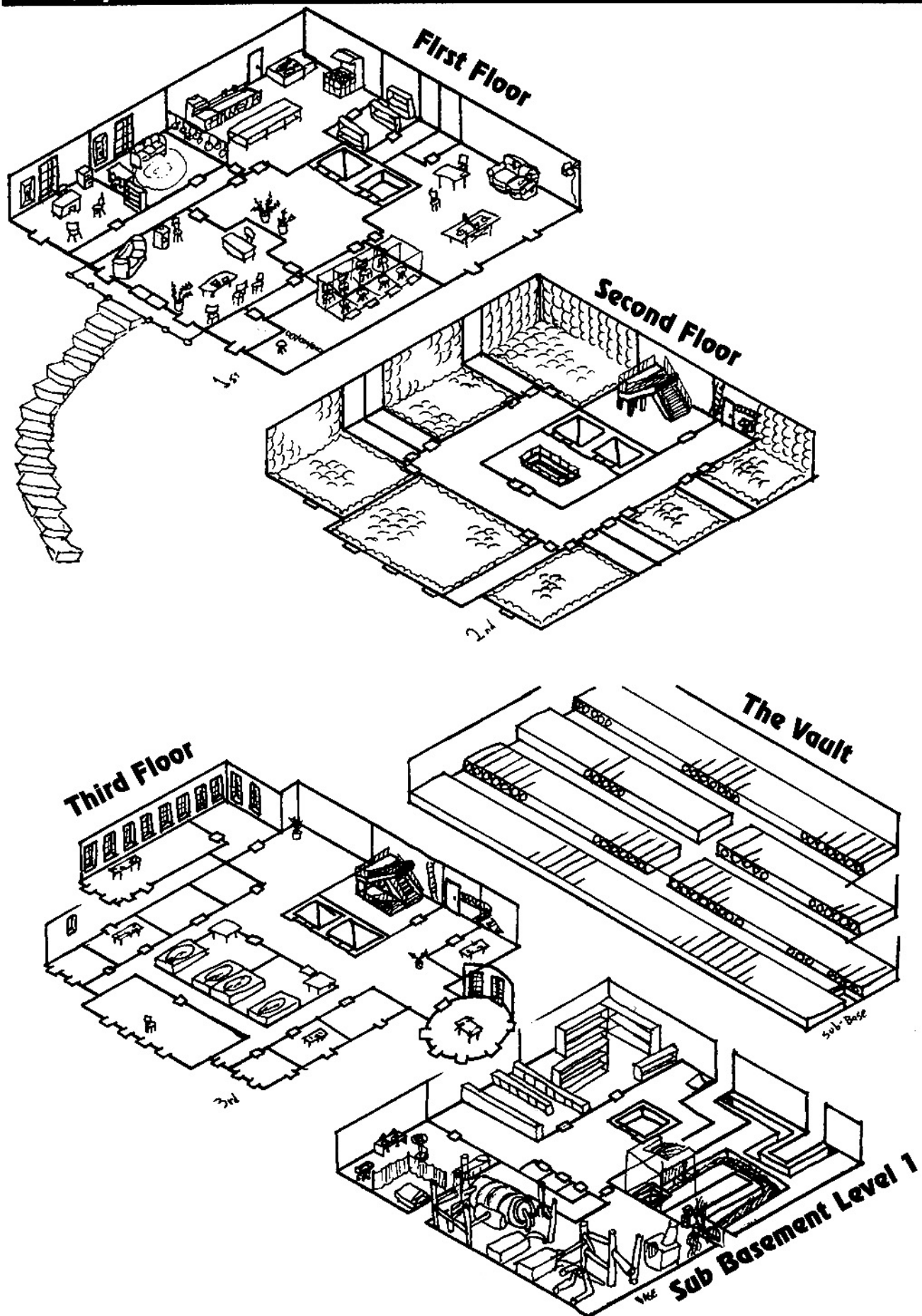
Sub Basement Level 1

In the northwestern section of the basement is the file room, which has complete files on all of the inmates of the asylum, past and present, including the heroes, heroines, villains and villainesses of the Vault. Next to it is the equipment storage room, which holds the wheelchairs, spare beds, gurnies and straight-jackets. In the

southwestern section is a small operating room, which is the only visible anachronism of the facility. It is complete with the most modern up-to-date medical technology available, and can perform any operation up to and including brain surgery. In the southeastern section is the maintenance room, which houses the asylum's internal generator as well as the water pumps and air conditioning systems. In the northeastern section is the dry sewer, which has a secret entrance in one of the northeastern walls which leads to the Vault elevator.

The Vault

Located far below the surface is the Vault, where hundreds of high-tech cryogenic storage units wait silently, save for the low humming of the machinery on automatic. According to AC Comics, all of the heroes and villains interned in the Vault are currently free and active; however, as a GM, we'll leave it up to you as to whether or not Doc Weir forgot to thaw someone... or left them in cold storage on purpose. This facility was once monitored by a secret staff; however, since all of them were killed by the breakout engineered by the Black Shroud, Dr. Weir has gone automated with the whole system. The Purple Claw was the original power source which kept all of the folks in the Vault in suspended animation. Since the Black Shroud destroyed the asylum, Dr. Weir decided to upgrade when he rebuilt. Now the Vault is cryogenics based, should future generations have need of it.



Jungle Island

Located a few miles off the coast of Florida in the Atlantic Ocean, Jungle Island is an anomaly. Florida is composed of sand and limestone, while Jungle Island was formed from a long-dormant volcano; thus, the island is composed primarily of volcanic rock (basalt and pumice). As one of the great mysteries of the modern world, it houses one of the fabled Wells of Souls. The Well is actually a gateway to Limbo, that formless dimension beyond time and space. Spooooooky. The Well is a mighty and powerful source of mystic energy, granting access to Limbo as well as being a repository of power for the Elder Gods. Theoretically they placed the Wells here on Earth for a reason, though no one is sure why, nor is it known how

many Wells there are in existence. Currently there are two Wells whose locations are known; one in Korea in the Temple of Chen Lo, and one in the underground caverns on Jungle Island. AC has hinted that a third is soon to be discovered, but they won't tell us where it is going to be located. Guess we'll all find out at the same time, huh?

The Well of Souls probably caused the volcano to rise and form extensive underground (and underwater) caverns. Conversely, the island may have been formed from the stuff of Limbo, thrust onto the Earthly plane by one of the Elder Gods to support the well and hamper discovery efforts. It is, after all, underground. But by the natural evolution theory, the volcano rapidly cooled, then became dormant, leaving a five-mile long island behind. The presence of the Well of Souls on the island may have given basis to the legends of the Fountain of Youth. The Timucuan Indians of Florida brought stories of this mystical location back to the mainland, giving rise to many expeditions to locate it from many conquerors. In recent years, industrialist T.C. Fremont bought the island, and, at his wife's dying behest, turned it into a wildlife preserve for endangered species. When his daughter, Tara, graduated from Florida State University, she immediately took over management of Jungle Island, and has run it ever since between adventures with the Femforce.

The island itself is a verdant, unspoiled jungle paradise inhabited by a wide variety of flora and fauna, not considered indigenous to the area. This enables Jungle Island to support the myriad lifeforms that thrive upon its shores. Many nations have recognized the need for such a sanctuary in recent years, and have begun sending endangered animals to the Island for preservation. However maintaining such facilities is by no means cheap. Fremont Industries provides the lion's share of the funding which keeps the wildlife preserve in operation, though they are not above accepting grants (as long as there are no strings attached). Given the



Jungle Island

idyllic nature of the island, combined with its unnatural geography, it is entirely possible that one of the Elder Gods placed it here with a specific purpose in mind. However, this is purely conjecture.

All of the animals on Jungle Island live in harmony. That's darn near impossible in nature, but somehow the presence of the Well of Souls calms the savage beasts by enhancing Tara's animal empathy power across the entire island, encouraging them to remain at peace with each other. Strangely enough, this serenity seems to... er, slip whenever poachers get onto the island, whereupon they are usually brutally attacked and eaten by the wild beasts... ah, endangered creatures who dwell so peaceably together otherwise.



The Jungle Island complex is a two-story stone structure built just inland from the bay on the north end of the island. It serves as living quarters for the twenty-three veterinarians who live and work on the island, as well as the maintenance staff and the management. In Tara's

absence, her personal assistant Janis Lawson runs the day-to-day operations of the island. The complex has a complete animal hospital included, as well as recreational facilities for the staff.



Janis Lawson- longtime companion and personal assistant to Tara Fremont

M 12 H 14 MV 13 B 12 W 8 P 14 L 17
PP 90 HTK 30 LVL 7 HIT 5

One-Skilled Expert: Jungle Island Management

Jungle Island is not open to the public; it is private property, and if you are caught trespassing, provided that the animals don't get you, T.C. Fremont's lawyers will. Pray that the animals get to you first. Tara sometimes brings her friends to the island for a break from their hectic lifestyles, but they don't appreciate uninvited guests or unannounced visitors. Especially when they're sunbathing topless on the beach. Uh, not that they actually do that sort of thing...



Latimer Labs

Latimer Labs was established in 1963 by Richard Latimer after his return from the Korean war. Having become a receptacle for the Black Shroud during that conflict, Latimer was subconsciously driven to create the greatest technological research and development facility in the world. This was so that the Shroud would

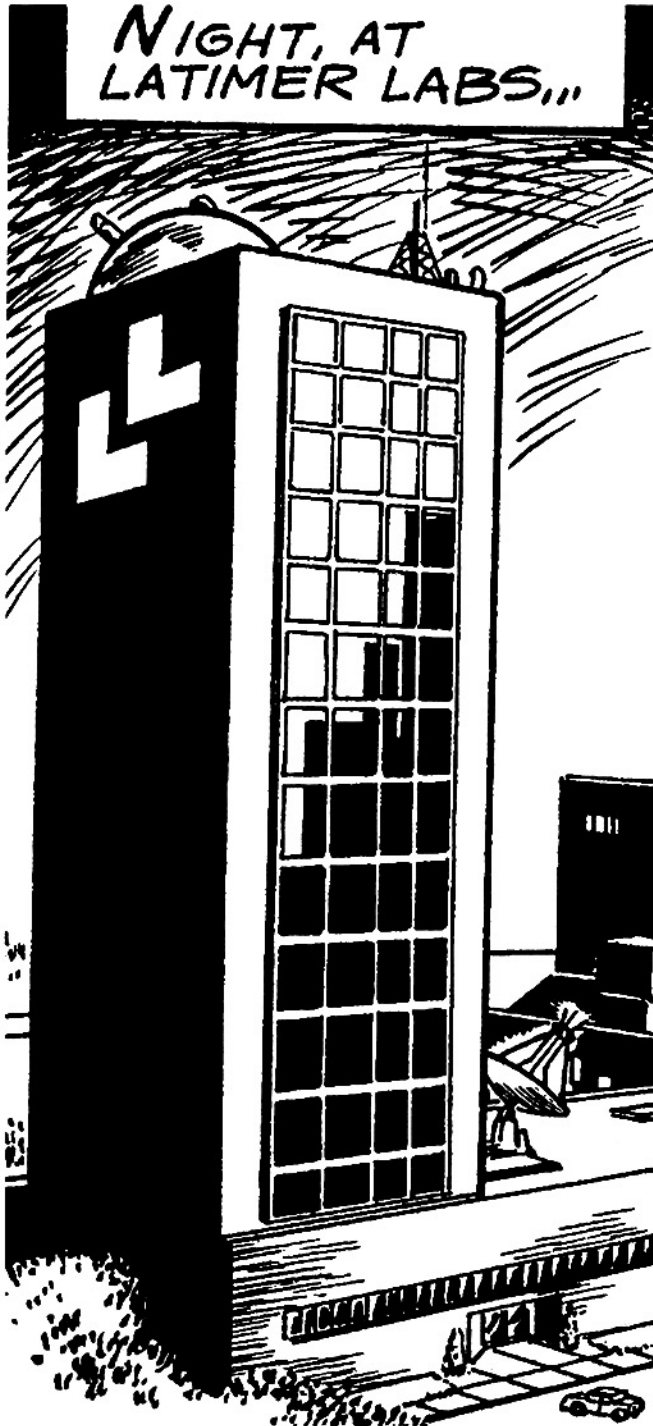
be able to stay on top of the advances made by technology (since technology was the principal rival to his supernatural powers). With their innovative approach to new technologies and their aggressive pursuit of US governmental contracts, Latimer Labs quickly became the source for higher technologies for the United States and the world. From their original facility in Bayport, Wisconsin they have expanded to become a worldwide distributor for higher technologies. Their governmental contracts enabled them to study alien technologies from the various extraterrestrial visitors who left varied items lying about over the years, which only served to increase their technological superiority over their competition. At the moment, they are the world leaders in electronics engineering, computer programming, chronal research, weapons technology and biotechnology.

The main offices are located in Bayport, Wisconsin; however, there is a sister facility of equal size located in Ybor City, Florida (#1 in UFO sightings in the United States. Coincidence? We think not.). Being an international corporation, there are warehouses, supply depots and research facilities all over the world. Look in the phone book; there's bound to be one near you.

Latimer Labs is not only the primary source of higher technology for the AC Universe, they are also the most likely candidates for analysis of unusual technologies. With this in mind, PCs are often showing up on Latimer Labs doorsteps with alien devices and villainous terror weapons beyond their ken looking for answers. And Latimer labs is the place to get them.

Notable Personalities of Latimer Labs

Please note that all of these folks are written up as normal people with levels (as per agents, soldiers or thugs).



Latimer Labs

Richard Latimer, CEO of Latimer Labs (Not currently possessed by the Black Shroud)

M 10 H 10 MV 10 B 17 W 8 P 16 L 14
PP 85 HTK 24 LVL 11 HITT 4
Scientist; One-Skilled Expert (Business Magnate)

Greg Cannon, Chief of Security, Bayport Facility

M 12 H 14 MV 17 B 14 W 17 P 15 L 14
PP 103 HTK 45 LVL 21 HITT 7
Super Skill: Spy

Dr. Carlos Jimenez, Chronal Researcher

M 5 H 9 MV 8 B 20 W 18 P 16 L 14
PP 90 HTK 27 LVL 22 HITT 3
Scientist; Inventor of the Time Triangle

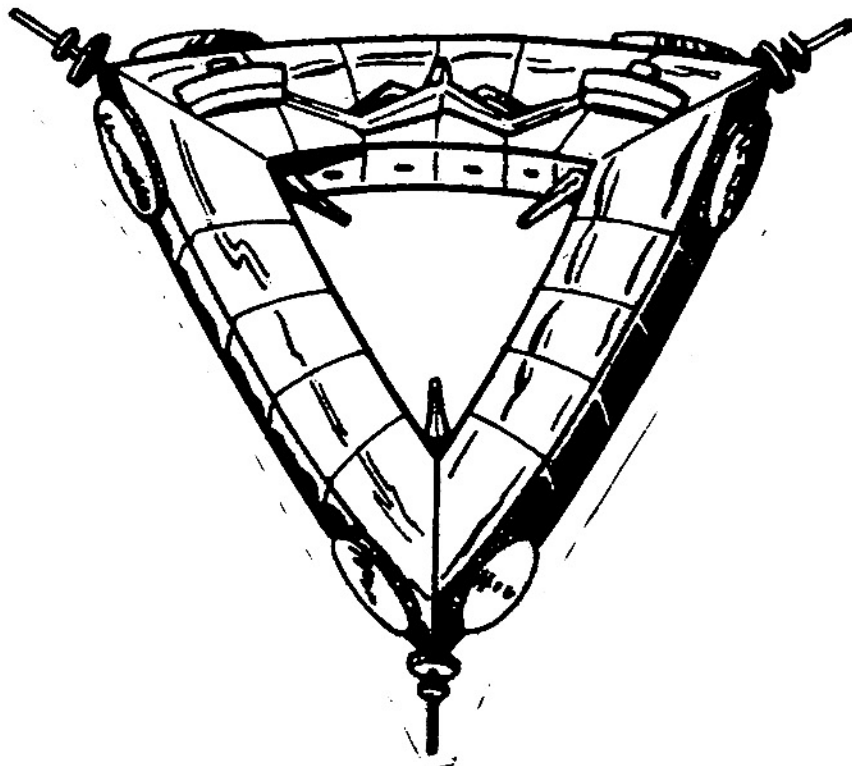


The Time Triangle
facility in Ybor City

Located in the Latimer labs

Incredibly Obvious Gizmo: *Go Places: In Time*
402 PP 134 HTK 160 PP 1 person, +80 PP per additional person. Max 4 persons/trip.

The Time Triangle is a seven-foot triangular Gizmo made of an undisclosed metal rumored to have been salvaged from a downed alien starship. It was first successfully activated in 1983, and has been in sporadic use ever since. The Femforce have gone back in time to 1874 Apache, Texas using the triangle, while the She-Cat has made not one but two solo trips into the past using it (again, to Apache Texas for some reason-?). During the Shroud War, the Haunted Horseman's supernatural tampering caused the Time Triangle to actually yank his daughter Betty from her home in 1887 to 1991 to aid in bringing the menace of the Shroud to an end. Rio Rita II and Tara traveled back to the Mesozoic Age using the Triangle, while Yankee Girl used it to try to return to 1945. It has been a pivotal plot device in a number of AC adventures, and remains the subject of intense study to this day. Access to the triangle is controlled by Greg Cannon and Dr. Jimenez himself.



Nikola (Nikki) Latimer, *President of Latimer Labs, Ybor City*

M 8 H 12 MV 14 B 14 W 16 P 17 L 17
PP 98 HTK 32 LVL 9 HITT 5
One-Skilled Expert (Business Magnate Jr.)



Dr. Frost, AKA Bill Frost. Sentinels of Justice reserve member. *Currently working at Ybor City Facility on superconductor project with Sub-Zero.*
Genetic Quirk.

M 17 H 52 MV 16 B 17 W 26 P 17 L 17
PP 162 HTK 75 LVL 2 HITT 7
Suck It Up 1: Heat
Blast: Freezing cold beams from hands 20d6, 15" range, 20 PP (max blast)
Super Skill: Scientist (Specialized in Thermodynamics)
Flight: 56" @ 2PP/rd (14/28/42/56)

Sub-Zero, Sentinels of Justice reserve member.

Currently working at Ybor City Facility on superconductor project with Dr. Frost.

Extraterrestrial.

M 12 H 112 MV 14 B 14 W 12 P 7 L 9
PP 180 HTK LVL HITT 5

Suck It Up 1: Cold

Blast: Sub-Zero cold beams from hands or any part of body 12d6, 12" range, 12 PP (max blast)

Invulnerability: Icy shell provides 16 points

Invulnerability

Flight: 48" @ 2PP/rd (12/24/36/48)

(If you want to know what these two guys look like, check page 40 of your basic rule book!)

Now, we couldn't possibly name every scientist that works at every Latimer Labs facility in the world. On the other hand, we can provide you with a few common elements. Every Latimer Labs employee is provided with a passcard. This passcard contains all of his or her relevant personal and professional information and enables them to gain access to their work stations as well as granting them access to information from Latimer Labs' extensive computer network (up to their clearance rating). The cards are the size of a standard credit card, and can even be used as such (through the Latimer Labs Credit Union) or as an ATM card.

On the following pages you will find maps for standardized Latimer Labs facilities the world over. They are usually prefabricated buildings (one of Latimer's earliest and most lucrative patents), so their resemblance to one another is neither an accident nor a strange coincidence. As far as personnel goes, we of course encourage every GM to exercise his or her creative impulses in whatever direction that the storyline needs to go in. But just in case you're not feeling particularly brilliant that night, here's a list of scientists and specialties that might be found in a Latimer Labs research facility with basic statistics.

Latimer Labs

Average Latimer Labs Scientist

M 6 H 6 MV 6 B 16 W 11 P 10 L 10

PP 65 HTK 6 LVL 4 HITT 3

Scientist: Specialty _____

Some possible scientific specialties are:

Anatomy
Anthropology
Archaeology
Astronomy
Biochemistry
Biology
Botany
Chemistry
Chronology
Endocrinology
Entomology
Geology
Mathematics
Medicine
Meteorology
Parapsychology
Pathology
Pharmacology
Psychology
Physics
Radiology
Xenobiology

This list is by no means complete nor comprehensive; they're just a few suggested specialty areas that one of the scientists at a Latimer Labs research facility might know. Keep in mind that most of the research scientists that work at Latimer Labs are Scientists (as per the Super Skill on page 72 of the basic book); thus, they may have specialized in one particular area of knowledge, but in no way does that limit the scope of their expertise. GMs are encouraged to name the individual scientists of facilities that they are using in their games, and to give the scientists quirky personalities. Remember, scientists tend to be hyper-intelligent people who have spent entirely too much time in college, followed by entirely too much time in their labs

obsessing over their research. As a result, they tend to be unique characters, so be sure to make your NPC Latimer Labs scientists (and technicians) as lively and memorable as possible.

Any questions that characters need answered regarding science or things scientific can usually be answered by a Latimer Labs scientist. It's up to the players as to whether or not they will seek out said help, and up to the GM as to whether Latimer Labs will cooperate. Local heroines or groups with a FAME of at least 5 can usually get at least some advice; heroines or groups with a FAME of 10 or more can usually count on Latimer Labs for tech support and advice. Of course, heroines with INFAMY will almost always be refused help by Latimer Labs, as will villains (not to say that a little coercion won't go a long ways). Generally, if it is a new technology or a variant of an existing design, Latimer Labs will be happy to study it. If the fate of the free world depends on the information, Latimer Labs will be their to do there part. If Captain Smasher has a broken toaster, that's his problem. Got it?

Latimer Labs Bayport Facility - Main Office

This is the facility where it all started, and it's the one where Richard Latimer himself still controls his multinational corporation. It was originally built in 1963, but was rebuilt after Paragon's battle with the Black Shroud in 1983 destroyed it. It was rebuilt in the Latimer Labs standardized style, with the exception of the corporate offices attached to the building.

Latimer Labs Ybor City Facility - Secondary Office

The Ybor City facility was built in 1979 after Latimer Labs acquired a major holding in Ybor City, Florida (a suburb of Tampa). Ideally it was created to open trade to South America; in reality, Richard Latimer built the facility for his daughter Nikki to run. He was hoping to distance himself from her as he was still controlled by the Black Shroud; however, he

reckoned without her fierce determination to stay by his side through times that she recognized as difficult for him. Today she runs the satellite office with competency and efficiency, and is prepared to take over the company when her father retires (as he plans to in a few years).

Latimer Labs Standardized Research Facility

Each Latimer Labs research facility is a standardized design. They are pre-fabricated rooms linked together to form single-story buildings made of steel-reinforced concrete. Just in case you were unaware, steel-reinforced concrete has 100 HTK in this system. Each of them tend to be almost exactly like each other, given individuality only by the scientists who work there. Security in the research facilities tends to be reasonably tight, with armed guard checkpoints at the gate and at the reception desk. Entry to main building can only be achieved through the front door, though there are typically three emergency exits located at strategic points within the building. Security for the individual labs, the infirmary and the supply room consists of 1" steel doors which require a passcard for entry. Two unsuccessful passcard attempts will alert the onsite security force, as well as the local police.

Onsite Security

A standard Latimer Labs research facility maintains a staff of 12 armed guards at all times, with 12-hour rotating shifts. The guard stats are as follows;

Latimer Labs Armed Guard

M 15 H 12 MV 15 B 10 W 10 P 10 L 8
PP 80 HTK 22 LVL 5 HIT 6

Fire Pistols: Each guard is armed with a .357 Magnum (2 shots/rd, 2d6+2, 24" range)

Fire 1 Rifle: In case of emergency each guard will be issued an Uzi 9mm (3 shots/rd, 2d6+4, 18" range) from the guard shack.

Each guard is equipped with body armor (a kevlar vest) that will stop 10 points of damage before it is penetrated and useless.

Reception

The reception area is usually tastefully decorated, with pictures of Latimer Labs projects and products adorning the walls, as well as pictures of Richard Latimer shaking hands with a succession of presidents. The receptionist is an armed guard who is unfailingly polite but firm.

Offices

The offices are staffed by 6 office workers who are all Average Joes. They take care of the day-to-day financial operation of the facility, and are overseen by the director of the facility, whose office is a cubicle within the office area. The director is also an Average Joe.

Commissary

Mmm-mm good cooking. One of the real perks of working for Latimer Labs (aside from the chance to work with the best people and equipment) is access to their commissary. Many Latimer facilities also include a gym to work off those extra pounds gained from over-indulging in the commissary. At any given time, 3-4 researchers can be found passed out in the commissary; researchers seldom follow 'normal' schedules.

Meeting Room

State of the art audio visual presentation facilities are included in every Latimer Labs complex. Whenever that technological breakthrough is approached, and a little more funding is needed, Richard Latimer knows the psychological impact a good presentation can have. Thus every facility's meeting room comes complete and ready to make a full presentation with little or no set-up time.

Supply Room

Secure NBC facilities (Nuclear, Biological, Chemical) are an absolute necessity in today's competitive scientific laboratory, and Latimer Labs does not skimp on safety. All sorts of dangerous materials are bound to be on hand at any given time in any given research facility; the supply room is equipped to deal with almost any

Latimer Labs

of them. A sealed clean room, it has airlocks which can only be accessed by a passkey and a clearance code transmitted from the guard shack entered simultaneously into the airlock mechanism. Even so, there is a thirty-second waiting period when the slightest tampering with the mechanism will invalidate the code and leave the room sealed. Each supply room is positioned at the center of the facility, to reduce the risk of theft and accidental breaches to the outside world.

Infirmary

Accidents do happen, and in laboratories where sometimes dangerous research is being conducted, accidents can get out of hand quickly. Thus each Latimer Labs research facility is equipped with a well-stocked infirmary, capable of dealing with everything short of brain surgery. And with a few hours notice, they can be prepared for that as well. The infirmary can customarily treat any type of medical emergency, stabilizing the patient until they can be taken to a hospital. However, in some cases (particularly when dealing with paranormals or alien technologies), patients cannot be moved without risk; the infirmary is typically capable of maintaining up to 10 subjects on extended life support for over 1 week without having to resupply. Triage for up to 80 people can be undertaken by the infirmary without incurring a shortage of supplies which would lower its efficiency. A medical specialist of some sort is always on staff to offset insurance costs (as well as for common sense).

Gym

'A healthy body maintains a healthy mind' is one of Richard Latimer's favorite phrases, and it is emblazoned on the door of every Latimer Labs research facility gym. Often, a colorful response to this quote is printed beneath it on a sheet of computer paper that is easily removable in case of inspection. The gym features state-of-the-art exercise machines, free weights, stationary

bicycles and rowing machines with video cassette monitors attached to them, and a Jacuzzi. Many wild parties are often held in the gym after a breakthrough is achieved by a research team.

Labs

In an average Latimer Labs research facility, there are usually four labs, each devoted to a different project. Each project tends to be headed by one senior scientist aided by one junior scientist, one grad student and two lab assistants. Again, this is typical, but by no means the rule. Each laboratory is set up, staffed and maintained by the senior scientist of that particular lab, who has autonomy in his environment. Richard Latimer likes for his people to feel that they are the ones who control their research, and gives his senior scientists considerable leeway when it comes to what others might view as 'aberrant behavior'. However, they are still expected to attend staff meetings and give progress reports. Failure to comply generally results in a warning, followed by a counseling session, followed by demotion or dismissal. Latimer encourages creative and inquisitive minds to grow and discover, but they are still on the company dole. He who pays for the research expects to know what's going on.

As for the labs themselves, they are well-stocked laboratories ideally suited to the research that is currently going on in them, as well as being reasonably well prepared to deal with any phenomenon that they may encounter (or may encounter them!). Rather than give a detailed listing of equipment on hand, we will leave it to the GM to fill the interiors of his Latimer Labs as he sees fit for whatever research is going on inside it.

Latimer Labs Supply Depot

Latimer Labs has many diverse products and services which must be shipped not only across America, but all over the world. The supply depots keep these products moving from place to place in an organized and efficient manner. Even sensitive scientific equipment and discoveries

must occasionally be moved from facility to facility, and the Latimer Labs supply depots process and route them to their proper destination.

It is unusual for supply depots to be constructed out of steel-reinforced concrete (100 HTK); however, you must remember that when most of Latimer Labs' corporate policies were being set, they were actually being set by the Black Shroud, who is paranoid beyond belief. Thus each supply depot is a seventy-foot by one hundred and five-foot bunker that stands thirty feet tall. There is usually a receiving office located just inside the building where the shipping and receiving clerks can be found (usually four during the day shift, none at night). Security for the supply depots tends to be relatively light, consisting of two armed guards with a trained police dog on patrol at night (when the depot is closed) and approximately thirty warehouse workers during the day. The warehouse workers are all union employees, thus are highly loyal and generally above suspicion (as they must be union to work there).

All sorts of interesting plot devices pass through Latimer Labs supply depots every day. We'll leave just what is passing through today up to you. A possible list might include (roll 1d20):

- 1 Exotic plant samples taken from Taragonia labeled, "Warning! Carnivorous!"
- 2 Untested experimental weapon for the US Army.
- 3 Alien body in a stasis tube.
- 4 Revolutionary superconductive microchip.
- 5 Experimental vehicle that runs on water.
- 6 Unstable solar power generator going back to the drawing board.
- 7 Female android shell housing a nuclear device.
- 8 Shipment of experimental hallucinogens from CIA testing in the sixties (lost en route).
- 9 Captured Rurian spacer engine.
- 10 Ancient Aztec artifact which bleeds constantly — O positive (Ewww!).
- 11 Box containing pieces of the ten commandments.

- 12 Collectible card game cards which actively radiate on the electromagnetic frequency.
- 13 Femforce signal device unearthed in Apache, Texas that dates back over 100 years.
- 14 Experimental virus capable of wiping out half of Milwaukee (no great loss).
- 15 4,000 year old statues of fertility goddesses able to animate (according to legend).
- 16 Ruby moonstone brought back by Apollo 14.
- 17 Crate of robotic Nazi troopers lost in shipping since 1944.
- 18 Wildly successful hair growth hormone that causes male impotency.
- 19 Frozen bodies of pale-skinned big-headed aliens with solid black eyes.
- 20 Old football from around the turn of the century that seems to be Invulnerable.

Latimer Labs Warehouse

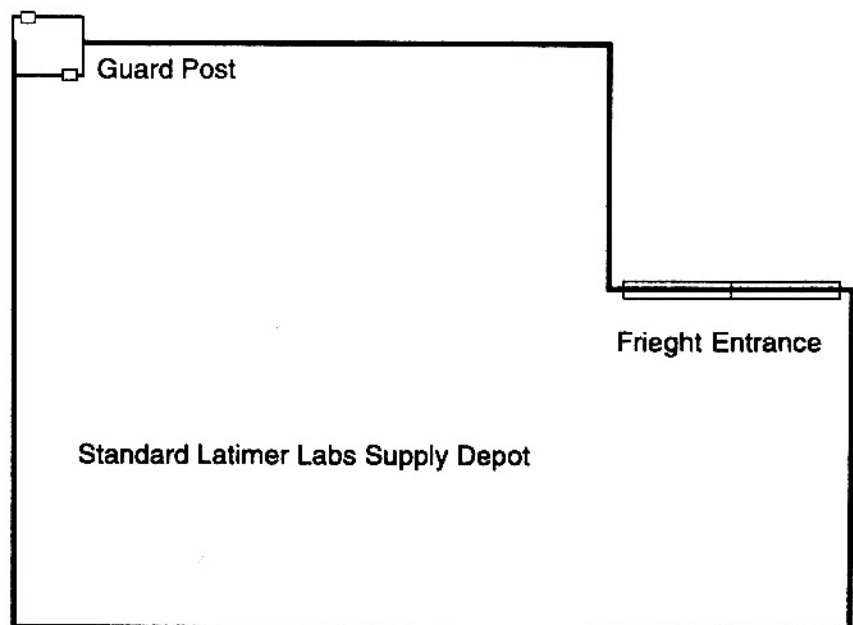
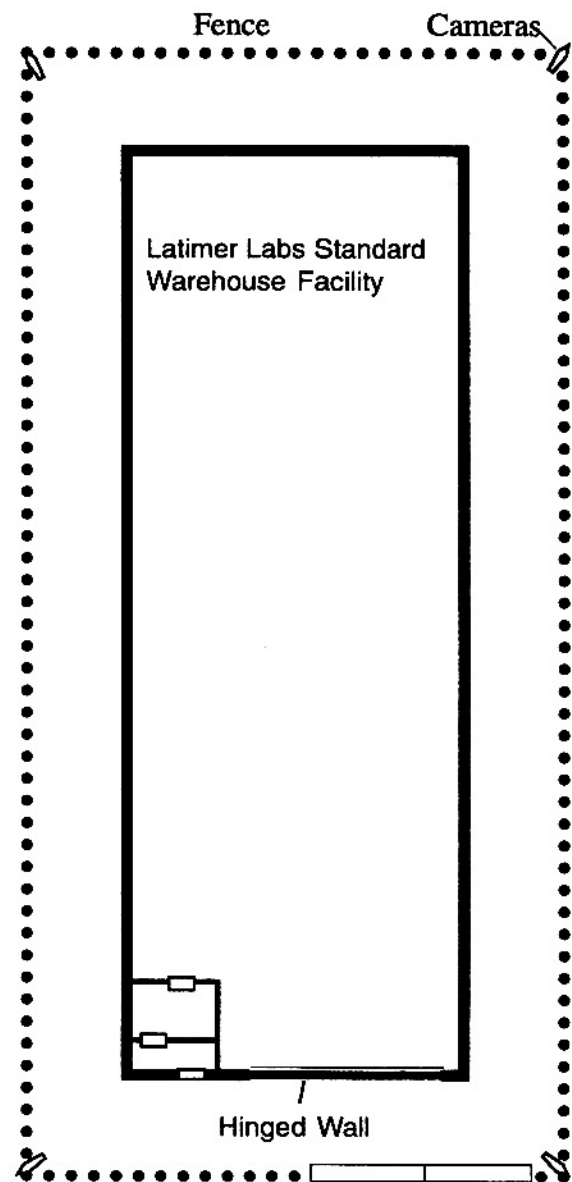
There are quite a few items, both technological and magical which Latimer Labs currently has in custody. Many of them have been deemed unworkable yet dangerous, many of them are unfinished projects, and some of them are things that the Black Shroud hid away for the day that he might just have a use for them. To that end, there exist many Latimer Labs warehouses. They are not warehouses in the conventional sense; in reality, they are high security storage facilities designed to keep their contents hidden from the rest of the world which is either going to misuse them or might be devastated by them.

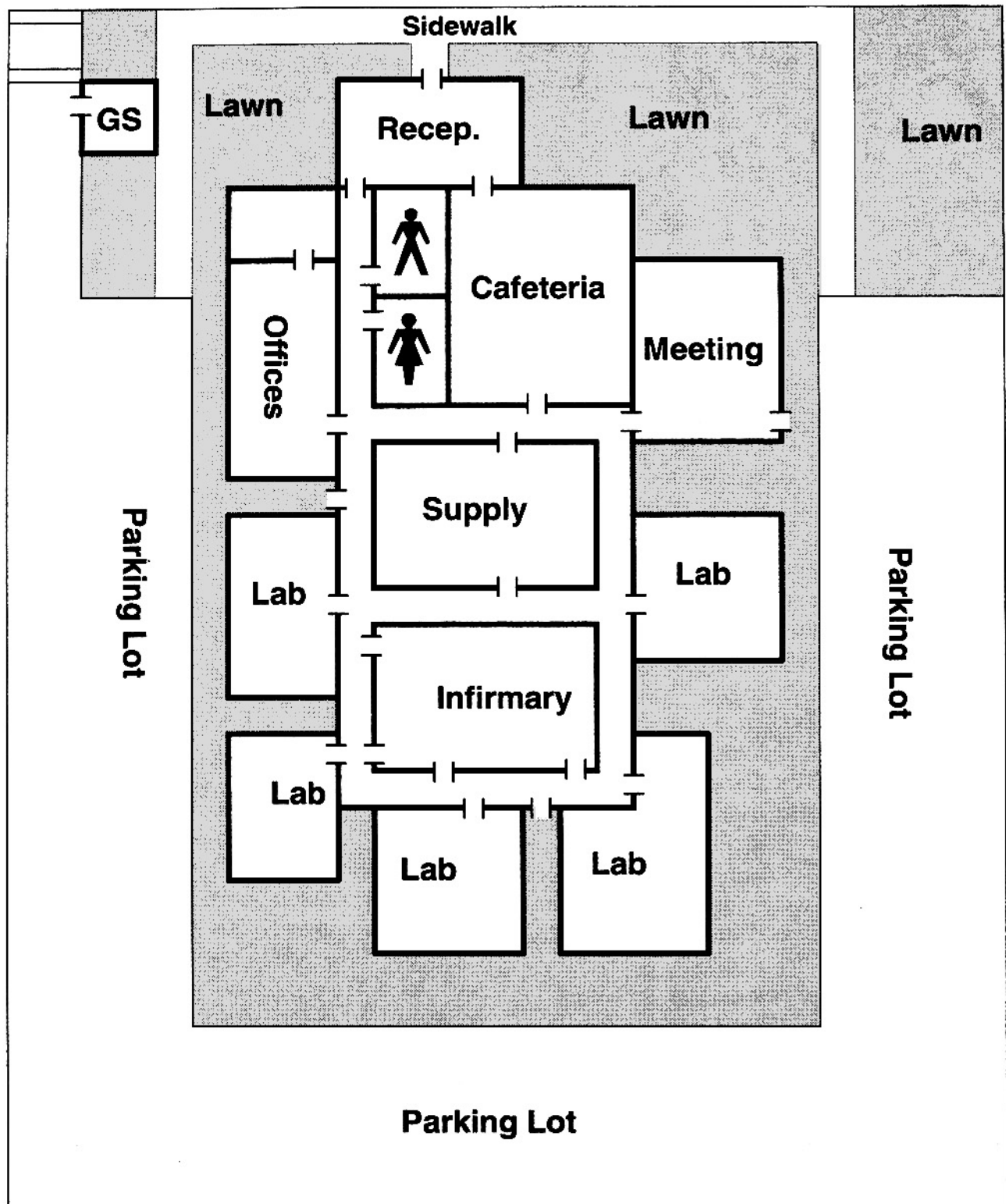
Each warehouse is a thirty foot wide by fifty foot long bunker made of steel-reinforced concrete (100 HTK) which stands approximately twenty feet tall. The outer perimeter is surrounded by a twelve foot high chain link fence topped by razor wire, set ten feet out from the building. Lights are set on top of the fence on every side to keep the building completely illuminated at night. Security cameras are mounted on all exterior corners of the building, each with dual lenses focused at a 180 degree angle. One guard typically patrols the perimeter inside the fence with a trained police dog, trading out with one of the two guards inside every hour.

Latimer Labs

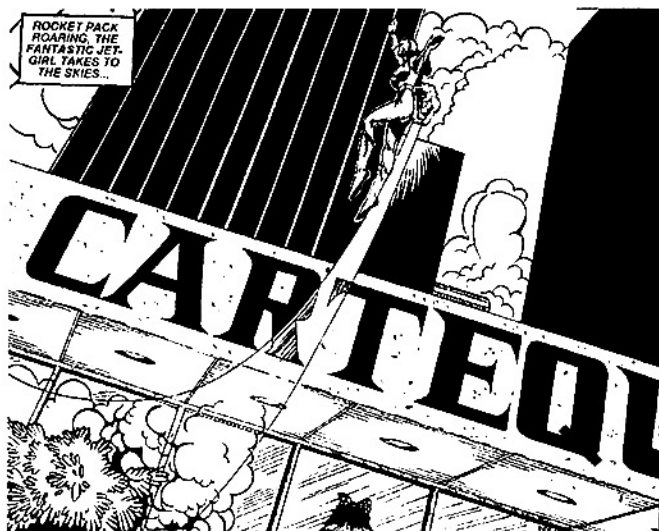
The inside of the warehouse can only be accessed through the lone one inch thick steel door opened only by passkey, which leads to a five foot by ten foot security checkpoint. Here anyone attempting to enter is subjected to a thorough scan, including x-ray, thermographic and a passkey verification with a continually changing verbal exchange sign/countersign (such as "The sun is shining" "But the ice is slippery — morning, Bob!" "Morning, Ralph!"). Once the scan is complete and identity is verified, the two inch thick vault door opens into the guard station, where the exterior cameras as well as the interior sensors are monitored.

The interior of the warehouse is covered by cameras as well as thermographic and motion sensors. The guards do not actually patrol the interior of the warehouse; their orders are to keep it secure, not to poke around in hazardous materials. The only way that new materials that cannot fit in through the guard station can be introduced to the warehouse is by activating the hinged wall (usually located on the north wall alongside the guard station) from inside the guard station. This requires the entering of an ever-changing passcode as well as the entering of the supervisor's passcard in addition to the courier's passcard. This will activate the hidden hydraulics which will swing the hinged wall open ever so slowly like a big, solid garage door. It can be closed by simply activating the close circuits, or it can be slammed into place by hitting the "Panic Button" which also activates an alarm on the premises as well as alerting local law enforcement.





Carteque



In 1939 Dr. Cal Martin left Hughes Aviation and began his own company, Martin Aviation. Working with a development team, Martin developed a prototype rocket that could be strapped to an aviator's back and used to propel him through the sky at unheard-of speeds. While testing the prototype, Martin stopped a criminal from escaping the police and was dubbed "Rocketman" by the press. Inspired, he continued to refine the prototype jetpack over the next dozen years while actively adventuring as Rocketman until tuberculosis claimed his life in 1951, ending his Rocketman career. He bequeathed his estate and corporation to one of his researchers, William Carson. Carson's love of flying and insatiably curious mind insured that Martin Aviation (now renamed Carson Technologies) would endure, and that someday Martin's dream of a society that commuted using rocket-powered jetpacks could become a reality.

As Carson undertook the task set before him, his son, William "Tech" Carson Jr., began work on the prototype jetpacks. As time wore on, he became more and more frustrated by the relatively low technological level of the period. He modified the Rocketman costume, equipped his then-fiancee Patricia Dustin with a similar costume and began adventuring as Rocketman. He reasoned that only by forcing himself into situations such as paranormal combat would his

creative inventor's mind find the motivation to improve the design sufficiently to allow the jetpacks to go into mass production. But the adventuring lifestyle could not compensate for the relatively primitive electronics engineering technologies available in the 1950's. So when Dr. Weir approached him about the Vault of Heroes project, Tech was ready to go before he'd even heard the details. To enter stasis and remain perfectly preserved for twenty.. thirty.. maybe forty or fifty years? To go to sleep in the fifties and perhaps wake up in the year two thousand?



While "Tech" and Pat slept, Carson Sr. continued to build Carson technologies into a major American electronics firm. In 1967, he stepped down as CEO and named Byron Foulger to replace him while retaining ownership of the corporation. Carson Sr. died in 1983, leaving Foulger in command of the newly renamed Carteque, even though Carson Jr. was the inheritor of the controlling interest of stock in the company. When Dr. Weir reactivated the Vault heroes in 1991, Tech and Pat reemerged from the Vault to help defeat the Black Shroud. Afterwards, they returned to California to retake control of Carteque over the protestations of Byron Foulger. Rather than take Carson to court, Foulger decided to bide his time and wait for the right opportunity to depose Carson in what will more than likely be a hostile takeover.

Carteque: What's it mean to you?

Carteque is a major player in the aviation electronics field. They design and build flight control systems for many of the fighter craft currently in active service in the US armed forces. In addition, they have created many prototype aircraft that have revolutionized the aviation industry with their innovative approach to aerodynamics, including the Avenger's current model Starjet. In game play, their headquarters in Los Angeles is where Tech and Pat can usually be found when they aren't on a mission with the Sentinels of Justice. Unusual technologies and engines, propulsion systems and powersuits — anything that has to do with flight interests Tech Carson, and he's willing to look it over, analyze it and try to figure out just how and why it works.

In addition, there's Pat Carson. She loves her husband dearly, but dragging him out of the lab is nearly impossible once he's sunk his teeth into a problem. Carteque employs some of the greatest aeronautical engineers and flight systems programmers in the world today, and once they all get to talking with Tech about a project, they could be at it for hours. Thus Pat often indulges in one of her favorite pastimes; gambling. Los Angeles isn't really that far from Las Vegas when you've got a jetpack strapped to your back, and Pat often makes the commute when Tech has holed up in his lab and won't come out. Thus far her gambling junkets have been uneventful, but 'accidents' do happen...

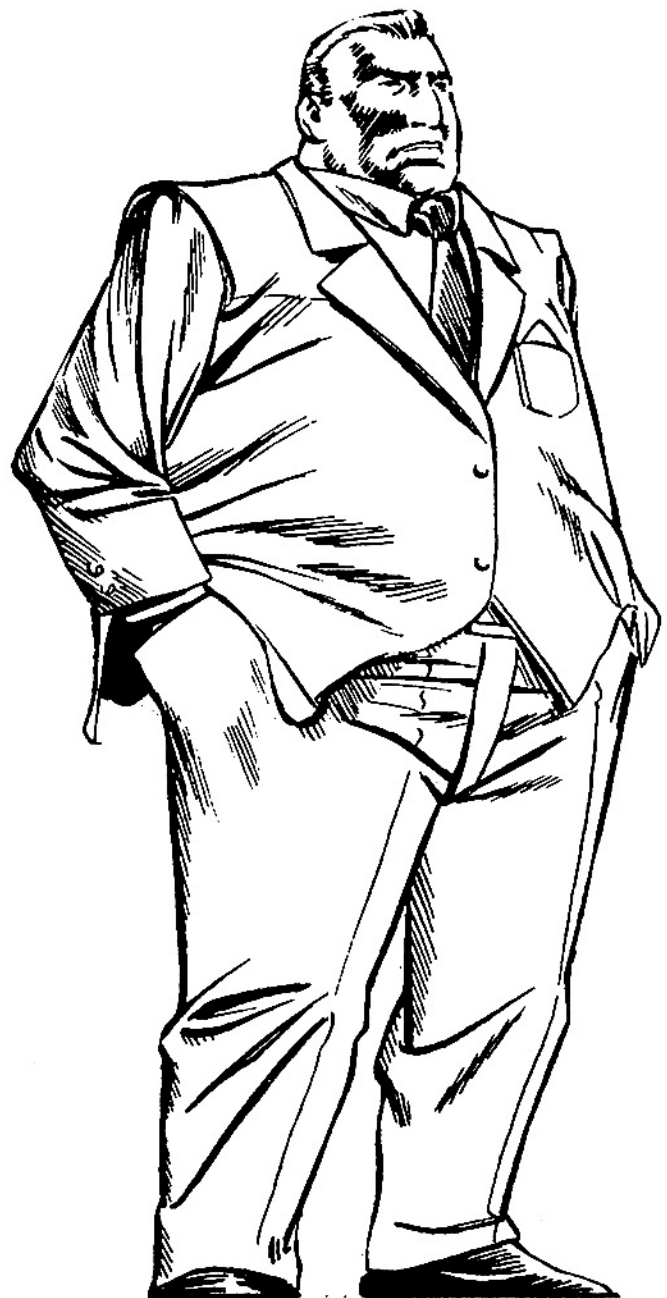
On that note, there's Byron Foulger. Byron began working in the Carson technologies mail room back in 1965, and worked and scraped his way to the top through willpower, determination and blackmail. He is ruthless, cold, remorseless and completely devoid of human compassion. Only one thing matters to Byron Foulger, and that's Byron Foulger. He sees Tech's return from the vault as having robbed him of the company that he worked so hard to steal... ah, acquire for so many years. Thus he would do nearly anything to be rid of Tech and Pat, though he

fears retaliation from the paranormal community. Even though Tech leaves the company in Foulger's hands, preferring to stay in the research labs where he feels he belongs, Foulger will not be satisfied until he has wrested complete control of Carteque from Tech Carson... by whatever means necessary.

Byron Foulger *CEO of Carteque*

M 12 H 12 MV 12 B 16 W 18 P 14 L 12
PP 96 HTK LVL 9 HITT 4

One-Skilled Expert: Double-Dealing, Backstabbing
Corporate Raider



Carteque

Other NPCs

Carteque is staffed by some of the finest aeronautical engineers and flight system programmers in the world. With that in mind, characters needing advice in almost anything aeronautical can usually turn to Carteque for help. Tech is an active and friendly member of the paranormal community; thus he and his staff will offer aid and assistance to almost anyone who asks provided that they aren't somehow INFAMOUS. Since Carteque is a quite successful company, Tech can afford to give help and advice away; however, Carteque almost always charges people for parts or hardware that are provided for them. It may be a successful company, but Tech is no dummy and has no intention of running his company into the ground just so that he can provide every paranormal Tom, Dick and Harry with a jetpack. But for advice, analysis and aeronautical expertise, the staff of Carteque can't be beat. Though we aren't providing any names or stats for new Carteque personalities here, GMs should feel free to create whatever experts they need when using Carteque NPCs... or even using Tech himself (as he is usually willing and always able). The only other PC quality NPC at Carteque would be Red Rocket.



Red Rocket, AKA Rod Page, Space Patrolman.
Reserve Member of the Sentinels of Justice.

Extradimensional.

M 19 H 19 MV 20 B 20 W 20 P 12 L 20
PP 130 HTK 25 LVL 1 HITT 8

Flight: 100" @ 2PP/rd (25/50/75/100)

Force Field: 65 point field (max), range 32", 33 PP
max cost

Don't Breathe 3

Our Mr. Page is also an expert on advanced flight systems, and works at Carteque for lack of anything better to do in the modern world.



The Carteque Rocket Pack model Cumulus X-3000

The crowning achievement of Carteque industries and the symbol of its owner is the Rocketpack. Originally designed in the thirties, it has undergone extensive modification to adapt to modern technologies and the demands placed upon it by its current designer, Tech Carson. Tech's dream was to awaken in a future where everyone used jetpacks for personal conveyance; unfortunately, one of the future's ugly realities is the preeminence of monolithic insurance companies and government regulatory agencies. With the high risk potential for flying around with a rocket on your back, corporate insurance premiums alone are far too prohibitive to allow common use of jetpacks. That, coupled with the fact that anyone who owned a jetpack would possess the power of flight, leading to innumerable in-air accidents, problems with the FAA, 2elin controlling airspace, and the possible effects on international boundaries, have worked to keep Tech's dream of the jetpacking commuter from coming true. The current model has the following design specs:

Cumulus X-3000 Rocketpack

Moderately Obvious Gizmo: *Flight*

CP: 300 PP: 600HTK: 300

Conceivably capable of achieving speeds in excess of 1200 MPH (Do It Twice at 600"); however, as most human bodies cannot take the strain, the upper limit (beyond around 550 MPH) has yet to be tested. They are available only through Tech (Rocketman) Carson himself; no one else is authorized to release one of these devices to anyone due to the problems listed above.



Mount Optic

Located approximately 25 miles west of Denver, Colorado, Mount Optic is the home of the most complex and powerful early warning system/ observation point in the world. Created by Captain Video, this large but well hidden base serves as his eyes and ears on the world, as well as a fair amount of the space around it.

Very little is known about Captain Video, and he seems intent on keeping it that way. As a researcher, Paul Ames worked to make seeing possible for the blind, but was blinded himself by sabotage. He used his technical brilliance to continue his work, creating visual implants and eventually developing the Sensor Goggles which give him his abilities. Able to connect directly into the sensor net he has created of orbital and stationary satellites and his invisible, floating electronic eyes, Captain Video sees and knows all, as far as anyone can tell. He uses his knowledge to help the FemForce and other hero groups, but stays out of the way of governmental powers. This makes him extremely useful as a plot hook device – he can always call up your hero group with the next mission.

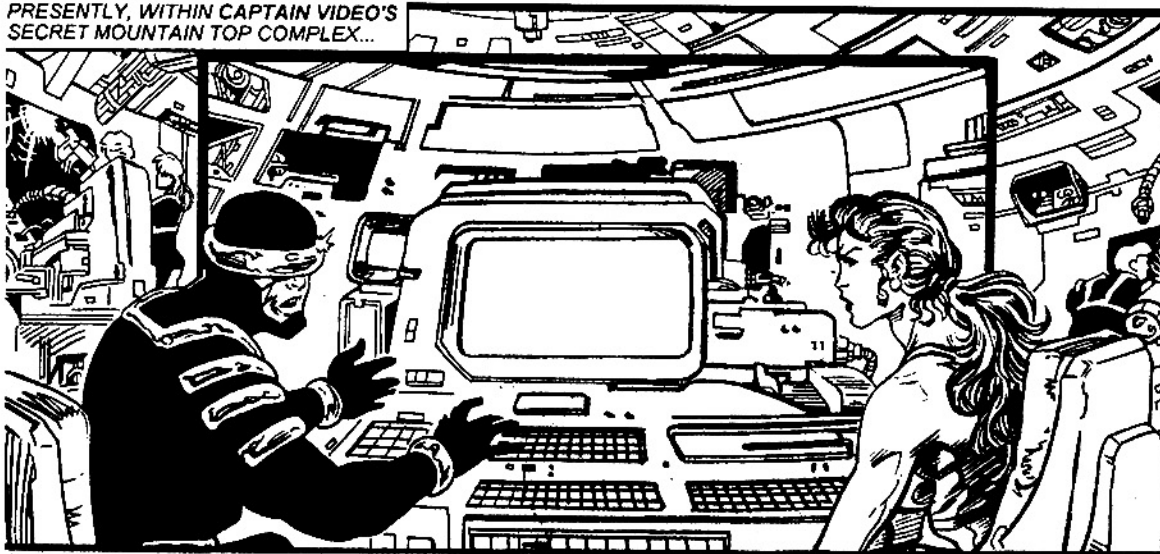
The Mount Optic complex is completely hidden through a combination of holographic projection, force fields, sensor distortions, and false signature generators, all of which give the

area the look, feel and sensor read-out of a normal peak in the Rocky Mountain range. The force fields can be dropped to allow access to the complex via the hover vehicle Landing Bay on the north side. This can be only be done by someone monitoring inside the Command Level. The hover vehicles can be piloted or – for simple pick ups – pre-preprogrammed to go to a particular location, wait a fixed amount of time, and then return to Mt. Optic. Hover vehicles are merely transport devices, and not durable enough for combat or stunt flying.

The peak of Mt. Optic conceals the Launch Facility as well as the antennae and dishes used to communicate to the Satellite Link and the Global Observation Net. Launches are usually disguised through the same methods as the mountain itself, although Captain Video does make use of Arianespace rockets to transport his less important payloads, thus avoiding unwanted attention to his location.

The Launch Facility connects to the rest of the complex through a large elevator shaft containing 4 passenger elevators and 2 heavy service elevators. Directly below the Launch Facility is the Communications and Computer core. This large, single room houses the computer brainpower needed to run the Global Observation Net.

PRESENTLY, WITHIN CAPTAIN VIDEO'S
SECRET MOUNTAIN TOP COMPLEX...



Much deeper is the Command Level. This is another huge room, filled with the monitors and readout devices necessary for Captain Video and his Video Rangers to keep tabs on the whole world. It is about as high tech and well nigh unexplainably complex as you can imagine, very smooth, shiny, and glossy as only a Command Level for a Global Observation Network can be. In the direct center of the room is Captain Video's Command Chair – a large, chrome and leather techno-throne, over which is suspended the glass dome through which Captain Video hooks up to mentally monitor everything (and we do mean *everything*.)

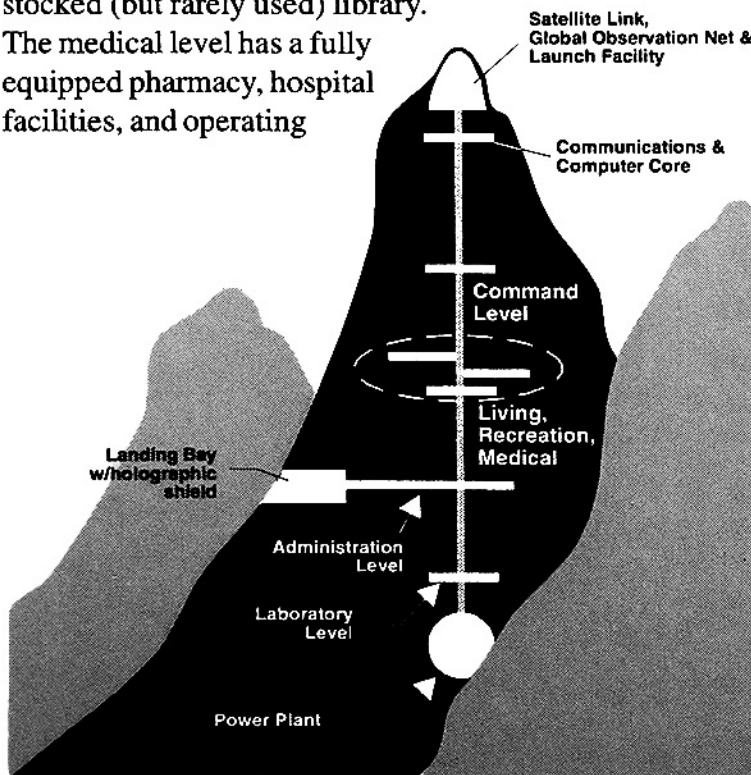
Still deeper into the mountain are three interconnected sub levels which comprise the living, recreation and medical levels. Captain Video requires a large staff (mostly of techno-bimbos) to process the enormous information flow pouring into the Command Center 24 hours a day. The living areas consist of small apartments, some common areas and a cafeteria. The recreational area has a small arboreum which uses natural light reflected through fiber optics, a natural spring swimming pool, and a variety of non-technological diversions, including a well stocked (but rarely used) library. The medical level has a fully equipped pharmacy, hospital facilities, and operating

room – and, of course, a fabulous collection of optometry devices (possibly even some fashion frames.)

Below the staff areas is the administrative level, which connects to the Landing Bay. This area has the only real visible security – a guard station placed just outside the entrance to the Landing Bay and the hover vehicle hangars where two Rangers greet rare visitors and watch the views from the several well placed cameras set around the hangar. This level also contains the maintenance equipment and supplies (for cleaning the static off video screens and getting those finger prints off the glass.) Three of the four passenger elevators stop at this level, as does one of the service elevators. The other two elevators can only access the lower levels with a combination pass key/code word/retina scan (except Captain Video himself).

These two elevators go even deeper into the mountain to Captain Video's research laboratory. This is where he continues to develop the fabulous technology which allows him to be the biggest snoop – ah, the most well informed man on the planet. Underneath the laboratory is the cold-fusion power plant which supplies the complex, as well as the water and air handling equipment.

There are also emergency crawlspaces which double as air ducts between levels and between the complex and the mountainside. Only the power plant is not accessible through crawlspaces. A variety of blowers and vents are used to keep fresh air flowing through the complex and to remove toxic gases. Each level can have its airflow cut off independently, through the Command Level. Of course, the entire complex, including the crawl spaces and duct work, are constantly monitored from strategically placed video cameras and electronic eyes.



SUPER BABES

The Femforce™ Role-Playing Game

Wait till you see AC Unbound!

Because you demanded it, the sourcebook that AC Comics and Superbabes fans have been waiting for- AC Unbound! At last, the secrets of Femforce HQ, Sentinels of Justice HQ, the Colorado Project, the Paragon Foundation, Weir Asylum, Mount Optic, Carteque, Latimer Labs, and Jungle Island are revealed for the first time in this comprehensive volume. Also included are character sheets and bios for all of the relevant personalities for each of these AC hot spots, with never-before revealed characters! A must for AC collectors as well as Game Masters currently using the AC Universe™ for their own Superbabes campaigns.



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