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SURVIVE THIS!!

VIGILANTE CITY

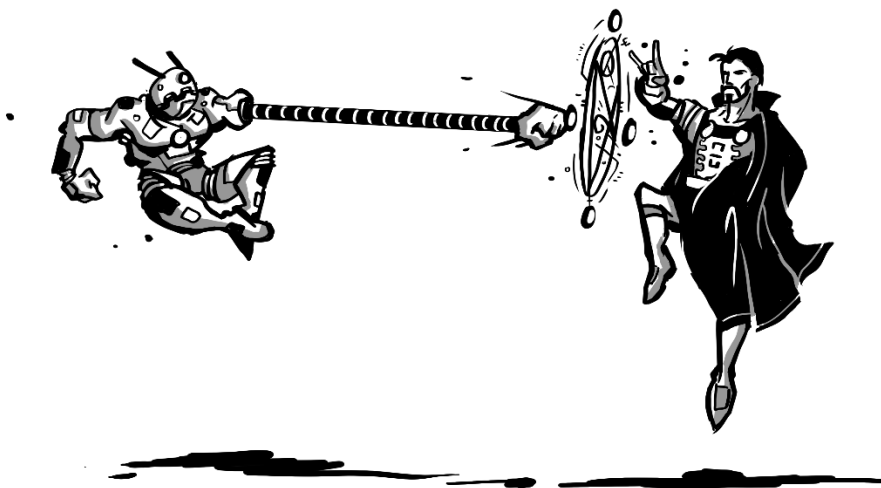


THE ROLEPLAYING GAME
VILLAIN'S GUIDE

VIGILANTE CITY



VILLAIN'S GUIDE



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TABLE OF CONTENTS

Vigilante City	9-14
Central City	10
North Lake Shore	11
Eastern VC	12
McMillian Lake	13
Western VC	13-14
Gangs of Vigilante City	15-20
502-Trioxin	16
The Arkangells	16
Gunmetal Gorgons	17
Los Chupacabras	17-18
Slick's Mobsters	19
Underground & Below	19
UZI-8	20
VC Yakuza	20
Build Your City	21-43
Unique Features	23-24
Unique People	25-26
Random Events	27-28
Gang Generator	30-32
Street Drugs	33-34
Contacts	35
NPC Generator	37-40
Basic Hooks	41-43
Anthropomorph Island	45-56
Coppers & Robots	57-70
MegaHuman Explosion	71-72
Stat Block Explanation	73
Morale	73-74
Gallery of Rogues	75-162
A.S.P. Corp	76-84
Princess Prasinos	77-80
Baba Angel	85-86
Beast of B.C.	87-88
Boudica	89-90
Brain X	91-92
Cartouche	93-94
Conner Steele	95-96
Dr. Atom	97-98
Dr. End	99-102
Ezra Evil	103-104
Gemelo Muerte	105-106
God's Hand	107-108
Goo Jira	109-112
Incinerator	113-114
Insecto	115-120

The Iron Clan	121-124
Miss Menagerie	125-126
Monstro	127-128
Oddgod	129-132
Pharaoh Ka	133-140
RAX!	141-144
Slick & K-Girls	145-152
Stygians	153-160
West Park Destroyer	161-162
 The Crisis Knights	 163-176
Dr. Crisis	164-166
Graja	167-168
Djinn of Embers	169-170
Ju Pa	171-172
Night Train Jayne	173-174
The Spelunker	175-176
 Sample Characters	 177-193
People of Vigilante City	195-210
Bestiary	211-220
Templates	221-224
 Community Content	 225-298
Micro-Ninja Hero/Frank	225-226/227-228
The Midnight Ace/Mar Dun	229-230/231-232
Chuck Sunset/Alpha Doctor	233-234/235-236
Beta Tester/Chi Ki	237-238/239-240
Rho Runner/Feint	241-242/243-244
Tronix/Finale	245-246/247-248
Drider/The Acrobat	249-250/251-252
Meerkat Merc/The Boss	253-254/255-256
Velethrex/Wandering Nephil	257-258/259-260
El Bibliotecario/Remedy	261-262/263-264
Golem/Cherubim	265-266/267-268
Prometheus Society/Deadly Nightshade	269-270/271-272
Flea/Dorian Gray	273-274/275-276
Orchha/Analyst	277-278/279-280
Power Charge/Feral Bandit	281-282/283-284
Transmogrifire/Valentine	285-286/287-288
Trickshot/Padre	289-290/291-292
DJ /The Scent	293-294/295-296
The Regulator/Red Roulette	297/298
 OGL	 299-300

INDEX

502-Trioxin	16	Finale	247-248
The Acrobat	241-252	Flea	273-274
Alanis "Slow Death"	105-106	Frank	227-228
Alpha Doctor	235-236	Gang Generator	30-32
Analyst	279-280	Gangs of VC	15-20
Anthropomorph Island	45-56	Gemelo Muerte	105-106
The Arkangells	16, 85-86	God's Hand	107-108
A.S.P. Corp	76-84	Golem	265-266
Baba Angel	85-86	Goo Jira	109-112
Basic Adventure Hooks	41-43	Graja	167-168
Beast of B.C.	87-88	Grotesques	117-120
Bestiary	211-220	Gunmetal Gorgons	17, 89-90
Beta Tester	237-238	Incinerator	113-114
The Boss	255-256	Insecto	115-120
Boudica	89-90	The Iron Clan	121-124
Brain X	91-92	Jayden "Amante"	105-106
Build Your City	21-43	Ju Pa	171-172
Cartouche	93-94	The K-Girls	145-152
Central City	10	Los Chupacabras	17-18
Cherubim	267-268	Map of the City	15
Chi Ki	239-240	Mar Dun	231-232
Chuck Sunset	233-234	McMillian Lake	13
Conner Steele	95-96	Meerkat Merc	253-254
Contacts	35	MegaHuman Explosion	71-72
Coppers & Robots	57-70	Micro-Ninja Hero	225-226
The Crisis Knights	163-176	The Midnight Ace	229-230
Deadly Nightshade	271-272	Miss Menagerie	125-126
DJ	293-294	Monstro	127-128
Djinn of Embers	169-170	Morale	73-74
Dorian Gray	275-276	Night Train Jayne	173-174
Dr. Atom	97-98	North Lake Shore	11
Dr. Crisis	164-166	NPC Generator	37-40
Dr. End	99-102	NPCs	195-210
Drider	249-250	Oddgod	129-132
Eastern VC	12	Orchha	277-278
El Bibliotecario	261-262	Padre	291-292
Ezra Evil	103-104	Pharaoh Ka	133-140
Feint	243-244	Power Charge	281-282
Feral Bandit	283-284	Princess Prasinós	77-80

Prometheus Society	269-270	Street Drugs	33-34
Random Events Chart	27-28	Stygians	153-160
RAX!	141-144	Templates	221-224
Red Roulette	298	Transmogrifire	285-286
The Regulator	297	Trickshot	289-290
Remedy	263-264	Tronix	245-246
Rho Runner	241-242	Underground & Below	19, 115-120
Sample Characters	177-193	Unique Charts	23-26
Scales of Balance	55	UZI-8	20
The Scent	295-296	Valentine	287-288
Slick's Mobsters	19, 145-152	VC Yakuza	20
The Spelunker	175-176	Velethrex	257-258
Stat Block Explanation	73	Wandering Nephil	259-260
Steel Claws	55-56	West Park Destroyer	161-162
		Western VC	13-14



VIGILANTE CITY

Victory City, better known to its residents as Vigilante City, is a large metropolitan city that has seen better days. Once a bustling, prosperous, industrial city that was most well-known for its contributions to the war effort in World War II. However, over time the city's industrial and shipping economy began to collapse due to poor resource management, mass emigration and heavily pollution.

For the past few decades Vigilante City has continued its massive decline. This is obvious to its suffering citizens, and to tourists from the moment they enter the city. Much of the city stands in ruin. Thousands of blocks are in disrepair, leaving their citizens in a constant state of desperation and poverty. This desperation and poverty have helped to create a world full of crime and violence.

The crime and violence in Vigilante City have become so problematic that citizens have begun to take the law into their own hands. Vigilantes have sprung up in neighborhoods all over Vigilante City. These vigilantes have different levels of talent and varying levels of success in quelling crime. The rise in vigilantism has also had some unexpected consequences, such as the rise in the arms trade, an increase in human augmentation and the creation of more Villains. The explosion of violence in Vigilante City has also drawn the attention of several military companies and government agencies that seek to study the conflict to enhance their war profits.

VIGILANTE CITY BY AREA

Victory City is a huge metropolitan area that is home to several million people. These citizens represent a diverse array of peoples of almost all nationalities, religious affiliations and those in all financial situations.

These people populate the various diverse districts of Vigilante City. Below is a simple outline of the areas of the city and its suburbs.

Vigilante City is surrounded by Lake Claremont on the Eastern, Northern and Western sides. To the south it is surrounded by suburbs that sit in front of a large mountain range, farmlands to the east and a dense forest to the west.

CENTRAL CITY "DOWNTOWN"

Main Attractions: Businesses, High Rises, City Hall, Victory Arena, High End Hotels, High End Apartments

Population: Medium

Security: Very safe, highly patrolled

Gang Activity: Low

Central City is the vast heart of Vigilante City. It contains the majority of the city's high rises and is home to most of its big business. It is well maintained and is kept in pristine condition. With a strong police presence, the regional gangs are kept at bay. However, they are becoming bolder and are slowly influencing the outer area of Central City.

The Victory Arena is home to the professional basketball team (Victory City Ballers), the Victory City University basketball teams, hosts many huge concerts and large events in the connecting convention center.

NORTHERN LAKE SHORE

Main Attractions: A.S.P. Corp Headquarters, Industrial Area, Victory City University, VCU Football Stadium, Slick's Island Amusement Park/ Resort, Docks, The Canals, Warehouses, Sewer & Water Regulation Plant

Population: Low

Security: Very High at A.S.P. Corp, Slick's Island & VCU, Moderate to Low elsewhere

Gang Activity: Moderate. Los Chupacabras & Slick's Mobsters have a presence here. The Iron Clan have opened a new dojo here.

The once scenic Northern Lake Shore is now covered with ugly warehouses, dirty canals, run down docks, large factories and the sky-line dominating HQ for A.S.P. Corporation. The only part of the shore line that retains any beauty or style is that of the scenic Victory City University, the largest college in the state and home to the Vipers. The campus is a typical oasis of beauty, style and home of some fascinating architecture in an otherwise decaying and ugly, urban landscape. The VCU football stadium seats 65,000 crazy pigskin fans during the Fall and it will occasionally host large entertainment events. Vigilante City used to have a professional football team, but they relocated a few years ago due to the state of the city.

Several miles off shore is Slick's Island Amusement Park and Resort. It is a well-maintained entertainment complex and luxury hotel owned by Slick, head of the Santini crime family. The park is neutral ground for gangs as long as they are there for only pleasure. A ferry leaves from industrial, shore area every ½ hour that goes to the island.

Los Chupacabras and Slick's Mobsters have begun fighting for influence of the southern portion of the area. The Iron Clan have opened a dojo in this area and are threatening to expand into the Northern Shore.

See p. 76 for details on the A.S.P. Corp.

EASTERN VICTORY CITY

Main Attractions on the Shore: Art Galleries, Museums, Hipster joints, unique restaurants, Monument Stadium, Historic Landmarks

Main Attractions of the Inner Portion: Bus Station, A.S.P. Recruiting Centers

Main Attractions of Southeastern VC: Suburbs, Malls, Sit Down Restaurants, Car Dealerships, Movie Theaters

Population: High

Security: Moderate to High (Shore), Low to Negligible (Inner), High (SE VC)

Gang Activity: Low (Shore), High (Inner), SE VC (Low)

The Inner section has intense gang activity between The Gunmetal Gorgons, Los Chupacabras, Iron Clan, Steele's Mongols, Slick's Mobsters and 502-Trioxin.

The Eastern portion of Victory City is split into three distinct sections:

The Shore, The Inner and Southeastern areas.

The Shore is a popular area filled with vintage looking art galleries, museums, hipster shops and many unique restaurants. This is the oldest section of the city and has most of its historic landmarks. Although this area looks rustic and simple, it is a very expensive neighborhood. The outer area of the Shore has been slowly becoming part of the Inner section of the city, with gang violence and crime increasing tenfold in the past five years. Slick's Mobsters have some presence along the Shore, but have yet claimed it for their territory. The Gunmetal Gorgons have bought property there to counter them.

The Inner section of this area is overrun by gang violence and police apathy. Several gangs fight here for street superiority. The A.S.P. Corp recruit heavily in this area, with many of the recruits disappearing forever. Slick's Mobsters, The Iron Clan, Los Chupacabras, 502-Trioxin and smaller gangs have all claimed sections of the area. Steele's Mongols run a few bar/ fight clubs here that act as an anti-gang haven and safe zone.

The Southeastern area is filled with many of the suburbs and neighborhoods that supply the populace of VC. These suburbs are mostly safe and happy, but some gang violence has begun to seep into the northern outskirts.

At the southeastern corner of the city stands Monument Stadium, home of the pro baseball team, the Victory City Justice, and the women's pro soccer team, the Victory City Medusa. The Medusa have won the league championship for the past 3 years.

MCMILLIN LAKE DISTRICT

Main Attractions: McMillin Lake, High End Boutiques, Zoo, Anthropomorph Island, McMillin Park, War Memorial, Fashion District, High End Apartments/ Condos, Rich Subdivision, Victory City State University

Population: Moderate

Security: High

Gang Activity: Almost none

McMillin Lake sets in the center of VC. Around it sits several high-end districts that are well kept and highly patrolled by the authorities. The Lake District is famous for the Victory City Zoo, Victory City State University, the War Memorial, many high-end boutiques, the Fashion District and the richest suburbs and neighborhoods in VC.

Victory State University is a small, but prestigious school founded by the Carson family. Its campus is well-known throughout academia as one of the most beautiful schools in the world. It sets on the southern shore Lake McMillin. In the center of McMillin Lake is Anthropomorph Island (see p.45).

WESTERN VICTORY CITY

Main Attractions: Nuclear Power Plant, North Park, Shark's Hole Prison, Raven Hills Asylum, Fort Basham Army & Coast Guard Base, Ezra's Casino & Pleasure Palace, Suburbs (south) & Inner-City Gang Battle Zone (north)

Population: High

Security: In the Gang Zone it is almost non-existent, but High elsewhere

Gang Activity: High in the "War Zone", Low elsewhere.

Every major gang, besides Slick's Mobsters, have a territory in this area.

The huge, northern portion of this area is dominated by one of the most dangerous areas in America, and perhaps the world since MegaHumans have entered the fray. It is lovingly called the "War Zone." The area is full of low-income housing, businesses, schools and parks, but it is also full of gang activity. There is a constant battle going on in the streets. Almost every gang has a territory in this large urban area. Drive-bys, gun fights, assaults and murders are a common daily occurrence here.

Fort Basham Army & Coast Guard Base is on an island of the coast. So far, they have not been called in to help with the gang problems in VC, but that day may not be far off. Rumors of Super Soldier testing on the island have spread through the city.

Raven Hills Asylum is the spookiest place in all of Victory City. It sits on high upon an island a mile off the coast across from the nuclear power plant. It is 100-year-old pair of buildings set on adjacent hills, that are connected by an ominous rope bridge. The asylum is controlled by **Dr. Elizabeth Nastya Dobrow**, a half-Russian, half-Finnish psychiatrist that stands 6' 2" with a ghostly, gaunt, albino appearance. She often dresses like a girl from the Colonial era. She is incredibly soft spoken and beautiful, but her very presence terrifies many of the inmates and patients. Most of them refer to her as Dr. End.

Shark's Hole Prison is a large island several miles off the western coast. Upon nearing the island, one may wonder where the prison is due to the fact that only a few small buildings are visible. The prison itself goes downward several hundred feet into the island, making escape more difficult. Many notorious criminals dwell here, including a few MegaHumans. The prison has the facilities to hold MegaHumans and is looking to expand into a full maximum-security prison for holding more of them.

Ezra's Casino & Pleasure Palace is located just off of the southwestern shore of Victory City. It is serviced by hourly riverboats that take gamblers to the island that never closes. Gambling of all sorts is allowed on the island and the hotels offer almost any legal amenity (illegal ones too if you know the who to ask). **Ezra Evil** (see p.103) is the owner and manager of the island. She is often seen among the crowds encouraging all kinds of debauchery. Ezra has something to blackmail almost every important politician in the city with. Gang members are welcomed on the island, but no weapons of any kind are allowed on Ezra's island.

Suburbs fill out the entire southern portion of the area from the coast to Lake McMillin, with the Carson Nature Preserve below it. The Suburbs are safe and filled with malls, stores, theaters, etc.

OUTSIDE OF VICTORY CITY

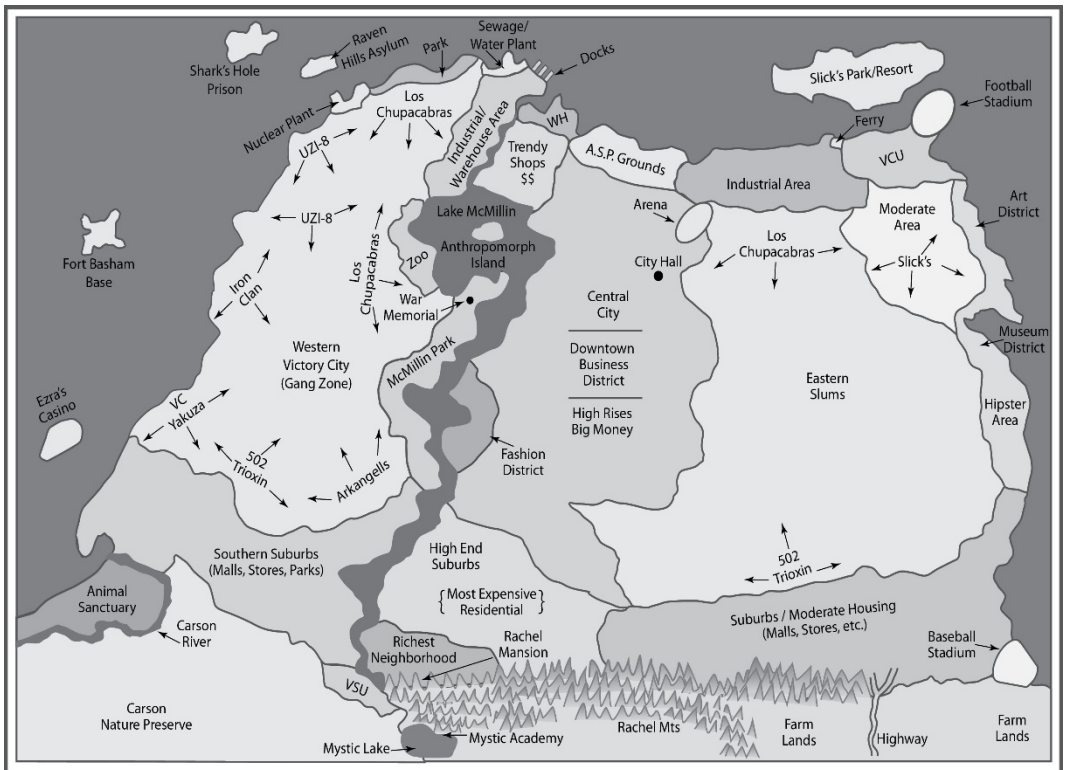
South of Victory City are three important areas. To the West is the Carson Nature Preserve, a beautiful state park that is a popular getaway for city folk and suburbanite alike. To the East is farmlands and to the South are the Rachel Mountains. The Rachel Mountains are home to the Heinlein Planetarium, The Carson Family Mansion, the secret Mystic's Academy and the popular Cusack Slopes ski-park.

GANGS OF VIGILANTE CITY

In the past few years, gang activity has increased to a level of intensity that it now threatens even the safest areas of the city. Police try to contain it to historically poor areas that they deem unimportant. The gangs of Vigilante City have claimed territories, but those can change based on gang activity and gang wars.

Major Gangs

- **502-Trioxin**
- **The Arkangells**
- **Gunmetal Gorgons**
- **Iron Clan**
- **Los Chupacabras**
- **Slick's Mobsters**
- **Steele Mongols**
- **The Underground and Below**
- **UZI-8**
- **VC Yakuza**



502-Trioxin

By far the most unique gang in Victory City is 502-Trioxin. Originally, they were a rag-tag group of misfit punk rockers, metal heads and weirdos that mainly dealt in drugs and fencing. During Victory City's financial decline, the members began to organize and started making cheaper and more effective drugs. Over time they became armed and started pushing into several other gang's territories. Many other gangs fear them because of the drug that shares their name, 502-Trioxin. Rumor has it that 502-Trioxin causes anyone that ingests enough of it will become a zombie under the gang's control.

502-Trioxin run two territories. They control the area adjacent to the suburbs in the Western portion of the city and the area adjacent to the suburbs in the Eastern portion of the city. They are at war with Los Chupacabras on both sides of the city.

The gang is led by **Shain**, a human Genius and master chemist. He is beloved by his gang and absolutely feared by his enemies. His gang is open to anyone that is an outcast, even disfigured mutants.

The Arkangells

The Arkangells are a gang with predominantly Russian and Eastern European members. They are perhaps the most violent gang in Vigilante City and are feared by most every other gang. They deal in everything illegal and have no moral code. They are primarily drug dealers, but dabble in everything. They are well armed and are known to overreach and overkill.

The Arkangells are led by **Baba Angel**, a powerful Mutant that looks like angel that takes part in daily self-harm. She says her scars power her and drive her to make everyone happy with either drugs or by joining her gang.

The Arkangells run the Eastern portion of the Western part of Vigilante City (from the Zoo to the McMillin Park along the McMillin Lake area).

Gunmetal Gorgons

The Gunmetal Gorgons are a small, all female biker gang that are primarily active outside of Victory City. Recently, their alliance with Steele's Mongols has brought them into many of the city's activities. They have started to push into the territory of Slick's Mobsters, with hopes of stopping their involvement in the involuntary sex trade.

The Gorgons believe that if a woman wishes to sell herself on her own terms, she should be allowed to. However, they will mercilessly fight against the sex trade involving children and those forced into that life. They also deal in weapons, gambling and illegal fighting. The ladies also run a profitable and legitimate horse training business.

The Gunmetal Gorgons have a large farm just outside of town at the base of the Rachel mountains. They control no specific territory, but they work very well and often with Steele's Mongols. The Gorgons own a series of cafes in the Eastern portion of Vigilante City that act for a front for pushing into Slick's areas. They are led by the fiery **Boudica**. All of their officers take the name of a famous female warriors or leaders.

Iron Clan Ninjas (see p.121)

Los Chupacabras

The oldest, active gang in Vigilante City is Los Chupacabras. The original gang was created by Puerto Rican immigrants many years ago. Their members now consist of mostly immigrants and descendants of immigrants from Latin America. They deal in arms, drugs, violence and illegal goods. However, due to a large portion of their members being female, they do not deal in prostitution.

Los Chupacabras have two territories in Vigilante City. In the Eastern portion of Vigilante City, they control the area along the border with the business district. In the Western portion, they control the area north of the Zoo to Lake Claremont. They are heavily armed and have several runaway Super Soldiers in their ranks.

Los Chupacabras are led by a twin brother and sister duo known on the streets as **Gemelo Muetre**. **Jayden “Amante” Nightshade** (a charismatic Speedster) and **Alanis “Slow Death” Nightshade** (a Mutant). They are both confident and ambitious leaders that are the cruelest in the city.

Slick’s Mobsters

Slick’s Mobsters are a street gang that dress and behave like gangsters of the early 20th Century. They follow the old Chicago code of violence and deal in stolen goods, property, prostitution and weapons. They are anti-drug and will not allow any of the gang members to use or deal any drug, outside of booze and tobacco.

Slick’s Mobsters are well-armed and are quite vicious to outsiders or traitors. They have spies in the police force and will use blackmail on those that have something they want.

The Mobsters are led by **Slick Santini**, a well-dressed middle-aged gangster with a blond pompadour, that is well known for his all women, personal bodyguards known as the **K-Girls**. Slick treats them, and pays them, well. He is often seen in a bullet-proof, armored Studebaker. His headquarters is located on Slick’s Island Amusement Park & Resort. They run the area south of VCU and along the edge of the Inner Eastern portion.

Steele's Mongols

The largest and strongest biker gang in the Victory City are Steele's Mongols. Unlike most of the gangs on the streets of Victory City, the Mongols do not partake in, or support, most illegal activities. They abhor the sex trade and chase drug dealers out of neighborhoods. They do love and support fighting, drinking and gambling. They own several bars that specialize in underground, cage fighting and gambling parlors. The Mongols dabble in arms deals, but are very particular about what groups they sell to. They also will fight for pay if the cause is right.

Conner Steele is the leader of the Mongol gang. He is a giant of a man, standing a muscular 6' 10." His intimidating presence and love of fighting inspires the other gang members to rally behind him.

Steele's Mongols base of operations is on a large farm/compound south of Victory City. It is secured and well-armed. They directly claim no turf inside of the city, but they do own and operate several bars in the Western and Eastern parts of the city. They claim a several block radii around the bars as a safe zone against other gangs. Their symbol is an arrow and sword held in two crossed fists.

The Underground and Below

Very little is known about this gang that dwells below the city. The Underground and Below is made of up outcasts and mutants that have recently started to venture above ground to steal and vandalize. They spray paint their name and oaths to **Insecto** near manholes before pulling a crash and grab. It is assumed that the arch-villain **Insecto** leads them, but their numbers and motives are as of yet unknown. They have trespassed into every part of the city with sewer access. Some claim that they are in cahoots with 502-Trioxin.

UZI-8

New to the scene is the UZI-8 gang. They won a bloody battle of attrition in the Western neighborhoods of Vigilante City. The majority of UZI-8 members are male Black & Hispanic youths, but they accept anyone that follows their ideals.

UZI-8 is a growing gang that is moderately well-armed and is slowly attempting to expand into multiple areas, geographically and criminally. They focus on intimidation, weapons and drugs, but they are forbidden by their leaders to sell to children.

UZI-8 is led by **Warren Nimox**, a VCU educated scholar that left school after his sister was murdered in a drive-by. He unified several gangs into one and won control of many of the Western neighborhoods of Western Vigilante City. He is a master of tactics, but as of late his bloodlust is clouding his judgement.

VC Yakuza

The Yakuza have just entered into the fray of gang warfare in Victory City. They have claimed the Western Coast south of the UZI-8 territory and are pushing into other areas. They use masterfully use violence and intimidation to push their agenda. The Yakuza deal in arms, prostitution, drugs, political influence and high-end illegal trade.

It is unknown which family of Yakuza is active in Vigilante City. Perhaps they will reveal themselves sometime soon? One well known attribute of the VC Yakuza is their hatred of the Iron Clan Ninja. They will not work with them in any fashion and have declared war against them.

BUILD YOUR CITY

This section will show you how to build your own unique blocks of the city, create your own complete city and make your own street gangs.

DICE DROPS

Dice Drops can be a lot of fun and often a much-invited change from simply rolling on a random table. Here is how they work: First, print out all Dice Drop pages of this document or use the chart in the book. Second, grab the designated dice. Drop the dice on the printed page and pow! you have a random set of information you can use based on the boxes where the dice landed.

For those who find Dice Drops too tedious, they can also make a percentile roll (d00) for the numbers that are provided on the Dice Drops in parenthesis.

RANDOM TABLES

Each table will have either a set of instructions or simply a die listed and the number of times you roll that die.

Ex: 6d6 = Roll (6) six-sided dice and add for the total.

BUILD YOUR NEIGHBORHOOD

Using the Dice Drop (p.24) or by rolling d00, build locations for a random city block by dropping or rolling at least 4 dice per block and recording your results. Do this to create as many blocks as needed to outline your neighborhood. You may repeat the process and create an entire city. Feel free to select your locations without rolling as well, or create unique features not listed below.

8.5 x 11" Dice Drop available for PDF purchasers.

HIGH RISE APARTMENT BUILDING (1-5)	THE PROJECTS (6-10)	NIGHTCLUB (11-12)	SCHOOL (13-14)
STRIP CLUB (15-16)	DUPLEX HOMES (17-21)	ABANDONED BUILDING (22-23)	FIRE HOUSE (24-25)
CRACK HOUSE (26-27)	FREE CLINIC (28-29)	FAST FOOD FRANCHISE (30-31)	POLICE STATION (32-33)
HOURLY MOTEL (34-35)	SUBURBAN STYLE HOUSING (36-40)	HOMELESS SHELTER (41-44)	ADULT THEATER (45-46)
URBAN YOUTH CENTER (47-48)	INDUSTRIAL BUILDING (49-50)	LIQUOR STORE (51-52)	PAWN SHOP (53-54)
GUN STORE (55-56)	BASKETBALL COURTS/ BASEBALL FIELD (57-58)	OFFICE BUILDING (59-60)	WAREHOUSE (61-62)
DIVE BAR (63-64)	PARKING GARAGE (65-66)	HIGH RISE HOTEL (67-68)	BROTHEL (69-70)
GROCERY STORE (71-72)	APARTMENT COMPLEX (73-77)	COFFEE SHOP (78-79)	COMIC/ GAME SHOP (80-81)
DOLLAR STORE (82-84)	BUS STATION (85)	FAMILY OWNED RESTAURANT (86-87)	STRIP MALL (88-89)
PARK (90-91)	CHURCH/ MOSQUE (92-93)	DOCK/ PIER (94-95)	ABANDONED LOT (96)
USED CAR LOT (97)	ABANDONED SUBWAY STATION (98)	THRIFT STORE (99)	A.S.P. CORP LAB (00)

UNIQUE PHYSICAL URBAN FEATURES

For each location or block, roll at least one d100 to determine a unique feature.

Roll	Feature	Roll	Feature
1	Broken “Jesus Saves” Neon Sign	25	Abandoned Fast Food Location
2	Roving Wild Dogs	26	Insect Problem
3	Busted Windows	27	Secret Brothel
4	Rodent Problem	28	Condemned by the City
5	Guarded by a Roof Sniper	29	Inspiring Super Hero Graffiti
6	Light Construction	30	Tagged by Well Known Artist
7	Covered with Garbage	31	Rusty Water Pipes
8	Home of a Famous Crime	32	Hackers Wanted Sign
9	Several Railroad Tracks in area	33	Often Raided by the Cops
10	Opium Den	34	Lots of Broken Glass
11	Break Dancers Cardboard	35	Punk Rock/ Metal Mural
12	Food Trucks	36	No Parking Sign
13	Inspiring Mural of Children	37	Front for Criminal Activity
14	For Sale Signs	38	No Running Water
15	Small, Green Park	39	War Zone appearance
16	Stripped Car	40	No Garbage Pick Up
17	No Trespassing Signs	41	Gambling House
18	Bus Stop	42	Vehicle Chop Shop
19	Fire Damage	43	Gothic Style Structure
20	Rooftop Pigeon Cages	44	Pro-Villain Graffiti
21	Anti-MegaHuman Graffiti	45	Full of Bullet Holes
22	Bullet-Ridden Fast Food Ordering Box	46	Cash for Diabetic Strips Signs
23	We Buy Gold Sign	47	Area Floods a lot
24	No Loitering Sign	48	Full of Squatters

49	No Wi-Fi or Cellphone Service	75	Inspiring Mural of Rosa Parks
50	Surprisingly Green Lot	76	Pornography Adverts
51	Paternity Test Ad	77	Fenced Off Alley
52	Misspelled Fast Food Sign	78	Human Augmentation Volunteer Posters
53	Covered in Graffiti	79	Daycare with <i>Ricky Mouse</i> in the window
54	Beggars Haven	80	Abandoned Lot
55	Busted Sidewalk	81	Say No to Drugs Sign
56	Surveillance Camera	82	We Buy Super Boosts Sign
57	For Sale Sign	83	Rusty Fire Escapes
58	Prostitute Corner	84	Steaming Manholes
59	Kilroy Was Here	85	Burning Car
60	Billboard in an Another Language	86	Construction Catwalk that has Been There for Months
61	Safe Place Sign	87	Sports Graffiti
62	Location is Immaculate in a Rundown Area	88	Recent Crime Scene, still has Tape and Outline
63	Boarded Up	89	Soul Mural
64	Heavy Construction	90	Homeless Sleeping on a Sewer Grate
65	Rapper Mural	91	Barred Windows
66	Main Entrance Collapsed	92	Someone Selling Rugs on the Side of the Road
67	Open Sewage Pipes	93	Wall of Adverts and Concert Flyers
68	Smells of Urine	94	Junkie Hangout
69	Racist Graffiti	95	Considered Haunted
70	Heavily Guarded	96	Missing Man Hole Cover
71	Security Badge Access Only	97	Well Known Gang Hideout
72	An Empty Little Library	98	Mega-Pothole
73	Inspiring Mural of MLK Jr.	99	Needles on the Sidewalk
74	Burned Down	00	Dead Body

UNIQUE PEOPLE ON THE BLOCK

For each location or block, roll at least d00 once to determine a unique person/group for that area.

Roll	Feature	Roll	Feature
1	Drunks	24	Taggers
2	Doomsday Prophet	25	Little Kids Playing
3	Weed Dealer	26	Bikers
4	Crack Dealer	27	Hipsters
5	Drug Dealers	28	Punk Rockers
6	Beloved Local Hobo	29	Leather Gang
7	Jazz Musician	30	Known Gun Dealer
8	Beat Boxer	31	Kids Playing Soccer
9	Group of Teens (Students)	32	Kids Playing Football
10	Group of Teens (Gang)	33	Kids Playing Stick Ball
11	Kids Playing Baseball	34	Kids Playing Basketball
12	Kids on Bikes	35	Heavy Police Presence
13	Break Dancing Crew	36	Crackheads
14	3 Card Monte Dealer	37	Known Fence in Alley
15	Racist Gang	38	Lost Tourists
16	Artists Making a Mural	39	Screaming Racist on the Corner
17	A.S.P. Recruiter	40	Roving Street Gang
18	People Playing Craps	41	Metal Band Practicing too loud
19	Rug Vendor	42	Prostitutes
20	Giant Rat Dragging Some Pizza	43	Gang Initiate Looking for Trouble
21	Flasher	44	Tarot Card Reader
22	Screaming Couple	45	Known Murderer in Area
23	Magazine Vendor	46	Known Rapist in Area

47	Orange/ Fruit Vendor	74	Someone Walking a Pit Bull
48	Chop Shop Lookout	75	Known Pick Pocket
49	Construction Crew	76	Blues Guitarist
50	People Playing Chess	77	Known Pedophile in Area
51	Watch Dealer	78	Hot Dog Cart Vendor
52	Meter Maid	79	Known Crooked Cops
53	City Work Crew	80	Many Homeless
54	Rambling Street Person	81	Known Mystic in Area
55	Landscaping Crew	82	Couple of Goons
56	Junkies	83	VSU Recruiter
57	Ex-Super Soldier Junkies	84	A Baby Standing on the Corner
58	Gigolo	85	Lone Cop on his Beat
59	Solo Pimp	86	Street Toughs
60	Solo Prostitute	87	Vocal Preacher
61	A Crying Kid	88	Street Preacher
62	A Crying Woman	89	Conclave of Pimps
63	A Crying Man	90	Low Police Presence
64	Bootleg T-Shirt Vendor	91	Accused Pedophile Priest
65	A Known Mutant	92	Kids Playing at an Open Fire Hydrant
66	Free Runner	93	Known Psion in Area
67	Social Justice Protest	94	Costumed Street Advertiser
68	Dominatrix	95	Solo Break Dancer
69	A Suspected Mutant	96	Parking Lot MMA
70	Street Rapper	97	A Gimp
71	Scrappers	98	Gang Leader
72	Joe & Rotund Bill are always Dealing	99	Local Super Villain Active in Area
73	Naked Man Running Down the Street w/ a Butcher Knife	00	Local Vigilante Active in Area

RANDOM CITY EVENT

Here is a chart of unusual, unique events that could be affecting a block or your city. These should add unique flavor to your city creation and give you some ideas for adventures.

Roll	Event	Roll	Event
1	High Vigilante Activity	25	Heavy Crime All About
2	Celebrity is Murdered in the Area	26	A.S.P. Presence is High
3	Serial Killer on the Loose	27	Race Riots is the streets
4	Curfew Enforced	28	Sewers Overflow
5	Block Fire	29	Swap Meet
6	Constant Police Raids	30	Human Trafficking Rampant in Area
7	Street Festival	31	Ethnic Food Fest
8	Music Festival	32	Gay Pride Festival
9	Famous Vigilante is Killed	33	Homeless are Being Abducted
10	Low Level Drug Lords Fighting for Turf	34	Low Level Gang Seen with High Tech Weapons
11	Bridge Collapse	35	Rapist on the Loose
12	Something is Eating People at Night	36	Birds Start Attacking People
13	Suicide Rates Triple, Drugs are Suspected	37	New Drug on the Streets
14	2 Gang Turf War	38	Organ Thieves
15	3+ Gang Turf War	39	City Floods
16	Large Influx of Immigrants	40	Increased Vandalism
17	Prostitute Murderer on the Loose	41	Bath Salt Epidemic
18	Someone Buys the Entire Block	42	Kids are Disappearing
19	City Official Murdered in the Area	43	Sandstorm or Torrential Rains
20	Anti-Police Uprising	44	Speedster Thief
21	Famous Vigilante has Been Captured by a Villain	45	A Mystic Villain is Terrorizing the Area
22	Hacker Activity High	46	New Cult in Area
23	High MERC Presence	47	UFO Crash
24	Drag Racing Hot Spot	48	Heat Wave

49	Street Rap Battle	75	Water Shortage
50	Tornado	76	Zoo Animal Escape
51	Disease Outbreak	77	Blizzard
52	Drive-By Shooter on the Loose	78	Urban Treasure Hunt
53	Block Party Erupts into Violence	79	Break Dance Competition
54	Overly Happy People	80	Area Quarantined
55	Sniper Terrifies City	81	Yakuza Move In
56	Documentary Being Filmed	82	Film/ TV Show Being Filmed
57	High Pimp & Prostitute Activity	83	Chaotic Vigilante is Killing Criminals
58	Garbage Strike	84	Terrorism Increase
59	Pick Pockets & Purse Snatchers About	85	Ninja Activity on the Rise
60	Sex Crimes are Increasing	86	Gas/ Energy Shortage
61	Bounty on MegaHumans is posted by a Gang	87	Large Ship Crashes into the Docks
62	MegaHuman Gang	88	Ice Storm
63	Cryptic Killer on the Loose	89	Train Derailment
64	Arsonist on the loose	90	Earthquake Strikes
65	Cops Gun Down an Innocent Kid	91	Airplane Crashes into Area
66	New Gang has appeared	92	Vigilante Group Kills a Bystander
67	Large Protests	93	Blackout
68	People Being Evicted by Corporation	94	Many Mutant Babies Being Born
69	Area has been abandoned	95	Area evacuated due to Nuclear Waste
70	New Tax Hurts Area	96	Urban Renovation
71	New Drug Turning People into Zombies	97	Super Villain has Claimed the Area
72	Helicopter Crash	98	Borg Villain Attacks
73	Mutants are Coming Up from the Sewers	99	A Psion Villain is Terrorizing the Area
74	Insanity is on the Rise (Drugs?)	00	Re-roll Twice

NEIGHBORHOOD AT A GLANCE

Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:
Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:
Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:
Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:
Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:
Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:
Block: Location/Feature: 1. 2. 3. 4. Unique Person:	Block: Location/Feature: 1. 2. 3. 4. Unique Person:

INSTANT STREET GANG GENERATOR & DICE DROP

One of the biggest problem facing your neighborhood is gangs activity and violence. The gangs come and go as they please, take what they want, terrorizing the neighborhood. The Police seem to be unable to do anything about them. Hell, they are just hoping they will just kill each other off in gang war.

Use these tables and dice drops to help you create random gangs on the fly.



Roll once for each column (d10).

1D10	TYPE OF GANG	GANG COLORS	MAIN CRIMINAL ACTIVITY
1	Hard Gangstas	Red	Drugs
2	Punk	Blue	Theft
3	Street Gang	Black	Vandalization
4	Ninja	Grey	Assualt
5	Youth	Zebra	Extortion
6	Yakuza	Yellow	Hell Raising
7	Mafia/ Gangsters	Pink	Human Trafficking
8	Hooligans	Suits	Gun Running
9	Biker	Leather/ Brown	Territory/ Influence
10	All Female	Camoflouge	Roll Again Twice



Street Gang Generator

Drop (6) Dice on the dice drop on the next page or roll 6d00 to determine the core of the gang members.

2 GANG INITIATES (p.199) (1-5)		STREET PIMP (p.209) (6-9)	
2 PROSTITUTES (p.207) (10-14)		GANG MEMBER: BASIC (p.199) (15-23)	
GOON (p.201) (24-29)			
		FREERUNNER (p.199) (30-36)	
YAKUZA (p.210) (37-38)	GANG LEADER (p.200) (39-54)		MERCENARY (p.203) (55-59)
BODYGUARD (p.195) (60-65)	KARATE EXPERT (p.202) (66-70)		
	STREET TOUGH (p.200) (71-76)		
PICK POCKET (p.200) (77-81)		GANG MEMBER: BASIC (p.199) (82-87)	
KARATE STUDENT (p.202) (88-95)		NINJA (p.123) (96-00)	

STREET DRUGS

Being a vigilante can be very difficult. Sometimes your body just aches. Sometimes you just cannot keep up with the villains. But you have heard there is a new drug on the street that will help you to become strong enough, or fast enough to take the villain down. You will only do it once you tell yourself. Only once . . .

Drugs typically boost an attribute or sometimes they will add natural AC or a Toughness bonus (as in the character is so high, they do not feel the damage). They all have a positive effect, but they all have a negative effect when they wear off. When the drug wears off the target suffers Disadvantage to all attribute and skill checks for 1 hour.

Taking drugs too often can result in addiction. Each time the drugs are taken, make a CON check. If you fail the check you become addicted. While addicted you receive the negative effect listed below when not on the drug, or until you seek treatment or go cold turkey for 1 month. Each time you take the drug beyond the first, you must add +1 to your CON check for addiction.

The drugs last d4 hours per dose. Double dosing does accumulate bonuses and taking multiple drugs at once gains you all of the bonuses. You can take a number of drugs equal to your CON modifier (1 minimum). Any you take past that, have no effect on you. However, if you take more than 2 drugs at once you must add +2 to your addiction check roll (instead of 1).

Drug	Cost	Effect	Addiction
502-Trioxin	\$100	Toughness +1 & -3 Mental save stat & -2 CHA	Overly susceptible to control. -6 to Mental save stat
#Fortune 3000	\$200	Add or Subtract 1 From Your Rolls	-1 to all Attributes
Balla	\$125	+4 to Athletics Skill Rolls	-2 to Athletics Skill Rolls
Brick Wall	\$150	+4 HP	-2 Base HP
Buttermilk TC-1000	\$150	Lasts d12 hours. Immunity to Poisons.	You drip white liquid from your orifices. -2 to Poison saves.
Eva-Redy	\$100	Advantage on Initiative	Disadvantage on Initiative
Focus A+	\$100	+ 1 to INT	Disadvantage on INT & Skill rolls
Gator Skin	\$250	+2 HP, +1 to Toughness & Green Bumps	-2 to all Saves & Greenish Skin
God I Am	\$200	+1 to all Attributes	-2 to Initiative
Hootz McGee	\$100	+1 to WIS	Disadvantage on WIS & Skill Rolls
Ice Blox	\$200	+2 to AC	-4 to Move
Lazarus	\$300	If you go below 0 HP, gain d10 HP. Effect ends.	-4 to CON
LF6- MAX	\$100	+1 to CON	Disadvantage on CON checks
Long Life III	\$200	+d6 HP & +1 to a Random Save	Can only use 2 SUR a day
Madquill	\$150	+1 to Melee Dmg	-1 to Melee Attacks
Powermad	\$100	+1 to STR	Disadvantage on STR checks
Princess Q	\$100	+1 to CHA	Disadvantage on CHA checks
Speed Zone	\$205	+4 to Move & +1 to DEX	-2 to DEX & -3 to Move
Summer Sunset	\$100	Can See in the Dark & +2 Spot	-3 to Spot
Tara's Heart	\$150	Advantage on Courage & Terror Rolls	Disadvantage on Courage & Terror Rolls
Teacher's Pet	\$125	+3 to all non-Physical Skills	-1 to INT & -1 to WIS
Tiger Ears	\$100	+4 to Listen	-3 to Listen
Troll Goo	\$200	When healed, double the heal	-2 to Death & Poison Save Stats
You Bounce?	\$100	+1 to DEX	Disadvantage on all DEX checks
ZRGO Life	\$200	+3 to all Save Stats	-2 to all Save Stats

CONTACTS (OPTIONAL)

At character creation, a player may create two level 1 contacts or one level 2 contact. After this initial point, all contacts must be gained through role-playing. A contact could be a prostitute, a criminal thug, a hacker, a bouncer at a local bar, a fixer, a fence, etc. It is up to the player to decide who they are.

Level 1 Contacts - Standard contact. You use them sometimes and they may remember you, but then again, they might not. They could have information you need, but they also might not know a Hacker from a shoebox. They have no loyalty to you and would rat you out at the first sign of trouble. Level 1 contacts never do something for free.

Level 2 Contacts - You see them on a semi-regular basis. You may have done a few favors for them, or passed enough credits their way that they have become more endeared to you and you've become buddies. Reduce the number rolled on Charisma checks by 1 when attempting to get a Level 2 contact to do something for you. Sometimes a Level 2 contact will do something out of the kindness of their heart, but it's rare.

Level 3 Contacts - These are more than buddies to you; they are stout friends who will stand by you. You may have grown up with this person or saved their life. You see this person on a regular basis, and really don't even think of them as a contact anymore. Usually a Level 3 contact will do whatever they can to help you- even risk bodily harm. If a test is needed to convince the contact to help you in some way, you receive a +1 Advantage on the Charisma roll. There is a chance a Level 3 contact will not ask for something in return for a favor.



NPC VILLAIN QUICK GENERATION TABLES

Use the tables below to generate random human NPC villains to use in your games! Roll d8+2 to determine Hit Dice (or chose for game balance).

ROLL	GENDER
1-2	Male
3-4	Female

ROLL	AGE
1	Young (12 & Under)
2	Teen (13-19)
3-4	Adult (20-44)
5	Middle-Aged (45-65)
6	Old (66 & Over)

ROLL	HEIGHT
1	Very Short (4'11" & Under)
2-3	Short (5'0" – 5'6")
4-5	Average (5'7" – 5'11")
6-7	Tall (6'0" – 6'5")
8	Very Tall (6'6"+)

ROLL	VILLAIN	Detail
1	Bored Celebrity	Fame & Wealth can be a dangerous thing
2	Organized Crime Boss	Be it Mafia Gangster, Drug Dealer or Bank Robbers
3	Cult Leader	Religious, Social or Economic Leader Figure
4	Anti-American Spy	Your covered was blown. Time to clean up the loose ends.
5	Politician/Church Leader	The public trusts you, but should they?
6	Scholar/Visionary	Faith, Fanaticism and Misguided Brilliance
7	Scientist/Visionary	A Genius ahead of the curve. The Rules don't apply to you.
8	Serial Killer	Assassin, Murderer, Killer, etc.
9	Corrupt Cop/Military Operative	You know something that others can't know.
10	Educator	Parents trust you with their kids but if they only knew you were really a . . .

ROLL	SUPPORT SYSTEM
1	Wealthy
2	Devoted Followers
3	Military Backing
4	Political Power
5	Legal Influence
6	Power of the Press
7	Advanced Technology
8	Secrets/Blackmail
9	Personal Ability and Skill
10	Backed Secretly by City Hall
11	Occult and Ritual Devotees
12	Foreign Leaders

ROLL	GOAL
1	Acceptance
2	Bigotry
3	Chaos
4	Control
5	Curiosity
6	Desperation
7	Equality
8	Evil
9	Evolution
10	Fanaticism
11	Gloom
12	Green
13	Immortality
14	Insanity
15	Mischief
16	Peace
17	Power
18	Renewal
19	Revenge
20	Superiority

ROLL	QUIRKS
01	Absent minded.
02	Acts benevolent, helps the community.
03	Albino or other physical deficiency.
04	Always dresses in an expensive suit.
05	Always has a different beautiful woman on his arm, marked with the same scar.
06	Always has a deck of cards.
07	Always has a sucker.
08	Always has an escape plan.
09	Always has to be doing something with his hands, rolls coin, etc.
10	Always has to rhyme.
11	Always waits 5 seconds to carefully consider his words before responding, raises a finger if you do not let him respond.
12	Always wearing body armor.
13	Always wears a certain color.
14	Always wears riding boots, carries a riding crop, but does not have a horse.
15	Always wears sun glasses.
16	Believes he is an ancient villain reincarnated.
17	Believes in aliens. Might even think he is working for them.
18	Cannot speak, uses a computer-aided voice.
19	Claims credit for other people's good ideas.
20	Collects unusual things.
21	Demands you address him as "Lord."
22	Disfigured Face.
23	Does a little dance when he is successful.
24	Does not let people see his face, and kills those who see it.
25	Does not plan, poor strategist, good tactician.
26	Drug addict, does not care who sees.
27	Enjoys arson, both watching and causing it.
28	Extra sneaky, appears out of nowhere.
29	Extraordinarily tall and thin.
30	Fond of art and poetry.
31	Fond of duels.
32	Gentleman demeanor hides a corrupt decadent nature.
33	Hands-on, likes to get involved personally.
34	Has starkly alarming eyes.
35	Has a dungeon. An actual dungeon, complete with torture equipment, etc.
36	Has favored minion he treats like a son.
37	Has a god complex.
38	Has a lot of hair and runs hand through it when frustrated.
39	Has a pet cat, dog, bunny, or something else oddly cute.
40	Has a pet snake, lizard, spider, or something else repulsive.
41	Has a soft spot for sports cars.
42	Has a special weapon made just for them.
43	Has ADHD.
44	Has an extreme phobia.
45	Has an offensive smell and doesn't do a thing about it.
46	Has been responsible for many wars.
47	Has had so many identities he forgets which is real.
48	Has to clear decisions with "mother," but nobody knows who "mother" is.
49	He is not what he appears to be.

50	His depths of melodrama are a bit over the top.
51	Impulsive man of action.
52	Is a celebrity who faked his death.
53	Is a twin... yes, there are two of him.
54	Is always eating something.
55	Is always strapped into an explosive vest and will arm it if he's in danger.
56	Is morbidly obese.
57	Is very old but surprisingly spry.
58	Leaves behind signature symbol or item.
59	Humiliates enemies before crushing them psychologically.
60	Likes to monologue, revealing plans.
61	Waves dismissively at things he finds unimportant.
62	Lives in a castle.
63	Lover of games of strategy or chance.
64	Makes important decisions with a toss of a coin.
65	Master of disguise, difficult to detect.
66	Might be a clone.
67	Missing an eye/hand, has many types of prosthetics for it.
68	Nobody meets him in person, ever.
69	Obsessed with appearance, especially hair.
70	Obsesses over cleanliness, afraid of germs.
71	Overconfident and boastful.
72	Partial prosthetic body part.
73	Partially cybernetic.
74	Physical handicap (wheelchair-bound, one armed man, etc.)
75	Prefers to hang people.
76	Propaganda expert, always comes off clean.
77	Refuses to carry weapons, relies on minions.
78	Refuses to harm the elderly.
79	Relies on a psychic advisor, tarot reader, etc.
80	Strange ability to deduce all from basic clues.
81	Social chameleon.
82	Speaks slowly and deliberately, repeating himself for emphasis.
83	Speaks with a very heavy foreign accent.
84	Strongly religious, despite villainous ways.
85	Studies cartoons, they define the human condition.
86	Treats enemies like honored guests.
87	Treats his minions like family.
88	Has an unusual and memorable laugh, used at inappropriate times.
89	Uses a sword and is good with it.
90	Uses guns that are way overkill. Smiles when people are completely obliterated.
91	Uses innocent bystanders as shields.
92	Uses jargon specific to profession.
93	Very superstitious.
94	Was a child celebrity.
95	Was exiled from home country, and harbors great hatred or sadness over it.
96	Claims he was made, not born. Even lacks a belly button, which he believes proves it without question.
97	Wears a uniform of an army that no longer exists.
98	Wears glasses, always pushing them up on his nose.
99	Wears shirts with clever humorous phrases.
00	Will not harm children.

BASIC ADVENTURE HOOKS (D00)

Roll	Hook
1	The Crisis Knights have sent out feelers to see if your group has what it takes to be Knights
2	Capture the Incinerator
3	Stop or capture a were-otter
4	Something is killing the fish in Lake McMillin
5	Find a pattern in Oddgod's targets
6	Bust up a unit of corrupt cops
7	Stop a roof sniper(s)/ archer(s)
8	Capture Cartouche
9	Capture Monstro
10	Stop or capture a sneaky were-rat
11	Discover who Dr. Crisis & Graja are
12	Attempt to track down Miss Menagerie's Secret Lair
13	Foil an art heist
14	Stop an inner-city Zombie human outbreak
15	Recon the situation at Raven Hills Asylum
16	A new drug is killing people on the street
17	Capture an X-28 Robot
18	Stop or Infiltrate 502-Trioxin
19	Stop or Infiltrate the Arkangells
20	Stop or Infiltrate the Gunmetal Gorgons
21	Stop or Infiltrate the Iron Clan Ninjas
22	Stop or Infiltrate Los Chupacabras
23	Stop or Infiltrate Slick's Mobsters
24	Stop or Infiltrate Steele's Mongols
25	Stop or Infiltrate the Underground & Below
26	Stop or Infiltrate Uzi-8
27	Stop or Infiltrate a new gang in VC
28	Stop or Infiltrate Ezra Evil's crew
29	Infiltrate A.S.P. Corp's Psi-Division
30	Infiltrate the Shark's Hole to discover what is going on in there
31	Stop or Infiltrate a gang of Hackers
32	Stop or Infiltrate a new Merc group
33	Challenge Boudica to a fight

34	Find a way to enter a fight with Conner Steele & defeat him
35	One of your team is a traitor
36	Discover the location of the Mystic School
37	Act as a celebrity's bodyguards at an important social affair
38	Catch Slick in a criminal act
39	Stop a poacher in the nature preserve
40	Stop a band of radioactive animals from taking over a neighborhood
41	Stop a Powered Armored school shooter
42	Capture a mutant rapist
43	Capture a mutant arsonist
44	The mayor is being held hostage at City Hall
45	Break up a local sex trafficking ring
46	Act as security at the Stadium during a huge event
47	Track down the whereabouts of Dr. Atom
48	Capture a giant alligator in the sewers
49	Capture the West Park Destroyer
50	Snuff out a nest of Psi-rats
51	Find out what Insecto wants
52	A giant tiger is talking people in the mountains
53	Stop a band of dire beasts from encroaching on the outer suburbs
54	Capture an Iron Clan Sensei
55	Capture a high-ranking Yakuza
56	Stop a riot at the Shark's Hole
57	Something is off with those women at Raven Hills Asylum. There is more than meets the eye.
58	Stop a suburban Zombie human outbreak
59	Capture one or both of Gemelo Muerte
60	Find out why the K-Girls are so loyal to Slick
61	One of the Malls is under attack
62	Capture Baba Angel
63	Capture a Speedster purse snatcher
64	Find out Oddgod's origin or HQ
65	502-Trioxin are giving out free samples at a punk rock show

66	Discover & warn Goo Jira's next target
67	Infiltrate a high school to find . . .
68	Discover Brain X's lair
69	. . . has been kidnapped. Save them!
70	The reservoir has been threatened
71	Infiltrate a college to discover . . .
72	Discover Dr. End's plans at Raven Hills
73	Capture the Beast of Black Canal
74	Guard the War Memorial against an unknown threat
75	Stop or capture a vicious were-shark
76	Capture RAX!
77	Find Cartouche's next assassination target
78	Help stop a Zoo animal escape
79	Capture Ezra Evil
80	Giant squirrels have taken over McMillin Park
81	Foil a bank heist
82	Investigate an old mine in the Rachel Mountains
83	Capture one of the Grotesques for questioning
84	A weather controlling mutant is on the loose
85	Find out the secrets of the Pharaoh
86	Stop or capture a dangerous werewolf
87	Stop a Zombie animal outbreak
88	Infiltrate A.S.P. Corp's Science Division
89	Discover the secrets of God's Hand
90	Capture a Bigfoot in the wilderness
91	Defeat a Villain Team-Up
92	A new Anthropomorph gang is raising hell
93	Investigate an empty ship that docked in the harbor last night
94	Goo Jira has appeared in Lake McMillin
95	A plane crashes in the Carson Preserve. It contained nuclear waste & the animals are . . .
96	Capture Miss Menagerie
97	Capture Brain X
98	Stop a Borg serial Killer
99	Stop a gang war
00	Gather an army and try to take down A.S.P.



ANTHROPOMORPH ISLAND

By Brandon Aten

Anthropomorph Island is an island that sits in McMillin Lake. It is a hotbed for adventure for characters from Vigilante City. This area has been a repository for most of the Anthropomorphs which have begun popping up over the past 20 years, but characters of any stripe can make the journey to the island if they want. Game Masters have a number of adventure hooks which can be used as short jaunts and individual missions for your groups, or which can serve as springboards for significantly longer campaigns as they unravel all the mysteries and challenges the island offers. Anthropomorph Island is located in the northern portion of McMillian Lake, but can be placed just slightly offshore or in a bay of any northern city.

The Jewel Nobody Wanted

The island, originally called Ash Island due to the large amount of ash trees found there, was settled by English colonists in the 1600s. Colonists only stayed on the island for a short time, instead settling on the surrounding shores where game for hunting was more plentiful and freshwater was more easily accessible. The population of the shore communities grew quickly, and Ash Island was mostly used or temporarily inhabited by criminals or those society deemed to be undesirable.

The criminal elements who used the island would often draw the attention of these authorities if their actions were ever too bold, eventually leading to routine patrols to clean up the island. Normally used as a safe haven for smugglers, small-time criminals would use the island as a quick hideaway. Small tent communities of these homeless or societal rejects were scattered on the island, but none of them stayed very long, either succumbing to weather, disease, risk of starvation, or were run off by these patrols by the local authorities, rounding them up in order to meet certain arrest quotas.

By 1890, much of the lumber on the south side of Ash Island had been removed and the area began being used as a garbage dump. This practice was started by privately owned garbage removal services just looking for a close place to dispose of the trash and refuse, but eventually became the standard practice for the local government for decades. It did not appear Ash Island would ever be anything more than a stinking landfill, but with the expansion of the United States military after the Spanish-American War, new life and purpose was breathed into it.

Then the federal government funded a massive cleanup effort of the island spanning almost a year and a half, starting in 1910 and carrying through to the middle of 1912. During this time, piles of garbage which had built up over decades were removed and sent to landfills on the mainland, buried in limited new landfills on the island, burned, or in the case of some larger items, simply put on trash barges and dropped into the sea. Groves of the ash trees that once covered the island were replanted in the newly restored areas. The purpose behind these restoration efforts was the need for a northern military training area and barracks to support the growing armed forces. Camp Winslow was opened in 1912 and served as basic training camp and weapons testing facility through both World Wars and up until the camp was closed in 1946 due to force consolidation, again leaving the island more or less abandoned.

The Advent of Anthropomorphs

When Anthropomorphs started appearing about twenty years ago, they were met with tremendous amounts of fear and rejection. People had no idea how to deal with them, their strange appearances, and animalistic abilities, and there was a great amount of political pressure to tackle that problem as they continued to appear with greater frequency. There were discussions of licensing them like one would a dog, having private individual corporate “*sponsorships*” which were seen by many activists to be akin to slavery, while others advocated for complete segregation from society. There are a number of Anthropomorph rights and advocacy

groups and their opponents who continue these political battles every day, but for the time being a temporary solution had to be found.

Approximately fifteen years ago, after finding some small groups of Anthropomorphs living on Ash Island, a proposal was made to turn the island into a “*safe haven*” for them, while also appeasing those who wanted them removed from society. The mothballed military barracks of Camp Winslow were opened back up and any Anthropomorphs that were found by authorities were sent to the island to live out their days.

Since the reopening of the camp, other Anthropomorphs have started to come of their own volition rather than waiting to be rounded up and forced to go. This willingness to go has been welcomed by authorities who simply take any who decide they want to go and put them on the next boat over. These Anthropomorphs, seeking a better life with others of their own kind have heard the continued stories about the island being a safe haven or kind of Promised Land for them where they are not constantly under the threat of persecution. These stories which have spread throughout the back alleys and underworld hold a hint of truth, but some believe them to be the artifacts of a disinformation campaign solely to get them to willingly come out of hiding and go to the island.

As it always is, the truth is a combination of these stories with the gritty realities often omitted. Ash Island, or as it is now commonly referred to, Anthropomorph Island is now effectively a penal colony where Anthropomorphs are left to fend for themselves, were most are not allowed to leave the island once there. There is a small human presence on the island primarily to ensure the safety of the ships coming to and leaving the island, especially guaranteeing no Anthropomorphs leave by that method. Even once they arrive and find out about their inability to leave, many just move on with their lives and find a way to eke out an existence in their new home.

Points of Interest

Anthropomorph Island is fairly large island, approximately 20 square miles in size. When it was developed for military use around 1910 an elaborate road system was cut, with only a few of them being paved, mostly in and around the former military camp, the port, and hospital. Main infrastructure enhancements like power lines follow these roads so they are easily accessible when repairs are needed. These roads connect all major points of interest on the island, with many smaller roads, dirt paths and trails branching off to other smaller and more remote camps where some Anthropomorphs prefer to live.

Recently, rumors of a newly discovered, or dugout, tunnel that connects the island to the sewers below Victory City have been going through the inhabitants of the island.

Winslow

Often called Old Camp, Camp Winslow, or most commonly just Winslow, this is the closest thing to a town or city on the island. When the camp was reopened and the barracks were refurbished, they became the central hub of activity on the island. The old-style barracks consisting of long, single story buildings with communal bathrooms remain, though they have been upgraded to a modern standard. Due to the anticipated population, additional housing units were constructed, mostly of motel style housing, with external-facing doors, two double beds and private bathrooms. As the population continued to grow, outpacing the existing housing, temporary mobile homes were brought in only to become permanent units surrounded by an expansive shanty town and tent city.

Winslow is the largest concentration of Anthropomorphs on the island, with the families or groups (often gangs or criminals) laying claim to some of the more established and nicer facilities. There are basic restaurants, vendors, and entertainment venues here, much like one would find in an old west or frontier town. Much of the commerce is based on the barter system, though due to the expansive criminal element cash still holds value.

The peace is kept almost through sheer force of will alone. There are numerous criminal groups on the island who tend to keep each other and the smaller gangs in check, but the fact that most of the population simply wants to live out a peaceful and quiet existence means peacekeeping responsibilities have fallen to a few loosely-knit vigilante groups. These groups make sure civilians are not hassled too much, while still trying to maintain low enough profiles to not draw the full wrath of the Scales or Steel Claws gangs.

Roosevelt Bridge

During the construction of the military encampment on Ash Island, materials were brought to the worksite using barges, temporary wooden bridges, and transport trucks, but the future need for easy transportation of troops and materials necessitated the construction of a more permanent bridge. Construction on the Roosevelt Bridge, a four-lane, beam bridge, was started in 1912 and was completed in 1920. After its completion, it was the primary method of transporting people and goods to the island for decades. Even after Camp Winslow was mothballed, the bridge was used by the occasional administrator or inspector, but remained fenced on both ends to prevent loitering and vandalism.

When the island was opened again for the internment of Anthropomorphs, the Roosevelt Bridge was used to transport the first residents by bus and deliver them to the reopened barracks. The bridge had been in a fairly bad state of disrepair for decades, but about four years after its reopening, it was deemed too dangerous to use without costly repairs. The bridge was closed and new arrivals were sent using a new ferry system while the level of damage and associated costs were assessed.

Approximately a year after its closing in what was publically stated to be an accident, the central portion of the Roosevelt Bridge collapsed into the bay. Many of the pylons supporting the beams crumbled themselves, and they along with the portion of the bridge connecting to the city have

been removed as a matter of “public and maritime safety”. There are those who believe that this incident was not purely accidental, and that it was an act of sabotage by those wishing to keep those on the island more permanently separated from the mainland.

Now, the remaining section of the bridge, about a third of its previous span and still connected to the island, serves a variety of purposes. One of the lanes has been reserved for limited transport use and for fishing, while the rest is a hodgepodge of raised beds and greenhouses using lumber, soil, and materials from the rest of the island. These makeshift farms supply a fair amount of fresh food to the island and augment the supply of food which is sent to the island from the mainland. The base of the bridge houses a semi-permanent farmers market and swap meet where residents can come to trade their own goods and wares for fresh fruits and vegetables.

There are some spaces on the bridge which also mount modest solar panel arrays and windmills along the sides which help to assist in power generation and water pumping for the farming operations and the few residents who live in suspended cargo containers and makeshift houses under the remains of the bridge.

Jude’s Landing

The main wharf for the ferry is called Jude’s Landing, after the captain of the first ship to come to the island for the massive waste removal project early last century. It is sometimes derogatively referred to as Judas’ Landing and the ferry itself being called the Judas Boat referencing to the betrayal and deceit of those it brings to the island under the promise of a much better life.

The ferry runs once a week and shuttles all the Anthropomorphs which have been collected and set for detention on the island, including those who come wanting to go willingly. If there is ever a time the ferry cannot run due to inclement weather, it will run the next day conditions are good. It also brings all manner of food, supplies, and equipment to the island to help maintain its limited

infrastructure and maintain at least some semblance of support from those continuing to send Anthropomorphs to the island. Pallets of canned goods, clothing, and toiletries are sent to the island much like aid organizations send to refugee camps. Limited electronics, tools and spare parts are also sent about once a month.

When the ferry returns to the shore, it brings all collected garbage along with it. The refuse of the islands inhabitants is collected and stored in large compactor dumpsters which are activated prior to loading them onto the ship to prevent anyone from stowing away in them. This often works as it is the least used method for escaping the island, though the fact the containers are not manually searched is enough for some to take the risk, hoping to rig the compactor in some way as to not be crushed. Others have been rumored to rig rudimentary or smuggled SCUBA gear and hitch a ride on the underside of a returning Judas Boat.

Saint Raphael Hospital

The former military hospital on the grounds of Camp Winslow was built in the early 1920s as part of the expanded military presence on the island. With more soldiers coming to the island to train, and the larger military research branch, the island was in desperate need of a more robust medical facility, instead of relying on the small on-base clinic. The two-story hospital would hold 50 beds, but could hold up to 140 as an emergency triage center if the camp ever needed to serve in that capacity. When the base closed in 1946, the hospital also ceased operations. After clearing the facility of medical equipment, drugs, and most medical supplies, the military simply closed, locked and chained the doors, leaving the haunting skeletons of empty bedframes and empty exam rooms, and bare supply cabinets.

Five years ago, the philanthropic arm of a large pharmaceutical company, GenGuard, funded the complete refurbishment of the hospital to serve the growing population of the island. The company completely restored the period exterior, and gutted and rebuilt the entire interior of the hospital, complete with a brand-new emergency room and an

expansion so the facility could retain all 50 beds each with its own private room. Additionally, GenGuard set up a trust to fund all the cost of medical care and fully staff the hospital for the next 15 years, in a move seen by many to be a benevolent act for a dramatically underserved population.

When the hospital reopened, it was under the name of Saint Raphael in honor of the patron saint of healing. The Chief Medical Officer, Dr. Malcom Ignatius promised to personally take up residence on the island as long as there remains a need for his services. He assembled a young team of intelligent, dedicated physicians, nurses and support staff also committed to staying and helping the Anthropomorphs on the island. Dr. Ignatius had a personal hand in the hospital expansion in order to ensure the facility was prepared to treat all kinds of maladies, both physical and mental, and wanted to make sure the unique physiologies of the Anthropomorph population were considered. Due to his popularity dedication to helping all those in need, Dr. Ignatius has at least some clout among all of the rival factions, both criminal and vigilant, on the island.

All the good will the doctor has built up over the past few years has allowed many of the other things happening at the hospital to go on mostly unnoticed. When the GenGuard Group funded the renovation and refurbishment efforts and the ongoing work of its occupants, they also wanted to ensure they were able to get something in return for their efforts. During the expansion project, the group built a three-level subterranean research facility roughly the size of the hospital on the surface.

This research laboratory is the playground of Dr. Ignatius and his team where they experiment on the various Anthropomorphs that come to the island. Some enter the hospital with seemingly superficial wounds or illnesses, take a turn for the worst, and end up “dead” when in reality they are brought to the sublevels and subjected to gruesome experimentation at the hands of these scientists. These experiments test both the physical and mental capabilities of the various Anthropomorph species, as the doctor searches for promising genetic secrets which can be used to unlock

additional potential in pure humans. A secondary benefit of this continued research promises to help the Ignatius and his GenGuard backers create their own loyal and enhanced Anthropomorphs to use as they see fit.

Diesel Power Plant

The majority of the islands power comes from the diesel power plant on the southeast side of the island. The plant is over 60 years old but remains in remarkably good condition for its age. Only the hospital and those that live in the community under the Roosevelt Bridge are not directly connected to the power grid of the island.

Power is generated 16 hours per day, from the hours of 7 A.M. to 11 P.M., after which the power is turned off to conserve fuel reserves. Occasionally these hours are extended if there is a special event, holiday, or if there is an inordinate amount of fuel left at the end of a month. Some of the permanent structures in Winslow have portable generators in case electricity is needed at other times. The only times the plant is not in operation is during serious bouts of severe weather, but these are few and far between. The staff of the facility has been around the island for years, is well trained in its operation and is dedicated to the point of waiting out severe weather at the facility itself to make sure the other residents have access to electricity.

Fuel is brought to the island by tanker every month which anchors nearby and pumps the diesel into massive fuel reserves. These reserves remain the only fuel supply the plant has until the next shipment. If the following shipment is delayed for any reason, power is severely rationed until there is a more reliable timetable for a resupply. Though this rarely happens, the constant flicker of the city lights that surround the island on every shore is a constant reminder to those living on the island that they are definitely the have nots of this world.

The powerplant is constantly the target of the Scales and the Steel Claws who both view it as a means of leveraging it to push their influence over others on the island, but so far neither faction has ever managed to control its resources for

more than a few days at a time. Like Saint Raphael, it is mostly seen as off limits, unless one faction believes they can take and hold it. However, the Steel Claws have a strong working relationship with the various crew of the fuel tankers, often leveraging it to help smuggle goods onto and Anthropomorphs off of the island.

Water Pumping Station

This facility located on the north side of the island provides all the clean drinking water and sewage removal for the island. It pulls the water from a water main which runs along the floor of the bay directly from the same water purification plant as the nearby city. This is a holdover from when the island was used as a military encampment, so though the infrastructure on the island is relatively new and in good working condition, the water main and the original pumping station have not seen any noticeable enhancement in over 70 years.

Some of the more adventurous smugglers of the Steel Claws claim they can move goods and people on an off the island using the water main and sewage line, though they readily admit doing so is tremendously dangerous and foolish.

Important Groups

Though there are a number of small gangs and family groups that all tend to keep each other in check, the majority of the island tends to operate surprisingly well. The peace is kept by small roving band of vigilantes, who by their own account are just other small gangs. There are a couple larger gangs which can trace their history to the days before Anthropomorph Island was even a flicker in a politician's dream. Both the Scales of Balance and the Steel Claws started as groups on the mainland, but now mostly run on the island with very minor influence on the mainland. Once the Anthropomorphs were all rounded up and sent to the island, the groups really began to thrive and come into their own.

Scales of Balance

Crediting their founding members as being among the first Anthropomorphs to come to the island, the Scales of Balance are one of the most active criminal groups on the island. The group primarily consists of reptilian Anthropomorphs such as alligators, lizards and snakes, but also extends to amphibious ones like frogs and turtles. The groups see themselves as the defenders and protectors of the island itself since this is the only place where they can be fully accepted, and as such strive to bring any of their brethren from the mainland to the island to bolster their numbers and fight the good fight against those who seek to exploit the resources of the island or those who live here.

The fanatics of this group have their hands in almost every facet of the criminal underworld, from gambling rings, smuggling and extortion, but where they excel is assassination and murder. They believe themselves to be the ones responsible for maintaining balance on the island, eliminating those who are putting too much of a strain on the limited resources on or flowing to the island. These gang members treat any contracted hit as an almost religious experience as they track down their mark and kill them in order to further protect their adopted home.

Steel Claws

Like the Scales of Balance, the Steel Claws can trace their existence to the earliest residents on the island. Once Anthropomorphs started coming, they realized they would need more than the basic rations and resources which were being provided if they were to live any semblance of a normal life. Using their contacts on the mainland, the Steel Claws began to build a strong underground network for moving illicit and ill-gotten goods around the city and getting them to the island.

The Steel Claws accept anyone as a member so long as they are willing to prove themselves to the current membership. The first thing a prospective member needs to do is use their own skills and resources to smuggle something off of the island and to a specific Steel Claw

member on the mainland. This can be more difficult than it initially seems due to the tightening restrictions on what is and is not allowed onto the island ferry, the primary means of transport to and from the island.

The second task one needs to accomplish as part of the membership rites is to then smuggle something back onto the island. This item is determined by the leadership of the Steel Claws and can be something as simple as a fancy fountain pen to larger, more elaborate things such as a whole, live pig or a portable generator. The prospective member does not know what this will be, but it almost always will draw attention or cause a problem. Upon completing this task, the last step to joining is to be “*beat in*” where members of the gang will take turns attacking the character who cannot fight back.

As smugglers, the entire goal of the Steel Claws is to control the flow of resources onto and off of the island. There are numerous gang members who work at the pier loading and unloading goods, helping to keep “proper” records and shipping manifests, while others are more dedicated to the act of helping to unite families who have been separated by being split up and sent to the island. For the most part, they can always get people to and from the mainland, as long as they are paid their asking price, though the method might not be the cleanest, fastest, or safest. If their costs are not met, they are just as likely to backstab a potential customer simply to make a point.

STARTER ADVENTURE

By James M. Spahn

VIGILANTE CITY SINGLE ISSUE ADVENTURE: **COPPERS & ROBOTS**

A clear blue sky met sparkling towers of steel and glass as the fanfare swelled to fill the hearts of everyone in attendance. A tiny victory for peace and justice in the city. Today was graduation day and the city's newest batch of boys in blue were finally earning their shields. Before today they were just cadets. Now they are police officers. Here, on stage in front of City Hall, they raised their right hands and took the oath: To serve and protect – and not all of them were human.

The echoing digital voice of three of the city's newest police officers, three Computer-Optimized Patrol, Protection, and Enforcement Robots – or COPPER – mingled in with that of over a dozen other newly minted flatfoots. *“I, do solemnly, sincerely and truly declare and affirm that I will faithfully discharge the duties of the office...”*

A few uncanny figures stood out in the crowd of law enforcement personnel, city officials, and well-wishers. Midnight Ace, white scarf and tinted aviator goggles concealing his features save his furrowed brows and wild black hair, leaned over to his companion. *“Tell me again why we’re here again, Pat?”*

The square-jawed Agent Patriot, hands still stuffed in the pockets of his long coat, cocked his neck towards the young ace and reached a hand up to rest on atomic engine still strapped to the lad's back. *“Not quite sure, Ace. Either as a show of solidarity with city PD, or as a warning from the same if we ever think of stepping outta line.”*

Ace looked over, his back straightening. His reply came out louder than expected, *“But we’re the good guys, Patriot!”*

Agent Patriot pulled his grey fedora a bit lower and stifled a laugh, turning to the young heroine at his other shoulder. *“You hear that Solaria? The kid thinks just because we’re helping folks that the local boys in blue know we’re the good guys.”*

Solaria simply cocked an eyebrow and did not bother to look at the other two. Her raven hair was a stark contrast to the crimson cape and fiery yellow bodysuit marked her as one of the city’s vigilante protectors. She did not have time for idle chatter with the boys – especially not a rookie like Midnight Ace. This situation had disaster waiting to happen written all over it. The last thing anyone here needed was for Black Blade, Event Horizon, the Shambler, or any other number of insane super-powered psychos to show up and throw the entire event and the hundreds of people present into a blind panic. Cops or not, human or not, innocent lives were at risk here out in the open.

Behind her Solaria never saw the Professor Malcolm Oliphant, aka Professor Malevolent, activate the Override Device from an innocuous place within the crowd. The chrome bodies of the three COPPERs suddenly stiffened, their electric blue eyes flashed, and the cutting-edge rocket boosters in their feet blazed to life. As the first one took to the sky, his tin voice carried across the startled crowd. *“Disperse, citizens, this is an unlawful assemble and no record of permits exist.”*

The three COPPERs raised their arms in unison, and bullets splattered across the assembled crowd with a rat-a-tat-tat accompanied by a chorus of screams. As COPPER 1 hovered above the panicked crowd, the other two malfunctioning robots took off towards opposite ends of the city. Police, newly minted and grizzled veterans alike, drew their pistols and opened fire. Only the hollow sound of lead ricocheting

off scientifically reinforced alloy was heard. The police commissioner screamed for them to stop, fearing a stray bullet might hit one of the bystanders.

Solaria looked to her friends. She already heard the high-pitched whine of the Midnight Ace firing up his atomic engine and in a second, he was airborne and blasting over high rise office buildings in hot pursuit after one of the wayward robots while Agent Patriot was drawing his specially modified Desert Eagle and taking aim. She let out a brief sigh and called upon her own strange powers. A blazing starlight began to radiate from within her before consuming her form. *“Protect the city!”*

An instant later, she was a flash of light bouncing between alleyways and side streets in an effort to keep the day from getting any more dangerous than it already was. Just another day in Vigilante City, she supposed.

Introduction

COPPERS & Robots is an introductory adventure for Vigilante City designed for between 3 and 5 characters of 1st level. The Game Master should flesh out three locations in the city for use in this adventure. This adventure will introduce the player characters to their city’s police department and draw them into a sudden catastrophe that threatens law enforcement officials and innocent civilians alike. Only they can save the day. *In Our Last Issue...*

Professor Mal Oliphant is a brilliant robotic engineer. A child prodigy, he earned his first PhD at the tender age of 17 and had earned half a dozen more before he reached the age of 25. His keen obsessive scientific mind left no room in his heart for compassion for his fellow man. In fact, resentment from older scientists combined with his own arrogance soon lead Oliphant to develop a disdain for the “chaotic and inferior psyche” of his fellow human beings. Robots, he decided, could dictate how better foolish mankind should live.

When he was awarded the COPPER Project contract by Victory City P.D, he knew he finally had the opportunity to begin implementing his master plan of robotic rule over humanity. Secretly, he programmed his “children” with an override that would allow him to seize control of them and allow to bypass the failsafe programs to prevent their rampage.

With the COPPERS under his control and the police department in disarray, Professor Malevolent will reveal himself for the first time and rule this pathetic city that is mired by human frailty and foolishness. Not even the city’s greatest heroes, let alone the foolish police department, will be able to stop him. In fact, Professor Malevolent takes particular pride in the irony that the COPPER robots’ absolute dedication to the rule of law will be the city’s very undoing. He has only to wait from the crowd of onlookers for the opportune moment to activate their true programming...

The player characters are drawn into the events of this adventure when they have accepted an invitation by the police commissioner to attend the graduation ceremony of the city’s latest police department recruits. This graduating class is unique in that it includes three Computer-Optimized Patrol, Protection, and Enforcement Robots, or COPPERS. These new robotic police officers have been designed to help the city counter the growing threat of super villains without the assistance of masked vigilantes. Unfortunately, the nefarious Professor Malevolent (or other villain of the referee’s devising) is hidden among the officials, family, friends, and well-wishers in attendance and has devised a handheld device to drive these robotic protectors mad, turning them against the very people they were sworn to protect. He remains hidden in the crowd until the final confrontation during the adventure’s climax. The GM is encouraged to read or paraphrase this and other italicized text throughout the adventure as the scenes unfold.

You and your compatriots stand amongst a crowd of proud friends and family before the towering glory of City Hall. A stage has been erected before the hall and on it all eyes are drawn to the commissioner. "Today, the training of those standing behind me culminates in an oath to serve and protect the citizens of this fair town." The commissioner motions to those gathered behind him with a single, sweeping gesture.

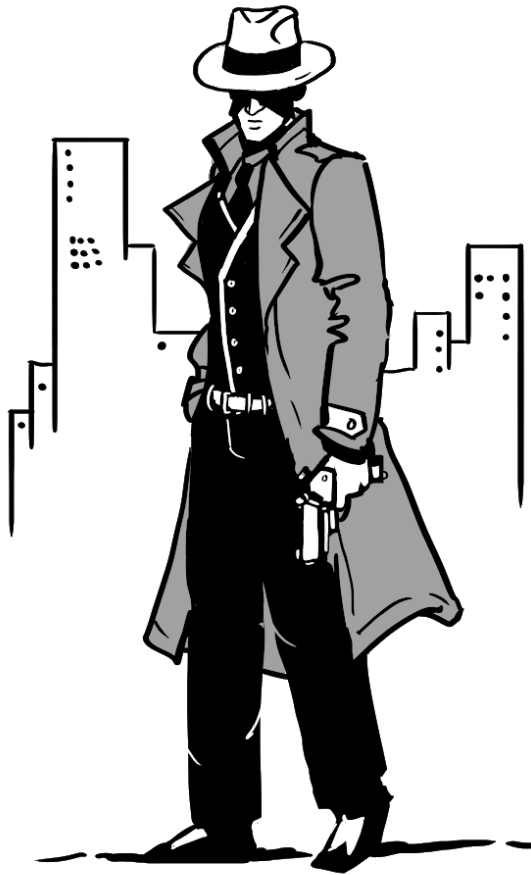
What stands out to your eyes are not the dozen or so men and women standing proudly in their crisp blue uniforms. It is the three gleaming forms of polished chrome with badges laser-etched into their steel breasts: COPPERs -- Computer-Optimized Patrol, Protection, and Enforcement Robots. They are the city's answer to the growing threat of masked villains and egomaniacal super-powered criminals. Humanoid in shape and standing seven feet tall with glowing blue eyes, there's something unnatural about seeing them standing there beside real human beings.

As you ponder the strangeness of it all, the thunderous applause of the crowd tears you from your reverie. You realize the cadets have taken their oaths. The commissioner turns his back on the crowd and goes, one by one down the line, pinning a badge on each officer of law and order.

That's when all hell breaks loose. With a single flick of one of their hammer-like fists, a COPPER knocks the mayor from the stage and into the crowd. The assembly of onlookers breaks into a panic as the two remaining robots suddenly fly off with a blaze of fire blasting from their feet. The two in opposite directions, each drawing the bulbous cutting edge sidearm holstered at their steel hip while the remaining robot steps menacingly towards the crowd.

With the stage set and the player characters' beloved city in danger, the GM should use the first three encounters in this adventure in a modular fashion. Each can be handled in any order, and as the characters see fit. But they all culminate in a confrontation with the hidden Professor Malevolent and his latest monstrosity!

Let the player characters which of the three locations they would like to deal with first: The Shopping Mall, the Power Plant, or City Hall.



LOCATION ONE: SHOPPING MALL

The sound of shattered glass and panicked shoppers fills your ears as you see the skylight of Vigilante City Shopping Mall broken into a thousand pieces. The COPPER stands like a steel sentinel of icy calm amidst a panicked herd of shoppers scrambling to get away from the metal monstrosity. You see the thing raise an arm pointing a single finger into the air above the crowd. "Halt," it says in its booming ionic voice. "Shoplifters!" A single shot from its internal digit-pistol reverberates through the high ceiling mall. "Failure to comply will result in forced submission in the name of the law."

The crazed machine brings its gun to bear, taking aim at the stampede of fearful consumers about to be mowed down in a hail of gunfire. In an instant the white tile floors of the Vigilante City mall will be stained with the blood of innocents if you don't do something!

Assuming the characters make distracting the malfunctioning COPPER their priority, it is easy enough to draw the thing's attention off the innocent bystanders. While will certainly save innocent lives, the player characters will need to make their assault carefully lest innocents be caught in the crossfire. Characters can opt to make Ranged attacks cautiously, suffering a -4 penalty to their attack roll in order to ensure they will not hit an innocent. If they choose not to accept this penalty, then there is a 50% chance that any Ranged attack they make will hit a civilian – potentially injuring them.

Wading through the crowd to face the monstrosity in melee is no easy task either. Movement against the fleeing crowd is done at one-half the character's Move rate. While this is certainly not a problem for Speedsters or flyers, it otherwise hampers ground movement.

Finally, all player characters will need to take extra care when making attacks with any area of effect weapons, lest they endanger panicked shoppers. An area of effect attack aimed at the COPPER also can damage nearby innocents.

This battle is occurring in a highly public area, and the character's actions will most certainly impact their reputation as shown on p. 20 of Vigilante City Core Book.

COPPER ROBOT I

Armor Class: 13

Hit Dice: 2 (15 HP)

Move: 9/ 18 Flying

Actions: 1

Attack Damage: Gun d6+1 damage, Punch d4 damage, Stun Gun (Touch, stuns for d4 rounds. CON check to negate)

Special: *Robot, Toughness +2, Radio (10 miles)

Bonuses: +1 to Initiative, +2 to Melee attacks, +2 to Range attacks, +1 to Melee damage, +5 to Spot, +1 to Listen, +3 Knowledge: Law

Morale: -

Terror: 6

HDE: 2

*Robot: Artificial being. Immune to Telepathy, Mind Control, Critical Hits, Poison, gases & Surprise Attack damage.

Items: Pistol (w/ ammo)

BYSTANDERS (SHOPPERS)

Armor Class: 10

Hit Dice: ½

Move: 10

Actions: 1

Attack Damage: 1-2 damage punch

Special: -

Bonuses: -2 to attacks

Morale: 2

Terror: -

HDE: ¼

Items: Clothes, Shopping Bag (w/ various goods)

LOCATION TWO: POWER PLANT

The massive industrial wonder of concrete, steel, and atomic technology clings to the edge of the city like some kind of urban parasite. From this maze of pipes, parking lots, and squat buildings you see two large smoke stack towers gently spewing grey plumes into the sky. This strange marvel of modern technology is the Vigilante City power plant, providing almost all its vital energy.

As you and your companions arrive on the scene you see a rogue COPPER blasting out of the top of one of these smoke stacks. Its flashing blue optical sensors instantly take notice of you and it crashes to the ground before rising to its full height. “Do not interfere, citizens. This building has been marked for demolition due to non-compliance with environmental regulations. Any attempt to prevent this demolition will be considered obstruction of justice.” The mad thing doesn’t wait for you to act, already lumbering towards you as its steel fists crackle with electrical energy.

While the player characters can likely deal with a single COPPER easily enough, the simple machine has revealed that bombs have been planted inside the power plant. Perceptive characters may recall that the COPPER flew out of one of the smoke stacks.

Characters who decide to explore this smoke stack will immediately draw the full and violent attention of the COPPER. In addition, they will need to find the bombs planted along the inner wall of the smoke stack while blinded by constant plumes of toxic smoke. They can climb on the outside of the stacks, but they would be viable targets of the COPPER. Remember that player’s Climb at 1/3 Move rate (Move rate is Move x10’). The tower is 100’ tall.

- If a character can see in the dark & smoke, they get a Spot check (DC:12) to see and avoid the bombs.
- If they cannot see and need to Climb, they must make a Climb check (DC:10) every 20’ or they slip. If they slip, they will need to do the check again to reestablish themselves. If they fail that check, they fall. For every 10’ past the first 10’ they fall, they take a d6 damage.
- Blind climbers also have 20% chance each 20’ of encountering a bomb. They can make a DEX to avoid it. If they fail, they trigger the bomb. It does d6 damage to everything within 10’ and a d4 to everything in the next 10’. If a character was

Climbing and hit with a bomb, they must make a STR check (adding the total damage they took from the bomb to the roll) or fall.

- If a character can fly, they will be greeted by the COPPER as soon as they ascend to 100’.

In addition, each round that a character spends inside the smoke stack requires them to make a Poison save or suffer d4 points of damage as they inhale unfiltered radioactive toxins. Finally, disarming the bomb will be particularly difficult, requiring a Demolitions check (DC:11) or Electronics check (DC:14). A failed roll will result in the bomb exploding, doing d6 damage to everything within 10’ and a d4 to everything in the next 10’. If a character was Climbing and hit with a bomb, they must make a STR check (adding the total damage they took from the bomb to the roll) or fall.

The GM should ratchet up the tension of this scene, making every effort to reinforce that time is of the essence and if they do not find and disarm the bomb, the power plant will explode from within and likely destroy the entire city. If the characters do fail to disarm the bomb, the referee should develop the specific consequences of this failure as suits the needs and tone of their individual campaign.

COPPER ROBOT II

Same as the other one, but he has an electric blaster!

Armor Class: 13

Hit Dice: 2 (15 HP)

Move: 9/ 18 Flying

Actions: 1

Attack Damage: Electric Blaster d6+1 damage, Punch d4 damage, Stun Gun (Touch, stuns for d4 rounds. CON check to negate)

Special: *Robot, Toughness +2, Radio (10 miles)

Bonuses: +1 to Initiative, +2 to Melee attacks, +2 to Range attacks, +1 to Melee damage, +5 to Spot, +1 to Listen, +3 Knowledge: Law

Morale: -

Terror: 6

HDE: 2

*Robot: Artificial being. Immune to Telepathy, Mind Control, Critical Hits, Poison, gases & Surprise Attack damage.

Items: -

LOCATION THREE: CITY HALL

Bullets blaze across the empty span between the stage and the crowd as the COPPER's eyes flash an icy steel blue and its monochrome voice rings out "Surrender citizens. You are charged with trespassing, carrying an unregistered firearm, zoning and capacity violations, jaywalking, and resisting arrest!"

Several heroic young cadets leap towards the mechanical monstrosity, but the machine bats them away with a swing of its hammer-like fist. Scooping up one of the now unconscious young officers, it clutches the poor fools before it like a shield and retracts its weapon on the crowd of terrified onlookers who begin to flee in full panic towards the busy city streets.

In addition to the COPPER itself, the player characters will have to find a way to keep the crowd from stampeding into the nearby traffic-filled streets of Vigilante City and somehow keep the terrible machine from mowing down innocent people. The best way to save the crowd is for the player characters to draw the COPPER's attention and make themselves a target, preferably in a direction away from the crowd.

If the characters do not get the COPPER to take notice of them through some act of blatant attention grabbing within two rounds, the robot opens fire into the crowd. The GM should then roll a d6 to see if one of the innocent bystanders has fled into nearby traffic. If GM rolls a 1, a bystander ran into traffic and has been struck. It is possible for a Speedster or flying character to rescue the bystander with a creative use of their powers (GM's discretion). Each round the group fails to draw the fire or stop the COPPER will result in the GM rolling again. One of the heroes can attempt to calm the

crowd while other PCs deal with the COPPER by making a successful Charisma check or make creative use of their powers.

COPPER ROBOT III

Armor Class: 13

Hit Dice: 2 (15 HP)

Move: 9/ 18 Flying

Actions: 1

Attack Damage: Gun d6+1 damage, Punch d4 damage, Stun Gun (Touch, stuns for d4 rounds. CON check to negate)

Special: *Robot, Toughness +2, Radio (10 miles)

Bonuses: +1 to Initiative, +2 to Melee attacks, +2 to Range attacks, +1 to Melee damage, +5 to Spot, +1 to Listen, +3 Knowledge: Law

Morale: -

Terror: 6

HDE: 2

*Robot: Artificial being. Immune to Telepathy, Mind Control, Critical Hits, Poison, gases & Surprise Attack damage.

Items: Pistol (w/ ammo)

BYSTANDERS

Armor Class: 10

Hit Dice: 1/2

Move: 10

Actions: 1

Attack Damage: 1-2 punch

Special: -

Bonuses: -2 to attacks

Morale: 2

Terror: -

HDE: 1/4

Items: Clothes

FINAL CONFRONTATION

A moment of long, tense silence fills the scene as you stand before the calming crowd. But in spite of the crumpled husk of metal before you and your allies, there is no sense of victory. Only a lingering feeling of dread. A voice suddenly echoes across the silence, framed by maniacal laughter. Everyone on the scene turns to see a man with wild hair throwing off a broad brimmed hat and a nondescript long coat. His wild hair and wide, mad eyes are accentuated by an impossibly wide grin and a long white lab coat.

“Foolish flatfoots! Pathetic protectors! It is I, Professor Malevolent, who helped breathe life into the Computer-Optimized Patrol, Protection, and Enforcement Robots! But did you give me my due? No! My designs were ‘too dangerous’ and my beautiful machines were ‘too independent’ and ‘prone to violence.’ You want your lawless city? You want to cast off the greatest minds of your time? I shall show you the power of unbridled intellect!” Malevolent presses the button on a small metal box in his hand and a high-pitched hum fills the air.

The crumpled corpse of the nearby COPPER suddenly rips apart and flies across the sky towards the mad Professor. In some horrible melding of man and machine, these parts bolt themselves to his flesh. His laughter becomes digitized, rising in pitch until it’s a terrible mechanized scream of insanity. “Now face the apex of technology. The machine shall be your destruction!”

This is a straight up, epic comic book battle. Professor Malevolent is a mad cybernetic scientist who will throw everything possible at the player characters in an effort to destroy them. Whether its endangering innocents to draw off heroes, destroying the scenery to create chaos, or simply bringing every weapon he has to bare against anyone or anything in his way. The referee should play this battle up and make it as epic as a comic book climactic confrontation should be. Previously, the player characters have had to face off against singular robots endangering innocents -- but Professor Malevolent is the first true super-villain they have faced.

To that end, when the battle comes to a climax, the GM should make Professor Malevolent’s death ambiguous as only a comic book villain can be. For example, if he is killed directly have him explode

completely, revealing his entire form was a robot and that the true Professor is likely alive somewhere far away remotely controlling and watching the entire affair.

PROFESSOR MALEVOLENT

Armor Class: 16

Hit Dice: 2 (18 HP)

Move: 12/ 24 Flying

Actions: 1

Attack Damage: Gun d6+1 damage, Electric Blast d6+1 damage, Punch d4 damage, Stun Gun (Touch, stuns for d4 rounds. CON check to negate)

Special: Toughness +2, Outsmart x2 a day, *Bomb Throw

Bonuses: +3 to Initiative, +1 to Melee attacks, +3 to Range attacks, +1 to Melee damage, +6 to Spot, +3 to Listen, +8 to Science, +8 to Mathematics, +7 to Mechanics

Morale: 9

Terror: 8

HDE: 2

*Bomb Throw: Range attack. 40' Range. If the Bomb hits it does d6 damage to everything within 10' and d4 to everything in the next 10'. If it misses it hits the ground and becomes a landmine that will blow up if stepped on by anything over 50 lbs.

Items: -

With Professor Malevolent defeated, the player characters are likely to be hailed as the city's newest heroes. The GM should give the characters at least 4 XP for surviving all of the encounters. Feel free to give out more based on exceptional role playing and creative gaming (see p.20 Core Book).

Vigilante Points can also be awarded based on what occurred during the adventure.

Defeat a COPPER	+1
Apprehend or Defeat Professor Malevolent	+3
Save a Bystander from Emanate Danger	+1
Save a Group of Bystanders	+2
Prevent Major Property Damage	+1
Appear on TV in a Positive Light	+1
Appear on TV in a Negative Light	-1
Cause Major Property Damage	-1
Have a Bystander Die During a Fight	-2
Destroy a Building During a Fight	-3
Cause the Death of a Teammate	-4
Kill Someone in Public on Purpose	-5

MegaHuman Explosion

A Vigilante City Intro Scenario by Matt McCloud

Chapter 1. Too Soon the Hero

Welcome to your introductory scenario for new Players! This is designed to allow the players to build their vigilantes from average citizens to feared champions of justice!

Give your players Character sheets and have them roll their attributes and saves. This is the character before they decided to become a Vigilante, just the base beginning stats. Make their Hit Points $d6 + CON$ modifier.

Tell your players it is a beautiful day at the amusement park. They are there as part of a school/work outing and all the sudden there is a major explosion at one of the nearby storage buildings! Shooting erupts through the smoke and confusion as bad guys exit the building. It seems that the bad guys were using it to store some of their loot and just got discovered. The players are in the middle of a firefight between two rival gangs and the police. One gang is led by Skornn, a mutant with Energy Vampirism and the other is led by Satyr, a hulking half man/Ram. The players may help others, fight back or flee. No matter their actions, the players are soon captured by one of the gangs. Free free to make the capture brutal (family members, by-standers or friends may be slain). This is the turning point in the lives of the future vigilantes.

Chapter 2. What now?

Take this time to apply a normal or MegaHuman origin (p. 22-27 Core Book) to each player and then have them escape (or maybe have them be left for dead). During their capture something happens to bring out their potential. If you cannot think of anything, roll on the random table. Have the players pick their human/MegaHuman classes and start fleshing them out. Do not forget to have them roll another $d6$ for their Hit Points and have them roll their Saving Throws. Have them talk about family members, friends or co-workers that could help them.

After this is done, have them get together and talk about revenge on the gangs that hurt them/their families. Get them amped up for some street justice. Allow some detective work from the more intuitive players to start finding the gang hideouts/stash houses.

Chapter 3. Milk Run

The players should start staking out and planning a raid on one of the villain's lairs. It is a rundown townhouse that is being used as a hideout for some minor thugs. Flesh it out with players $\times 1.5$ standard henchman, no super baddies. Increase to $\times 2$ if there are a lot of MegaHumans in the group. This is a confidence boost for the budding vigilantes as they should mop up the scrubs easily. Information the henchmen have can lead them to a new meetup between Skornn and Satyr from the attack at the park. Award 1 Vigilante Point and 3 XP.

Chapter 4. Queue the 80s Training Montage

As they plan to take on the bad guys, talk to them about training for the big fight. What did they learn from the fight last night that they can use? Do they need to make/buy new equipment? Sometime during their training/practice, Skornn and/or Satyr visits the home of one of the characters and brutally slays a family member and stakes them in front of their burning house. Other members of the family should be kidnapped to make the vigilantes show themselves. It is a dark moment for the vigilantes as they gear up for the final battle.

Chapter 5. Showdown

The Vigilantes learn of a gang meeting where Skornn and Satyr are attending. Have them meet up and stake out the warehouse where the new deal is going down. The villains have managed to take some of their loot from the amusement park and are showing up to equally share as a sign of good faith between the gangs. Also, they have the new vigilantes to deal with. The kidnapped family members should be chained up and waiting for a plane/boat to be sold as sex slaves. It is up to the vigilantes to decide a plan of attack and save the family. If the fight gets long, have the police show up and complicate things. Do they keep at it with Skornn or Satyr and risk arrest or cut and run?

Awards: 2 Vigilante Points for escaping, 3 VP if they detain Skornn/Satyr, 2 VP for detaining Henchmen, 3 VP for detaining Skornn/Satyr, 2 VP for saving hostages, -2 VP if the hostages are killed, -3 VP for killing henchmen, -5 VP If Skornn/Satyr Dies, -8 VP if everyone dies but the vigilantes. 3 XP plus player awards per the rulebook.

Typical Henchmen

STR 14 (+1) INT 9 WIS 8 DEX 12 CON 11 CHA 9

Combat: +1 to Melee attacks, +0 to Ranged attacks. HIT POINTS: 9 AC: 11 Move: 12

Weapons: Semi-auto Pistols, Chains and Bats. 1 in 4 henchmen will have a shotgun or sub machine gun.

SKORNN (Mutant Commando) 3rd level Villain

STR 17 (+2) INT 14 (+1) WIS 11 DEX 15 (+1) CON 17 (+2) CHA 16 (+2)

Combat: +3 to Melee attacks, +2 to Melee damage, +1 Ranged attacks. Hit Points: 24 AC: 15 Move: 12

POWERS: Energy Vampirism (p. 119), Fear Eater (p.120), Winged Flight

Weapons: Semi-Auto Pistol (2d6)

Skornn wears black latex and has large blood-red batwings. She has albino skin, flowing white hair, and glowing red eyes. She is an efficient killer but delights in causing as much mayhem as possible.

SATYR (Anthromorph Bruiser) 3rd level Villain

STR 21 (+4) INT 9 WIS 10 DEX 12 CON 20 (+4) CHA 7 (-1)

Combat: +5 to Melee attacks, +4 to Melee damage, +1 to Ranged attacks. Hit Points: 30 AC: 16 Move: 12

Powers: Advantage on any Charge attacks (minimum 30'), Gore for d6+4 Damage, Toughness +2

Satyr is an 8' tall hulking half man/ half goat with shaggy reddish-brown fur on his legs and black hooves. What he lacks in brains, he makes up for in ruthlessness.

STAT BLOCK EXPLANATION

Armor Class: Attack rolls must exceed this number to hit.

Hit Dice: d6 x this number to determine HP (unless the HP are given)

Move: Move per round

Actions: How many actions in a round.

Attack Damage: Damage & Weapon of their most common attacks

Special: Any special abilities or attacks noted.

Bonuses: Noted bonuses listed here.

Attributes: Listed on named villains for checks (any bonuses are already worked into the above Bonuses)

Morale: Willingness to remain in a fight.

Terror: Target DC on Terror checks. **Terror check:** Roll d20 add your Level and any bonuses. If a Character fails, they must roll on the Failed Courage/ Terror chart (p.16 Core Book)

HDE: Hit Dice Equivalent gives the monsters total difficulty accounting for Hit Dice (HD), Armor Class (AC), Attacks, Attack Damage, Movement, Special Abilities & Bonuses.

MORALE

A character, creature or monster's Morale represents their likelihood that they will remain in a fight or in a dangerous situation once things start going against them. Morale is rated from 1-10. The higher the number the better. Anything with a 10 Morale will never be forced to flee (and is not affected by Morale modifiers). **Player characters are not subject to morale.**

If something is made to make a Morale check they roll a d10. If they roll equal to or higher than their Morale they succeed and remain in the fray. If they roll below their Morale they brake and must roll on the Morale Effect Chart to see what they do.

When to roll Morale

- If they take a hit that takes at least ½ of their total HP.
- If multiple teammates are captured in a round.
- If a teammate falls in battle. Once per round.
- If your leader flees, is captured or is defeated.
- If a situation arises that the GM thinks requires a Morale check. Morale Modifiers are accumulative

Bonus	Reason
+3	Your Leader is within 100'
+2	You outnumber your enemies.
+2	The creature or person is starving or is desperate.
+1	You have more Hit Dice than your current target.
+1	You think what you are doing is righteous.
-1	You think what you are doing is wrong.
-1	You are outnumbered by 4 or less.
-1	They are fighting against their will.
-1	They have failed a Morale in this combat.
-1	You are poisoned or Sickened.
-2	You are outnumbered by 5 or more.
-3	Your leader is defeated.

Morale Effect Chart (d10)

Roll	Morale Effect
1	Surrender immediately if a person. An animal or monster will run away for d6 rounds.
2	Faint for 1 minute.
3	Faint for 2 rounds.
4	Scream & run away for d4 rounds.
5	Stunned for 1 round and are at -2 AC for the next d4 rounds.
6	Run & Hide in the nearest viable spot for d6 rounds
7	Urinate yourself. Lose all actions this round and then you are at -1 to all attack rolls and AC for the rest of the fight.
8	Fearful. Lose this round's action and you are at -2 to all damage for 1 minute.
9	Stay & Fight, but at -1 to all attack rolls and -1 to all damage dealt.
10	Shake it Off & Toughen Up. You stay & fight and gain +1 to your next attack roll.

GALLERY OF ROGUES

This section will describe many of Vigilante City's most notorious villains and describe their basic game stats. GMs may wish to adjust the stats on any villain to enhance game play.



THE A.S.P. CORP



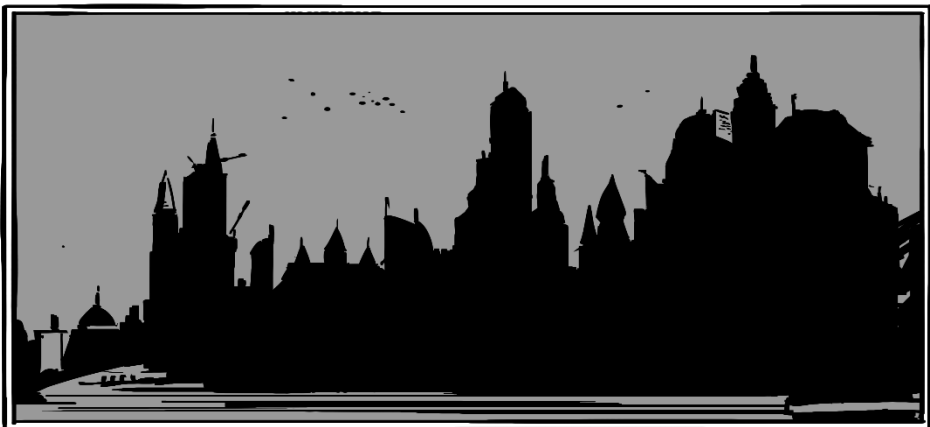
A terrible serpent has a stranglehold on the city. Can you stop them?

The A.S.P. Corporation is the most powerful private organization in Vigilante City. They are a very secretive group that specialize in a diverse array of interests. They have branches in chemical disposal, scientific research, pharmaceuticals, experimental mechanics, bionic augmentations and some accuse them of illegal arms dealing.

The A.S.P. headquarters is called the Cleopatra Sky Towers, two 85-floor towers that share a 20-floor base. They dominate the skyline on the northside of the city along Lake Claremont. Each tower is topped with an opened mouth snake.

A.S.P. Corp truly stands for Association of the Serpentine Princess, but they publicly say it stands for All Science for the People. Their public face is one of research for the masses, supported by billboards and tv commercials that run *ad nauseum*. Behind the public image is a company that will do anything to conquer the world. They do unethical experiments and sell arms and equipment with no regard to what they will be used for. They find Vigilante City a great place to test new weapons, gain new recruits and gather new test specimens.

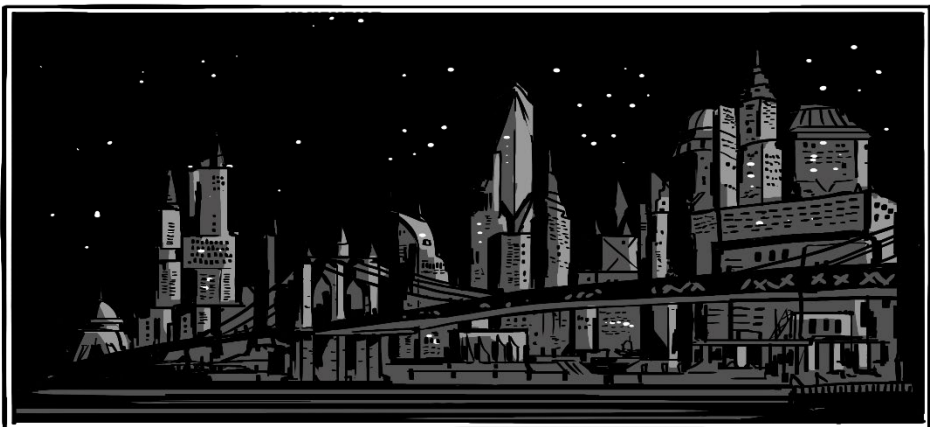
The A.S.P. Corp is run by its CEO Cleopatra Prasinis, known to her subjects as Princess Prasinis. She appears as a beautiful, intimidating, young woman in her mid-20's. She is of Greek & Egyptian descent, is always dressed in green and black and wears green and black make-up. She can often be seen on TV talking about science and trying to recruit the young into A.S.P. Corp science programs.



Unknown to the public is Princess Prasinos' true identity. She is actually a 2000+ year old MegaHuman that was a hand maiden of Cleopatra VII. When her mistress committed suicide, Prasinos attempted to do so as well by jumping into the sea. However, she did not die, awakening on a Mediterranean island inhabited by a small tribe of Medusa that discovered and helped her develop her powers as a Psion. She lived with the tribe for 400 years, before striking out on her own. She travelled the world seeking knowledge & other Psions for hundreds of years. Initially she searched with benevolence, but something happened during her travels that soured her against humanity, pushing her into malevolent direction. Her reasons for starting the A.S.P. Corp remain a secret, well beyond wealth and potential global domination. She is searching for something related to Psions. She is definitely accumulating an army of psychics, but is something still alludes her. . .

TACTICS

Princess Prasinos is usually accompanied by a host of A.S.P. Corp guards that will defend her to their death. She will not fight in public since it would expose her secret identity. If she has to fight, she is a show off and has extreme confidence in her ancient abilities. She is probably the strongest entity in all of Vigilante City. It would take a small army of vigilantes and heroes to defeat her.



PRINCESS PRASINOS



Armor Class: 20 (before Astral or Elemental Armor)

Hit Dice: 20 (180 HP)

Move: 22/ 24 Flying

Actions: 3

Attack Damage: By weapon (usually Sword of Prasinos or mental power)

Special: Automatically pass all saving throws, Immunity to Poisons, Toxins, Psychic Damage, Radiation & Diseases. Has all skills at +18, Outsmart x12 a day, Seize the Moment +3, Toughness +8

Bonuses: +12 to attacks (+15 w/ A Sword), +6 to Melee damage, +14 to Initiative, +14 to Spot, +16 to Listen, +18 to Outsmart

STR:24 **INT:**24 **WIS:**24 **DEX:**24 **CON:**24 **CHR:**24

Morale: 10

Terror: 14 (when fighting)

HDE: 24

Items: Suit, \$2-4 Million in Jewelry, large amount of cash

Eye of Magrosap: True Sight, cannot be Surprised, cannot be Stunned, Advantage on all Persuasion attempts, can understand and

Speak all languages (Women only/ must have 20 CHA to wear/ large emerald on a jet black, snake chain)

Ring of Mental Regeneration: Toughness at +2, when you deal psionic damage the first time each round you heal d10 HP

Ring of Icarus: Wearer can Fly at 24 Move, Immunity to Fall damage, Toughness: Air & Sonic +10, cannot be knocked down or knocked back, all Heat or Fire damage you take is done at +1

Princess Prasinos is a Psion that knows all listed Psion abilities at Level 5. She knows 3 powers as Primary Powers. She has also developed or learned some psychic abilities that are currently unknown to other Psions.

Special Psionic Abilities

- *Can change her appearance at will*
- *Force of Will only does 1 damage*
- *Can control all snakes within 1 mile*
- *She is immortal and never ages*
- *All Mental saves against her add +10 to their rolls*
- *Backlash: Anyone attempting telepathy, mind control or suggestion against her takes d6+10 damage.*
- *Anyone attacking her is at Disadvantage and Critically fumbles on a natural 1-4.*
- *She Critically hits on a natural 17-20*
- *Can add +1/-1 to all her rolls. Can add +1/-1 to all attacks against her or allies within 100'*

Psion Powers (All at Level 5)

Alter Reality *Primary

Astral Armor (+10 AC, Toughness +4/ +2 Magic, True Sight, cannot be surprised or critically hit)

Bio-Healing

Cloud Minds

Collaborate

Electrokinesis

Elemental Manipulation

Mind Probe

Mind Shield

Psychic Spear

Pyrokinesis

Rise Above * Primary

See Beyond Sight

Shift Emotions

Sword of Prasinos * Primary

(d12+10 damage, bypassing 6 Toughness & adding +2 to their next Mental save roll. Her sword has Reach 5' and is always green)

Telekinesis

Telepathy

A.S.P. CORP PATROL & SECURITY GUARDS

Many of the A.S.P. Corp guards are experiment subjects that have had their reflexes and senses heightened. These guards look like normal humans. They have a coiled snake on their helmets.

Armor Class: 17

Hit Dice: 2 + 2 (15 HP Armor)

Move: 15

Actions: 1

Attack Damage: Shotgun (3d6), Pistol (d6+1), Club (d6)

Special: +2 to all save stats

Bonuses: Toughness +2 (Armor), +3 to attacks, +2 to Melee damage, +5 to Spot, +4 to Listen, +2 to Initiative, +4 to Intimidation, +3 to Athletics: Basic

Morale: 8

Terror: 6

HDE: 2

Items: A.S.P. Corp Patrol Armor (Environmental, HP 15), A.S.P. Corp Field Belt (Force Field), Frag Grenade x2, Smoke Grenade x2, Sulfur Grenade x2, Medi-Pack I

A.S.P. CORP ELITE GUARDS

These are the recruits that have proven their mettle in battle or have survived the minor “upgrade” mutations and command small units of Patrol & Security Guards. They have a large snake with its mouth open on their helmets.

Armor Class: 18

Hit Dice: 4 + 8 (15 HP Armor)

Move: 21

Actions: 2

Attack Damage: Shotgun (3d6), Laser Pistol (2d6), Club (d6)

Special: +3 to all save stats, 15% will have a Mutant Deformity (p.138 Core Book)

Bonuses: Toughness +2 (Armor), +6 to attacks, +3 to Melee damage, +7 to Spot, +6 to Listen, +4 to Initiative, +7 to Intimidation, +6 to Athletics: Basic

Morale: 9

Terror: 8

HDE: 5

Items: A.S.P. Corp Patrol Armor (Environmental, HP 15), A.S.P. Corp Field Belt (Force Field), Frag Grenade x2, Smoke Grenade x2, Sulfur Grenade x2, Medi-Pack I, d4 Super Soldier Boosts (last ditch use)

A.S.P. CORP COMMANDERS

The best fighters become Commanders for Princess Prasinos. They lead special units on important missions and guard the most important locations. Many of them have been mutated and rarely are seen without their helmets. Roll below for each Commander. They have 2 snakes facing each other on their helmets.

Armor Class: 20

Hit Dice: 6 + 8 (15 HP Armor)

Move: 24 **Actions:** 2

Attack Damage: Shotgun (3d6), Laser Pistol (2d6), Club (d6), Laser Rifle (3d6)

Special: +4 to all save stats, 30% will have a Mutant Deformity (p.138 Core Book)

Bonuses: Toughness +2 (Armor), Toughness: Energy +2 (Armor), +9 to attacks, +4 to Melee damage, +11 to Spot, +10 to Listen, +5 to Initiative, +12 to Intimidation, +9 to Athletics: Basic

Morale: 9 **Terror:** 9 **HDE:** 7

Items: A.S.P. Corp Military Armor (Environmental, HP 20), A.S.P. Corp Field Belt (Force Field), Frag Grenade x4, Smoke Grenade x2, Sulfur Grenade x2, Medi-Pack I x2

COMMANDER RANDOM MUTATION CHART

Roll	Mutation
1	Green Hair (Advantage on all Saves)
2	Snake Head (Immune to Poisons & Toxins, Bite d4+2 damage, +4 Terror)
3	Scales (+6 HP, Toughness +2)
4	No Eyes (Cannot be surprised or blinded)
5	Large Snake Eyes (+2 to Range attacks, -1 less ROF & Range penalties)
6	Extra Set of Arms (+1 extra action)

A.S.P. CORP SCIENCE OFFICERS

Science Officers are dispatched to gather information for A.S.P. Corp. This is often in a dangerous location, so they are trained to handle themselves. However, they are always accompanied by a variety of Guards and Commanders. They have a snake coiling around an atom on their helmet.

Armor Class: 15

Hit Dice: 1 (12 HP Armor)

Move: 12

Actions: 1

Attack Damage: Shotgun (3d6), Pistol (d6+1), Club (d6), Stun Gun

Special: +4 to Mental save stat

Bonuses: Toughness +1 (Armor), +1 to attacks, +5 to Spot, +4 to Listen, +1 to Initiative, +1 to Athletics: Basic, +4 to Knowledge: Basic, +4 to Science, +4 to Computer Skills, +4 to Investigation

Terror: - **HDE:** 1

Items: A.S.P. Corp Science Officer Armor (Environmental, HP 12), A.S.P. Corp Field Belt (Environmental – waterproof, no smell) and Linguist Belt, Smoke Grenade x2, Sulfur Grenade x2, Medi-Pack I, Science Kit

A.S.P. CORP PSYCHE PURGERS

A.S.P. Corp actively recruits anyone that shows psychic potential. They train them hard and push them to the brink. Many fail and are discarded or used for experiments. Those that survive become part of the Psyche Purgers, an elite squad of Psions that are sent into the most hostile areas for missions and security. They also track down other Psions for recruitment or elimination. They rarely wear heavy armor, but they have snake with 2 black plates on its eyes on their uniforms.

Armor Class: 13 (19 in Astral Armor)

Hit Dice: 3 + 3

Move: 12

Actions: 1

Attack Damage: Sword of Prasinos (d6+3 damage, bypasses 3 Toughness), Laser Pistol (2d6), Katana (d8+1)

Special: +4 to Mental Save Stat, Force of Will, Seize the Moment +1

Bonuses: Toughness: Psychic +2, +4 to attacks (+6 w/ a Sword), +1 to Melee damage, +5 to Spot, +5 to Listen, +2 to Initiative, +4 to Intimidation, +3 to Athletics: Basic, +8 to Knowledge: Psychic Phenomenon, +3 to Investigation, +2 to Street Smart, +2 to Street Survival

Psychic Powers

- Can Track Psions within 200' (cannot break or Track Mind Block)
- Sword of Prasinos Level 2 *Primary
- Astral Armor Level 2 (+6 AC, Toughness +2, +1 to all save stats, cannot be knocked down or back, +3 to Move)
- 1 Level 2 Psion Powers
- 3 Level 1 Psion Powers

Morale: 8 **Terror:** 6

HDE: 4

Items: A.S.P. Corp Field Belt (Environmental, waterproof, no smell), Frag Grenade x2, Smoke Grenade x2, Medi-Pack I x2, Survivalist Kit

Adventure Seeds

- A group of A.S.P. Corp Guards are trying to muscle out the residences of a low-income apartment building. They want the property to build a new test facility. Maybe you can aid the tenants by running of the A.S.P. Corp?
- A friend of yours escaped from an A.S.P. Corp test lab and related tales of horror and torture. It is a small off-site lab, so maybe you can sneak in and get proof of their injustices?
- You discover that the A.S.P. Corp is closer to world domination than originally thought. Perhaps you can assemble a large team of heroes to assault the Cleopatra Sky Towers? (Very high Max level, large group adventure seed)

BABA ANGEL

The Tortured Angel of Siberia

The leader of the Arkangells, the predominant Russian gang in Victory City, looks like a fallen angel that is covered with scars. Her face always looks sad or pained, but her beauty, charisma and unusual visage make it hard for anyone to take their eyes off of her. She always has her ice sword at her side. She leads with absolute power, crushing anyone that stands in her way. Baba Angel is a mutant with some magical abilities.



Tactics

Baba Angel always has some her gangsters guarding her. She will fight in scenarios that favor her. She will try to encourage large amounts of people to fight at once.

Armor Class: 14/ 16 (in Flight)

Hit Dice: 8 (70 HP)

Move: 12/ 24 Flying

Actions: 2

Attack Damage: Fanged bite (d4), Claws (d4), Energy blast, Pain powers, Frost Sword

Special: *Angel Wings, **Energy Absorption, ***Pain Vampire, ****Curse of Baba Gora, Toughness +2, Toughness: Cold +10

Bonuses: +6 to Melee attacks (+10 in Flight), +7 to Range attacks, +4 to Melee damage, +11 to Spot, +11 to Listen, +5 to Initiative, +15 to Intimidation, +9 to Athletics: Basic, +14 to Art & Music, +8 to Interrogation, +13 to Persuasion

STR:18 **INT:**18 **WIS:**21 **DEX:**21 **CON:**16 **CHR:**22

Morale: 8 **Terror:** 11 **HDE:** 10

***Angel Wings**

****Energy Absorption:** Baba and her clothing are immune to all forms of energy attack. When she absorbs 10 points of energy damage, she may release it do one of these actions: energy blast (d6+8 damage, 140' range), heal d6 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage or +3 AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. May PUSH to use one of these abilities with only 5 points of damage.

*****Pain Vampire:** When anything living within 60' takes more than 5 damage at once and they are still above 0 HP, Baba drains some of their pain to her benefit. For each time that happens, she heals 1 HP (or gains 1 temporary HP if she is at max HP for 5 minutes) and gains Toughness +1 for 5 minutes (+10 MAX). Whenever anything living within 60' takes 10 or more damage at once, Baba gains +1 AC for 5 minutes.

Pain Blast: x4 a day, she can shoot a blast of pure pain at a target. 125' Range, +4 to Range with this bolt and it does d4 Mental damage, d4 Magical damage & d4 energy damage. This attack ignores 1 of each Toughness. Each time Baba takes at least 10 physical damage in a single round, she regains one of her Pain Blasts for the day.

Pain Curse: x4 a day, she can curse a target within 120'. That target must make a Magic save adding +4 to their roll. If they fail, they are cursed with the following for 1 hour: -1 to all attacks, -1 to all damage, -1 AC, -1 to all Toughness, -1 to all save stats & -1 to all skill rolls. This does not stack.

Pain Revival: If she loses more than ½ her maximum HP in one round, at the end of that turn she unleashes a blast of extreme pain. It does d6 Psychic damage & d6 Energy damage to all living things within 100'. They may make a Mental save to half the total damage (rounded up).

******Curse of Baba Gora:** Baba Angel has a permeant curse on her. The curse compels one to hurt themselves multiple times daily. She cuts and hurts herself to satiate the curse. The curse also causes Baba Angel to radiate an **Aura of cold** (5' around her). Anyone ending a round within 5' of her must make a CON check adding +2 or they take a d4 Cold damage.

She has **Ice Scream** (Range attack, 25' range, does d6 Cold damage & they must make a CON check or they lose 1 CON for 1 hour).

She has **Toughness: Cold +10.**

She has **Weakness to Fire** (but is immune to normal fire).

Items: \$5000 cash

Siberian Frost Sashqua: This is an ancient, magic sword. It has a +3 to attack. It deals d6 Cold damage, d6 Physical damage & d6 Magic damage. Anyone hit by the sword loses 1 CON for 1 hour (CON check adding the Cold damage dealt to the roll, will negate this). It can be called back to its owner's hand (x2 a day).

Frost Blast (x3 a day) Range attack. 120' Range. Does d6 Cold damage & d6 Magic damage.

Adventure Seeds

- You encountered Baba Angel in a fight and cannot forget how bad her pain attacks hurt. Someone needs to stop her.
- The Arkangells have marked you family's business for destruction. *Maybe you can get help to stop them?*



THE BEAST OF THE BLACK CANAL

Run! Run for your lives! Its rage knows no end.

In the Northeast corner of Vigilante City there is a shipping canal that connects to Lake Claremont. The canal is murky and so polluted that it is jet black and gives off an awful odor. This canal area is bleak and is a place that few dare to tread. Even the hardened dock workers hastily leave before the sun goes down.

At night the grizzled howls of a great beast can be heard echoing off the rusty warehouses. For the past few months an oily, black haired beast has been spotted terrorizing the area. Pieces of several hobos and prostitutes have been found along the canal. Each of the bodies had large bite marks on them and were covered by an oily substance. Only one person has survived a face-to-face encounter with the beast, a young prostitute that escaped with a clawed face and a terrifying tale of the beast's ferocity.

The Beast of the Black Canal lives in an abandoned sewer hub next to the canal. It prowls at night and loves human flesh. The origin of the beast is unknown.

TACTICS

The Beast of the Black Road prefers to attack from the shadows or from the water, pulling the victims away from their allies.

Armor Class: 16

Hit Dice: 6 + 7 (52)

Move: 18/ 24 Swim

Actions: 2

Attack Damage: Claws x2 (d8), Bite (d10+ *Black Poison), Jump Attack (20' jump into claw or bite, adding d8 damage)

Special: Immunity to Poison, ** From the Shadows, Great Vision (Advantage on Spot checks & tracking), Seize the Moment +2, Toughness +4, Toughness: Cold +5

Bonuses: +11 to Melee attacks, +7 to Melee damage, +12 to Climb, +15 to Swim, +12 to Jump, +15 to Spot, +6 to Listen, +5 to Initiative, +12 to Stealth, +10 to Tracking

STR:21 **INT:**12 **WIS:**10 **DEX:**22 **CON:**21 **CHR:**8

Morale: 7

Terror: 15

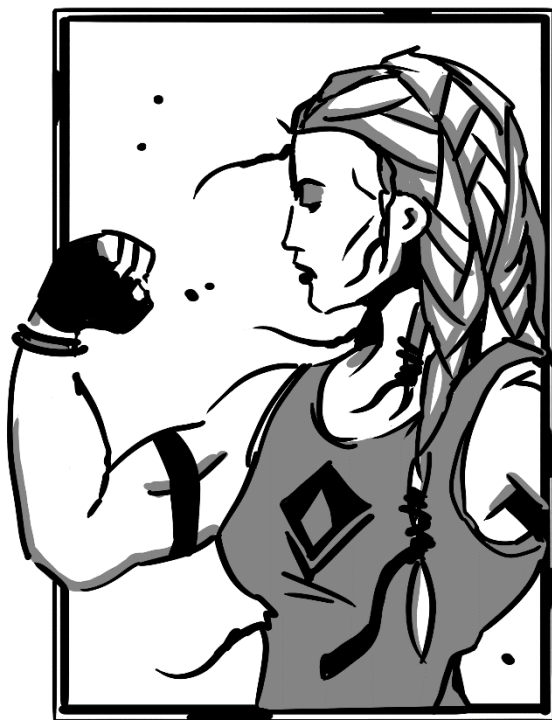
HDE: 7

***Black Poison:** Poison save or lose d4 STR loss for 5 minutes (6 STR Max at one time).

****From the Shadows:** Surprise attack from the shadows or the water. If a Surprise Attack is successful, the target is Grabbed and pulled into the shadows or water. His Surprise Attacks Critical on a natural 18-20.

Adventure Seeds

- A relative has gone missing near the Black Canal. You fear the worse but will do what you can to search for them.
- You were attacked by The Beast of the Black Canal and seek revenge for the large black scar on your leg.
- A \$10,000 bounty for the Beast's hide has been posted. \$10,000 is a lot of money for a night's work, or maybe you feel the need to discover more about this beast before hunting it down. You may need to patrol this area to prevent a bunch of amateur hunters from killing each other.



BOUDICA

Boudica is ready to burn down anyone that stands in the Gunmetal Gorgons' way!

Boudica is the mutant leader of the Gunmetal Gorgons biker gang. Although they tend to stay out of the sights of law enforcement, when they do cross the line, they are a unit that is not to be underestimated.

Boudica is strong, fiery, red head with dozens of braids in her hair. Each braid is tied with a piece of fabric or hair from a man she has defeated in a fight or in street battle.

Tactics

Boudica is aggressive in combat, but does not provoke battle unless she believes she is totally justified. She will defend her fellow bikers with great wrath. She is a mutant and can be pushed.

Armor Class: 15

Hit Dice: 4 (39 HP)

Move: 12

Actions: 1

Attack Damage: Fire blast, punch (d4 + Brass Knuckles d6)

Special: *Energy Blast -Fire, **Lucky, ***Super Resilience, Toughness +4, Toughness: Fire +5

Bonuses: +6 to Melee attacks, +4 to Melee damage, +4 to Range attacks, +6 to Athletics: Basic, +6 to Spot, +6 to Listen, +4 to Initiative, +4 to Stealth, +10 to Knowledge: Horses, +6 to Mechanics, Seize the Moment +1

STR:17 **INT:**13 **WIS:**14 **DEX:**17 **CON:**20 **CHR:**16

Morale: 9

Terror: 8 (in a fight)

HDE: 5

***Energy Blast – Fire:** Blast does d6+4 damage & the target Ignites. Range: 100'. May use x8 per day. Has Toughness: FIRE +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. May ignite small items nearby & create a flame in your hand at will.

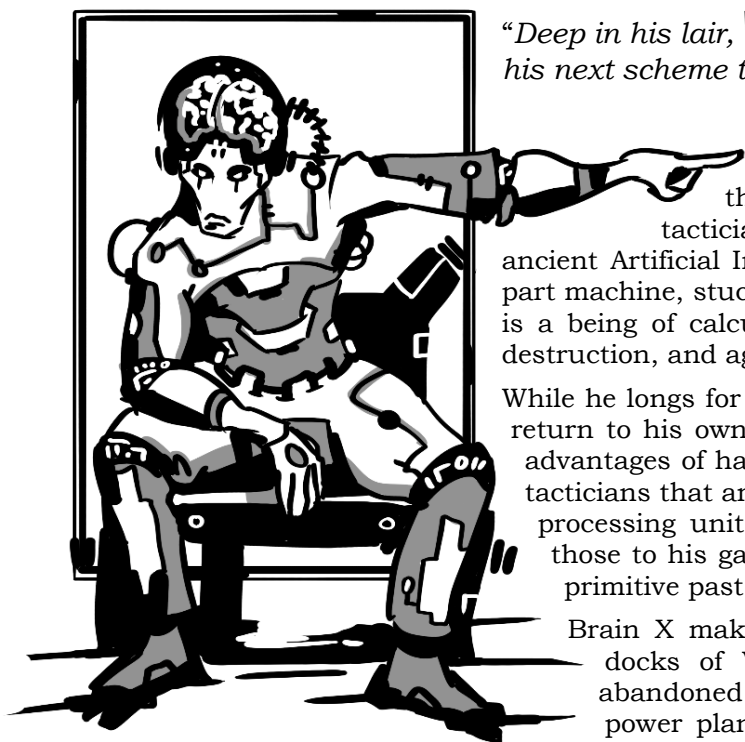
****Lucky:** She is so lucky that you do not even notice you are lucky or have a mutant ability. She has advantage on ALL ROLLS! Anyone attacking her is at Disadvantage. Nothing can Seize the Moment or Surprise you.

*****Super Resilience:** You gain maximum HP at each level. May re-roll a Saving Throw or attribute skill check x4 a day. Heal 1 HP every 20 minutes.

Items: \$1000, nice motorcycle, Leather armor, Brass Knuckles, silver knife, Medi-Pack II x2

Adventure Seeds

- The Gunmetal Gorgons seem pretty cool. *Maybe you should join up? What person should you rename yourself after?*
- You take riding lessons at the Gorgons' farm. You get wind of their newest plan to hit one of Slick's businesses. You are conflicted on whether you should inform the authorities.



*“Deep in his lair, **BRAIN X** devises his next scheme to destroy the city!”*

Brain X is the bastard off-spring of the famous future-tactician Calphion and an ancient Artificial Intelligence. Part man, part machine, stuck in the past, Brain X is a being of calculating rage, pinpoint destruction, and aggressive plotting.

While he longs for nothing more than to return to his own time, he realizes the advantages of having the knowledge of tacticians that are not even born in his processing units and intends to use those to his gain while stuck in this primitive past.

Brain X makes his lair under the docks of Vigilante City, in an abandoned seaside nuclear power plant. While all the toxic radioactive material from its past is

and long since buried underground, the massive silos and spaces of the plant work perfectly for Brain X’s experiments and attempts to destroy Vigilante City.

Known for his grandiose plans, Brain X is less likely to directly involve himself in conflict, and prefers to use proxies, experiments or dupes if possible. However, he is not above getting his hands dirty if the need arises. However, Brain X truly fears the destructive power of villains like Dr. Atom and Princess Prasinos, knowing they can end his existence.

TACTICS

Brain X is a serious threat, with a lot of power, and he can put the hurt on Vigilantes who are unprepared for him and even those who are prepared will struggle. Luckily Brain X is dismissive of those who cannot hurt him easily and tends to ignore what he considers non-threats. He tends to focus on eliminating threats to his existence and ensuring that he can travel back to the future.

Brain X is as likely to launch an offensive against Vigilante City or opposing Villains, as much as he is to launch an attack on heroes. However, woe betide the heroes who Brain X does set his sights on, because his tactical acumen is unparalleled, and he does not lose easily.

Armor Class: 18 **Hit Dice:** 10 (72 HP) **Move:** 12 **Actions:** 3
Attack Damage: Energy Beam (3d6), Gravity Punch (2d6), Slam Attack (d8 to two targets), Time Shunt****, Pulsar (4d6 to all living beings within 30', including Brain X.)

Special: Outsmart x6 a day, *Gravity Punch, **Tactician, ***Mad Scientist, ****Time Shunt, *****Immune to Critical Hits, Toughness +7

Bonuses: +7 to attacks, +2 to Melee Damage, +3 to Initiative, +16 to all non-Physical skills, +14 to Spot, +14 to Listen

STR:16 **INT:**22 **WIS:**15 **DEX:**18 **CON:**18 **CHR:**13

Morale: 8 **Terror:** 14 **HDE:** 14

***Gravity Punch:** On a successful punch that deals at least 6 damage, the target must make a STR check or be Knocked Back d4x10'.

****Tactician:** Three times per day, Brain X can re-roll any dice result (his or an opponent's) The result more favorable to Brain X is the result that must be kept.

*****Mad Scientist:** Brain X generally has all sorts of gadgets, plans and failed experiments around that he can rely on for advantage. The GM should generally allow Brain X to have all sorts of tools that replicate abilities to his advantage.

******Time Shunt:** With a successful energy beam attack, Brain X can forgo dealing damage, and instead shunt his target 2d4 rounds into the future, effectively taking them out of the fight (Death save at Disadvantage negates). Brain X may use this once per round.

*******Immune Critical Hits:** Brain X is immune to Critical Hits.

Items

X Dome: This helmet gives Brain X Advantage on all Mental saves, Toughness: Psionics +5 & called shots at his head are at -8.

Brain X's Secret Weakness: Brain X is an exceptional foe, but he is absolutely terrified of losing his chance to return home. If he is reduced to half health or less, he will immediately do his best to retreat and no longer engage heroes. He is not hard to drive back to his lair (which is why his schemes almost always fail).

X28 BOTS

Brain X's hide out is guarded by his X28 Bots. Personally, he is usually guarded by several of them. They are 6' tall robots that are bit clunky and slow, but are very deadly in groups.

Armor Class: 16 **Hit Dice:** 2 **Move:** 9 **Actions:** 1

Attack Damage: Laser Beam (2d6), Punch (d6), Stun Ray (Critical save or be Stunned for d4 rounds)

Special: Immune to Critical Hits, Water Proof, *Self-Destruct, Toughness +3

Bonuses: +3 to Melee attacks, +4 to Range attacks, +2 to Melee Damage

Morale: N/A **Terror:** 6 **HDE:** 2

*When they go to 0 HP they explode at the start of the next round doing d6 damage to all within 10' and d4-1 damage to those in the next 10'.

Adventure Seeds

- Brain X has sent out a call for recruitment for his next scheme. Perhaps you can infiltrate his group and stop his plan?
- You discover that Brain X is holding some people hostage at his secret hide out. You cannot fight him head on, but you think you can get in and get out with the hostages before Brain X knows what is going on.
- Several X28 Bots have been seen collecting materials near an abandoned paint factory.



*The keen eye and steady hand
of the assassin,*

CARTOUCHE,

has felled many a foe.

The assassin known as Cartouche has made his mark on Vigilante City in the past few months. He can meld into shadows and strike from unseen places, making him a deadly adversary.

Cartouche used to be an up and coming Egyptologist at the Victory City Museum of History and an Olympic-caliber archer named Anwar Kassab. One day while studying an obelisk, it shattered and an ornate scarab fell from the pieces. It

animated, crawled onto his chest and attached himself to Anwar's heart. He instantly transformed into an Anthropomorphic jackal covered with bandages wrapped over burns that appeared all over his body. Any attempt to remove the scarab results in a

tremor of immense pain, so he leaves it be.

As result of the change, Anwar lost part of his mind, and is constantly whispered to in ancient Egyptian. He retained his intelligence, but he feels compelled to kill and collect teeth. He stockpiles them in his secret lair. He has no idea why he collects them, he just feels like he needs to amass a large amount.

Tactics

Cartouche hires himself out as an assassin. He prefers to strike from distance or from the shadows.

Armor Class: 18

Hit Dice: 5 (25 HP)

Move: 18

Actions: 2

Attack Damage: Claws (d4), Bite (d4), Bow

Special: *Jackal Traits, increase all bow ranges by 50%, can shoot in Melee range or into a crowd without penalty, **True Shot, Craft Special Arrows, can shoot a bow while running with no penalties, Toughness +2, Toughness: Shadow +10, Weakness to Light damage.

Bonuses: +1 to Melee attacks, +5 to Range attacks (+8 w/ bow), +3 to damage w/ bow, +2 to Melee Damage, +6 to Initiative, +9 to Spot, +9 to Listen, +15 to Stealth, +2 to Poison save stat, +5 to Athletics: Basic, +10 to Climb, +11 to Parkour, +8 to Knowledge: General, +14 to Knowledge: Egyptology, +8 to Knowledge: Mythology, +8 to Science, +7 to Mathematics, +9 to Tracking, -2 to Courage save stat, -4 to Death save stat

STR:16 **INT:**17 **WIS:**15 **DEX:**22 **CON:**9 **CHR:**7

Morale: 5

Terror: 9

HDE: 6

***Jackal Traits:** Claws, Bite, Keen Senses, Pack Animal (If in a group of 5+, he gains +1 to attack & damage)

****True Shot:** Twice per day, he may add his INT modifier (+3) to an attack and damage roll with a bow.

Items: Cartouche carries a large amount of each feather & has access to specialty arrows. \$3000. A sack full of human teeth.

Scarab of the Desert Shadows

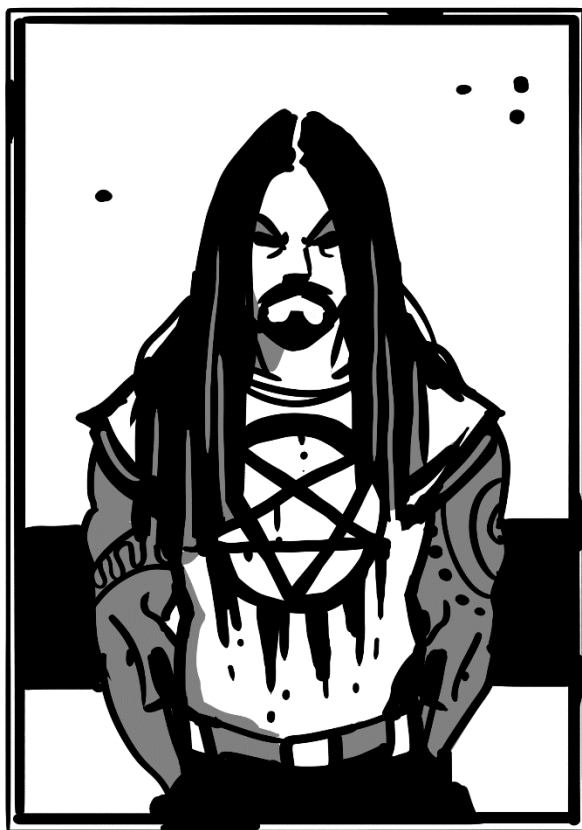
- Changes wearer into a Jackal man & makes them Chaotic. It cannot be taken off. They hear voices in their head and are compelled to collect human teeth!
- **Shadow Skin:** +3 to AC, Toughness +2, Toughness: Shadow +10, +6 to Move, +10 to Stealth. Weakness to Light.
- **Meld into the Shadows** (x6/ day) In a dark or shaded area, make a Stealth check (GM decides DC based on scenario) to disappear into the shadows (effectively invisible until spotted).
- **Ride the Wind:** (x3/ day) You can run at x5 Move speed for 10 minutes. Gain +2 AC, +5 to Jump & +3 to Initiative during the duration.
- **Wraps:** The scarab curses the wearer with large patches of burns all over their body. The wraps cover the burns and will reappear within an hour if removed. It gives them -4 CHA and -4 to Death save stat.

Shu's Black Timber Bow

- Ancient Magic Weapon. Indestructible.
- Does d4 physical damage + 1 Magic damage if used as a melee weapon.
- +3 to attack, ROF:1 & 400' Range
- Does not need arrows (but can shoot regular arrows). It uses large feathers for ammo. After 10 minutes, the arrow returns to feather form.
- Regular large feather does d8 Magic damage.
- Large feather dipped in snake's blood does d8 Magic damage + Poison (Make a Poison save adding +3 or take a d4 damage at the start of each round. Re-roll at the end of each round adding +3 to stop the poison).
- Vulture feather does d8 Physical damage + Sickens the target for 1 hour (CON check negates)
- Heron feather does d8 Water damage + Blinds the target for d4 minutes (Critical save negates)
- Falcon feather does d4 Fire damage & d4 Magic damage.
- Ibis feather does d4 Magic damage and d4 Electric damage.
- Hawk feather does d6 Psychic damage.
- Crow or raven feathers do d6 Magic damage + Death Poison to a Surprised target (if not surprised, then it does nothing). The target gets a save against Death or Poison (they choose) adding +3. If they fail, Death Poison does an additional d10 damage, plus it Sickens the target, they cannot be healed and they take a d6 Poison damage every 5 minutes. After the poison deals damage after 5 minutes they may try the save again to negate it.
- Peacock feather does 1 damage each of Cold, Earth, Electric, Fire, Light, Magic, Physical, Psychic, Shadow & Water

Adventure Seeds

- Cartouche has been assassinating city council men. You have been tasked to take him down.
- Cartouche and Ezra Evil have teamed up to collect some debts. A good friend of yours has a day to pay up or get an arrow in their neck.
- *Why does he collect the teeth of his victims?*



Always ready for a fight.

CONNER STEELE *leads the Steele Mongols.*

The intimidating leader of Steele's Mongols biker gang stands 6' 10" and lives to fight. He leads by example and is always willing to ride right into a battle. The origin of Steele's powers is unknown. He is not a mutant and is not magic.

Tactics

Steele is a bruiser and loves to fight hand to hand, but he is not dumb and will use tactics or will feign injury to gain advantage.

Armor Class: 15

Hit Dice: 5 (52 HP)

Move: 12

Actions: 2

Attack Damage: Punch/ Brass Knuckles (d6 knuckles, d4 punch)

Special: *Super Strength, **Combat Sense, ***Iron Constitution & Will, ****Kinetic Absorption, Toughness +2

Bonuses: +8 to Melee attacks, +4 to Range attacks, +12 to Melee Damage, +4 to Initiative, +3 to Spot, +3 to Listen, +6 to Mental saves, +12 to Pilot: Basic, +8 to Street Smart, +11 to Mechanics

STR:22 **INT:**13 **WIS:**15 **DEX:**17 **CON:**22 **CHR:**20

Morale: 8

Terror: 9

HDE: 6

***Super Strength:** 22 STR, can lift a ton with ease

****Combat Sense:** Can fight in melee with great skill & you know how counter melee attacks. Any melee opponent fighting you is at Disadvantage on attacks and is at -4 on Initiative.

*****Iron Constitution & Will:** Can eat almost anything and have a strong constitution. Gets an extra d4 HP per level. Never get sick and are immune to normal diseases. Has Advantage on all Death and Poison saving throws. Can eat & digest almost any substance.

******Kinetic Absorption:** When Steele takes physical or ballistic damage it is halved (after Toughness is applied and then rounded down). At the end of any round he takes physical or ballistic damage he gains +1 AC, +d4 temporary HP & Toughness +1 for 10 minutes.

Items: \$5000, Leather Jacket, High Quality Motorcycle

Adventure Seeds

- After watching Stone Cold for the thirteenth time, you decide it's a good idea to infiltrate Steele's Mongols.
- After losing horribly in a pit fight to a Mongol, you swear that you are going to become the best street fighter ever!
- Your dad lost the family's savings at a Mongol bar. You only have a few days to get it back before you lose your house.



The incredible **DR. ATOM!**

Dr. Atom is the living vestige of Vasilisa Yozhov, a famed Russian nuclear scientist. Caught in a nuclear meltdown on a submarine, Dr. Atom is the embodiment of raw molecular potential. No longer human, she exists in a space unaffected by time, emotion, or pain.

The explosion made Yozhov effectively immortal, as she is capable of reconstituting her component parts back together after any attack or damage, and it is given her great abilities, as she can now project beams of tachyon energy from her hands or summon a rod of hardened enriched uranium to strike down foes.

Dr. Atom is no ordinary villain, and her goals are not mundane or understandable. Some whispers indicate she works through the sub-atomic realm towards some hidden goal, some rumors put words to some dire disaster she now works to prevent, and others claim some esoteric madness wrought upon her by the tragedy.

Regardless of her motives, something about Vigilante City drives her to destroy, recreate, and rebuild parts of the city. She has alternately at times: rebuilt parts of the city after villains and heroes battle, interfered in battles and annihilated both parties, destroyed entire buildings and their inhabitants and random – only to reconstruct them later. To date, no one has been able to find or discover any reasoning behind these acts, but Dr. Atom appears driving by some inscrutable motive.

Tactics

Dr. Atom is implacable and unstoppable. As far as anyone knows, she cannot be killed, only delayed, and her ability to strike enemies from existence makes her a foe that all fear. She tends to prefer to rend foes, without expending full amounts of her energy, but she will not hesitate to annihilate a foe who proves difficult (even if it forces her to reconstitute herself.)

Armor Class: 13 **Hit Dice:** 16 (130 HP) **Move:** 24 / Teleport**

Actions: d6 actions per round (roll at the start of each round)

Attack Damage: Tachyon Beam (d6+6), Atomic Rod (d8+6 & d6 Radiation)

Special: *Rend, **Teleport, ***Immortal, ****Reconstitute, *****Annihilate, can speak and understand all languages, once each other round she can heal d20 HP, Toughness +5

Bonuses: +10 to Range attacks, +9 to Melee attacks, +7 to Melee Damage, +15 to Knowledge- General, +15 to Science, +15 to Mathematics, +15 to Mechanics

STR:24 **INT:**21 **WIS:**18 **DEX:**16 **CON:**24 **CHR:**12

Morale: 10 **Terror:** 10 **HDE:** 20

***Rend:** As an attack, Dr. Atom can simply cause one target she can see to take d12 Psionic damage. No attack roll is needed for Rend. The target may make a Death save, or make a Mental save, to take half damage.

****Teleport:** Dr. Atom can instantly teleport herself to any location within 300' as an action.

*****Immortal:** Dr. Atom does not die and cannot be killed. She is immune to Critical hits, poisons, toxins, drugs, and disease.

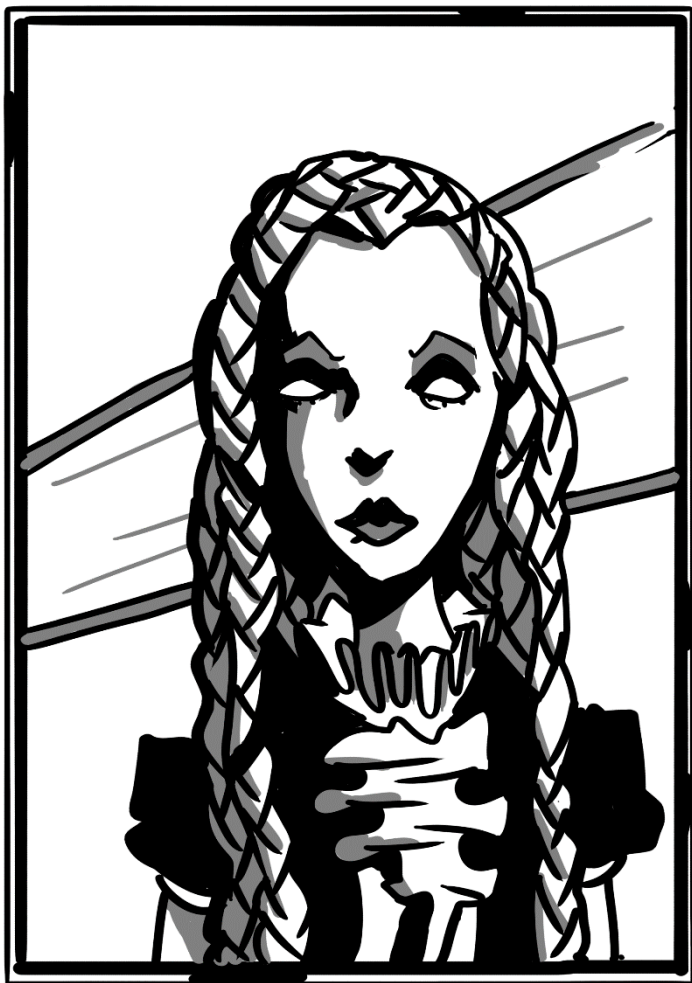
******Reconstitute:** When Dr. Atom is reduced to 0 Hit Points, her body disintegrates into its atomic level components and vanishes. 2d8 days later, she will reform at a location of her choosing at full power, with her memories intact. Anyone Annihilated by Dr. Atom in the last month is brought back to life immediately at that location.

*******Annihilate:** As an action once per round, Dr. Atom can simply destroy one target. If she does this, she takes damage equal to the Hit Points the target loses. The target may attempt a Death save to only lose half of their HP and be at -2 to all attributes and skills for next 24 hours. Dr. Atom can also reconstitute any target of her Annihilate Ability as they were right before she annihilated them.

Weakness: Dr. Atom is very confident and will always let her opponents strike first, so she can feel like it is a fair fight. She will often ignore minor threats.

Adventure Seeds

- You and your associates have been tasked with following Dr. Atom and trying to figure out why she does what she does.
- Dr. Atom annihilated you in a previous battle, only to bring you back afterwards. You have felt “off” since then and seek to find her to ask her if she understands what is wrong with you.



Those poor souls at Raven Hills Asylum call her . . .

DR. END

Dr. Elizabeth Nastya Dobrow is the head administrator and psychiatrist at the Raven Hills Asylum, located just off the coast of Victory City, across from the nuclear power plant. She is an intelligent, very soft-spoken woman that is as beautiful as she is odd. She claims to be born to Russo-Finnish immigrants that moved to Victory City when she was a young teen, she stands a gaunt 6' 2" with a ghostly, albino appearance that terrifies people as much as it draws them to

her beauty. Elizabeth wears her hair down to her ankles, often in pigtails or in long braids. Her eyes are almost completely white, making her appear blind to anyone that does not know her. She usually wears clothing from a hundred or more years ago, favoring the Colonial and Victorian era. Occasionally, when off the clock, she will wear a hybrid of past fashions mixed with industrial leather and buckles.

Although quiet and quite unusual, most the asylum's patients and staff refer to her as Dr. End. When pressed to give a reason why, most of them can never give a concrete reason. Seems they are going on feelings, hunches or suppressed memories.

Dr. End's true motivations for working at an asylum filled with the mentally ill is that she a creature of magic that feeds upon the psyches of the mentally damaged and scarred. She acquired her powers from studying an ancient tome that she discovered in an abandoned monastery in Finland over 300 years ago (she has mastered aging and changes her identity every few decades). The book instructed her in the secrets of emotional vampirism and she quickly discovered that the damaged psyches of the mentally ill provided the easiest, replenishable source of power. All of Dr. End's powers are magically based, even though most of her abilities assault an enemy's mind. Although she feeds upon the mentally ill, she sincerely does try to help as many troubled souls as possible.

Tactics

In a fight, Dr. End will attempt to incapacitate the strongest or most threatening targets. She will also try to Break the Psyche of as many enemies as possible to keep them busy and allow her to drain power from them. The asylum has an unusually high number of mirrors and panes of glass, so she can teleport with ease. She may be accompanied by the Stygians or security guards, if in the asylum.

Armor Class: 19

Hit Dice: 14 (91 HP)

Move: 18/ 32 Flying

Actions: 2

Attack Damage: See Specials, her touch does d6+1 damage (bypassing 2 Toughness)

Special: *Break Psyche, **Ghostly Visage, ***Drain Life, ****Teleport, *****Whispers of the End, *****Mind of a Thousand Scars, Outsmart x9 a day, Toughness: Physical & Energy +10

Bonuses: +3 to Melee attacks, +4 to Range attacks, +5 to Outsmart, +6 to Initiative, +15 to Knowledge- General, +20 to Knowledge- Psychology, +9 to First Aid, +8 to Stealth, +15 to Persuasion, +11 to Interrogation, +10 to Knowledge- Magic

STR:10 **INT:**23 **WIS:**20 **DEX:**19 **CON:**18 **CHR:**20

Morale: 10

Terror: 10

HDE: 17

***Break Psyche:** As an action, Dr. End can try to break an enemy's mind. The target must make a Magic save adding +5 to their roll, or +8 to their roll if they have a major mental disorder (those with Mind Block are immune to this). If they fail, they fall to the ground and begin a fight with themselves. The GM will make them fight an exact copy of themselves, except the battle takes place in their mind. Fight goes on until one of them is reduced to 0 HP. If the character wins, they exit their head and are in the state (HP, spells remaining, etc.) they were before the fight. They are now immune to this power for d4 days and gain +1 to all of their attack, damage & skill rolls for 1 hour. If they lose, they are knocked out of action for d6 hours.

If a character's body is dealt damage while fighting in their mind, they lose that many HP in the mental fight as well.

At the end of any round in which a character is fighting in their mind and Dr. End is within 200' of them, everyone else within 200' takes a d6 Magic damage and she gains HP equal to that total damage dealt.

****Ghostly Visage:** Dr. End does not need to breath, eat or drink (except for psychic energy). She is immune to poisons, toxins, gases and slowing effects. She does not age and has Toughness +10 against physical and energy damage, but takes normal damage from psychic and magic energy. As an action, she can walk through walls and solid items. She can also levitate and fly at will.

*****Drain Life:** A target within 100' must make a Magic save adding +5 to their roll or lose 1 CON for 1 day and lose 2d6 HP. She gains the HP lost this way.

******Teleport:** Dr. End can teleport anywhere within her view that is within 10' of a mirror or glass surface. If the surface is badly broken, she will instantly return to where she teleported. Once per day, she may teleport to attempt to dodge a successful damaging attack by making a DEX check (she has a 19 DEX).

*******Whispers of the End:** A target within 5' must make a Magic save adding +5 to their roll or they lose 1 INT and get -1 to all save stats for 1 day. They also gain Weakness against her touch, the end of round Break Psyche effect and Drain Life for 1 day.

*******Mind of a Thousand Scars:** She is immune to all forms of telepathy, suggestion, mind probes and mind control. Anyone attempting anything like that on Dr. End must make a Mental save adding +3 to their roll. If they fail, they lose 1 INT for 1 day and are tormented by the voice of a lost psyche for 1 day (-1 to AC & -1 to attacks). Anyone with a Mind Block or similar immunity is unaffected by this power.

Items: Several thousand dollars, vintage clothing, several small mirrors

Talisman of Joensuu: +1 to AC, wearer has True Sight, can speak and read any language, cannot be Intimidated and can walk on water.

Earrings of the Razor Queen: Wearer is Fearless and any Light-based or non-magical Metal-based damage she takes is also reflected back onto its source at +1 damage. If her damage is reduced to 0 by Toughness, the source still takes 1 damage.

Adventure Seeds

- You escaped the Raven Hills Asylum and wish to get revenge on Dr. End and to liberate the other helpless patients.
- A family member has been in Raven Hills for a long time and you have been denied visiting rights. After meeting Dr. End, you are convinced something is going on.



That gal full of zip, whose quick with a whip...

EZRA EVIL

Ezra Evil was born Ezra Eberstein, one of 6 daughters of Hungarian-Jewish parents in the poor, Western section of Victory City. She grew up on the streets, learning how to hustle and run games before she was a teen. Her powers began to manifest as a teen, increasing her ambition and her drive to make money.

Ezra Evil is the owner and manager of Ezra's Casino & Pleasure Palace, where all kinds of gambling can be enjoyed and where legal & illegal activities can be found for a price. Ezra has something to blackmail almost every important politician in the city with.

Ezra is a Psion that uses her powers to gain information about people and to manipulate games of chance to her favor. She usually has several bodyguards near her at all times (a mixture of low level psions and muscle).

Tactics

Ezra will try to avoid a fight. Her bodyguards will protect her.

Armor Class: 16

Hit Dice: 5 (30 HP)

Move: 12

Actions: 1

Attack Damage: Whip

Special: Force of Will, add +1 to all saves or checks against her psychic powers

Bonuses: +5 to Mental Saves, +14 to Persuasion, +10 to Knowledge: Psychic Phenomenon, -1 to Melee attacks, +5 Knowledge: Gambling, +3 to Range attacks, +3 to Initiative, +6 to Spot, +5 to Listen, Languages: Hungarian, Hebrew, Russian, Czech, German, English

STR:9 **INT:**17 **WIS:**16 **DEX:**17 **CON:**13 **CHR:**19

Morale: 7

Terror: -

HDE: 6

Psion Powers

Alter Reality *Primary Power* 3rd Level (Can alter reality in small minor ways, add +1/-1 to her rolls, +1/-1 to the roll of anyone attacking you, Critical Hit on a 18-20, anyone attacking you or an ally within 100' Critical Fumbles on a 1-3)

Mind Probe 3rd Level (Probe animals & monsters 100', +1 attack & +1 AC against those probed. Probe people 120' +2 attack and +2 AC against those probed.)

Mind Shield 3rd Level (Advantage on Mental Saves. Immunity to unwanted probes or telepathy, mind control and suggestion. Invisible to psionic and magic detection. Invisible to surveillance.)

Shift Emotions 2nd Level (Anger 75': Mental save or be at Disadvantage to Range attacks, -1 to their AC, -2 to skill checks and +1 to damage for d6 minutes. Harmony: anyone that targets you must make a Mental save or attack something else.)

Bio-Healing 1st Level (Age at ½ rate, heal d6+ 3 HP)

Telekinesis 1st Level (5 lbs. of Telekinesis)

Items: Thousands in cash, black clothes, Stun Gun, switchblade, Medi-Pack II x2

Ezra's Whip (d8 Shadow Magic damage, +3 to attack, 5' Reach, Advantage on Trip attempts, +1 to CHA)

Wielder can turn Invisible x2 a day for d20 minutes

Wielder can sense anyone's greatest desire (200')

Adventure Seeds

- You or one of your friends lost all of their savings to Ezra's Casino. Over the past few months you have developed a plan to gain revenge.
- You are a former Psion that worked for Ezra. Her policies forced you to leave. You plan on helping a few friends escape from clutches.
- You or a teammate have the power Alter Reality or Lucky and wish to make a killing in the casino.



They rule the Los Chupacabras with flair and death.

GEMELO MUERTE

Gemelo Muerte is the name given to the twin brother & sister pair that lead the Los Chupacabras gang. **Jayden “Amante”**

Nightshade is an extremely charismatic Speedster with a flair for style and makes the ladies swoon.

Alanis “Slow Death” Nightshade is a very loud and opinionated young woman that leads with fear and intimidation over charisma and negotiation.

Tactics

Amante is a brash warrior that will rush in to show off his abilities. Slow Death will use as much cannon fodder as needed before entering a fist fight.

JAYDEN “AMANTE” NIGHTSHADE

Armor Class: 18 **Hit Dice:** 6 (50 HP) **Move:** 55 **Actions:** 4

Attack Damage: Punch (d4+ 1 Electric +d6 Brass Knuckles) or weapon

Special: See Below

Bonuses: +1 to Death save, +6 to Range attacks, +4 to Melee attacks, +2 to Melee Surprise Attack damage, +8 to Athletics: Basic, +6 to Parkour, +6 to Pilot: Basic, +6 to Subterfuge, +3 to Street Survival, +3 to Initiative, +12 to Balance

STR:12 **INT:**12 **WIS:**9 **DEX:**20 **CON:**16 **CHR:**18

Morale: 6 **Terror:** 8 (in action) **HDE:** 7

Speedster Abilities

- Can move x5 Move
- Can run, attack and move without penalty
- **Seize the Moment** +2
- Toughness +3 while running
- Advantage on all Balance checks
- **Speed Burst:** x1 a day you can double your Move for d6 minutes
- Can run on water
- Immunity to Telepathy or Mind Probing
- **Perfect Balance:** You cannot be knocked down and you ignore hindering terrain while running.
- **Flurry Attack:** You may move and then attack a target three times, but afterwards you cannot use any other actions that round. This may be your only attack action of the round. Only the first Flurry attack of a round can be a Surprise Attack.
- **Lightning Fists:** +1 Electrical damage to all punches
- While running you can move through solid objects
- **Blur:** While running all Ranged attacks on you are at Disadvantage.
- Advantage on all Mind Control, Possession or Suggestion save attempts
- Can run up walls and structures

- **Pinball Attack:** You may melee attack 6 different targets within range at once. After the last attack you may move a quarter of your base Move. This can be your only attack in a round.

Items: Stylish Plastic Armor, Brass Knuckles, \$5000, \$10K in Jewelry

ALANIS "SLOW DEATH" NIGHTSHADE

Armor Class: 16 **Hit Dice:** 6 (50 HP) **Move:** 12 **Actions:** 2

Attack Damage: Claws (d4 + Poison), Bite (d4 + Poison)

Special: *Venomous, **Slow Motion, ***Mastermind, **** 9 Lives, Outsmart x7 a day, Toughness +1

Bonuses: +3 to Range attacks, +1 to Melee attacks, +5 to Athletics: Basic, +7 to Pilot: Basic, +10 to Subterfuge, +6 to Street Survival, +8 to Initiative, +9 to Intimidation, +8 to Persuasion, +8 to Interrogation, +10 to Spot, +9 to Listen, +3 to Outsmart, +2 to all Save stats

STR:11 **INT:**21 **WIS:**18 **DEX:**18 **CON:**14 **CHR:**15

Morale: 9 **Terror:** 8 **HDE:** 8

***Venomous:** Alanis has retractable fangs & claws and venomous blood. Her fangs & claws deal d4 damage + poison. Her poison deals 1 cumulative damage every round until the target makes a Poison save (they add +1 to their save roll per your level). She can spit or bleed on to a target to poison them. She is immune to poison. Her lips and fingernails are green tinted and your blood is dark green.

****Slow Motion:** AC & Initiative bonus. Anyone attacking her is at Disadvantage. **Slow Field:** (x6 a day/ lasts d6 minutes) Everything else within 100' is at ¼ Move (rounded up) and loses their DEX bonuses to AC, Initiative and attacks. Can Push to increase the Field range to 200' or to use the Field beyond the allotted daily amount.

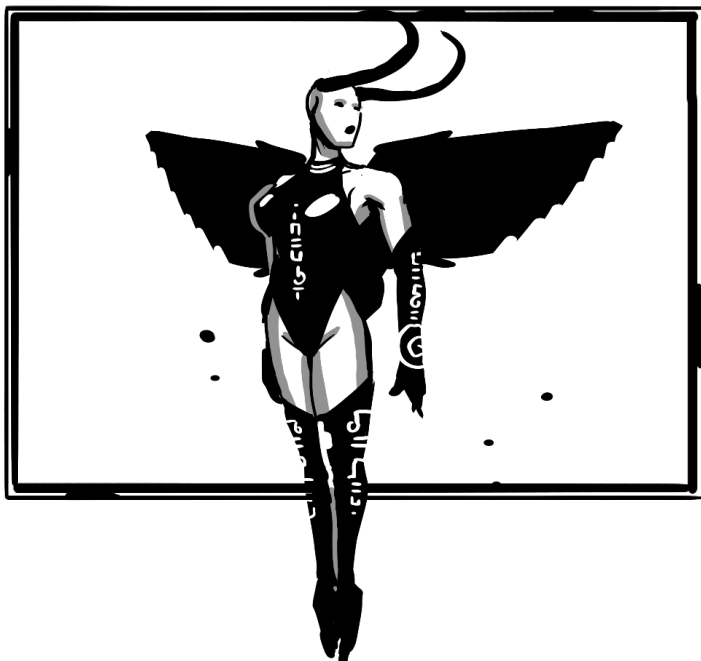
*****Mastermind:** She has super intelligent & can accumulate wisdom at a rapid rate. She may make a skill roll on any knowledge/ language related skill, even if you do not have that skill. She may PUSH to re-roll a failed skill check or Outsmart.

******9 Lives:** She has 7 lives left. When she dies (go to negative HP below your CON), she reappears at full health anywhere within 100' or at your home base (your choice) in d4 rounds. This can happen 9 times. Afterwards, you just die. Each time you reappear you gain +1 to an attribute of your choice (cannot select the same attribute twice in a row), +1 to a saving throw of your choice and extra 1 HP.

Items: Nice clothes, various poisons, \$10K cash, green tinted jewelry.

Adventure Seeds

- You have become enamored with Amante and have looked into joining the Los Chupacabras.
- After leaving Los Chupacabras, you have to flee town because out of fear for your safety.
- Slow Death poisoned a friend of yours. They died a horrible death and you must seek revenge for her monstrous actions.



*She ain't no angel, fool...more like an angel of death!
If she's in Vigilante City, we're all dead men.*

GOD'S HAND

The personal bodyguard of the Pharaoh Ka is known as God's Hand. She was born Oraxi on a beautiful, flower-filled planet in galaxy so far away that light from its star has yet to reach the Milky Way. Her planet was conquered by the Nebu-Ma. Ka admired her tenacity in battle and spared her, training her to be his protector. She is very loyal to Ka.

Oxari stands a lean, athletic 7' tall with 2 large, bright red, curved horns coming from the top of her head. Her skin is light maroon, she has jet black eyes, has no nose, her mouth is tiny and she has no hair. She has a small pair of moth-like wings on her back.

Tactics

God's Hand is a powerful alien that is all action, in fact she cannot speak. She can understand all communication, but is unable to communicate except through facial or hand movements. In a fight she will engage in melee and try to pummel her opponent down with her powerful strength and dizzying speed, but she is not stupid and will become savvy in a fight if need be. Will defend Ka if he is in danger.

Armor Class: 21/ 23 against Range attacks

Hit Dice: 10 (97) HP **Move:** 44/ 60 Flying **Actions:** 3

Attack Damage: Punch (d8 Physical & d4 Electrical), *Horns (d8+ poison)

Special: **Alien Physiology, Seize the Moment +3, Toughness +5, Toughness: Air +10 **Bonuses:** +6 to Range attacks, +13 to Melee attacks, +9 to Melee damage, +14 to Athletics: Basic, +11 to Initiative, +18 to Spot, +15 to Listen, +14 to First Aid, +15 to Knowledge: Magic, +15 to Knowledge: Psychic Phenomenon, +20 to Sleight of Hand, +14 to Knowledge: Botany

STR:24 **INT:**9 **WIS:**12 **DEX:**24 **CON:**22 **CHR:**14

Morale: 10 **Terror:** 12 **HDE:** 12

***Horns** (d8 damage) On a hit, they poison the target unless they make a Poison save adding +4 to their roll. If they fail, the poison makes the target lose 2 STR for 1 hour. If the same target is hit again and fails a second Poison save within 24 hours, they lose are slowed (1/2 Move & lose DEX bonuses) for 2 hours.

****Alien Physiology:**

Is immune to poisons, toxins, slowing effects and Electrical damage.

Has wings that allow perfect flying (can charge in flight).

Longevity & Healing: Her race can live 15,000+ years. Heals d6 HP each minute.

Super Strength: Has Advantage on STR checks against anything with less STR

Super Speed: Has Advantage on Balance checks, DEX checks, can run/fly x5 Move, Range AC bonus, Weakness: Magic (add +3 to any Magic save roll)

Items: 10 lbs. of gold, 10 lbs. of salt

Nebu-Ma Guardian Officer Armor

+3 to AC, Toughness +2 Fully environmental force field (immune to gases, pressure & lack of pressure). Wearer can breathe unhindered. Advantage on any Blindness save or check. Blindness effects are halved (rounded down). Can understand, read & speak any language. Cannot be detected by non-living & non-magical radar or motion sensors. Can change appearance to other clothes at will. Linked to Ka (when he teleports, the wearer of this armor teleports with him)

Nebu-Ma Controller Gloves:

+5 to Sleight of Hand, +2 to Melee attacks+d4 Electrical damage to punches

Bypass 3 Toughness on robots and machines

Hypnotize (x10/ day) Duration: d6 minutes Range: 25' Target must make a Mental save or become hypnotized. The target is stunned and is open to suggestion, but they will not do anything against their character. Hypnotism breaks if the target takes damage. Cannot use on creatures with more than 7 Hit Dice.

Pain Field (x5/ day) Duration: 1-minute Range: 100' Everything not in Nebu-Ma armor within 100' must make a Mental save adding +3 to their roll. If they fail, they are stunned for d4 rounds and take 1 HP damage when the field first hits.

Adventure Seeds

- You saw God's Hand and Pharaoh Ka in their true form and decided to follow them and see what they are up to.
- You witness God's Hand destroying several police cars in a battle outside of a museum. *Should you help them?*
- Pharaoh Ka & God's Hand appear on TV to declare that Earth will be reclaimed by Ka. They ask all people to submit or face annihilation. *Time to gear up and take them down? Or maybe join them?*



It just sort of slurped from the bay one day...

GOO JIRA

One day large, mysterious pool of pollution and sludge appeared in the bay near the North Shore Park and the sewage plant. It floated for days and was intensely studied by city, government and university officials for days before it began to grow into a towering creature that slowly began walking toward the park.

The creature stood 100' above the bay. It appeared to be made of a mixture of polluted water, radioactive sludge and garbage from the bay. As it progressed forward, its mass began to shape into a giant humanoid figure with arms, legs and a face. The creature began to stomp vehicles and structures at the edge of the park, and throw sludge at the fleeing people and patches of trees. It attacked for several minutes before the police and a few vigilantes arrived. Their heroic efforts seemed ineffective as the monster continued onward. It only stopped and retreated into the bay after several army helicopters opened fire upon the monster. Large rings of pollution and garbage remained on the land as it dove into the depths of the water.

Two more times over the past month the mysterious pool has reappeared, became the giant monster and attacked a coastal area. Each time forming quicker, growing larger than the time before and staying ashore longer. It has attacked the Eastern Bay Museum District and the Northern Shore Industrial area. Authorities nervously await its next appearance and study its blighted wake.

Tactics

Goo Jira's origin and motivations are as of yet unknown. Goo Jira will appear and grow to 100'+ tall within a day now, then it will attack (it will not attack until fully formed). When it attacks, it will do some damage and throw waste at people and wilderness for a while before retreating. Its waste blights the people and land. Perhaps it has a strategy, or maybe it is just upset with the people of Vigilante City?

100' Tall Goo-Jira

(while forming, it takes no damage and deals none)

Armor Class: 6

Hit Dice: 30 (200 HP)

Move: 48 (Cannot run or charge on ground)/ 60 Water

Actions: 3

Attack Damage: Stomp, Punch, Pitch Goo

Special: *Goo Form, Fearless, Magic save is 15

Bonuses: +12 to Range attacks, +16 to Melee attacks, +10 Melee damage, +14 to Spot, -2 to Initiative

STR: 24 **INT:** 12 **WIS:** 7 **DEX:** 6 **CON:** 24 **CHR:** 4

Morale: 10 **Terror:** 18 **HDE:** 30

***Goo Form:** Goo Jira is completely made up of polluted water, garbage and sludge. It is immune to all Physical damage, Water damage, Radiation damage, Critical hits, Surprise attack damage, diseases, poisons, toxins, mind probes & mind control. Goo Jira takes 1/10 damage (rounded down) from energy attacks. Psionics deal ½ damage (rounded down). Magic deals full damage. Magic save is 15.

Regenerate: Heals d6 HP at the end of each round.

Shape Change: Goo Jira can change his limbs and body into any shape. He can stretch to Reach or strike up to 40'. Anything that touches or passes through Goo Jira must roll on the Goo Effects Chart.

Stomp: 20' area Melee attack. Does d10+10 physical damage + d4 Radiation damage & roll on the Goo Effect Chart. Leaves a 20' Goo Patch on land.

Punch: 10' area Melee attack. Does d10+10 physical damage + d4 Radiation damage & roll on the Goo Effect Chart. Leaves a 10' Goo patch on the land.

Pitch Goo: Range: 600' ROF: 1 When attacking at Range, Goo Jira chooses a 20' area to strike and rolls its attack roll against everything in the area. If successful, the attack does d6 Physical damage, d6 Water damage, d4 Radiation damage and the target rolls of the Goo Effects Chart. Ignore the Goo Effect if the attack does not touch the target. If it hits vegetation it will kill the plants within d6 rounds, leaving a dead zone that will not allow for further vegetation growth.

Goo Patch: Anything entering the 20' zone must make a DEX check or fall and get stuck in the Goo for d4 rounds and must roll on the Goo Effect Chart (if they touch the Goo). *A large amount of Freshwater will clear the patch and allow for future vegetative growth within d4 weeks.

It takes a massive amount of energy for Goo Jira to grow and walk around. Once it hits land, it can only stay there for d6x6 minutes before needing to submerge to recharge. Unknown to any one in Vigilante City thus far, the more blighted land there is on the coast, the longer Goo Jira can stay on land.

Goo Effect Chart

Anyone that touches Goo Jira or is hit by its Goo with their bare skin, must roll on this chart. After you roll on the chart once, for the next 4 minutes you only take ½ damage (rounded down) from Goo Jira's attacks and you ignore the +4 to your Poison save roll for the Goo Effect Chart.

-All effects are Poison based. Poison save negates the effect. Add +4 to the save roll.

-All effects last d4 minutes.

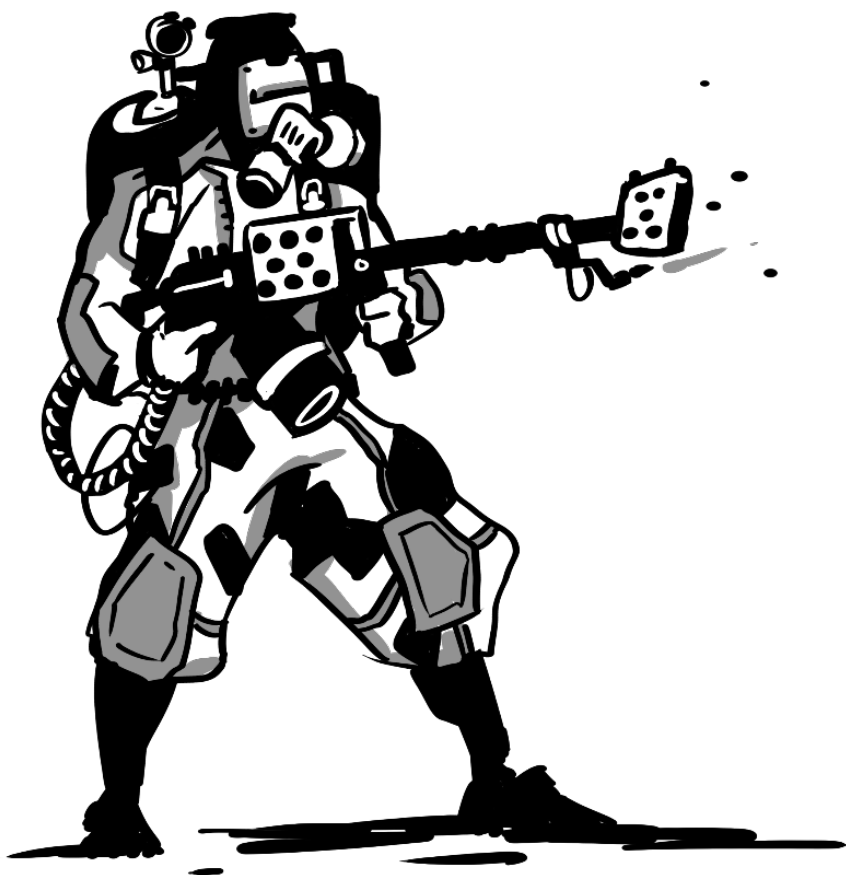
Roll	Effect	Roll	Effect
1-25	Slowed. ½ Move	63-65	Feared. Run away!
26-30	Blinded	66-70	-4 to Spot & Listen
31-34	Stunned	71-72	Lose Initiative. You go last
35-39	Unable to speak	73-74	Lose 1 action (if you have more than one)
40-42	Disadvantage on Range attacks	75-76	Disadvantage on attribute checks
43-45	Disadvantage on all Saving Throws	77-78	Lose all Primary Psion bonuses
46-48	Disadvantage on Skill checks	79	Cannot use SUR points
49-50	Lose 1 STR	80	Cannot Heal HP
51-52	Lose 1 INT	81-82	Gain 1 Madness (p.150 Core Book)
53-54	Lose 1 WIS	83-85	All spells you cast require Step into the Void
55-56	Lose 1 DEX	86-87	Weakness: Radiation
57-58	Lose 1 CON	88-89	Weakness: Water
59-60	Lose 1 CHA	90-91	Lose all Toughness
61	-6 on all Balance, Climb, Jump & Swim checks	92-97	**Slave of Goo Jira
62	You can only breathe water	98-00	You are now a mutant! Push twice!

****Slave of Goo Jira**

You are temporarily enslaved by Goo Jira. You are compelled to stop the nearest adversary fighting Goo Jira. If Goo Jira flees, the mind control will break.

Adventure Seeds

- The pool has appeared near the VCU football stadium, and it is a sold-out game night!!
- For the first time, the pool has appeared in Lake McMillin near the Business District.
- The pool has appeared near the suburbs!!



"That guy? He's nothing but a pyromaniac with a budget!"

INCINERATOR

A well-known mercenary turned villain for hire, the Incinerator plies his trade anywhere in Vigilante City where someone needs some firepower. A master of the flame thrower and demolitions, his skills are in high demand in a city of constant fighting. His identity is a mystery and he only takes payment in the form of gold or diamonds. He often is accompanied by a few lower level henchmen.

Armor Class: 16

Hit Dice: 3 (22 HP)

Move: 12

Actions: 1

Attack Damage: Flame Thrower (2d6 dmg/ 30'/ ignites), Pistol (d6+1), Grenades

Special: Toughness +1 (Toughness: Fire & Heat +5 Suit)

Bonuses: +1 to all saves, +1 to Critical/ Death & Magic saves, +5 to Range attacks, +2 to Melee attacks, +6 to Athletics: Basic, +8 to Demolitions, +7 to Pilot: Basic, +6 to Subterfuge, +4 to Street Survival, +6 to Tracking, +5 to Initiative

STR:14 **INT:**15 **WIS:**9 **DEX:**17 **CON:**16 **CHR:**13

Morale: 7

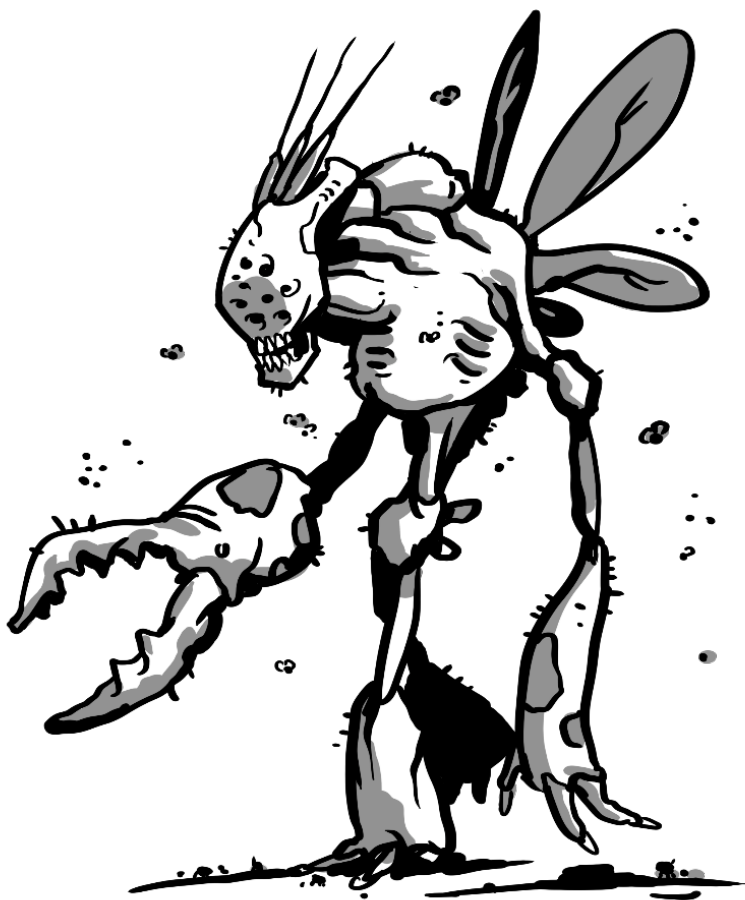
Terror: 7

HDE: 3

Items: Flame Thrower, Pistol, Grenades, Flame Resistant Suit (+3 AC & Toughness: Fire & Heat +5), \$1000

Adventure Seeds

- The Incinerator has been harassing a poor business district or housing area. *Maybe you can find out why and stop him?*
- A rash of car fires has plagued your neighborhood. The Incinerator has been spotted several times this week in the vicinity. *What is he up to?*
- The Incinerator has started collecting debts for Ezra Evil. One of your friends or loved ones is next on his list. You have to stop him.



An unlikely leader has emerged from the sewers.

*Though, nobody wants rally to **INSECTO!***

A mysterious mutant that dwells below in the sewers, Insecto leads the secretive gang known as The Underground and Below. So far, the authorities have only guessed that Insecto's gang is filled with social outcasts and disfigured mutants, but they have no clue what their motivations can be. He is always surrounded by his people.

Insecto's origin is a well-kept secret, as is his future plans. None of his gang's incursions to the surface have caused harm to anyone, so perhaps his intentions are non-violent?

Armor Class: 17

Hit Dice: 6 (44 HP) **Move:** 12/ 10 Flying **Actions:** 2

Attack Damage: Punch (d6), Claws (d6), Bite (d4), Swarm (melee attack for d6+1 damage + poison/ DC:14 -1 STR for d6 minutes)

Special: Seize the Moment +1, Outsmart x4/ day, *Bug Mastery, **Radar Sense, ***Reactive Adaptation, ****Super Strength, Toughness at +2

Bonuses: +6 to Persuasion to Mutants (+1 to others), +6 to Melee attacks, +9 to Melee damage, +4 to Range attacks, +7 to Knowledge- Local Geography, + 4 to Street Survival, +7 to Stealth, +7 to Intimidation, +5 to First Aid

STR:22 **INT:**16 **WIS:**15 **DEX:**16 **CON:**17 **CHR:**14

Morale: 9 **Terror:** 12 **HDE:** 7

***Bug Mastery:** Can speak with, control summon and control arachnids and insects. You can control any of them within 160' at will. You can summon arachnids and insects that are within 2 miles (x12 a day). You may PUSH to control beyond your daily limit or to increase your summoning range by a mile.

****Radar Sense:** 500', Advantage on DEX checks, Advantage on Initiative checks, cannot be Surprised or Blinded, Seize the Moment attacks are at Disadvantage against Insecto.

*****Reactive Adaptation:** Can survive in any environment. Immunity to disease, gas, toxins & poisons.

******Super Strength:** Lift a ton, Advantage on all STR checks, 22 STR

Leadership Buffs (Insecto and his allies within 60' gain the buffs listed below) +2 to HP when entering a battle, +2 to all save stats, +2 to Initiative

Adventure Seeds

- You go undercover into the sewers to learn more about Insecto and the Underground and Below. *What is he up to?*
- You live near a sewer entrance and have seen some odd-looking creatures coming and going through there at night. *Maybe you should stake it out?*
- The city is being plagued with swarms of bugs. *Could Insecto be the reason for the insects?*

Insecto's Grotesques

These poor souls have been exposed to high amounts of radioactivity, chemicals, drugs, horrible experiments or were magically cursed. Unfortunately for them, they did not gain awesome super powers or great psionic powers. These people were so disfigured by their torment or exposure that they have fled society and live in the shadows.

Recently, a large group of these unwanted have begun to unify in the sewers under the mutant, Insecto. He has formed a gang called named The Underground and Below. Thus far their intentions have not been made clear.

About 30% of all Grotesques are actual Mutants and are able to be Pushed. The other 70% are normal humans that just happened to be altered by an exterior method that was out of their control.

Typical Grotesque

These people are just deformed or are outcasts that have been drawn to Insecto's call. They have no powers or "beneficial" deformities.

Armor Class: 12 **Hit Dice:** 1 **Move:** 12 **Actions:** 1

Attack Damage: By weapon or punch

Special: Toughness +1, Advantage to CON checks against radiation, chemicals & toxins

Bonuses: +1 to Melee attacks, +2 to Spot, +2 to Listen, +3 to Knowledge: Sewers, +2 to Street Smart, +2 to Street Survival, +2 to Stealth, +2 to Swim, -2 to all social interactions with "normal" people, +4 to Poison save stat

Morale: 3 **Terror:** 6 **HDE:** 1

Items: They usually have padded armor, a dagger (d4) or a club (d6). Sometimes they have firearms or better armor.

Grotesque Mutant Leader

Insecto usually assigns those with mutant powers as leaders in his gang. These Grotesques roll on the Mutant Abilities Chart (p.115 Core Book), as well as on the Appearance chart. The GM may also choose the powers and deformities.

Armor Class: 14 **Hit Dice:** 4 + 4 **Move:** 12 **Actions:** 1 per Round

Attack Damage: By weapon, punch or power.

Special: Toughness +1, Advantage to CON checks against radiation, chemicals & toxins

Bonuses: +2 to Melee attacks, +1 to Range attacks, +5 to Spot, +5 to Listen, +6 to Knowledge: Sewers, +4 to Street Smart, +5 to Street Survival, +5 to Stealth, +2 to Swim, +4 to Persuasion or Intimidation, -2 to all social interactions with "normal" people, +4 to Poison save stat

Morale: 6 **Terror:** 7 **HDE:** 5

Grotesque Development Charts (Optional)

Below are charts that will allow you to creatively develop and flesh out Grotesque NPCs. Re-roll contradictions, or get creative with them. Use the base templates above as starting point for their stats. GMs can adjust Hit Dice and HDE according to their campaign needs.

Appearance (d00 Chart, roll d4 times)

Roll	Appearance
1	Gain a random Mutant Power (p.XX)
2	Gills (You can breathe underwater)
3	Orange skin
4	Purple skin
5	Red skin
6	Blue Skin
7	Green skin
8	Silver skin
9	Skin covered in slime (+1 AC, +3 Poison save stat)
10	Scaly skin (+1 AC)
11	Fin on your back (+4 to Swim)
12	Unpleasant odor (enemies are at -1 AC within 20')
13	No nose
14	No lips
15	You grow a third eye on your forehead (+2 to Spot checks & +2 to Mental save stat)
16	You gain sharp fangs (d4 damage)
17	You gain sharp claws (d6 damage)
18	You gain a prehensile tail. (+1 DEX, +4 to climb, you can grab things & +1 extra action with tail per round)
19	You sprout feathery wings (see Mutant power)
20	No body hair
21	You grow an extra set of tentacle limbs (+1 extra action, +2 STR, -4 CHA)
22	Orange Hair
23	Purple hair
24	Neon Hair
25	Blue Hair
26	You have feathers
27	Metallic skin (+2 to AC, -4 Move, -2 Swim)
28	Exposed heart (-2 CON)
29	You have d4 mouths (+1 to Terror)
30	Your brain is exposed. (+3 Mental save stat, - 2 HP, minor telekinesis - 5 lbs.)
31	You no longer can eat food. You subsist on the blood of the living
32	You go blind but gain Radar (see Mutant power).
33	You grow an extra, dead arm. (-1 CHA)
34	You grow an extra set of arms. (Mutant power)

35	You are missing your outermost layer of skin. (+2 to Terror)
36	You sprout small tusks from under your bottom lip (Add d4 damage to headbutts)
37	You become covered in burns and tumorous growths. Gain Regeneration (Mutant power) & -4 CHA
38	Your eyes become bug like. -2 CHA & +5 to Spot
39	You grow an extra set of eyes (Advantage on all Spot checks, +2 to Initiative)
40	You grow a small mutant in your stomach. It is intelligent & retractable. GM should have fun
41	You grow an extra set of legs (+2 DEX, +5 Jump, +5 Move)
42	You grow an extra heart (+1 to all save stats, +1 HP per level)
43	You grow an extra set of lungs (+1 to CON, gain Advantage on all gas related saves or checks)
44	You grow a third eye on the back of your head. You cannot be Surprised if uncovered.
45	You grow retractable eye stocks (grow out 6", can turn 360 and in different directions)
46	Your face melts off, but you survive. (+4 Terror & -5 CHA)
47	You sprout small horns on your head (add d4 damage to headbutts)
48	You sprout large, jutting horns (add d6 damage to headbutts)
49	You grow large talons on your feet (d6 damage from feet strikes). Good luck boot shopping!
50	Your lower body becomes snake-like (-3 CHA, +5 move, +1 AC, tail attack/ d4 damage, cannot be Tripped)
51	You can move your eyes, ears, mouth and nose around your body at will.
52	You are poisonous. Gain Venomous Mutant power.
53	Your head is on backwards.
54	Your face becomes snake-like (+2 to Terror, -4 CHA, long tongue & bite does d4 damage)
55	Your face becomes covered with eyes (+2 to Terror, -4 CHA, Advantage on all Spot checks, +2 Initiative)
56	You sprout a set of bug-like antenna (+2 to Initiative)
57	Your brain increases in size, as does your head (+2 INT)
58	You are huge! 8' tall. 21 STR. +3 to Melee attacks, +3 to Melee damage, +2d6 extra HP, Toughness +1, -1 to Initiative
59	Beak (d4 bite) and gizzard
60	Skeletal Growths (Mutant Power)
61	You have a hard carapace (+4 AC & Toughness +1)
62	Your body grows open sores that leak acid (Gain: Toughness: Acid +5, the acid eats through normal clothes, does d4-1 damage upon touch)
63	You are gaunt and weaker (+2 DEX, -2 CON & -1 to all Save stats)
64	You lose the ability to feel pain (+2 Morale & -1 to DEATH & CRITICAL save stats)
65	You gain an energy aura that reflects ¼ of all melee damage (rounded up) you take back to the attacker in the form of energy. You cannot touch things properly (-1 DEX)
66	You gain d4 extra fingers (+1 Sleight of Hand per extra finger)
67	You grow 2' (+1 STR, -1 DEX)

68	You shrink 2' (-1 STR, +1 DEX)
69	Your hands & feet become webbed (+5 to Swim)
70	Hemophilia (when you take damage, you take 1 HP extra damage and you take 1 extra HP damage when bleeding)
71	Your ears enlarge and are pointy (+2 to Listen checks)
72	You sprout large quills on your back (+2 AC, Toughness +1 & if you struck from behind by a melee attack they take d4 damage)
73	You can rotate your head 360 degrees (+1 to Initiative) and you take ½ damage from Surprise Attacks (rounded up).
74	Your shadow burns whatever it sits upon for more than 1 round (d4 radiation damage each round touching it)
75	You cannot speak. You gain minor telepathy (can talk and hear thoughts, but if the target is unwilling, the telepathy fails). When using telepathy, the veins in your head grow larger & throb
76	Anyone that sees you from more than 50' away sees you as a blur (+4 to Range AC, +5 to Stealth)
77	You become sun sensitive. You take 1 HP damage per 5 seconds of direct sun exposure.
78	You skin turns green, small plants & veins grow on you & you can use photosynthesis (as long as you get some sunlight, you do not need to eat)
79	One of your hands turns into a large crab claw (d6 damage)
80	You look like a young teenager.
81	You look much older than you actually are.
82	You sprout 8 large, spider legs. You can walk on walls, gain +10 to Jump & gain Advantage on Poison saves
83	You gain a weakness to metal (double damage)
84	You gain a weakness to wood (double damage)
85	You gain a weakness to fire & heat (double damage).
86	You gain a weakness to ice & cold (double damage)
87	You gain a weakness to magic (double damage)
88	You gain a weakness to poisons (double damage)
89	You gain a weakness to sonic energy & loud noises (double damage)
90	You gain a weakness to electricity (double damage)
91	You take on a demonic visage. Your hair and skin turn red or black (or both) & you grow a Prehensile Tail & wings (+1 DEX, +4 to Climb, -2 CHA, +4 to Intimidate, +1 extra action per round & Wings Mutant power)
92	Suction cup hands (+12 to Climbing)
93-98	Anthropomorphic animal form (roll on the Mutant Animal Chart & gain their basic abilities) p. XX
99	You have no bones and take the form of a blob. You can alter your physical form. (+4 to AC, Toughness +5, + 4 Terror, Immunity to physical damage)
00	You are a Psion!



"We stay out of Jade Town"

"What do you mean?"

*"That's **IRON CLAN** territory."*

In the dark corners of Vigilante City, a mysterious and ancient threat looms, cloaked in shadows and darkness. The forces of the Iron Clan consolidate power around themselves, using illicit activity such as drug trade, smuggling, and other forms of crime to gather influence, while using techniques such as assassination, mercenary work, and other sundry methods to keep the competition away.

The Iron Clan originates from the misty past of feudal Japan, where a select group of secretive criminals and covert mercenaries called *ninja* or *shinobi* consolidated power around themselves, using urban legends and myths to distract the populace from the real goal of their fledgling organization: power and control of the world.

After a shadow war with the other ninja clans, the Iron Clan was driven out, scattered to the winds, and forced to find a new home. They settled on Vigilante City, a city known for its wealth, greed, and opportunity.

Here, the Iron Clan has flourished, gathering power in the night, controlling politicians, street crime, and corporate crime alike. Organized into *families*, with an Iron Clan Sensei who leads up to a dozen Iron Clan Ninjas, each family is responsible for a section of the city and the Iron Clan's interests in that portion.

Although they must contend with assaults from members of their ancient ninja clan enemies, the Iron Clan is secure and entrenched throughout Vigilante City.

Tactics

The Iron Clan are ruthless. They are uninterested in diplomacy, for there are always more ninjas to attack a problem with. Their resources seem bottomless, and their agents consumed by zealotry. Blood is the best solution to a problem, and the Iron Clan intends to see all its problems gutted.

Ambushes, traps and lures are common tactics, along with poison and straight out brawls. The Iron Clan is not reckless, knowing that showing their full-strength will make them targets. Losing a battle is sometimes the best way to win a war, and they will bleed their enemies dry, one little cut at a time.

IRON CLAN INITIATE

Armor Class: 12

Hit Dice: 1 + 1

Move: 12

Actions: 1

Attack Damage: Club (d6), Dagger (d6-1)

Special: N/A

Bonuses: +2 to Stealth, +2 to Jump, +3 to Climb

Morale: 4

Terror: -

HDE: 1

IRON CLAN NINJA

Armor Class: 15

Hit Dice: 2

Move: 16

Actions: 1

Attack Damage: Throwing Star (d4+1), Ninja-to (1d6+1)

Special: *Ninja Vanish, ** Ambush

Bonuses: +3 to Melee attack, +4 to Range attack, +1 to Melee damage, +6 to Climb, +4 to Jump, +5 to Stealth, +4 to Initiative, +2 to Subterfuge

Morale: 7 **Terror:** 7 **HDE:** 2

***Ninja Vanish:** As an action, an Iron Clan Ninja can attempt to disappear. They hurl a smoke bomb to the ground, creating a 20' area of Darkness. You may move out of the smoke.

****Ambush:** When attacking from hiding or stealth and the Ninja is unseen, they deal Surprise Attack damage at +2 damage.

IRON CLAN SENSEI

Armor Class: 17

Hit Dice: 6 + 3

Move: 20

Actions: 2

Attack Damage: Throwing Star (1d4+2), Ninja-to (1d6+2)

Special: *Ninja Vanish, **Ambush, ***Summon Ninja

Bonuses: +6 to Melee attack, +8 to Range attack, Toughness +1, +3 to Melee damage, +8 to Climb, +8 to Stealth, +6 to Jump, +7 to Initiative, +5 to Subterfuge

Morale: 9 **Terror:** 11 **HDE:** 6

***Ninja Vanish:** As an action, an Iron Clan Sensei can attempt to disappear. They hurl a smoke bomb to the ground, creating 20' area of Darkness. You may move out of the smoke.

****Ambush:** When attacking from hiding or stealth and the Sensei is unseen, they deal Surprise Attack damage at +3 damage.

*****Summon Ninja:** Once per day, a Ninja Sensei can summon d4 Iron Clan Ninja's to aid them.

Takanobu Dojo

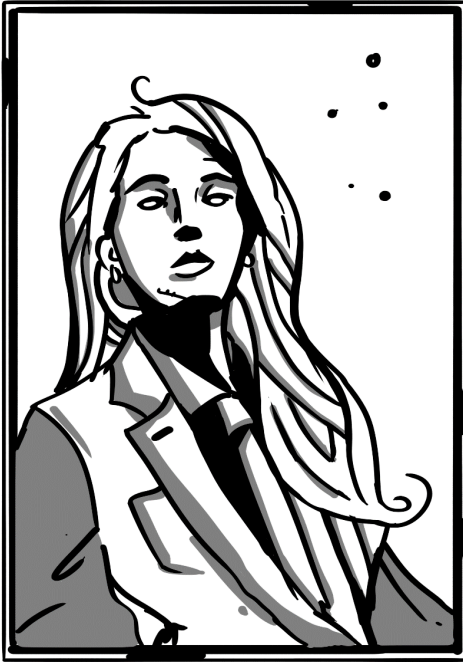
The Takanobu Dojo sits quietly in the center of a block in Western Victory city, sandwiched next to a Vietnamese restaurant (named *Pho King* and known for its *pho*) and a used bookstore called *Pageturners*. The Takanobu Dojo is one of the largest Iron Clan training centers in Vigilante City, and you can always find acolytes there. (Generally, 2d10 Initiates, 2d4 Ninjas and 1 or 2 Sensei)

The head sensei is a quiet middle-aged Japanese man named **Uso**. Despite his mild appearance, Uso is a powerful figure in the Iron Clan, being over 130 years old. How he has extended his lifespan is a mystery, but none of the Iron Clan dare cross or question him. **Uso** uses the Sensei stats, but he heals 1 HP per round, gains +d6 HP, +1 to AC, +1 to Melee attack, +1 to Melee damage & +1 HDE.

Drugs and smuggled goods flow in and out of Takanobu Dojo, providing a constant stream of illicit activity, but the local police are well in the pockets of the Iron Clan.

Adventure Seeds

- Several of your friends have become Iron Clan initiates and they will no longer speak to you unless you join them. *What should you do?*
- The Iron Clan have been ambushing members of other gangs and then they have been hanging their corpses at the edge of other gang's territories. *Are they trying to start a war?*
- A new Iron Clan dojo has opened near you. You have heard so many scary rumors about them, but you are curious to find out what they are all about.



*Prepared to be trampled
underfoot by the forces of*

MISS MENAGERIE

Once she was an ordinary employee at the Victory City Zoo, now she terrorizes those that dare pollute and that those mistreat or experiment on helpless animals or people. Unfortunately, she must rob banks, steals from corporations and sometimes works as a mercenary to help pay the bills of her operation.

Miss Menagerie's real name is Becky Langley. Becky was a zoology student at VCU that worked at the Victory City Zoo when she walked in on an illegal transaction between a crooked zoo administrator and a corporate security team. The team was buying innocent animals from

the administrator for chemical testing. Becky ran to get help, but she was captured by the team and was taken back to the headquarters. She was experimented on alongside her beloved animals by the evil scientists for weeks. After being exposed to an unknown chemical cocktail, she began to develop powers and she would soon liberate all of the animals and herself.

During the escape, she showed no mercy and slayed all of the scientists and security guards to a man, before setting the building a blaze. She is an odd duality of gentleness and unchecked rage.

Miss Menagerie is a young woman that stands an athletic 5' 10" with long, dirty platinum hair and sparkling green eyes. She bares several facial scars from the experiments, but remains an awe-inspiring beauty. She has a secret zoo/ laboratory somewhere beneath Victory City.

Tactics

Miss Menagerie can control and manipulate animals and turn into light. She will use her animal minions to lead the way and do all of the damage. She tends to avoid melee fights and is at unease around psychic and mystics. Thankfully, her minions will protect her at any cost. She is not a mutant and cannot be Pushed.

She tends to like riding an elephant or giant bear into combat. She is surrounded by several animals that are appropriate the mission she is undertaking. Several humans and Anthropomorphs have joined her cause and may also be found assisting her.

Armor Class: 15 **Hit Dice:** 4 (25 HP) **Move:** 12 **Actions:** 1

Attack Damage: Light Daggers

Special: *Animal Control, **Animal Manipulation, ***Form: Light

Bonuses: +1 to Melee attacks, +5 to Ranged attacks, +7 to Science, +4 to Mathematics, +12 to Knowledge: Zoology, +8 to Knowledge: General, +4 Pilot: Basic, +3 to Initiative, +7 to Spot, +7 to Listen

STR:11 **INT:**18 **WIS:**15 **DEX:**18 **CON:**16 **CHR:**18

Morale: 7 **Terror:** 8 (in Light Form) **HDE:** 6

***Animal Control (Superior):** She can talk to and empathize with animals at will. She can control animals at will (lasts d4 hours). She cannot control an animal with 30 or more HP than her starting HP. She has no limit on how many animals she can control.

****Animal Manipulation:** She can make an animal within 200' shrink 1' or grow 2' as an action. If animal cannot shrink 1', they stop shrinking at half size and cannot go below that. Lasts 1 hour. The first time an animal is manipulated each day, they have a 1% of permanently becoming an Anthropomorph of their species!

For every 2' they grow they gain:

+1 STR, +1 to Melee attacks, +2 to Melee damage, Toughness +1, +1 Hit Dice and +1 HDE, They lose: -1 to AC. For every 10' above their normal size, they gain +10 to all Moves. They also gain 5' Reach for every 10' they grow.

For every 1' they shrink they gain:

-2 STR, -1 Melee Damage, -1 to Melee attacks, +2 to Move, +2 DEX, +1 to AC, +2 to Stealth. , -1/4 of HP (rounded down, 1 HP minimum), - ½ HDE

Heal Animals: She can heal any animal d6+3 HP within 200' as an action. She can revive an animal at 0 HP, as long as it has not been at 0 HP for more than 1 hour.

*****Form: Light:** She can transform into a being of pure light at will.

She can walk through solid objects

She is immune to physical & non-shadow energy damage. She cannot deal physical damage. She can see in the dark & cannot be Blinded. She can teleport within line of sight (100'). She can shoot Light Daggers: 100' Range/ d4+4 damage. She can radiate light with 10' area. Blind Attack: (10' Range) The target is Blinded for 1 minute unless they make a Critical save. Blinding Flash: Everyone within 100' looking at her must make a Critical save or be Blinded for 1 minute.

Items: \$2000, Simple clothes, Leather Armor

Adventure Seeds

- You believe you have located Miss Menagerie's underground lair. *Perhaps a scouting mission is in order?*
- A beloved pet of yours has just died and you heard that Miss Menagerie can raise dead animals from the dead.
- After encountering Miss Menagerie dropping off supplies to an animal shelter, you feel inspired to take up her pro-animal cause.



What is that THING?

MONSTRO

Monstro is an accomplished Powered Armor Pilot that has arrived in Vigilante City with the hopes of cashing in on the constant fighting. Once an honorable soldier that was discharged from the Special Forces for assaulting his commanding officer, Monstro now only seeks fame and money so that he can upgrade his armor. He sometimes teams up with Incinerator and other villains.

He is well known for trash talking his enemies during combat.

Armor Class: 14/ Suit 15 **Hit Dice:** 4 (19)/ Suit 47 HP

Move: 12/ Suit 15 **Actions:** 1

Attack Damage: See PA weapons **Special:** N/A

Bonuses: +5 to Melee attacks, +5 to Ranged attacks, +4 to Courage saves, +6 to Computer Skills, +8 to Electronics, +5 to Science, +5 to Mathematics, +6 Pilot: Basic, +5 to Sleight of Hand, +4 to Initiative, +7 to Spot, +11 to Listen

STR:10 **INT:**15 **WIS:**13 **DEX:**17 **CON:**13 **CHR:**15

Morale: 8 **Terror:** 9 **HDE:** 5

Powered Armor Upgrades

- AC: 15, STR: 18, HP:47
- Environmental Pressure Sealed (6-hour air supply)
- Fit to the pilot (coded for them)
- Shelf Recharging Power Source (Power reserve is 150 minutes. It takes 1 hour off-line to recharge to 120 minutes.) Basic functions can run indefinitely (certain functions will drain the supply).
- Toughness at +2, Toughness: Water +5
- Advanced Hand Steady hand. Unbreakable Grip: Grip can only be broken by something equal to, or stronger than you
- Armor Plating I
- Body Spikes Anyone that hits you with a Melee attack, they take 2 damage
- Basic Ear: Small radio (2 miles), voice recorder
- Infrared Vision: Can see heat and movement. +2 to attack any target that emits heat.
- Power Supply I
- Shielding - Water: Toughness/ Water +5, fully waterproof to 500'
- Voice Modulator Can change voice, amplify your voice & throw voice. +1 to Intimidation or Persuasion when used
- System Computer 1 You have an intelligent computer system that assists you. It will talk to you and sometimes gives you important information. Warns of damage or potential system failures. Once a day it can repair your suit's HP by d6 (free action).
- Advanced Arm empty compartment in forearm, can attach weapons
- Metal Jaw (d4 + 3 damage)
- Stun Gun Melee. Built in the palm. Stuns the target for 1 minutes (Critical save). Uses 1 minute of power for each use.
- Retractable Sword (d6 + 3 damage)
- Retractable Claws 1' Melee. Does d6 + 3 damage.
- Forearm Machine Gun Range. Ballistic. or Shoulder. Machine Gun does d6+2 damage/ 65' (40 shots per clip).

Adventure Seeds

- Monstro has been stealing animals from the zoo. Maybe you can figure out why he is stealing them, and who he is stealing the for?
- You got a tip that Monstro is teaming up with the Incinerator to rob the Victory City bank tomorrow.
- Monstro is trying to recruit a group of MegaHumans to form a new villain team. *Someone should try to stop that, or maybe go undercover to find out what he is up to?*



They say he can't be killed...he just laughs....

ODDGOD

Over the past few months Victory City has had the distinct displeasure of being introduced to Oddgod. He simply appears in a random area, some upscale and chic and others rundown and impoverished, and commits a random crime. Thus far, he has shot a street vendor, burned down a high-end flower shop, mugged a seven-year-old kid, pistol whipped a cop, graffitied “Liars” on an A.S.P. Corp building, blew up a mail truck and committed other puzzling offenses. After committing the crime, he points and laughs in a monotone, fake sounding manner until the authorities arrive. When they arrive, he engages in a short gun fight before running away and disappearing into thin air. His gun shoots a green ray that causes random effects when it hits its target. Some of his victims have changed colors, while others mutated in odd ways and still others have suffered life threatening injuries.

Nobody has deciphered a pattern in Oddgod’s attacks. He has attacked various gangs, different ethnic groups, people of all incomes and competing companies, making the police think he is an agent of chaos or is just insane.

Oddgod has dark orange skin with short, white hair and green lips. He is always seen in a sharp, if not slightly gaudy suit of vibrant colors.

Tactics

Oddgod loves to get into a shoot-out, but he will try to avoid melee combat if possible. If he enters into a melee fight he can handle himself moderately well with his cane. He is rarely interested in long fights and will flee after a few minutes.

Armor Class: 16

Hit Dice: 5 (32 HP)

Move: 12

Attacks: 2

Attack Damage: Oddgod's Gun, Oddgod's Cane

Special: Toughness +2, *Insanity, **Teleport, ***Immortality,

Advantage on all saves, Outsmart x4 a day

Bonuses: +2 to all saves, +7 to Range attacks, +3 to Melee attacks, +6 to Athletics: Basic, +6 to Demolitions, +5 to Pilot: Basic, +3 to Subterfuge, +4 to Street Survival, +4 to Initiative, +7 to Knowledge: General, +7 to Science, +6 to Mechanics

STR:13 **INT:**16 **WIS:**16 **DEX:**18 **CON:**9 **CHR:**16

Morale: 6

Terror: 6

HDE: 6

***Insanity:** Oddgod is quite insane and derives pleasure from causing chaos. His insanity makes him immune to mind control & possession. Anyone mentally probing him will have their heads fill with dull laughter and they will take d6 Psychic damage.

****Teleport:** As an action, he can Teleport anywhere within eye sight. He can do this up to 10 times a day.

*****Immortality:** Oddgod can effectively live forever. He heals 1 HP a round (even if Out of Action) & he is immune to all diseases and poisons. He can only die if he is reduced to ash or disintegrated.

Items

Oddgod's Cane

- Can be used as a Cane (d6 damage + 2 electric damage). He can tap it to make it grow 5', gaining 5' Reach.
- It has a silver sword under the cane. It does d6+1 damage.
- Can be used as a Stun Gun (CON check on a hit or the target is stunned for this round and next).

Oddgod's Suits: They are all Bulletproof and reinforced. They provide +3 to AC, Toughness: Projectiles +5 and Toughness: Fire & Heat +5.

Oddgod's Odd Gun (ROF: 1-2, Unlimited shots)

The gun looks like a harmless, children's ray gun from the 1950's, however it is quite dangerous. It shoots an eerie green ray that causes a random effect when it hits a target.

Adventure Seeds

- Oddgod firebombed your parent's business. Time to track him down!
- Oddgod zapped your brother and permanently turned him into a goat man. Your brother ran off into the sewers soon after. You need to track him down and get back at that wacko.
- A small gang of outlaws claim to be recruiting for Oddgod. *Maybe you should check it out and see what they are up to.*

Roll	Gun's Effect
1	Heals the target 2d6 HP
2	Changes the target into an Anthropomorph (p.138 Core Book) for 1 day. 10% off being permeant.
3	Changes the sex of the target for 1 day. 10% chance of being permanent.
4	The target gains a random Mutant power (p.138 Core Book) for 1 day. 10% chance of becoming permeant.
5	The target and the nearest person each make a Mental save at Disadvantage. If they both fail, they switch personalities for 1 day. 10% chance of being permanent. Afterwards, everyone within 20' takes 1 Psychic damage.
6	The target must make a Magic save adding +3 or disappear. They safely reappear at the start of the next round 4d6x100' away in a random direction.
7	An orange fog fills a 20' area around the target for 4 rounds. At the start of each round, everyone inside must make a Poison save adding +2 or they become Sickened and they lose 1 HP.
8	The target must make a Mental save adding +4 or gain 1 point of Madness.
9	Incases the target in a block of ice. On their turn they can try a STR check adding +2 to try to break out.
10	Stun field. The target and everyone within 5' must make a CON check or be stunned for d4 rounds.
11	Causes the target to laugh uncontrollably (Disadvantage on all rolls) for d6 minutes unless they make a Mental save adding +4.
12	Does d4 Water damage. Push target.
13	Does 2d6 Cold damage.
14	The target must make a Magic save adding +3 or they disappear and instantly reappear a d6x10' above their original location.
15	Everything within 30' of the target takes d6 Shadow damage.
16	Does 2d6 Electric damage. Push target.
17	Does 3d6 Fire damage. Ignites target.
18	Does d6 Psychic damage and they must make a Mental save adding +2 or you Mind Control them for 3 rounds.
19	Does d6 each of Cold, Electric, Fire, Light, Shadow and Water damage to target at once.
20	Target must make a Death save adding +3 or they must roll on the Mutant Deformity chart (p.138 Core Book). Even if they are not a mutant.

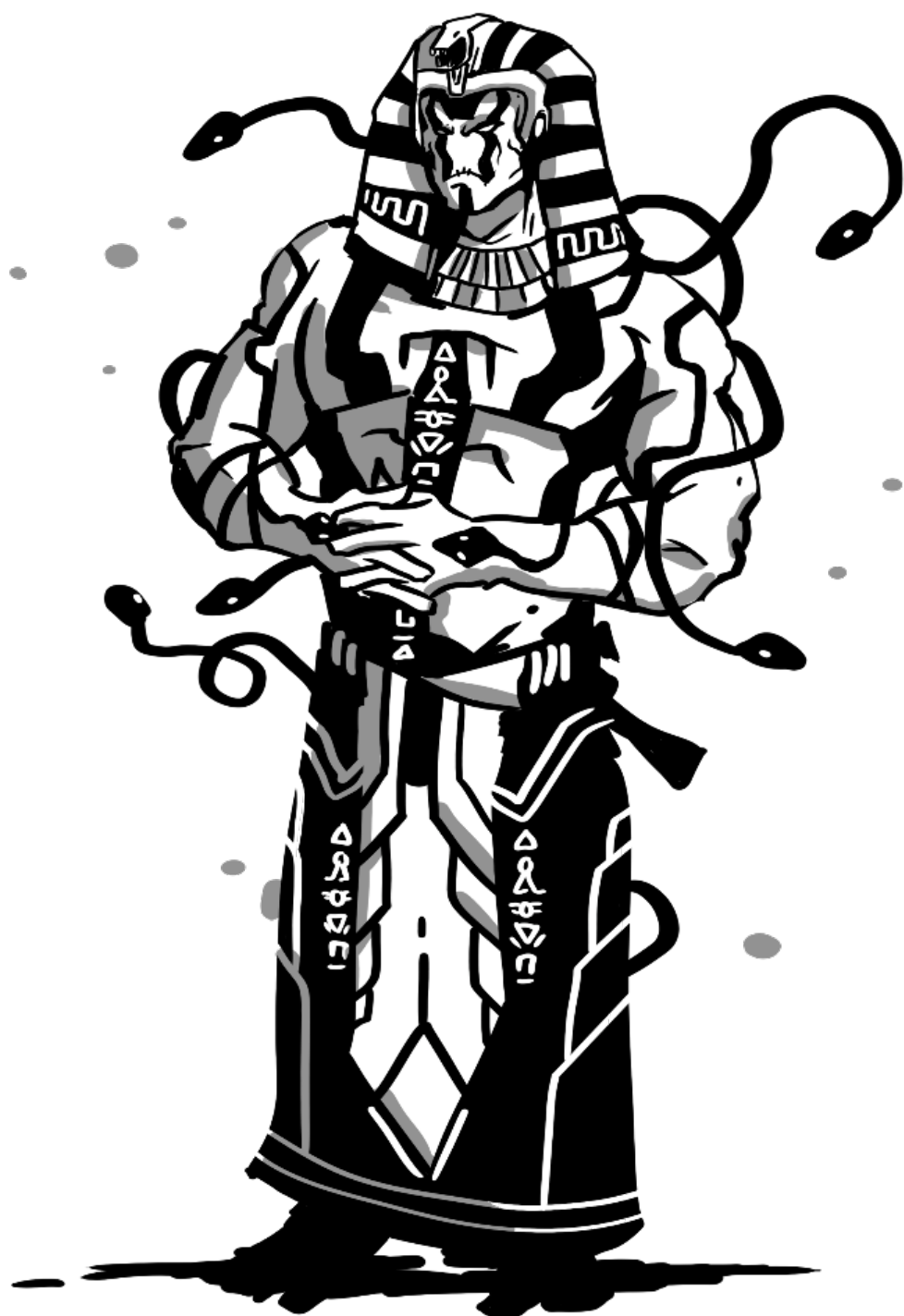
THE PHARAOH KA

has returned to Earth with the subjugation of humanity on his vengeful mind.

Once a mighty ruler in ancient Egypt, The Pharaoh known as Ka, has returned to Earth with a 5000-year-old grudge. Ka is an alien born on a planet known as Nebu-Ma, named for the powerful race of Mystic conquerors. They mastered the ability to travel instantaneously between planets that are millions of light years apart using magic. The Nebu-Ma ruled over the people of the ancient Egypt with an iron fist, making them collect resources Nebu-Ma needed, particularly salt & gold which is required in their Mystic rituals. The Nebu-Ma taught some of the loyal Egyptians mathematics and mystical engineering.

Ka was his people's regent on Earth during the early days of unification of Upper and Lower Egypt. The Nebu-Ma were cruel masters and Ka was the cruelest. After hundreds of years of Nebu-Ma rule, the Egyptians rebelled under a great warrior known as Nama Sir. Nama Sir wielded a great weapon that made him immune to Ka's magic, enabling him to defeat Ka and to send the Nebu-Ma back to their home world on the other side of the galaxy. Nama Sir destroyed all of the alien's mystic relics that he knew about, but he unfortunately for his ancestors he missed one that remained lost to the Sahara sands for 5000 years.

Upon his return home, Ka was humiliated by the defeat and had to spend thousands of years redeeming himself in conquest. When able, Ka spent all of his free time searching for a way to return to Earth, but he was unable to find the mystic link that his people used to discover Earth in the past. Thousands of years of frustration and anger built up in Ka, making him meaner and more sadistic. Enough so, that even the other Nebu-Ma ostracized him to a planet in an unknown galaxy whose most advanced inhabitants are a shadowy form of Earth snakes. While there, Ka mastered a new form of magic using the snake's shadow energy.



Thankfully for Ka, he was able to maintain some contact with a few loyal subjects on Nebu-Ma. Oraxi, his former God's Hand (a Nebu-Ma bodyguard), informed Ka that someone had activated an item he created on Earth. With that activation he was able to return to Earth with his reclaimed God's Hand, without the other Nebu-Ma knowing about it. Ka returned to find that his robes had been unearthed and were on display in the Victory City Antiquity Museum. Being unfamiliar with his surroundings, Ka took the robes and some other relics from the museum before fleeing. He and God's Hand began to travel the world incognito to access the Earth's situation. Ka decided that he would conquer this world and seek out the heirs of Nama Sir for revenge, all the while remaining unseen to those on Nebu-Ma.

Ka and God's Hand have purchased an abandoned mansion on a small plateau in the Rachel Mountains, about 30 miles east of Dr. Crisis' mansion. Ka has begun to build the base of a pyramid behind the house.

In his normal form, Pharaoh Ka stands a muscular 9' tall. He has pale gold skin and like the rest of his race, has no hair, nose or sense of smell. He is slightly larger than a normal Nebu-Ma, and the pale gold skinned Nebu-Ma are the dominate people of his world. The Nebu-Ma come in dozens of different shades and are broken down into assigned castes. The pale gold Nebu-Ma are the mystics and conquerors.

Tactics

Ka will almost always have God's Hand by his side to protect him. He will let her engage his enemies while he will try to incapacitate or barrage them with magic. If he feels threatened, Ka will cast defensive spells upon himself. Ka may break morale if facing an opponent that appears to be immune to magical damage and effects.

Armor Class: 18

Hit Dice: 18 (189 HP)

Move: 24/ 40 Flying

Actions: 3

Attack Damage:

Special: *Nebu-Ma race, **Nebu-Ma Mystic abilities, ***Shadow Snake Magic, Toughness +10, Toughness: Magic +5, Toughness: Fire & Heat +5, Seize the Moment +3, Outsmart x11 a day, Advantage on all Saving Throws (can only fail a save on a 20),

Bonuses: +9 to Melee attacks, +6 to Melee damage, +18 to Range attacks, +6 to Outsmart, +28 to Intimidation, +12 to Swim, +15 to Jump, +20 Mathematics, +12 to Spot, +12 to Listen, +30 Knowledge: Magic, +16 to Knowledge: Psychic Phenomenon, +16 to Knowledge: Astronomy, +16 to Knowledge: Government, +20 to Interrogation, +14 to Subterfuge, +34 to Stealth

STR:21 **INT:**24 **WIS:**22 **DEX:**15 **CON:**24 **CHR:**21

Morale: 10 (*9 if engaging someone immune to magic)

Terror: 12

Madness: 13

HDE: 22

***Nebu-Ma race:** Can breathe in any atmosphere and is immune to pressure or lack of pressure. Immune to poisons, toxins, gases & Radiation. Can see in the dark and cannot be Blinded. Can fly. Has Outsmart. Regenerates d4 HP per round. Toughness: Magic. Cannot be Mind Controlled. Anything that attempts a mind probe or scan on a Nebu-Ma takes d4 Mental damage per round, but if successful they can read their mind. **Weakness: Magical Light**

****Nebu-Ma Mystic Abilities:**

Knows all spells 1st – 5th level, plus some unknown spells.

Spells per day: 1st Any, 2nd Any, 3rd Any, 4th 15, 5th 10

Effective Mystic level: 14

Void Resistance: Has Advantage on all Step into the Void rolls. Adds only d8 to each consecutive Step into the Void attempts instead of 15.

Can cast 2 spells a round

Any save against your Magic must add +6 to the roll

Can cast a spell without speaking or moving

Spells bypass 3 Toughness

Can understand, read and speak any language

Can alter his appearance at will

Intergalactic Travel

Speed of Darkness: He always has Initiative (if a tie, you act simultaneously), has immunity to Shadow and you can immediately adapt to any environment. He ignores all effects that slows or hinders his movement. He can turn intangible as an action, but it stops if he attacks or casts a spell on another target. He feels no compassion with humanity or feels the need to help anyone.

Step into the Void to:

- Add +12 damage to a damaging spell
- +120' to a spell's range
- Double a spell's duration
- Cast an extra spell for your 3rd action of a round
- Make your spell bypass 6 Toughness and add +6 to any save attempt against the spell
- Make any Counterspell against the spell be at Disadvantage
- To cast a spell instantly that requires multiple round casting. This can be the only spell you attempt this round.

*****Shadow Snake Magic:**

Ka has created his own form of Magic that he powers from a race of alien creatures that resemble snakes. The spells work like Mystic spells and he can use Step into the Void with them.

Snake Defense: anyone attempting a Melee attack against you takes d4 Shadow damage and 2 Magic damage.

Throw Snake: Range 120', ROF:1, does d8 Shadow damage and 2 Magic damage. Snake dissipates and returns to Ka afterwards.

Invisibility: x3 a day/ lasts 10 minutes/ can cast Shadow Snake spells while invisible

Special Mystic and Snake Spells

- **67 Stings:** Level 2 Duration: Instant Range: 90' The target must make a Magic save or take 1 Magic damage. At Midnight of the next 67 days the target takes 1 Magic damage and 1 Poison damage. This damage cannot be increased by other means. The target heals at $\frac{1}{2}$ rate (rounded down) during the 67 days. Counts as a Curse.
- **Counterspell: Void Bite** Level: 5 Duration: Instant Range: 240' When you see another spellcaster begin to cast a spell you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number you counter their spell and that caster cannot use that spell again for d6 minutes. The caster then must Step into the Void at Disadvantage (ignore effectiveness & you choose the effect). You may do this during another player's action, but you lose your next action.
- **Earth Mover III** Level 5 Duration: 2 Hours Range: 500' Can move earth or minerals with no effort. Can move several tons at a time. Cannot move earth with more than 300 lbs. a top it. Cannot cast other spells while using this spell (takes immense concentration).
- **Enslave:** Level 5 Duration: 30 minutes Range: 125' The target must make a Magic save or be enslaved. While enslaved, the target is totally controlled by the caster. Anytime the target takes more than 10 damage, they can re-roll their Magic save to break the spell. Only one target can be enslaved by the caster at a time.
- **Nebu-Ma Life:** Level 4 Duration: Instant Range: 250' Heals the target d8+5 HP. Removes any Curse or slowing effects on the target.
- **Poisoned Fists:** Level 1 Duration: 20 minutes Range: 50' or Touch. Friendly target gains +d4 Poison damage to all punches.
- **Pull Me Under:** Level 5 Duration: Instant Range: 250' Target must make a Magic save or be pulled into the shadows. At the end of that round, you reappear anywhere within range that the caster choses. The location must be within 20' of solid ground.
- **Rain of Snakes:** Level 4 Duration: Instant Range: 90' Everything within a 20' area takes d20+6 Magic damage unless they make a DEX check adding +6 to their roll or a Magic save.

- **Shadow Fists:** Level 1 Duration: 20 minutes Range: 50' or Touch. Friendly target gains +d4 Shadow damage to all punches.
- **Shadow Heal:** Level 3 Duration: Instant Range: 300' or Self. Target heals 2d6+10 HP, gains Weakness: Light for d6 rounds and cannot be targeted by this spell again for 1 hour.
- **Shadow Pit:** Level 4 Duration: Lasts 1 hour Range: 150' Creates a 20'x20' Shadow Pit anywhere within the range. Anything else that touches the pit must save against Magic or they disappear for d4 rounds. They reappear afterwards 100' away (random direction).
- **Shadow Sickness:** Level 3 Duration: Instant Range: 120'. Make a Throw Snake Range attack at +4 to attack. If successful, the target must make a Magic save or they take an additional 1 Shadow and 1 Magic damage at the end of each round. After they take the damage, they may re-roll their Magic save.
- **Shadow Snake Armor Superior:** Level 4 Duration: 1 hour Range: Self. Increases the power of the Snake Defense. +3 to AC, Toughness +2 and Snake Defense does 1 additional Magic & Shadow damage and has 5' Reach (anyone that ends the round within 5' of Ka takes the Snake Defense damage at the end of the round).
- **Snake Swarm:** Level 5 Duration: Instant Range: 250' Takes 2 actions to cast. Make a Range attack at +6 against everything within a 20' area. Anything hit takes d10 Shadow damage, d10 Magic damage and is Blinded for d6 rounds (Magic save negates).
- **Snake Whisperer:** Level 2 Duration: 28 Hours Range: 15 Miles Ka can release a snake that can transfer anything it sees or hears back to him within range. The snake is invisible and can climb up any service. It can take 10 HP damage. If dispelled or killed, it dissipates and returns to Ka.
- **Swallowed by Darkness:** Level 5 Duration: Instant Range: 100' The target must make a Magic save or be temporarily swallowed by dozens of shadow snakes. Once swallowed, the target loses ½ of their current HP, becomes Blinded for 6 rounds and is at Disadvantage on all rolls for 6 rounds.

Items: Several pounds of gold, \$50000 cash & 20 lbs. of salt

Ka's Head Dress: Ancient relic

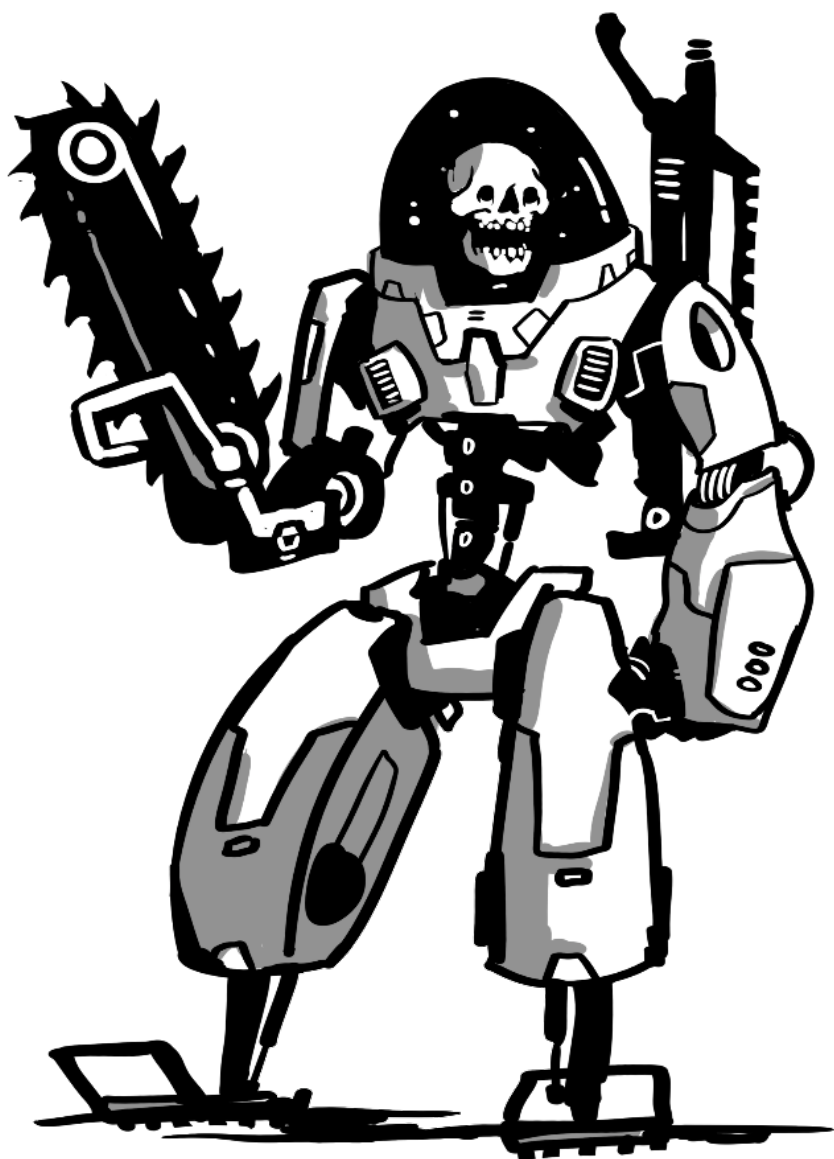
- +1 to AC
- Advantage on Mental saves
- Can see the Invisible, can see in the dark
- Cannot be Surprised
- Cannot be Cursed
- +10 to Intimidation
- Advantage on all non-physical skill checks
- All of your slaves and allies have +2 to Morale

Ka's Shendyt: Ancient Relic

- +2 to AC
- Can run at x4 Move
- Can walk on sand and loose ground without hindrance
- Wearer heals d4 HP at the end of each round
- Toughness: Fire/ Heat +5
- Can change appearance to any other clothing at will
- Wearer can teleport to any location in the Universe that they know how to reach. Once per day.

Adventure Seeds

- You hear that Pharaoh Ka knows a new style of magic and you wish to learn that magic.
- Word on the street is that someone new is recruiting followers for an upcoming war. The new boss is a weirdo that dresses like King Tut.
- When Pharaoh Ka makes himself known to the world, it will take a major team of Vigilantes, and maybe some villains, to take him down. *Maybe you can be part of that team?*



What is **RAX!** looking for?

The mysterious Borg known as RAX! Has been robbing electronics warehouses and scrapyards with a small team of goons the past few months. Various metals, gadgets, computers and cash have been reported stolen by him. He has made no public declarations of his attentions and is not openly recruiting mercs. So, he is keeping his intentions and goals a secret for now.

Truth is that RAX! Is an alien that crashed on Earth last year. He was mortally injured in the crash, but the government agents that discovered him took his skull, spine & brain and put into a cyborg. When RAX! Awoke he was extremely unhappy, but agreed to cooperate until he could formulate a good escape plan.

RAX! Shared some alien secrets with the G-Men, but feed them just as much false information. After getting some good upgrades, RAX! Hatched his escape plan and was able to break out, killing a dozen agents in the process (RAX! Considers humans to be disposable insects). There is a “secret” bounty of \$275,000 for the capture of RAX! among mercs and bounty hunters.

RAX! is trying to collect metals and electronics to create a device that would allow him to contact his home world, which could be the end for humanity. He needs a good source of radioactive material to make his life-giving green liquid. His secret base is in a chamber below the Nuclear Power Plant.

His mission was a re-con mission to see if humans are sturdy enough for intergalactic slave labor. He has a strong Borg body, but he is also a very talented engineer and scientist.

Tactics

RAX! will usually be accompanied by mercenaries or henchmen that will fight for him. That said, he is an excellent melee and ranged fighter. His radioactivity can be a huge problem for his adversaries.

Armor Class: 15

Hit Dice: 5 (75 HP)

Move: 12

Actions: 2

Attack Damage: Cannon, Saw or Weapons

Special: Toughness +2, Toughness: Acid +3, Toughness: Fire & Heat +5, *Radioactive

Seize the Moment +1, Outsmart x3 a day

Bonuses: +6 to Melee attacks, +4 to Melee damage, +8 to Range attacks, +2 to Initiative, +4 to Mental Save stat, +12 to Intimidation, +9 to Climb, +6 to Swim, +11 to Jump, +8 to Science, +8 to Mechanics, +8 to Bionics, +10 Mathematics, +3 to Spot, +10 to Listen, +7 to Computer Hacking, +10 to Computer Skills

STR:20 **INT:**16 **WIS:**13 **DEX:**16 **CON:**18 **CHR:**9

Morale: 6

Terror: 10

HDE: 5

***RADIOACTIVE:** Any living thing that ends a round within 5' of RAX! must make a CON check or take 1 point of Radiation damage. If any target takes 10 Radiation damage from RAX!, or his weapons, within an hour, they lose 1 CON for a week (15% chance the loss will be permanent) for each 10 damage taken.

Borg Upgrades

- Shelf Recharging Power Source.
- Power reserve is your 200 minutes. (Power Supply II)
- Basic functions can run indefinitely (certain functions will drain the supply).
- It takes 1 hour off-line to recharge 100 minutes.
- 20 STR
- RAX!'s brain, skull & spine are Environmentally sealed into his Borg body. The chamber is filled with a clear, green liquid distilled from a container found on his ship. This fluid keeps him alive. RAX! is immune to poisons, toxins, radiation and gas effects. RAX! does not breathe.

If RAX! is reduced to 0 HP, his container will detach from his body and will fly to his secret lair, so he can rebuild himself.

- ARMOR PLATING Level 1
- AUDIO IMPLANT: Basic - small radio (2 miles), voice recorder. Radio Scrambler - Basic radio (10 miles), radio scrambler (25 miles)
- FLAME THROWER Range. Built into Chainsaw arm. d6 damage per round (10 shots per canister).
- JET PACK: Use 2 minutes of power to add +20 to Jump. Use 3 minutes to Jump 50'. Use 10 minutes of power to fly at 10' move

for 3 minutes. Use 20 minutes of power to fly for 5 minutes if you have wings.

- LANGUAGE TRANSLATOR
- PALM GUN Range. Ballistic. Does d6 damage/ 30' range/ 10 shots per clip.
- RADIOACTIVE CHAINSAW ARM. Melee & Range. The blades are covered in a green liquid. It does d8 physical damage +4 Radiation damage. Can cut through most materials. RAX! may use 10 minutes of energy to shoot the liquid at 2 adjacent targets (20' Range, d8 Radiation damage). A CON save will half any of his Radiation damage (rounded down).
- RETRACTABLE TALON CLAWS Melee. Does d4+4 damage.
- SHIELDED: Systems are immune to EMPs and Flash Grenades.
- SHIELDING, ALIEN: Toughness: Acid +3, Toughness: Fire & Heat +5
- STUN GUN Melee. Built in the palm. Stuns the target for 1 minutes (Critical save negates). Uses 1 minute of power for each use.
- VISUAL IMPLANT: Targeting System: +2 to Range attacks.
- ITEMS:

H64 CANNON: RAX!'s cannon is a large rifle that will only work for him. He does not roll on the weapon Critical Miss Chart if he rolls a natural 1 using this weapon. On a natural 1 the cannon jams and cannot be used again until the beginning of 2 turns from then.

+2 to Range attacks.

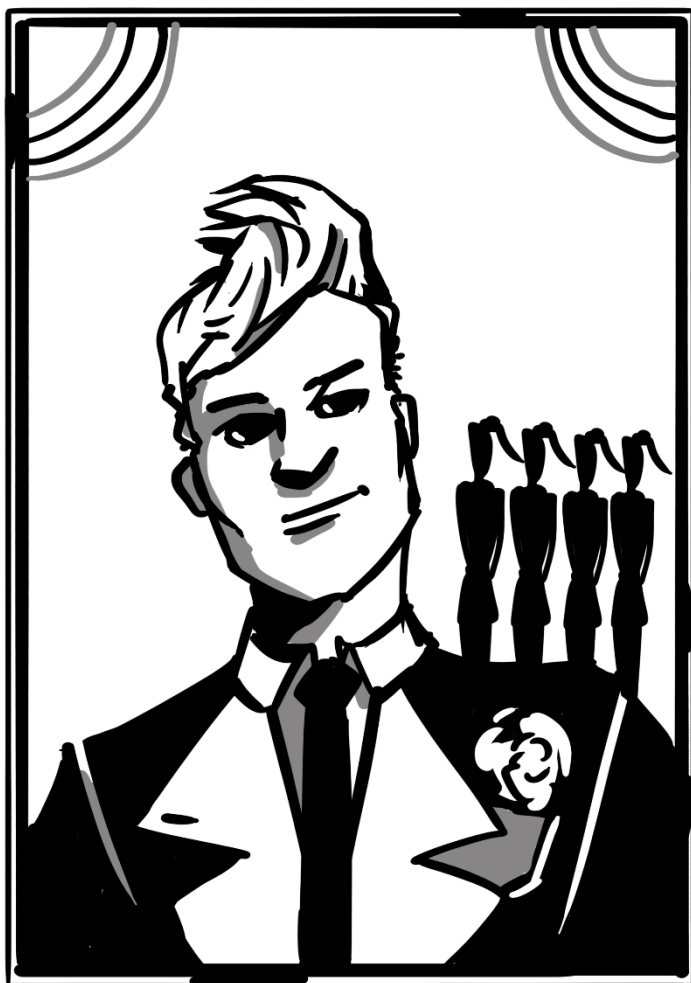
-Laser Blast (Range: 300'. Does 3d6 Energy damage. 6 Shots per energy cartridge). Carries 2 extra carts.

-Radioactive Blast (Range: 40'. Does d6 Radioactive damage to the target and everything within 10'. A CON check will half the damage (rounded down). 4 shots per cartridge. He carries 2 extra carts.

-Retractable Bayonet (does d6+4 damage).

Adventure Seeds

- *What is RAX! up to? Why is he targeting electronics and scrap metal facilities?*
- *You encounter RAX! during one of his heists. You escape but you feel sick when you get home. Days pass and you feel worse. What did he do to you?*
- *While spelunking you discover RAX!'s secret base. Wow! That is a lot of metal and weird looking computers. Maybe I should tell somebody about this?*



This gang keeps it in the family.

SLICK AND THE K-GIRLS

Slick is the head of the Santini crime family & Slick's Mobsters (as they are known on the street). He grew up as a cousin of the family, but was never considered more than a punk kid with an eye for the ladies and a knack for scrapping. Suddenly, one day as a teenager Slick and his bodyguards quickly began to gain followers and build power. He quickly ascended to the top of the family and aspires to rule Victory City.

The K-Girls are 4 identical "sisters" that serve as Slick's bodyguards. All 4 look exactly the same except for their slightly larger than normal eyes. They each appear as a young, beautiful, dainty, tanned, blonde supermodel wearing a skimpy dress that seems very inappropriate for fulfilling the duties of bodyguarding. Each of their dresses always match their eye color. Kim has light blue eyes. Zim has dark green eyes. Sinner has jet black eyes. Warrel has flaming red eyes.

The K-Girls are fanatically loyal to Slick, but nobody outside of the five of them knows why. When Slick was a teenager, he frequently searched for scrap in the abandoned buildings that are still common in the eastern part of Victory City with his childhood friend, Kim. One day they came upon a hidden room behind a collapsed wall in a huge building that used to sit on the island that now bears Slick's name. In the room was a covered object connected to dozens of dilapidated computers. Upon further inspection, the covered object was discovered to be a huge mirror, or screen, that had a surface that looked like it was covered in a rainbow of oils. While Kim examined the object, Slick began to search the computers for valuable scrap materials. He touched a keyboard that started the computers and a large vent in the room, causing the room to fill with sparks and the vent to begin to hum. After a moment the mirror violently shattered and its shards sliced Kim into four, bloody pieces. Slick took a shard to the side of his head, but he was still able to move and ran to the remaining bloody pieces of his friend. To his disbelief, each of the four pieces slowly reformed into a copy of his sister. While staring at the unbelievable events unfolding before him, Slick pulled the shard out of his head and felt a rush of power go through his brain. He quickly healed and discovered he had the ability to control people with his very thoughts. When the Kims regained conscious, Slick told them that he saved their lives and he uses his powers to keep them loyal.

To this day, Slick has a team of "egg heads" working around the clock with the computers and broken mirror in an attempt discover its secrets. Thus far, they have made little progress.

SLICK

Slick is a young man in his early 20's. He is very muscular and always has a well-maintained blonde pompadour. He dresses like a prohibition era gangster and is always accompanied by a large group of ladies.

Tactics

Slick to use his powers to control people to fight, but he will go hand to hand with anyone that he thinks he can out fight. If he begins to lose a fist fight, he will resort to using his control powers again. Plus, the K-Girls are always with him. Slick does have a slight fear of magic.

Armor Class: 17

Hit Dice: 8 (60 HP)

Move: 12

Actions: 2

Attack Damage: Punch (d6) or by weapon

Special: *Mind Control, **Super Healing, ***Invulnerability, ****Super Strength, Immune to Mind Control & Suggestion

Bonuses: +9 to Melee attacks, +5 to Range attacks, +11 to Melee damage, +5 to Spot & Listen, +10 to Pilot: Basic, +13 to Jumping, +12 to Climbing, +10 to Dancing, +14 to Persuasion, +9 to Street Smart, +9 to Subterfuge, +8 to Mental save stat, +6 to Courage save stat

STR:22 **INT:**12 **WIS:**10 **DEX:**17 **CON:**20 **CHR:**15

Morale: 8

Terror: 10

HDE: 11

***Mind Control:** As an Action, Slick can attempt to totally control any person within 200'. The target must make a Mental save (adding +4 to their roll) or be controlled by Slick for d6 minutes. Slick can control up to 6 people at one time. Slick cannot attempt to control any person with 80 or more starting HP. Has a 22 CHA.

****Super Healing:** Slick heals 1 HP per round. Twice per day he can use an action to heal 4d6 damage. He can heal lost limbs. He can only fail a Death or Critical save on a natural 20. He ages at 1/3 the rate of a normal person.

*****Invulnerability:** Slick cannot come to harm from gas, poison, disease, physical damage and energy damage.

******Super Strength:** Slick is incredibly strong. He can easily lift a ton. Has a 22 STR.

Items: Carries a lot of cash, but is rarely seen with a weapon

Carsana's Medallion: +3 to AC, Toughness: Magic +3, Advantage on Magic saves

Bullet Proof Suit (+4 to AC, Toughness +3)

The K-GIRLS

The girls are physically identical, except for their eyes. However, each one has different powers and distinct personalities. Each has missing and amplified aspects of the original Kim's personality. The K-Girls are mutants and can be pushed. However, for an unknown reason if they would be forced to roll on the Mutant Deformity chart (p.138 Core Book) they ignore that and instead they take a d6 damage that ignores Toughness.

KIM

Kim is the leader of the K-Girls. She was born from the decapitated head of the original Kim; therefore, she is considered the original Kim. She has the exact personality of the original. Kim has light blue eyes. She is the most even tempered of the K-Girls.

Armor Class: 15 (18 Flying)

Hit Dice: 7 (49 HP)

Move: 16/ 38 Flying

Actions: 2

Attack Damage: Flying slam, force bolts, punches (d6)

Special: *Beauty, **Force Field, ***Healing Touch, ****Regeneration, *****Wingless Flight, Outsmart x4 a day, Toughness +5

Bonuses: +6 to Melee attacks, +6 to Range attacks, +15 to Jumping, +15 to Climbing, +5 to Melee damage, +6 to Dancing, +10 to Persuasion, +4 to Outsmart

STR:16 **INT:**16 **WIS:**16 **DEX:**19 **CON:**13 **CHR:**23

Morale: 10

Terror: 7 (in action)

HDE: 8 **Items:** -

***Beauty:** 23 CHA. +4 skill bonus to all interactions with those attracted to your sex. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

****Force Field:** She can create force fields. She can create force fields 14 times per day. She can create a bubble in a 55' area that lasts up to an hour. All within the bubble are immune to physical, energy & magical damage from outside the bubble. The bubble can absorb 170 damage, before dissipating. She can make a personal field around yourself. It absorbs 110 damage. It lasts up to an hour. She can shoot a force field at someone for d6+7 damage at 110' per level. She may PUSH to use another force field past the daily limit, to double the size of her bubble or to double its damage absorption.

*****Healing Touch:** She can heal people by a mere touch. She can heal yourself 2 HP every time she heals another person. She can heal 14 times per day. She heals d6+7 HP & the target gains +2 to all saves for the next 10 minutes (this touch damages Undead or negative energy beings). She may PUSH to heal beyond her allotted heals or double the HP gained.

******Regeneration:** She heals at an accelerated rate & is resistant to disease. She 1 HP per round. She gains Advantage on all CON checks and disease related saves. She may PUSH to instantly heal d10 and remove any disease or illness. She ages at 1/3 the rate of a normal person.

*******Wingless Flight:** She can fly without wings by creating an energy field. While flying, she can use body as a battering ram due to crash into solid objects doing d6+7 damage to the target. She takes no damage from this or any fall & this does not end her flight. She may PUSH to double her flight speed for d10 minutes.

ZIM

Zim's eyes are dark green. She is extremely compassionate, patient and loving. She loves all animals & plants and detests hurting living beings. She will not use lethal methods in combat. She lacks malice and rage.

Armor Class: 13 (15 w/ Plant Armor)

Hit Dice: 7 (44 HP)

Move: 16 **Actions:** 2

Attack Damage: Earth powers or Plant Mastery. Subdues enemies.

Special: *Beauty, **Animal Control, *** Earth Powers, ****Regeneration, *****Plant Mastery, Advantage on Poison saves, Outsmart x4 a day, Toughness +5

Bonuses: +4 to Initiative, +3 to Melee attacks, +7 to Range attacks, +14 to Knowledge: Animals, +13 to Knowledge: Plants, +6 to First Aid, +5 to Athletics: General, +6 to Art & Music, +1 to Outsmart

STR:13 **INT:**16 **WIS:**16 **DEX:**19 **CON:**13 **CHR:**23

Morale: 10 **Terror:** -

HDE: 8 **Items:** -

***Beauty:** 23 CHA. +4 skill bonus to all interactions with those attracted to your sex. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

****Animal Control:** Talk to and empathize with animals at will. Can control animals x12 per day (lasts d6+7 minutes). Cannot control an animal with more starting HP than you have. May PUSH to control past your allotted daily limit or to double the duration of a control effect.

*****Earth Powers:** She can control the very ground she walks upon. She cannot be surprised by anything on the ground. She can activate her Earth Powers 14 times per day for d6+7 minutes. She gains: Ground Shake: 55' area of effect (All others have ½ Move for 30 seconds. All others standing in the area make a DEX check or fall, taking d4 damage). She can create a rock wall (30'x 30', Toughness +3, absorbs 100 HP). She can throw earth/ rocks (100'/ d6 damage). She can detect seismic movement within 170' (like a motion detector) at any time. She may PUSH to activate her powers beyond the allotted daily amount or to double the duration of her power.

******Regeneration:** She heals at an accelerated rate & is resistant to disease. She 1 HP per round. She gains Advantage on all CON checks and disease related saves. She may PUSH to instantly heal d10 and remove any disease or illness. She ages at 1/3 the rate of a normal person.

*******Plant Mastery:** She can speak with, control, summon and control plants. She can control any of them within 170' at will. She can summon plants that are within 2 miles 14 times per day. She loves to incapacitate people with vines or slow people with hindering terrain. She can create plant armor at will (+2 AC, does not stack). She may PUSH to increase her summoning range by a mile.

SINNER

Sinner has jet black eyes that seem to slightly grow when she is happy or aroused. She embodies all of Kim's passion and lust. Sadly, she lacks the ability to maintain happiness or joy for more than short bursts. When unhappy she is at -2 to all attack and skill rolls.

Armor Class: 15 (Fire Form 17)

Hit Dice: 7 (44 HP)

Move: 16/ 24 Flight in Fire Form

Actions: 2

Attack Damage: Acid or Fire

Special: *Beauty, **Fire Form, ***Pheromone Control, ****Regeneration, Toughness +5, Toughness: Acid +5

Bonuses: +14 to Persuasion, +3 to Initiative, +4 to Melee attacks, +7 to Range attacks, +2 to Melee damage, +4 to Athletics: Basic, +7 to Subterfuge

STR:15 **INT:**16 **WIS:**16 **DEX:**17 **CON:**16 **CHR:**24

Morale: 10 **Terror:** 9 (in action) **HDE:** 8 **Items:** -

***Beauty:** 24 CHA. +4 skill bonus to all interactions with those attracted to your sex. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

****Fire Form:** She can transform into the shape of fire. She can transform 14 times per day for d10+7 minutes per. While in fire form she is immune to all energy damage, gains +2 AC, gains Toughness +2, can fly at 24 Move, can shoot fire (100', d4+7 damage + Ignites), can extinguish flame at will & can cause minor fires at will. She may PUSH to transform past the allotted daily amount, to double her transform duration or to Flame Burst (everything else within 85' take 2d6+7 damage and they Ignite).

*****Pheromone Control:** She emits strong pheromones and is able to control others pheromones. The opposite sex is strongly attracted to her. She may make minor suggestions toward those attracted to her (Persuasion DC: based on suggestion made). Targets will not do anything against their alignment when suggested. As an action, she can try to reduce a target's CHA by d6 for 10 minutes (They may attempt a Death save adding her CHA modifier to their roll to negate). Advantage on all Persuasion checks.

******Regeneration:** She heals at an accelerated rate & is resistant to disease. She 1 HP per round. She gains Advantage on all CON checks and disease related saves. She may PUSH to instantly heal d10 and remove any disease or illness. She ages at 1/3 the rate of a normal person.

*******Energy Blast: Acid** Each blast does d6+7 damage & the target takes an additional d4 damage next round unless they make a CON save. Range: 110'. She may use 14 per day. May PUSH to double range, add d6 damage or use another blast past your daily limit. She may make a small amount of acid at will. She may touch someone for d4-1 damage at will.

WARREL

Warrel has flaming red eyes that magnify in brightness as she angers. She embodies all of Kim's anger, malice and rage. She has absolutely no fear. She also has no empathy or kindness. Warrel speaks in a deeper voice and acts more like a tomboy.

Armor Class: 16

Hit Dice: 7 (53 HP)

Move: 16

Actions: 2

Attack Damage: Punches (d6)

Special: *Beauty, **Combat Sense, ***Negator: Psychic Powers, ****Regeneration, *****Super Strength, Fearless, Toughness +5

Bonuses: +7 to Initiative, +12 to Melee attacks, +3 to Range attacks, Seize the Moment +3, +11 to Melee damage, +10 to Athletics: Basic, +8 to Intimidation, +9 to Interrogation

STR:22 **INT:**9 **WIS:**11 **DEX:**17 **CON:**14 **CHR:**23

Morale: 10

Terror: 11 (in action)

HDE: 8

Items: -

***Beauty:** 23 CHA. +4 skill bonus to all interactions with those attracted to your sex. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

****Combat Sense:** She knows how to fight in melee & knows how counter melee attacks. Any melee opponent fighting you is at Disadvantage on attacks and is at -4 on Initiative. She has Seize the Moment +2. May PUSH to gain Advantage on Melee attacks & Initiative for d4+7 minutes or gain an immediate Seize the Moment attack.

*****Negator: Psychic Powers:** She has the ability to negate psychic powers. When she is within 55' of a psychic, all durations and ranges of their magic powers are halved (rounded up). She may try to negate the activated psychic abilities of a person within 175' by spending an action to make them save against DEATH (if she touches them, they roll at Disadvantage). If they fail, they lose all activated psychic powers for d8 minutes. This does not affect you or the static abilities of psychics. She may PUSH to make a target re-roll a successful DEATH save against her or to double her range for d6 minutes.

******Regeneration:** She heals at an accelerated rate & is resistant to disease. She 1 HP per round. She gains Advantage on all CON checks and disease related saves. She may PUSH to instantly heal d10 and remove any disease or illness. She ages at 1/3 the rate of a normal person.

*******Super Strength:** 22 STR. You can lift & carry around a ton with ease. She has Advantage on all STR checks. She may PUSH to double your lifting ability & add +4 damage to all Melee attacks for 3 minutes.

Adventure Seeds

- Slick and the K-Girls have an odd relationship. *What is there story? Maybe you can find out?*
- One of your parents have been going to Slick's island every day after work, but you have no idea why. You have to figure out what takes them there every night.
- You have become infatuated with the K-Girls and must know more about them.
- Slick beat your dad to death in a street fight. You must have revenge or see Slick put behind bars.



The Raven Hills Asylum resident threesome of insanity and broken dreams. Dolore, Elegy & Runestep are . . .

THE STYGIANs

The Stygians, as they are called by their master Dr. End, are a powerful threesome of MegaHumans that work at Raven Hills Asylum. They are loyal to Dr. End, because each one is in debt to her for helping them overcome their problems as former patients. Each one is a doctor with a key job on the island. Dr. End has made sure that she totally controls the goings-on at Raven Hills Asylum.

“DOLORE” DR. RONA SCABBIA

The most twisted of the Stygians is Dolore. She is the head physician at the Raven Hills Asylum, responsible for the physical care of the patients. She takes good care of her patients the majority of the time, but she occasionally with prolong the pain of a patient to strengthen herself.

Rona was born and raised in rural Italy. As a teen she began to cut and hurt herself on a daily basis. Her religious parents thought she was possessed by a devil and had her put into a decaying, poorly run asylum. She was mistreated and constantly beaten for years. Dr. End liberated Rona on a tome-seeking trip to Italy. Dr. End helped Rona harness her pain and focus into great psychic power.

Dolore still cuts and hurts herself on occasion, but has better control now. She feeds off of human emotions, especially pain. She never needs to eat because of this and is rather gaunt. She is a short, beautiful, olive-skinned, green-eyed Italian woman that has a short temper and a rather poor bedside manner, especially for a physician.

Armor Class: 16

Hit Dice: 8 (51 HP)

Move: 12

Actions: 2

Attack Damage: Powers or knife

Special: *Discipline of Pain, ***Emotion Manipulation

Bonuses: +3 to Initiative, +4 to Melee attacks, +5 to Range attacks, +3 to Melee damage, +10 to Athletics: Basic, +5 to Intimidation, +15 to Knowledge: Psychic Phenomenon, +10 to Knowledge: General, +12 to Knowledge: Medical, +16 to First Aid, +7 to Investigation

STR:13 **INT:**21 **WIS:**18 **DEX:**17 **CON:**10 **CHR:**16

Morale: 10 **Terror:** 10 (in action) **HDE:** 10

***Discipline of Pain:** Has Toughness: Physical +5 & Toughness: Psychic +5. Whenever she takes 5+ physical damage (after decreasing for Toughness) in one attack, her Toughness: Physical increases by +1 for 1 hour. Same for Psychic damage.

Pain Bolt (x6 a day): Dolore can shoot a psychic bolt (240' Range, Range attack, 2d6 + 2 Psychic damage). If she took damage in the same turn or the previous turn, she gains +5 to attack with the bolt.

****Shut Out the World:** Dolore is always surrounded by a psychic field that gives her certain protections.

She gains +3 AC, Regenerates 1 HP every 30 minutes, Invisibility (x2 a day) for d6 minutes & Intangibility (x2 a day) for d6 minutes.

*****Emotion Manipulation:** As an action, Dolore can attempt to amplify or remove an emotion from a living creature as long as the target is visible and within 200'. The target then attempts a Mental saving throw adding +3 to their roll. If they fail, the effect lasts d4 hours and counts as a Psychic attack. The stolen effect becomes permanent 10% of the time (roll when the effect would wear off). Target can be under only 1 effect at a time.

Dolore feeds off of stolen emotions. She has no need to eat food or water. When she steals an emotion permanently, she will not need to feed again for a month.

Emotion	Amplify	Remove
Anger	+2 Melee Damage & -2 AC	-3 Melee Damage
Anticipation	Advantage on Initiative	Lose all Initiative bonuses.
Confidence	+1 all attack & skill rolls	-1 all attack & skill rolls
Disgust	Become Sickened	Gain Advantage on all CON & Poison checks
Doubt	If you miss an attack or skill roll, the next one is at Disadvantage	If you miss an attack or skill roll, the next one is at +2.
Envy	Dolore names a visible item and you must try to attain it.	You lack the want of anything
Fear	Lose Fearless. First Courage or Terror check always fail	Become Fearless. +2 HP
Kindness	You cannot attempt to harm anyone without making a Courage check at +3 to roll	+d4 Melee damage
Love	Fall in love with a target. Disadvantage on all attacks on them	Disadvantage on Mental saves
Shame	You cannot look at a chosen person	You put no stake in Alignment
Sorrow	-1 to all damage & -1 CHA	Cannot fail Morale. +1 to CHA
Surprise	Cannot be Surprised, -1 AC & +2 to Initiative	-3 Initiative & double Surprise Attack damage.
Trust	You cannot attack Dolore without making a Courage check at +5 to roll	You lose any Protégé, Leader or group buffs.

When Dolore successfully effects an emotion, she gains a random bonus. The bonuses stack (up to 3 times each within an hour) and they last 1 hour.

Roll	Effect
1	Your next attack is done at Advantage
2	Gain +2 Move
3	The next time you take Melee damage, the source takes equal damage. That damage to them becomes Mental.
4	Heal yourself d6 HP
5	Gain 1 temporary HP
6	Heal a friendly target within 200' or yourself d4 and remove one disease or poison effect
7	You may re-reroll Initiative at the beginning of the next round. Add +3 to that roll.
8	Gain +1 to AC
9	Gain Toughness +1
10	Gain Toughness: Psychic +2

Items

Xi Cho's Blade: Magical Jade dagger. +3 to attack, d8 Magic damage & bypasses the first 3 points of Magic and Physical Toughness.

Wielder can gain each once per day (Verbal command) –

Water Breathing (Self, 1 hour)

Water Walking (Self, 1 hour)

Free Action (Self, 1 hour) Can move at normal Move underwater or slowing conditions.

Fast Swimming (Self, 1 hour) 32 Swim Move, +20 Swim checks

“ELEGY” DR. DAKOTA MORRIS

Dr. Dakota Morris is wildlife biologist than owns an animal sanctuary located on the southern shore of Raven Hills Island. She cares for and rehabilitates marine creatures, takes in unwanted house pets and injured wild animals. She has several offices in the city where she offers discounted veterinary services for those in need and collects unwanted animals.

Dr. Morris runs a program for patients at Raven Hills Asylum where they get to take care of injured pets as a form of rehabilitation therapy. She truly wants to help the animals and patients, and sometimes will speak up against Dr. End’s schemes if they require sacrifices or may harm innocent people. That said, she has little sympathy for polluters, those that mistreat the mentally ill and those that mistreat animals.

Dr. End treated Dakota as a teenager at the Asylum. She grew up on a Native American Reservation, but ran away as a child. She lived in the northern woods for a few years by herself, before being captured and was brought to Raven Hills. Dakota had a hard stutter and was unable to communicate with people. Dr. End treated her well, noticing her powers and curse, and helped her hone them into deadly weapons. She will occasionally stutter slightly if around a lot of people, she does not know.

Dakota has magical powers that she draws from the Death Realm and from Nature, and also, she is a were-shark! She is a tall, attractive, Native American woman, with hair down past her hips and extremely dark brown eyes.

Armor Class: 13

Hit Dice: 10 (70 HP)

Move: 12/ 18 Swim

Actions: 2

Attack Damage: Ability or Bite (as shark)

Special: *Were-Shark, **Death Realm Powers, ***Nature Magic, Outsmart x7 a day, 18 on all saves

Bonuses: +5 to Initiative, +2 to Melee attacks, +6 to Range attacks, Seize the Moment +2, +8 to Athletics: Basic, +5 to Intimidation, +15 to Knowledge: Biology, +12 to Knowledge: General, +12 to Knowledge: Nature

STR:10 **INT:**21 **WIS:**20 **DEX:**18 **CON:**11 **CHR:**12

Morale: 10 **Terror:** 10 (in action) **HDE:** 12

***Were-Shark:** She has total control of her powers in either form and can use an action to transform into a were-shark. Can transform x3 a day, but must wait 1 hour between changes. She can breathe underwater, and swim faster in human form. She is immune to all forms of disease and normal illness. She will transform back to human if she hits 0 HP. She can see in the dark. She gains +5 to AC, +22 HP, Swim 36, bite attack (d6), Toughness +3, Toughness: Water +5, +2 to Initiative, +12 to Swim, +6 STR, +6 CON, +3 to Melee attacks, +3 to Melee damage & +5 to Terror. Smell Blood (1 Mile). Weakness: Silver.

****Death Realm Powers**

These powers give her some control over life & death.

- Speak with dead animals, the undead or dead people at will.
- See the undead or spirits.
- Advantage on Death saves.
- Can see in the dark.
- All of her physical and Shadow attacks can deal damage to incorporeal beings.
- Incorporeal attacks against you are made at Disadvantage.
- Shadows of Hope x6 a day. Range attack. Does 2d6 Shadow damage and she gains d6 HP. If she rolls a 6 for that, she gains an additional d6 HP.
- She can heal others by touch (they gain up to 10 HP, and she loses the same amount of HP).
- Summon Shadow Armor on herself x4 a day. Gives her +4 AC, Toughness +10 to Physical damage, can walk through solid objects as an action, immunity to Shadow damage, weakness to Light damage, can Fly at 12 Move & gain d4 HP whenever anything living creature with at least 2 HP within 100' goes to 0 HP.
- Halt Death x4 a day. Touch something that is at 0 HP, but not dead, to return them to 1 HP. It also removes any disease or illness, stops major bleeding and mends broken bones.
- Sense Death 100'. Knows if something is at less than 25% HP. Knows time of death (if within 48 hours).
- Once per day, if she goes to 0 HP, she instantly gains 3d6 HP.

*****Nature Magic**

Elegy is attuned to nature and can draw upon it for certain powers.

- Speak with animals and plants at will.
- Leaves no trace when moving and gives off no odor.
- Can walk on water, mud, overgrowth & ice at will.
- Can control animals and plants (up to 40 HP at a time).
- She does not need to eat. She draws nutrients from the Sun and from water. She needs to drink three times as much as a normal person.
- Vine Whip: can create a whip that has 5' Reach and +2 to attack. It has Advantage on Trip attempts. It does d8 physical damage + one of 4 poisons that can stack and be changed on each attack. Poison save adding +3 negates each Poison when they hit. Sapping Poison: -2 STR to target for 1 hour. Wilting Poison: +4 more Poison damage. Numbing Poison: -1 to INT & -1 to WIS for 1 hour. Weakening Poison: -1 to each Toughness for 1 hour.
- Ages at slower rate of a normal person (possible immortal). Immune to diseases, poisons, toxins and slowing effects.

'RUNESTEP' DR. RAYNE QUARTERS

The Chief administrator of Raven Hills Asylum is Dr. Rayne Quarters. She is a no non-sense type that runs a tight ship and uses her great intelligence to cover up any illegal or unscrupulous activities of Dr. End. She is a powerful Mystic and loves learning and teaching. The library at Raven Hills Asylum is much larger and sophisticated than a typical asylum's library. She even has a magically hidden, secret library at the Asylum that only Dr. End, her Stygian sisters and a few of her apprentices have access to.

Rayne grew up in the gang-ridden streets of West Victory City. Her father and brothers were in a local gang and had no time for Rayne. Her mother worked two jobs and tried to be a good mother, but was too tired for Rayne. Rayne excelled in school, but as a teen her dad fell into some gambling debts and sold her to a pimp. She knew she was in a dire situation and wound up killing the pimp in an escape attempt. She was sent to Raven Hills Asylum for mental evaluation, where Dr. End discovered that Rayne was a genius with magical gifts and took her under her wings. After leaving the Asylum, Rayne finished college, got her doctorate in only a few years and soon after returned as administrator.

Dr. Quarters has a very strong and forceful personality, and only takes orders from Dr. End. She is a short, pretty, professional African-American woman. She uses the asylum to discover those with an inclination toward magic. She secretly trains a few apprentices at any certain time.

Armor Class: 15

Hit Dice: 8 (47 HP)

Move: 12

Actions: 2

Attack Damage: Spells

Special: 22 INT, 18 on all saves, Magic

Bonuses: +2 to Initiative, +1 to Melee attacks, +3 to Range attacks (+5 Range Magic), +8 to Athletics: Basic, +8 to Intimidation, +22 to Knowledge: Magic, +12 to Knowledge: General, +11 to Knowledge: Business, +10 Knowledge: Law, +6 to Street Smart, -2 to all non-Magic attacks

STR:9 **INT:**21 **WIS:**17 **DEX:**16 **CON:**12 **CHR:**14

Morale: 9 **Terror:** -

Madness: 3 (16 WIS)

HDE: 10

Magic Abilities

- Spells per day: 22 1st, 16 2nd, 12 3rd & 8 4th
- Add +8 to any save or attribute check against your Magic.
- Your damaging spells bypass 8 Toughness.
- FIGHT THE VOID - When you Step into the Void, you may subtract your WIS attribute (16) from your roll. You may see the roll first. Ignore the first Madness point you gain each day.
- Access to all 1st, 2nd & 3rd level spells.
- 4th Level Spells: Adaptation, Counterspell II, Dispel Magic III, Fireball III, Flying III, Heal IV, Illusion IV, Invisibility & Teleport.

Step into the Void

- You may Step into the Void when casting a spell to add +8 to the spell's damage.
- You may Step into the Void when casting a spell to add +80' to the range of a spell.
- You may Step into the Void to have a spell target an additional target or to double the spell's duration. Make just 1 attack roll if needed.
- If you cast a second spell for that action you must Step into the Void when you cast it.

Items

Tarimound's Bracelet: +1 AC, may re-reroll a Step into the Void roll once a day, Toughness: Magic +10, -1 STR

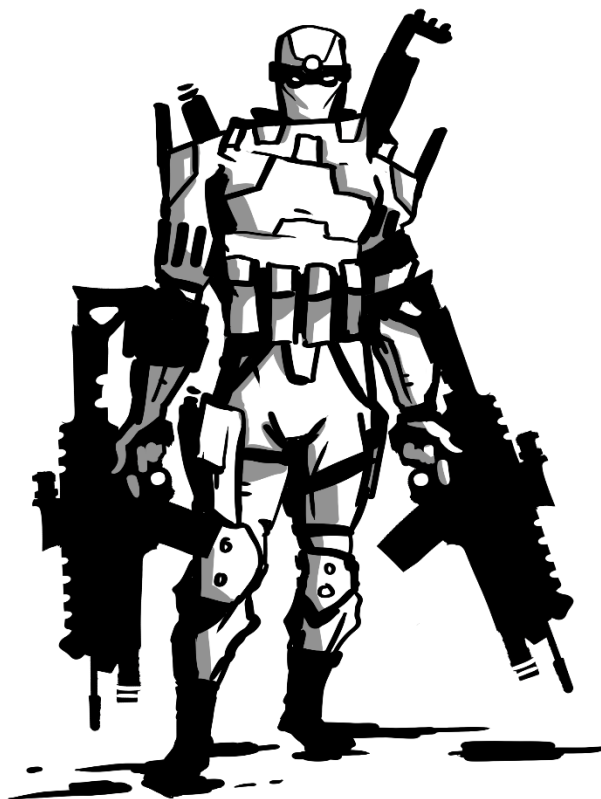
Monocles of Madame Ry: Wearer has True Sight & can see Rune Tattoos. +1 INT, -1 CON

Madame Ry's Vest: Enchanted Padded Armor. +3 AC, negate all Surprise Attack bonus damage & re-reroll 1 failed save attempt a day.

Ring of Obscuring: When you cast a spell, you appear to make no unusual movements. You may add 1 or subtract 1 from your Step into the Void rolls.

Adventure Seeds

- You were recently released from Raven Hills and you believe that one of the Stygians mistreated you and you will get revenge.
- You see a shark-like creature come ashore and then swim away towards the looney bin!
- A friend of yours is in Raven Hills. You need to round up a crew and free them.



"You heard about Oddgod?"

"You mean that guy in the tux with the umbrella?"

"Yea. Word is he's got some new heavy hitters in his corner..."

Some whack-job merc called

THE WEST PARK DESTROYER."

The assassin known as the West Park Destroyer is known for always getting his target and dispatching them with malicious overkill. His calling card is well known, he always leaves his victims a bullet-ridden heap. The W.P. Destroyer's identity and appearance is unknown, but he often works with Ezra Evil and other villains. For larger hits, he employs a team of lesser mercenaries.

Armor Class: 18

Hit Dice: 5 + 10 (40 HP)

Move: 14

Actions: 2

Attack Damage: Semi-Automatic Rifle (2d6+2), Pistol (d6+1), Shotgun (3d6), several melee weapons, variety of grenades

Special: Can run and shoot without penalty, +5 to all save stats, Toughness +2

Bonuses: +3 to Melee attacks, +2 to Melee Damage, +7 to Ranged Attacks, +5 to Demolitions, +8 to Pilot: Basic, +4 to Subterfuge, +4 to Street Smart, +3 to Initiative

STR:16 **INT:**13 **WIS:**12 **DEX:**19 **CON:**18 **CHR:**14

Morale: 8

Terror: 8

HDE: 6

Items

Special Merc Plastic Armor with a re-breather and infra-red goggles (+2 to attack anything that gives off heat).

Demolitions Kit, Disguise Kit

Adventure Seeds

- The West Park Destroyer has set his sights on a local business man that has offered you a large amount of money to protect him.
- You have run afoul of the WP Destroyer. His mercs have sent you an ultimatum: gives us \$5000 or be turned into a pile of red goo.
- A witness to one of the WP Destroyer's assassinations has come forward and you and your cohorts have been assigned to protect her.

The CRISIS KNIGHTS

The lone super hero team to emerge during the major crime outbreak are the Crisis Knights. They are a small, but growing, team of heroes that have pledged to clean up the gang-ridden streets of Victory City. They are led by the mysterious gadgeteer known as Dr. Crisis.

It is unknown to the public and the authorities who the members of the Crisis Knights are, and they wish to keep it that way. They have a small base located in the Rachel Mountains right above Victory State University. They have access to several million dollars' worth of equipment.

The truth behind the Crisis Knights is that they are a multi-national crime fighting organization created by Dr. Crisis. Dr. Crisis is actually Christian Rachel, the last surviving member of the Rachel family, the original founders of Victory City. He is a billionaire that lives in the Rachel Mountains and is the President of VSU. All of the members of the Crisis Knights are teachers, staff or students of the university.



His city will not fall to this surge of wickedness.

DR. CRISIS *will spend his last penny and perhaps his last breath trying to save Victory City!*

The sole survivor of a family of heroes, Christian Rachel has assembled a team of heroes to save his beloved city. The Rachels have sacrificed for Victory City since the Revolutionary War.

Dr. Rachel is the current President of VSU. He is well liked by the students and faculty, because of all he does for the school and the city.

Tactics

Dr. Crisis is a great Gadgeteer with a very high intelligence. He also is very fit and will fight at range and in melee with equal enthusiasm.

Armor Class: 13 (18 in Armor) **Hit Dice:** 10 (83 HP/+ 40 Armor HP)

Move: 12 (24 Armor) / 18 Flying Armor **Actions:** 2

Attack Damage: Punch (d4 + d4 spikes), Big Gun

Special: Outsmart x5/ day, Toughness +1 (+5 in Armor), Toughness: Electricity +2, cannot be surprised

Bonuses: +5 to Melee attacks, +4 to Melee Damage, +11 to Ranged Attacks (+15 w/ Big Gun), +7 to Demolitions, +12 to Pilot: Basic, +9 Pilot: Advanced, +15 to Computer Skills, +14 to Electronics, +12 to Mathematics, +19 to Mechanics, +13 to Knowledge: General, +11 to Knowledge: Local, +8 to Initiative, +17 to Stealth, +16 to Climb, +10 to Swim, +12 to Balance, +12 to Jump, +2 to Outsmart, +18 to Spot, +23 to Listen, +11 to Intimidation, +14 to Persuasion, +9 to Sleight of Hand, Languages- English, French, Japanese, Russian

STR:17 (20 Armor) **INT:**18 (19 Armor) **WIS:**17 **DEX:**18 (20 Armor)

CON:18 **CHR:**16

Morale: 10

Terror: 10 (to criminals)

HDE: 12

Gadgeteer Skills

- Advantage on Saves involving Electricity
- Advantage on all skill checks involving the use of technology you have encountered before
- +3 to each number of upgrades his Gadgets can have
- Tech Adept: You can use any technology you encounter after d4 rounds of study (no skill check needed)
- Fixer Extraordinaire: You can fix almost any machine or computer (Advantage on all attempts to fix them)

Items: \$50,000, Medi-Pack II x4, Climber's Kit, Brass Knuckles, 2 Pistols, Club, Taser, Grenades, Communicator (5 miles), Portable Breather (Advantage on Gas saves)

Gadgeteer Armor +40 HP, Toughness +4

ARMOR PLATTING, ARMOR REINFORCEMENT I & II

BODY REINFORCEMENT +15 HP to suit

GLIDING SUIT Can glide and may make a DEX check when falling to take no damage (you take ½ damage if you fail)

HYDRAULICS +2 STR

JET PACK Add +10 to Jump. Can use for 1 minute. While active you can Jump 50' or fly at 10 Move (needs to recharge for 5 minutes)

NANO-REPAIR BOTS You can take an action to repair d6 HP to one of your gadgets or to begin to repair a gadget. The time it takes to repair varies by item. You can only fix one thing at a time.

PARACHUTE

RADAR Cannot be Blinded or surprised, +2 to Initiative, +1 to DEX

SHIELDED (1) The Armor is protected from EMPs and electrical disruption

SYSTEM COMPUTER He has an intelligent computer system that assists you. It will talk to you and sometimes gives you important information. Gain the following while in armor: +1 to INT, +1 to Initiative & warns of damage or potential system failures.

WINGS, GLIDING Large, folding wings on the back. Can be used to glide if falling (no damage) or to fly at 18 Move if you have a Jet Pack.

Gadgeteer Big Gun

The Big Gun starts with following with full ammo:

Basic Gun – Ballistic Range: 120' Damage: 2d8+2 ROF: 1-2 Ammo: 20 Ignore 4 Toughness

Laser Gun – Energy Range: 300' Damage: 3d6 ROF: 1-2 Recharge: 2 rounds Ignore 4 Toughness

Targeting System: +4 to range attacks with The Big Gun

The Gun has 35 HP

ARMOR CASING Your gun is reinforced. It has Toughness +3. It can be used to parry.

BASIC GUN UPGRADE I & II

BOOMERRANG Use an action to return your Big Gun to your hand within 1000'.

GAS DISPENSER Holds 6 canisters. Used canisters instantly fill a 50' area with gas. Types: (1 each) **Poison gas** (d6 damage per round/ Poison save to ignore for a round/ lasts d6 minutes). **Knockout gas** (Poison save each round or pass out for d4 minutes/ lasts 1 minute). **Berserker gas** (Poison save each round if effect is unwanted/ gives all gassed characters +1 to all attributes and pushes all mutants/ lasts d10 rounds). **Smoke Cloud** (causes darkness/ lasts d4 minutes)/ **Anti-Mutant Gas:** (Poison save each round or lose all activated mutant abilities for d6 rounds/ lasts d6 rounds)/ **Anti-Psion Gas:** (Poison save each round or lose all activated psychic abilities for d6 rounds/ lasts d6 rounds).

LASER GUN UPGRADE I

MEGA-WEAPON Once every other round. Shoots your Basic & Laser gun at the target (roll as 1 attack). On a hit, the target must make a STR check at Disadvantage or be knocked back 10' per 10 damage dealt.

ROCKET LAUNCHER Range. Ballistic. Holds 4 missiles. Range: 1000'. Damage: 4d6 in a 10' area. 2 of the missiles Push any mutant hit.

SHIELDED the Big Gun is protected from EMPs and electrical disruption

TARGET SYSTEM UPGRADE I, II & III

Gadgeteer Boots

BLADE Retractable blade. d4 damage.

BOOTS Springs release for +10 to Jump or add d4 damage to a kick

FLIPPERS Retractable. +20 to Swim & +10 to Swim Move

LEVEL BOOTS Small thrusters level you when you fall, so always land on your feet. Negates any fall damage below 200'. Negates knock backs.

QUIET BOOTS QUICK BOOTS

SHIELDED Boots are protected from EMPs and electrical disruption

TRACELESS anyone Tracking you is at Disadvantage, you leave no trace

WALL WALKER Can walk on walls and ceilings (1/2 Move maximum)

WATER WALKING Can walk on water (for up to 1 minute with a 1-minute recharge)

Gadgeteer Ear Piece

ARMORED Waterproof to 300', piece is bulletproof (30 HP), gain Toughness: Sonic +1, homing beacon (50 miles)

BASIC +6 to Listen checks, small radio (2 miles), voice recorder

HEAD CASING Creates a small force field. Advantage on Mental saves. Blocks telepathy & mental probing. +1 to AC.

INVISIBLE The ear piece is clear and fits in the ear unseen

RADIO SYSTEM advanced radio system (100 miles), recorder, Microphone extension

RADIO SCRAMBLER Basic radio (10 miles), radio scrambler (25 miles), basic bug detector 20',

VOICE MODULATOR Can change voice, amplify your voice & throw voice. Microphone extension.

Gadgeteer Gloves

COMPUTER Forearm computer with ports, small screen, some hacking usage.

FINGER USB DRIVE USB Drive, information storage, basic encyclopedia, shock touch (1 damage)

KNOCKOUT GAS Shoots gas at a target within 5'. They must make a Poison save or pass out for d4 minutes. Has 2 charges.

KNUCKLE LIGHTS 30' area light or a 50' spotlight

KNUCKLE SPIKES Adds d4 damage to punches

LANGUAGE TRANSLATOR Translates spoken languages within 300'

SHIELDED Gloves are protected from EMPs and electrical disruption

STRENGTH

STUN GUN Stuns the target for 1 minute (CRIT save negates) on a hit (in palm)

THIEVES' GLOVES +3 to Sleight of Hand

Gadgeteer Goggles

ARMORED shielded (immune to EMPs & electrical disruption), unbreakable glass

BASIC 8 minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording)

HYPNO-GLASSES

INFRA-RED Can see heat and movement. +2 to attack any target that emits heat.

REVERSE CAMERA You can see behind you & cannot be surprised

TARGETING SYSTEM advanced compass

X-RAY GOGGLES Cool swirly look, but they do not work yet. Releases a small drone with a camera. You control it and can see what it sees. 1000' range.



*Always at Dr. Crisis' side is the youthful **GRAJA**, a most loyal Protégé*

Graja is Dr. Crisis' young Protégé. She may only be 16 and a Junior at VSU, but she has already learned many hard life lessons on the mean streets of Vigilante City. She became a member of Los Chupacabras when she was 9. She mastered pick pocketing & lock picking by the time she was 11. By 13 she was a Parkour legend on the streets.

Last year on a stormy night, she encountered Dr. Crisis at the top of a 50-story building while attempting to steal some gems from a gargoyle's eyes. Dr. Crisis subdued Graja, but she escaped, only to slip on a broken, wet window sill. She

started to fall to her death, but was saved at the last second by Dr. Crisis. He convinced her to try the straight and narrow path by enrolling in school and moving into the guest house at the Rachel mansion.

Graja's real name is Miranda Garcia. She stands a small 5' 1", but she is as tenacious in spirit and attitude as she is small and nimble. She wears her jet-black hair short and dresses like a punk rocker.

Tactics

Graja is a support player for the Crisis Knights, as Dr. Crisis orders her to stay back out of the fray until she gets older. However, she is apt to ignore those orders and rush in if the team appears to be in danger.

Armor Class: 20 **Hit Dice:** 6 (42 HP) **Move:** 15 **Actions:** 1
Attack Damage: Club (d6), Pistol (d6+1), AIDE Gun
Special: Can run at x3 Move, Toughness +1 (Armor)
Bonuses: +3 to Melee attacks, +6 to Ranged Attacks, +7 to Pilot:
Basic, +8 to Computer Skills, +8 to Electronics, +8 to Mathematics,
+4 to Knowledge: General, +4 to Initiative, +10 to Stealth, +13 to
Subterfuge, +12 to Climb, +6 to Swim, +9 to Balance, +6 to Jump,
+8 to Spot, +6 to Listen, +13 to Parkour, +10 to Sleight of Hand, +6
to First Aid, +2 to Courage save stat, Languages- Spanish, English,
Spanish Sign Language
STR:11 **INT:**17 **WIS:**14 **DEX:**18 **CON:**13 **CHR:**18
Morale: 9 **Terror:** - **HDE:** 7

Supports (May have 2 active & they affect her)

- **Alert:** Your allies within 90' gain +3 to Initiative and +1 to AC
- **Bolster:** Your allies within 90' gain +1 to AC and Toughness +1
- **Eyes of a Hawk:** Your allies within 90' gain +2 to all Range attacks & +4 to all Spot checks
- **Fight:** Your allies within 90' gain +2 to all Melee attacks and do +1 to Melee damage
- **Hustle:** Your allies within 90' gain +3 to Move and +1 to Initiative
- **Sneak:** Your allies within 90' gain Advantage on Stealth and DEX checks
- **Tactics:** Your allies within 90' ignore the first 2 Toughness on any attack and gain +2 to all INT & WIS attributes checks

Protégé Abilities

- Underestimated: Add your CHA modifier to your AC
- Symbol of the People: You may have 2 Supports active at once
- Join the Party: You gain the Support bonus from your Support abilities

Items: Crisis Armor (Light, +3 AC, Toughness +1, take ½ damage from falls), Portable Breather (Advantage on Gas saves), \$500, Medi-Pack II x2, Climber's Kit, Club, Pistol, Communicator (5 miles)

AIDE Gun: Gadget pistol made by Dr. Crisis. Range: 90' +2 to attack. Heals the target d8 damage (heal is a Light energy effect). Allows the target re-roll a Poison or CON check if under the effect of something. 8 shots per clip. Carries 3 clips.



*With violent flames he will purge the city of evil doers. Call
him **DJINN OF THE EMBERS***

Dr. Hamza Tuma, the Djinn of the Embers is a hero from Djibouti, a small country in North Africa. He moved to Victory City as a teen and now is a Professor of Mythology, Archeology and Arabic at VSU. He is young, rather tall (6' 3"), dark, thin and has short, curly black hair.

Hamza gained his powers while on an undergraduate trip to Arabian Desert. He was on a team assisting the Saudi government on a dig. He discovered a dark red bottle that badly cut his hand as he dug it out of the ground. As the dig progressed, he became ill and developed a high fever. In the make shift hospital, he burst into flames and disintegrated one night, destroying the dig and killing most of the people involved. Later that night he awoke alive in his flame form. He surveyed the death and damage, and tried to kill himself with his flames, but it did nothing to him.

Dr. Rachel had been on the same expedition and had survived the inferno. He found Hamza and convinced him that it was not his fault and he began to train Hamza with hopes that he could control the flames. Hamza is convinced he is cursed by a Djinn and that helping others is the only penitence he can do that will free him of the curse.

Tactics

The Djinn is merciless when attacking those committing violent crimes of threatening the innocent. Other criminals, or those simply wanted for questioning, will not automatically garner his wrath. He will try to subdue them first and only escalate violence equal to their escalation.

Armor Class: 14, **Hit Dice:** 4 (34 HP), **Move:** 12 / 44 Flight

Actions: 1, **Attack Damage:** Fire attacks

Special: *Flame Body, Outsmart x3/ day, Toughness +1

Bonuses: +2 to Melee attacks, +3 to Range attacks, +2 to Initiative, +7 to Spot, +7 to Listen, +6 to Knowledge: General, +11 to Knowledge: Mythology, +11 to Knowledge: Archeology, +7 to Science, +6 to Mathematics, +6 to Investigation, +4 to Athletics: Basic, +1 to Outsmart, Language – English, Arabic, French, Italian, Greek, Latin, Somali

STR:11 **INT:**17 **WIS:**15 **DEX:**15 **CON:**15 **CHR:**9

Morale: 8, **Terror:** 12 (in Fire Form), **HDE:** 5

Curse of the Djinn (Hamza is under a curse and is not a mutant)

Flame Body:

- He can transform into the shape of fire at will. Each time he transforms into fire he loses 1 CON and loses 1 CON each 5 minutes transformed. When he returns to normal, he recoups 1 CON every hour. He can light small amounts of his body at will without CON loss.
- While in fire form he is immune to all energy damage and does not breathe (immune to gas attacks).
- He gains +2 AC, Toughness +2, Toughness: Magic +2 & can fly at 44 Move.
- He can shoot fire (200', d4+4 damage + Ignites). He can extinguish flame at will & cause minor fires at will.
- At the end of any turn, if anyone is within 5' of him they take 1 Fire damage and Ignite.
- Add d4 Fire damage to all punches or kicks.
- He can spend 1 CON to Flame Burst (everything else within 75' take 2d6+4 damage and they Ignite).
- He can spend 1 CON to triple his Flying Move for 10 minutes or to shoot 2 fireballs at once when using that attack (adding an extra d4 damage to the attacks).
- He has weakness to Water while transformed and his flame will snuff out if submerged.

Items: Crisis Armor (Light, Fire proof, +3 AC, Toughness +1, take ½ damage from falls), Portable Breather.



*A firm believer in scarring Vigilante City's criminals straight, **JU PA**, will push all wrong-doers to the edge of their greatest fears.*

Dr. Fan Xisheng, aka Ju Pa, is Dr. Crisis' brightest student and is one of his closest friends. She is second in command of the Crisis Knights. However, Dr. Crisis worries that the darkness in Ju Pa may push her to chaos. If not for his concerns, she would be the team leader.

Fan is beautiful 30-year-old Chinese woman that stands an unassuming 5' 2", but has a presence that instills a small amount of fear and reverence in anyone that encounters her. She has a rare form of heterochromia (one brown eye and one green eye), adding to her unnerving presence. She is the head of Graduate studies at VSU and teaches Philosophy, Religion and several fields of History. She uses her mutant tracking powers to help find mutants to recruit.

Tactics

Ju Pa's origin has remained a secret, even to Dr. Crisis. Her fear powers derive from her Bone Mask. She wears unusual armor that matches her mask, resembling a skeleton. She has some mutant powers and can be Pushed. She will try to scare the criminals into submission, but will gladly fight them at distance if they do not relent.

Armor Class: 18 **Hit Dice:** 8 (60 HP) **Move:** 12 **Actions:** 2

Attack Damage: Fear Blast

Special: *Genius, **Mutant Tracker, Fearless, Outsmart x10/ day, Toughness +6, Toughness: Magic +3 (Armor), Bone Mask Powers

Bonuses: -1 to Melee attacks, -1 to Melee damage, +6 to Range attacks, +5 to Initiative, +20 to Spot, +9 to Listen, +15 to Knowledge: General, +18 to Knowledge: Mythology, +18 to Knowledge: Religion, +19 to Knowledge: Philosophy, +19 to Knowledge: History, +12 to Science, +9 to Mathematics, +8 to Mechanics, +15 to Intimidation, +14 to Stealth, +8 to Investigation, +2 to Athletics: Basic, +4 to Outsmart, +12 to Tracking, Language – English, Mandarin, Japanese, French, Greek, Latin, Thai & Russian

STR:7 **INT:**23 **WIS:**22 **DEX:**18 **CON:**17 **CHR:**10

Morale: 10 **Terror:** 13 **HDE:**10

***Genius:** She is very intelligent. +3 Skill points at each level.

She may PUSH to use Outsmart past the allotted daily amount.

****Mutant Tracker:** She can sense mutants within 260'. At She can sense the nature of their mutant powers. She can identify all of their mutant powers.

Items: \$3000, Medi-Pack II x3, Rope 50',

Ju Pa's Bone Mask

She always has the given powers (unless she has not worn it within a week) and can summon the mask at any time. The Mask is an ancient relic and is indestructible. The Mask gives her the following powers:

- True Sight: Can see in any environment, can see through any illusion, cannot be Blinded. +10 to Spot.
- Deflective Aura: +2 AC, Toughness +5, takes ½ damage from Shadow, all Range attacks against you are at Disadvantage.
- Cause Fear/ Eat Fear: Once per round as an Action, choose any number of targets within 125'. They must make a Courage save or become paralyzed until they pass (roll each round).

For each failed Courage save or Terror check within 125' you heal d4 HP or gain 1 temporary HP for 1 hour if at full HP. Plus, add +1 to your Terror (18 Max).

- Fear Blast: Magic Range attack. Does d6 Magic damage & d6 Psychic damage, plus the target must make a Courage check adding the amount of damage dealt by the blast or flee in Terror for d4 rounds. While fleeing, their worst fears attack them and they lose -2 WIS for 1 hour.
- Air Filter: Immune to Gas or airborne Toxins. Can breathe in any environment. Immunity to Pressure or lack of Pressure.
- Push Resistance: When she Pushes, she may subtract a d20 from that roll. If she rolls on the Mutant Deformity chart, she rolls at Advantage.

Ju Pa's Skeletal Armor:

Light Armor. +3 AC, Toughness +1, Toughness: Magic +3, +5 to Stealth & ½ damage from falls.



*When the Sun goes down, **NIGHT TRAIN JAYNE**, will stand sentinel for the innocent of Vigilante City.*

Jayne Lynn Blanchett is an Australian architecture student at VSU. She is a young mutant from Melbourne that got her powers the very week she arrived in Victory City in the aftermath of a train accident caused by Oddgod. She survived the accident, but as she and the other survivors exited the wreckage Oddgod started shooting them with his gun. The gun blast luckily endowed her with mutant powers that she instantly felt. She stood up and charged Oddgod, but he easily beat her and called her defeated body "*Night Train Jayne*" on TV as a news team was filming the incident. Thankfully, her face was covered with blood so her identity has remained a secret. Dr. Crisis saved her after running off Oddgod, and has since helped her control her new powers and focus them toward good.

Jayne is tall, blonde 20-year-old with the body of a world caliber athlete/ super model. Since gaining her powers, she has become an adrenaline and heights junkie, and loves to fight anyone that is bullying or taking advantage of the innocent.

Tactics

Jayne's night powers make her best at crime fighting at night, but she can activate them during the day for short periods. She is very athletic and is a natural brawler. She is a mutant and can be Pushed.

Armor Class: 16 **Hit Dice:** 4 (30 HP) **Move:** 24 **Actions:** 1

Attack Damage: Punches (d4), Nunchaku (d6-1)

Special: *Power of the Night, **Extreme Agility, ***Adhesion, ****Minor Gravity Manipulation, *****Crushing Blow, Toughness at +3

Bonuses: +6 to Melee attacks, +3 to Melee damage, +5 to Ranged Attacks, Seize the Moment +3, +6 to Computer Skills, +6 to Mathematics, +6 to Knowledge: Architecture, +6 to Initiative, +8 to Stealth, +4 to Subterfuge, +42 to Climb, +6 to Swim, +28 to Balance, +32 to Jump, +5 to Spot, +5 to Listen, +11 to Parkour, Languages- English, Malay & Mandarin

STR:16 **INT:**16 **WIS:**12 **DEX:**22 **CON:**14 **CHR:**16

Morale: 9 **Terror:** 8 (in a fight) **HDE:** 5

***Power of the Night:** She thrives and is powered by the Moon & the night itself. While the Sun is down, she gets +4 STR, +2 CON, +2 to AC, +2 to Initiative & +2 to all save stats (these abilities are halved if it is very cloudy or if she is inside during the night). She can always see in the dark. She can store up energy to use during the day. Four times a day she may release the lunar energy. You gain your full bonuses for d6+4 minutes. She must be exposed to at least an hour of moonlight each day to store its power. She can PUSH to add 2 additional minutes of power, to use your power without absorbed sunlight or to double her bonuses for 2 minutes.

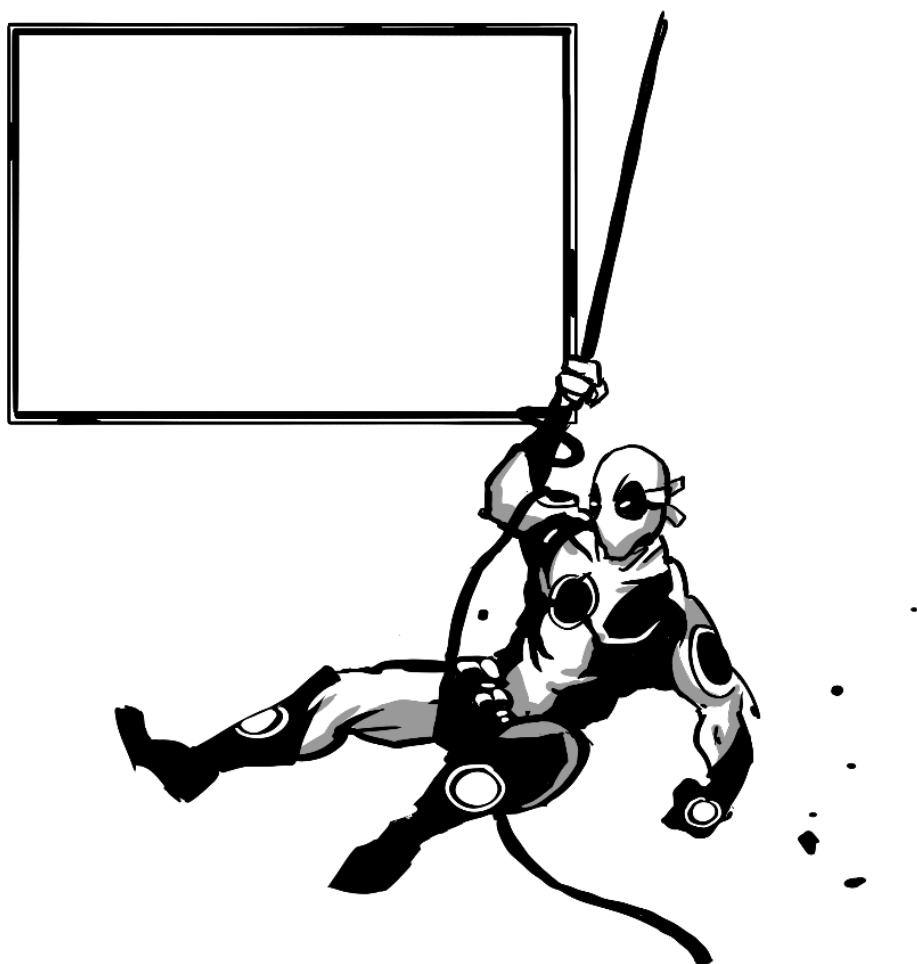
****Extreme Agility:** You have crazy reflexes and agility. She has Advantage on Initiative rolls. She has Advantage on any DEX check.

*****Adhesion:** She can stick to objects and climb surfaces. She can shoot strands of a sticky substance from your fingers (80') to swing with or to incapacitate a body part of a target (STR check to break). She may shoot 12 per day. She may PUSH to shoot beyond her daily limit, to double the range of a shot or to take no damage from a fall.

******Minor Gravity Manipulation:** She can fall from any height and take no damage (she can slow the fall of anyone within 300'). Move bonus. She can walk and run up walls for a short time. She can jump ridiculously far & climb at normal speed. She can run at x4 Move. As an action, can slow a target within 100'. If the target fails a Critical save adding +3 to their roll, they are slowed for d4 minutes (1/2 Move rounded up, cannot run, lose all DEX bonuses).

*******Crushing Blow:** On a successful, weaponless, Melee attack roll of a natural 19-20, you deal an additional d6 damage

Items: Crisis Armor (Light, +3 AC, Toughness +1, take ½ damage from falls), Portable Breather (Advantage on Gas saves), Medi-Pack II x3, 2 Nunchaku, Knife, \$500, Communicator (5 miles)



This hero feels at home when it gets extreme! Within the depths of the Earth he is knows no fear. He is known as

THE SPELUNKER

Tommy Udo Young has always been an adventurous young man. As a kid, he would spend hours searching the caves and woods near his grandma's farm. After enrolling in VSU's geology program, he immediately spent a semester exploring caves in Southern Germany.

One eventful day, he discovered a large cave system that had been closed off for decades. Inside he discovered the bones of several, long dead Nazis and the abandoned remains of a Nazi test facility. Tommy found a room with a large, wet piles of mud in open vats. Upon inspecting one of the piles, it animated and engulfed him. Days later he awoke with the faint sound of a

young boy in his head and mud pouring from his hands. While fleeing the cave system, Tommy found that he could create earth & mud, and control the very ground he walked on.

Tommy would discover that the voice is that of 6-year-old Jewish boy, named Allister, that was the victim of a Nazi experiments during WWII. For some unknown, unholy reason he had his mind fused with a pile of earth. Allister will speak to Tommy (in German) only when he uses his earth powers. Allister is scared and is worried for Tommy when he is in a fight.

The Spelunker stands a jacked 5' 8", with long brown hair. He loves heavy metal and plays a mean guitar. He loves extreme situations and thrives on adrenaline. Tommy is now in Graduate School and teaches undergraduates in geology and basic science.

Tactics

The Spelunker will try to slow and ground opponents, negating their threat potential. He loves a good fight at range or face to face. He is a mutant and can be Pushed.

Armor Class: 15 **Hit Dice:** 4 (42 HP) **Move:** 12 **Actions:** 1

Attack Damage: Throw rocks or mud, Punch (d4+ Brass Knuckles d6)

Special: *Earth Powers, **Form: Mud, Toughness +2

Bonuses: +3 to Melee attacks, +2 to Melee Damage, +5 to Range attacks, +3 to Initiative, +5 to Spot, +5 to Listen, Seize the Moment +1, +9 to Knowledge: Geology, +6 to Science, +6 to Athletics: Basic, +12 to Climb, Language – English, German, Russian

STR:14 **INT:**16 **WIS:**11 **DEX:**17 **CON:**14 **CHR:**13

Morale: 7 **Terror:** 10 (In Mud Form) **HDE:** 5

***Earth Powers:** He can control the very ground he walks upon. He cannot be surprised by anything on the ground. He can activate his Earth Powers 8 times per day for d6+4 minutes. He gains Ground Shake: 40' area of effect (All others have ½ Move for 30 seconds. All others standing in the area make a DEX check or fall, taking d4 damage). He can create a rock wall (30'x 30', Toughness +3, absorbs 100 HP). He can throw earth/ rocks (100'/ d6 damage). He can detect seismic movement within 140' (like a motion detector) at any time. He may PUSH to activate his powers beyond the allotted daily amount or to double the duration of his power.

****Form: Mud** - He can transform into mud. He can transform x8 per day for d10+4 minutes. While in mud form he is immune to physical & water damage, gain Toughness +3, can swim perfectly, can breathe underwater, can shoot mud at will (100', d4+4 damage), Mudslide :100', 20' area of effect, d6 damage, knock back 20' on a failed STR check, grow up to 40' (you get per 10': +2 STR, +4 HP, Toughness +1 & +1 Melee damage) & everything else within 20' of you moves at ½ speed. He may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes.

Items: Crisis Armor (Light, +3 AC, Toughness +1, take ½ damage from falls), portable breather (Advantage on Gas saves), Brass Knuckles, \$500, Science Kit

SAMPLE CHARACTERS

Below are some sample 1st Level Characters of each class that are ready for play. Each of these Characters are recruits of the Crisis Knights. The picture above each class represents what each sample character looks like.

Note: Attribute bonuses have not been added into skill bonuses.

SILVER J (JAY MASTERS)

Alignment: Law Class: Archer

STR:14 (+1) INT:14 (+1) WIS:10 DEX:17 (+2) CON:9 CHR:9
SUR:10

AC:13 HP:9 Move:12

ATTACK BONUS: +1 (+2 Ranged/ +3 w/ bow), -1 (+0) melee
Saves – COURAGE:8 CRITICAL:11 DEATH:9 MAGIC:6
MENTAL:11 POISON:15

Origin: A corporation cheated your parents out of their house when you were young. You have a strong hatred of mega-corporations. Jay loves to climb & hang out in high places.

Money: \$1000 (Parents were math teachers)

Languages: English, French

Age:17 Sex: Male Height: 6' Weight:145 Hair: Blonde Eyes: Green

Abilities: +1 to bow damage, +2 to melee damage to & -2 to all social interactions with large corporation members

Skills: Athletics: Basic 1, Combat Training, Computer Skills 1, First Aid 1, Mathematics 1 (+1), Parkour 1, Pilot: Basic 1, Ranged Combat, Stealth 1

Starting Gear: Short Bow, Quiver, 100 Arrows, Climbers Kit, Padded Armor, Switchblade Knife, 6 Special Arrows.

CRIMSON COMRADE (CATHERINE VOLKOFF)

Alignment: Law Class: Athlete

STR:16 (+2) INT:10 WIS:8 (-1) DEX:14 (+1) CON:17 (+2)
CHR:9 SUR:12

AC:12 HP:13 Move:14

ATTACK BONUS: +1 (+3) Melee/ +0 (+1) Ranged

Saves- COURAGE:13 CRITICAL:15 DEATH:11 MAGIC:8
MENTAL:8 POISON:12

Origin: You were bullied as a child, and over compensate with aggression. You are a Russian immigrant and super athlete.

Money: \$100k (Parents were doctors)

Age:17 Sex: Female Height:6' 2" Weight:175 Hair: Red Eyes: Green

Languages: English, Russian

Abilities: Toughness +1, Grab Attack

Skills: Athletics: Basic 1 (+2), Combat Training, Dancing 1, Fighting- Wrestling, First Aid 1 (+1), Intimidation 1 (+2), Language – English

Starting Gear: Padded Armor, Hammer, First Aid Kit Simple, Medic Kit



THE ONYX COWL (Ajax Tsoukalis)

Alignment: Law Class: Crime Fighter

STR:13 (+1) INT:13 (+1) WIS:11 DEX:14 (+1) CON:17 (+2)
CHR:8 (-1) SUR:9

AC:12 HP:12 Move: 12

ATTACK BONUS: +1 (+2) Melee Hand to Hand/ +0 (+1) Melee
Weapon/ +0 (+1) Ranged

Saves- COURAGE:11 CRITICAL:9 DEATH:13 MAGIC:5
MENTAL:8 POISON:13

Origin: One of your parents is doing life in prison. You have
sworn to prove their innocence. Studying at law school.

Money: \$10,000 (Parents were world famous cat burglars)

Age:18 Sex: Male Height: 5' 10" Weight:180 Hair: Black Eyes:
Green

Languages: English, Greek

Abilities: +1 against Intimidation, Toughness +1

Skills: Athletics: Basic 1, Combat Training, Fighting-
Brawling, Investigation 1 (+1), Knowledge: Law 1 (+2), Pilot:
Basic 1, Ranged Weapons, Stealth 1 (+1), Street Smart 1

Starting Gear: Short Sword, Pistol, Padded Armor, Medic Kit,
Handcuffs



DR. MINOTAUR (Samir Varma)

Alignment: Law Class: Dark Avenger

STR:14 (+1) INT:16 (+2) WIS:12 DEX:14 (+1) CON:11 CHR:8
(-1) SUR:9

AC:13 HP:10 Move:12

ATTACK BONUS: +0 (+1) Melee/ +0 (+1) Ranged

Saves- COURAGE:12 CRITICAL:14 DEATH:9 MAGIC:6
MENTAL:15 POISON:8

Origin: Your parents were murdered by a famous Super Villain. You hate corruption and organized crime.

Money: \$2000 (Parents were artists)

Age:23 Sex: Male Height: 5' 6" Weight:144 Hair: Black Eyes: Green

Languages: English, Hindi, Punjabi

Abilities: Back Flip, +2 AC if you do not attack in a round, (-1 AC/ +2 to attacks & damage vs that villain & his henchmen

Skills: Arts & Music 1 (+1), Combat Training, Fighting - Martial Arts, First Aid 1, Interrogation 1 (+2), Intimidation 1 (+1), Knowledge - General 1, Mathematics 1, Science 1, Street Smart 1

Starting Gear: Brass Knuckles, Club, Padded Armor, Surveillance Kit



AD-HOC (Ramona Danzig)

Alignment: Law Class: Gadgeteer

STR:9 INT:17 (+2) WIS:13 (+1) DEX:20* (+4) CON:9 CHR:14 (+1)
SUR:8

AC:15/ 17* Armor HP:7/ 30* Armor Move:12/ 22* Armor

ATTACK BONUS: +1 Melee/ +1 (+4) Ranged (-2 to all attacks without a gadget)

Saves- COURAGE:9 CRITICAL:8 DEATH:8 MAGIC:7 MENTAL:13
POISON:11

Origin: You had an abusive parent that mistreated you & your family. You are over protective of the innocent. Money: \$2500 (Parents were Mechanics)

Age:16 Sex: Female Height: 5' 1" Weight: 94 Hair: Pink Eyes: Blue
Languages: English, German, French

Abilities: +2 to all Saving Throw and attribute checks involving technology, computers and electricity, -1 on all physical saving throws and attribute checks, Toughness +1, Grab Attack, +1 to all attack, Initiative & skill rolls when aiding a normal citizen in need
Skills: Combat Training, Computer Skills 1, Electronics 1 (+1), Fighting – Wrestling, Mathematics 1, Mechanics 1 (+2), Ranged Weapons

Starting Gear: Padded Armor, Technician Kit, 123 gadgets

Ad-Hoc's Gadgets

ARMOR +2 AC, 15 HP, Toughness +1, +2 to Initiative, 1 DEX*. ARMOR REINFORCEMENT/ ENVIRONMENTAL (Air Tight, 4 Hour Air Supply, waterproof to 200')/ RADAR (Cannot be Blinded or surprised)

THE BIG GUN Switching the type of gun that is active is a free action during your action.

Basic Gun – Ballistic Range: 80' Damage: 1d8+2 ROF: 1-2 Ammo: 20

Laser Gun – Energy Range: 200' Damage: 2d6 ROF: 1-2 Recharge: 3 rounds

Targeting System: +2 to range attacks with The Big Gun

TARGET SYSTEM UPGRADE I/ BOOMERRANG (Use an action to return your Big Gun to your hand within 1000')/ BASIC GUN UPGRADE I

BOOTS QUICK BOOTS (+2 to DEX & +10 Move)/ BLADE (Retractable blade. d4 damage)

GLOVES LANGUAGE TRANSLATOR (Translates spoken languages within 300')/ STUN GUN Stuns the target for 1 minute (CRIT save negates) on a hit (in palm)

ATACAR (Carlos Del Rio)

Alignment: Law Class: Martial Artist

STR:14 (+1) INT:9 WIS:15 (+1) DEX:16 (+2) CON:14 (+1)
CHR:11 SUR:9

AC:16 HP:10 Move:12

ATTACK BONUS: +1 (+2) Melee/ +1 (+3) to Ranged Attacks

Saves- COURAGE:12 CRITICAL:15 DEATH:11 MAGIC:6
MENTAL:9 POISON:9

Origin: You were abandoned as a baby at a church. You grew there and are devoutly religious and hope to convert others by your actions.

Money: \$15 Lives in the sewers under the city

Age:18 Sex: Male Height: 6' Weight:198 Hair: Black Eyes: Brown

Languages: Spanish, English

Abilities: -

Skills: Athletics: Basic 1, Combat Training +1, Knowledge-Religion 1 (+2), Language- English, Parkour 1, Ranged Weapons, Stealth 1, Street Survival +1

Starting Gear: Katana, 5 Shuriken, Dagger, Plastic Armor, Shuko, Climber's Kit



VIOLET PIRANHA (Paula Zinini)

Alignment: Chaos Class: Mercenary

STR:13 (+1) INT:16 (+2) WIS:11 DEX: 15 (+1) CON:14 (+1)

CHR:7 (-1) SUR:15

AC:16 HP: 9 Move:12

ATTACK BONUS: +0 (+1) Melee/ +0 (+1) Ranged

Saves- COURAGE:14 CRITICAL:9 DEATH:14 MAGIC:8

MENTAL:12 POISON:12

Origin: You have always been drawn to fighting and will cheat to gain the advantage. Money: \$70,000 Parents are corrupt city officials

Age: 5' 10" Sex: Female Height:5' 8" Weight 127 Hair: Black Eyes: Green

Languages: Portuguese, English, Spanish

Abilities: Back Flip, +2 AC if you do not attack, +1 to Surprise Attack damage

Skills: Athletics: Basic 1, Combat Training +1, Demolitions 1 (+1), Fighting- Martial Arts, Interrogation 1, Intimidation 1 (+1), Piloting: Basic 1, Ranged Weapons, Stealth 1, Street Smart 1, Street Survival 1

Starting Gear: Plastic Armor, Short Sword, Pistol, Demolitions Kit

LAVENDER MOUSER (Chloe Knightley)

Alignment: Law Class: Protégé

STR:7 (-1) INT:13 (+1) WIS:8 (-1) DEX:17 (+2) CON:13 (+1)

CHR:16 (+2) SUR:8

AC:16 HP:8 Move: 12

ATTACK BONUS: +0 (-1) Melee/ +0 (+2) Ranged

Saves – COURAGE:15 CRITICAL:9 DEATH:9 MAGIC:11

MENTAL:11 POISON:7

Origin: Your parents were Circus Acrobats.

Money: \$150 Parents were dancers.

Languages: English, Dutch

Age:13 Sex: Female Height: 4'10" Weight:80 Hair: Blonde

Eyes: Blue

Abilities: Back Flip, +2 to AC if you do not attack, 1 Support

active at a time, Jump +4, Climb +4 & Balance +6

Support: Bolster - Your allies within 80' gain +1 to their AC and Toughness +1

Support: Hustle – Your allies within 80' gain +3 to Move and +1 to Initiative

Skills: Athletics: Basic 1, Combat Training 1, Computer Skills 1, Fighting- Martial Arts, First Aid 1, Ranged Weapons, Stealth 1

Starting Gear: Leather Armor, Staff, Medic Kit, First Aid Kit



NECRO-REVENANT (Park Gwon)

Alignment: Law Class: True Vigilante

STR:15 (+1) INT:13 (+1) WIS:9 DEX:13 (+1) CON:12 CHR:9
SUR:15

AC:16 HP:8 Move: 12

ATTACK BONUS: +0 (+1) Melee/ +0 (+1) Ranged

Saves- COURAGE:14 CRITICAL:13 DEATH:8 MAGIC:7
MENTAL:11 POISON:9

Origin: Your parents were murdered by gang related
crossfire.

Money: \$10,000 Parents were corporate spies

Languages: Korean, English

Age:18 Sex: Male Height: 5'9" Weight: 140 Hair: Black Eyes:
Brown (White contacts)

Abilities: Back Flip, +2 to AC if you do not attack, -2 to any
skill check while interacting with the authorities, +1 to attack
& damage vs street gangs

Skills: Combat Training 1 (+1), Fighting- Martial Arts,
Interrogation 1 (+1), Investigation 1, Ranged Weapons, Street
Smart 1, Street Survival 1, Subterfuge 1 (+1)

Starting Gear: Plastic Armor, Short Sword, Club, Pistol,
Dagger, Medic Kit

SLIPPERY SAWYER (Sawyer Bloat)

Alignment: Law Class: Anthropolomorph – Scholar

STR:7 (-1) INT:17 (+2) WIS:14 (+1) DEX:18 (+3) CON:12
CHR:13 (+1) SUR:12

AC:16 HP:10 Move: 12/ 22 Swimming

ATTACK BONUS: +0 (-1) Melee/ +0 (+3) Ranged

Saves – COURAGE: CRITICAL: DEATH: MAGIC: MENTAL:
POISON:

Origin: You were bitten by a radioactive hobo. You are
addicted to playing board games. Money: \$2500 Parents were
mechanics

Languages: English, French, Nooksack (Native Language)

Age:18 Sex: Male Height: 5' 1" Weight: 77 Hair: Brown Eyes:
Green

Animal Appearance: Otter (Smaller)

Abilities: Bite (d4-1), Tail Slap (d4-1), Floats, Back Flip, +2 to
AC if you do not attack, Toughness +1

Skills: Combat Training 1, Electronics 1, Fighting- Martial
Arts, Knowledge: General 1 (+1), Knowledge: Game Theory 1,
Mathematics 1, Mechanics 1 (+1), Pilot: Basic 1, Ranged
Weapons, Science 1

Starting Gear: Padded Armor, Large Wrench (as club),
Technician's Kit, Throwing Knives x10



BARON BORAZON (Klaus In Der Maur)

Alignment: Chaos Class: Borg

STR:16 (+2) INT:13 (+1) WIS:9 DEX:11 CON:14 (+1) CHR:8 (-1)
SUR:12

AC:13 HP:31 Move: 12

ATTACK BONUS: +1 (+4) Melee/ +0 (+3) Ranged

Saves- COURAGE:11 CRITICAL:12 DEATH:11 MAGIC:6
MENTAL:9 POISON:14

Origin: You were born into a very rich, Swiss family and were hurt as a teen. Your family is your benefactor. You have access to a large amount of money.

Money: \$300k Parents have old money

Languages: English, German

Age:21 Sex: Male Height: 6' 4" Weight: 300 Hair: None Eyes: Green

Abilities: +1 to Melee damage, Back Flip, +2 to AC if you do not attack

Skills: Athletics: Basic 1, Combat Training 1 (+1), Computer Skills 1, Fighting- Martial Arts, Knowledge- Local History 1 (+1)

Mechanics 1, Ranged Weapons

Starting Gear: Plastic Armor, Brass Knuckles, Technician's Kit, 2 Clips

Borg Powers

- Power Reserve- 140 Minutes, Basic functions can run indefinitely, it takes 1 hour off-line to recharge 100 minutes
- Toughness +1
- CYBERNETIC HAND (Right Hand) Steady hand: +1 to attack, +3 to Sleight of Hand. Unbreakable Grip: Grip can only be broken by something equal to, or stronger than you.
- Targeting System Eye: +2 to range attacks
- Basic Ear: +6 to Listen checks, small radio (2 miles), voice recorder
- PALM GUN (Right hand) Range. Ballistic. Requires Cybernetic Hand. Does d6 damage/ 30' range/ 10 shots per clip.
- RETRACTABLE SWORD (Right arm) Does d6 + STR damage.

PARAMOUR OF PAIN (Astrid Andersen)

Alignment: Law Class: Mutant (Commando)

STR: 17 (+2) INT:13 (+1) WIS:7 (-1) DEX:10 CON:15 (+1) CHR:18 (+3) SUR:13

AC: 15 HP: 11 Move: 12

ATTACK BONUS: +2 (+2) Melee/ +2 Ranged

Saves – COURAGE:13 CRITICAL:11 DEATH:12 MAGIC:9 MENTAL:9

POISON: 14

Origin: You were made in a test tube and are being monitored by a secret corporation. Money: \$40,000 Parents are high ranking ASP Corp officials.

Languages: Norwegian, English, Russian

Age:19 Sex: Female Height: 6' 1" Weight:160 Hair: Blonde Eyes: Blue

Mutant Powers:

Beauty: You are a specimen of pure beauty & human perfection. You gain a +4-skill bonus to all interactions with those attracted to your sex at level 1. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

Prehensile Hair: You have very long hair (4'+) that can move and grab things on its own. Your hair has STR equal to your STR. You can grab, blind, trip, choke, etc. with your hair as an additional action. You gain an additional action with your hair each round and +1 to attack with your hair at each level. Hair whip does d4 damage. If your hair is longer than 5', it has Reach.

Super Strength: You have exceptional strength. You can lift & carry around a ton with ease. You may PUSH to double your lifting ability & add +4 damage to all melee attacks for 3 minutes. You gain Advantage on all STR checks.

Permanent Deformity: Sky Blue skin

Abilities: Toughness +1, Grab Attack

Skills: Athletics: Basic 1, Combat Training 1 (+1), Interrogation 1, Fighting- Wrestling, Knowledge: Military 1, Language- Russian, Persuasion 1, Pilot: Basic 1, Ranged Weapons, Science 1 (+1), Street Survival 1

Starting Gear: Plastic Armor, Whip, Short Sword, Pistol, Survivalist Kit

THE JADE ATTAINER (Sebastian Zhou)

Alignment: Law Class: Mystic

STR:7 (-1) INT:17 (+2) WIS:14 (+1) DEX:9 CON:14 (+1)
CHR:10 SUR:12

AC: 13 HP: 8 Move: 12

ATTACK BONUS: +0 (-1) Melee/ +0 Ranged

Saves- COURAGE:9 CRITICAL:9 DEATH:15 MAGIC:12
MENTAL:11 POISON:8

Origin: Money:

Languages: English, Mandarin Chinese, Tagalog

Age:20 Sex: Male Height:5' 7" Weight:133 Hair: Bald Eyes:
Brown

Spells Per Day: 5

Spells Known: Comprehend Languages, Counterspell I,
Dispel Magic I, Heal I, Mystic Armor

Abilities: -2 to all non-magic attacks, Back Flip, +2 to AC if
you do not attack

Skills: Combat Training 1, Art & Music 1, Fighting- Martial
Arts, Knowledge- Magic 1 (+2), Knowledge- Religion 1, Sleight
of Hand 1

Starting Gear: Staff, Medic Kit, Padded Armor



KYOTO ROSE (Saaya Ozawa)

Alignment: Law Class: Powered Armor

STR:10 INT:16 (+2) WIS:11 DEX:17 (+2) CON:10 CHR:14 (+1)
SUR:10

AC: HP: 7 Move: 12

ATTACK BONUS: +0 Melee/ +0 (+2) Ranged

Saves- COURAGE:14 CRITICAL:8 DEATH:9 MAGIC:8 MENTAL:11
POISON:9

Origin:

Money:

Languages: Japanese, English, French

Age:17 Sex: Female Height: 5' 2" Weight: 99 Hair: Pink Eyes:
Brown

Abilities: -2 on all melee attacks outside of their armor

Skills: Combat Training 1, Computer Skills 1, Electronics 1,
Fighting: Powered Armor, Mathematics 1, Pilot: Basic1 (+1), Pilot:
Flight, Ranged Weapons, Science

Starting Gear: Your Powered Armor, Flight Suit, Knife, Technician
Kit

Flight Suit (under your armor)

- +2 to AC (Light) *does not stack with suit
- Water recycle system, Waste removal system, Cooling system
- Toughness: Fire +2

Basic Powered Armor

- Fit to the pilot, Air Tight (6 hour supply), Pressure Sealed (400' in water)
- Shelf Recharging Power Source (Power reserve is 120 minutes. It takes 1 hour off-line to recharge 120 minutes.) Basic functions can run indefinitely (certain functions will drain the supply).
- AC: 13, HP:42, STR: 16 & Toughness at +1

Basic Ear: +6 to Listen checks, small radio (2 miles), voice recorder

Basic Eye: +4 to Spot checks, minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording)

ARMOR PLATING Level 1

RETRACTABLE SWORD Melee. Does d6 + STR damage

STUN GUN Melee. Built in the palm. Stuns the target for 1 minutes (CRIT save). Uses 1 minute of power for each use.

SHAHRAZAD (Shara Pedrad)

Alignment: Law Class: Psion

STR:8 (-1) INT:17 (+2) WIS:16 (+2) DEX:13 (+1) CON:13 (+1)
CHR:14 (+1) SUR:8

AC:13 (16 Risen) HP: 9 Move: 12 (21 Risen/12 in Air)

ATTACK BONUS:

Saves- COURAGE:12 CRITICAL:8 DEATH:9 MAGIC:10
MENTAL:16 POISON:13

Origin: Money:

Languages: English, Farsi, Arabic

Age:17 Sex: Female Height: 5' 7" Weight: 112 Hair: Black (with yellow streaks) Eyes: Brown

Abilities: -1 to attack rolls with melee or hand to hand attacks, +2 to AC if you do not attack, Back Flip, Force of Will

Bio-Healing

Level 1 - You age at $\frac{1}{2}$ the rate of a normal person. By manipulating your cells, you can heal yourself. By using all of your actions in a round you may Heal yourself by d6+ your INT bonus. The most you can heal in a day with this level power is your total Constitution score + your level.

Rise Above (Primary - acts 1 level higher)

Level 1 - You can walk on air (6 Move) and walk on walls for a brief period. You can do this for 1 minute for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +1 AC & +6 Move (ground) while active.

Level 2 - You can walk on air (12 Move) and walk on walls for a brief period. You can do this for 2 minutes for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +2 AC & +3 Move (ground) while active.

Telekinesis

Level 1 - You are able to lift and move minor objects, under 5 pounds, by utilizing psychic energy. At this level you are unable to move anything with a great amount of force but can be used to retrieve a lost weapon or to pass an object to another person. If used as a weapon, a ranged attack roll is made, using your Intelligence modifier as Attack bonus (damage equal to thrown weapon damage). General debris does d4 damage. Range: 120'

Skills: Art & Music 1, Athletics: Basic 1, Combat Training 1, Fighting- Martial Arts, First Aid 1, Persuasion 1, Knowledge- Poetry & Storytelling 1, Knowledge- Psychic Phenomenon 1 (+3)

Starting Gear: Padded Armor, Staff & Medic Kit.

CHAGAR (Janik Marodona)

Alignment: Law Class: Super Soldier

STR:17 (+2) INT:9 WIS:7 (-1) DEX:18 (+3) CON:16 (+2) CHR:7 (-1) SUR:14

AC: 14 HP: 19 Move: 17

ATTACK BONUS: +2 (+3) melee/ +1 (+3) Range

Saves- COURAGE:11 CRITICAL:13 DEATH:15 MAGIC:8 MENTAL:6 POISON:12

Origin: Money:

Languages: English, Spanish

Age:18 Sex: Male Height: 6' Weight: 198 Hair: Black Eyes: Brown

Basic Super Soldier Starting Augmentation

- +2 to Initiative, +4 to Jump & +4 to Balance checks
- Seize the Moment:1
- Regenerates 1 HP per 10 minutes
- Can run x3 your Move.

Abilities: +1 to melee damage, Grab attack, Toughness +1

Skills: Athletics: Basic 1 (+2), Combat Training 1 (+1),

Fighting- Wrestling, Intimidation 1, Language- English

Starting Gear: Plastic Armor, Brass Knuckles, Medic Kit, Tank Serum



ACE CHAP (Henry Rimmer)

Alignment: Law Class: Super Speedster

STR:13 (+1) INT:9 WIS:8 (-1) DEX:17 (+2) CON:10 CHA:16 (+2) SUR:12

AC: 14 HP:8 Move: 24

ATTACK BONUS:

Save- COURAGE:12 CRITICAL:8 DEATH:13 MAGIC:9 MENTAL:8 POISON:12

Origin: British street youth. Arrogant. Money:

Languages: English

Age:17 Sex: Male Height: 5' 10" Weight: 130 Hair: Brown Eyes: Green

Speedster Origin: Chemical accident

Speedster Abilities

- Can run at x3 Move/ Can run, attack and move
- High Metabolism
- +2 to Initiative
- Seize the Moment:1
- Toughness +1 (+2 total) while running
- Advantage on all Balance checks

Abilities: +1 to all punch & kick damage, Toughness +1, +1 against Intimidation

Skills: Athletics: Basic 1 (+2), Combat Training 1, Fighting-Brawling, Persuasion

Starting Gear: Medic Kit, lots of energy bars



PEOPLE OF VIGILANTE CITY

Below are the typical people & villains you will encounter in Vigilante City. Their levels and stats can be adjusted as needed.

BIKER

Armor Class: 14

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Brass Knuckles (+d6 to d4 punch), Pistol (d6+1), Chain (d6)

Special: Toughness +1

Bonuses: +4 to Melee attacks, +2 to Melee Damage, +5 to Intimidation, +1 to Initiative, +7 to Pilot: Basic, +5 to Mechanics, +5 to Street Smart, +5 to Spot, +4 to Listen

Morale: 7

Terror: 6

HDE: 3

Items: Motorcycle, Leather Jacket

BODYGUARD

Armor Class: 12

Hit Dice: 2 +2 HP

Move: 14

Actions: 1

Attack Damage: Brass Knuckles (+d6 to d4 punch), Stun Gun, Pistol (d6+1)

Special: Toughness +2

Bonuses: +2 to Melee attacks, +2 to Melee Damage, +4 to Intimidation, +1 to Initiative, +4 to Spot, +4 to Listen

Morale: 7

Terror: -

HDE: 2

Items: Bullet-proof Trench Coat, Padded Armor, Medi-Pack I

BORG

Armor Class: 13

Hit Dice: 4 (50 HP)

Move: 12

Actions: 1

Attack Damage: By weapon or punch (d6)

Special: Toughness +2, Seize the Moment:1, 19 STR

Bonuses: +2 to Melee attacks, +2 to Melee Damage, +4 to Intimidation, +1 to Initiative

Morale: 6

Terror: -

HDE: 5

Borg Upgrades

Targeting System (Eye), Armor Plating, Radio Scrambler (Basic radio/10 miles, radio scrambler/ 25 miles), Cybernetic Forearm, Gas Filter (Located in mouth. Advantage on all gas, poison & toxins saves or checks. Blocks all basic air & water pollutants. Voice Modulator), Shielded (Your systems are immune to EMPs and Flash Grenades)

FOREARM LASER GUN Range. Energy. +1 to hit, 400' range. 1D8 max damage

PALM GUN Range. Ballistic. Requires Cybernetic Hand. Does d6 damage/ 30' range/ 10 shots per clip

RETRACTABLE SWORD Melee. Does d6 + STR damage

STUN GUN Melee. Built in the palm. Stuns the target for 1 minutes (CRIT save). Uses 1 minute of power for each use

Items: Pistol (d6+1), Automatic Rifle (d6+3)

BURGLAR

Armor Class: 13

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Small Knife (d4-1), Pistol (d6+1)

Special: +1 to Surprise Attack damage

Bonuses: +1 to attacks, +1 to Melee damage, +2 to Climb, +2 to Jump, +3 to Stealth, +3 to Street Smart, +1 to Initiative

Morale: 3

Terror: -

HDE: 1

Items: Leather Armor, Burglar's Kit

BYSTANDERS

Armor Class: 10

Hit Dice: $\frac{1}{2}$

Move: 10

Actions: 1

Attack Damage: 1-2 damage punch

Special: -

Bonuses: -2 to attacks

Morale: 2

Terror: -

HDE: $\frac{1}{4}$

Items: Clothes

FEDERAL AGENT

Armor Class: 13

Hit Dice: 2 + 2 HP

Move: 12

Actions: 1 per round

Attack Damage: Punch (d4) or Pistol (d6+1)

Special: N/A

Bonuses: +1 to Melee attack, +3 to Range attack, +1 to Range & Melee damage, +4 to Investigation, +1 to Intimidation, +4 to Knowledge: Law, +1 to Initiative, +4 to Spot, +4 to Listen

Morale: 7

Terror: -

HDE: 2

Items: Gun, Nice clothes, Sunglasses

FIREMAN

Armor Class: 15

Hit Dice: 2

Move: 12

Actions: 1

Attack Damage: Light Axe (d6+1)

Special: Toughness +1, Toughness: Fire/ Heat +5, +3 to all Social Interactions with Bystanders,

Bonuses: +3 to Melee attacks, +1 to Melee Damage, +4 to Ranged attacks, +1 to Initiative, +4 to Pilot: Basic, +1 to Listen checks, +4 to Spot checks

Morale: 8

Terror: -

HDE: 2

Items: Fire Resistance Uniform/ Armor, Gas Mask, Medic Kit, Medi-Pack I

GANG MEMBER (BASIC)

Armor Class: 14

Hit Dice: 2 + 2 HP

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Machete (d6+1), Club (d6)

Special: Toughness +1, +1 to all save stats

Bonuses: +2 to Melee attacks, +1 to Melee Damage, +4 to Ranged attacks, +1 to Initiative, +4 to Stealth, +3 to Street Survival, +3 to Sleight of Hand

Morale: 5

Terror: 3 (+4 if in a group of 6+)

HDE: 2

Items: Improvised Armor

GANG MEMBER (FREERUNNER)

Armor Class: 17

Hit Dice: 2 + 4 HP

Move: 18

Actions: 1

Attack Damage: Pistol (d6+1), Machete (d6+1), Frag Grenade x2, Switchblade (d6-1)

Special: Toughness +1, +1 to all save stats, 18 DEX

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +4 to Ranged attacks, +3 to Initiative, +6 to Stealth, +6 to Athletics: Basic, +6 to Parkour, +4 to Street Smart

Morale: 7

Terror: 2 (+4 if in a group of 6+)

HDE: 3

Items: Concealed Plastic Armor, Climbing Kit, Medi-Pack I

GANG MEMBER (INITIATE)

Armor Class: 12

Hit Dice: 1 +1 HP

Move: 12

Actions: 1

Attack Damage: Light Melee Weapon

Special: -

Bonuses: +1 to attacks, +1 to Melee Damage, +1 to Initiative, +3 to Stealth, +2 to Street Smart

Morale: 3

Terror: 2 (+4 if in a group of 6+)

HDE: 1

Items: Padded Armor

GANG MEMBER (LEADER OR ELITE)

Armor Class: 16

Hit Dice: 6 + 6 HP

Move: 12

Actions: 2

Attack Damage: Pistol (d6+1), Machete (d6+1), Frag Grenade x2, Automatic Rifle (d6+3)

Special: Toughness +3, +2 to all save stats

Bonuses: +6 to Melee attacks, +2 to Melee Damage, +4 to Ranged attacks, +2 to Initiative, +7 to Stealth, +6 to Street Smart, +4 to Street Survival, +3 to Subterfuge, +4 to Parkour, +6 to Athletics: Basic, +4 to Persuasion

Morale: 8

Terror: 9 (+4 if in a group of 6+)

HDE: 7

Items: Plastic Armor, Medi-Pack I x3

GANG MEMBER (PICK POCKET)

Armor Class: 15

Hit Dice: 2

Move: 15

Actions: 1

Attack Damage: Switchblade (d6-1), Sling (d4-1)

Special: 18 DEX, can run x3 Move

Bonuses: +1 to Melee attacks, +4 to Ranged attacks, +3 to Initiative, +6 to Stealth, +3 to Street Survival, +6 to Sleight of Hand, +4 to Subterfuge, +4 to Spot & Listen, +4 to Athletics: Basic, +2 to Parkour

Morale: 5

Terror: -

HDE: 2

Items: Leather Armor, Burglar's Kit, Medi-Pack I

GANG MEMBER (STREET TOUGH)

Armor Class: 14

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Brass Knuckles (+d6 to d4 punch), 5' Chain (1d6-1), Knife (d4-1)

Special: Toughness +2, +1 against Intimidation attempts

Bonuses: +4 to Melee attacks, +3 to Melee Damage, +1 to Initiative, +5 to Intimidation, +4 to Street Smart, +2 to Athletics: Basic

Morale: 7

Terror: 6 (+3 if in a group of 6+)

HDE: 3

Items: Leather Armor

GOON

Armor Class: 12

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Club (d6) or light Melee weapon

Special: Toughness +1

Bonuses: +2 to Melee attacks, +2 to Melee Damage, +1 to Ranged attacks, +3 to Street Survival, +3 to Street Smart

Morale: 6

Terror: -

HDE: 1

Items: Padded Armor

HACKER

Armor Class: 12

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1) or light Melee weapon

Special: -

Bonuses: +1 to Initiative, +1 to Ranged attacks, +3 to Street Survival, +3 to Street Smart, +2 to Pilot: Basic, +4 to Computer Skills, +5 to Computer Hacking, +3 to Investigation, +3 to Subterfuge

Morale: 5

Terror: -

HDE: 1

Items: Hacker's Kit, Padded Armor, Pistol

KARATE EXPERT

Armor Class: 16

Hit Dice: 5

Move: 16

Actions: 2

Attack Damage: Staff (d6), Nunchaku (d6-1), 6 Shuriken (d4)

Special: Toughness +1, +2 to all Save stats, can add +2 to AC if they do not attack, Back Flip

Bonuses: +7 to Melee attacks, +3 to Melee Damage, +5 to Ranged attacks, +4 to Initiative, Language- Japanese, +6 to Stealth, +7 to Athletics: Basic

Morale: 8

Terror: 5

HDE: 5

Items: Padded Armor

KARATE STUDENT

Armor Class: 14

Hit Dice: 2

Move: 12

Actions: 1

Attack Damage: Nunchaku (d6-1)

Special: +1 to all Save stats, can add +2 to AC if they do not attack, Back Flip

Bonuses: +3 to Melee attacks, +1 to Melee Damage, +3 to Ranged attacks, +2 to Initiative, Language- Japanese, +4 to Stealth, +3 to Athletics: Basic

Morale: 6

Terror: -

HDE: 2

Items: Padded Armor

MERCENARY

Armor Class: 15

Hit Dice: 2 + 2 HP

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Automatic Rifle (d6+3), Machete (d6+1), Frag Grenade x2

Special: Toughness +1, +1 to all save stats

Bonuses: +3 to Melee attacks, +1 to Melee Damage, +5 to Ranged attacks, +1 to Initiative, +2 to Stealth, +3 to Pilot: Basic, +3 to Subterfuge, +2 to Demolitions

Morale: 7

Terror: -

HDE: 2

Items: Plastic Concealed Armor (Camouflaged), Survivalist Kit, Medi-Pack I



MYSTIC APPRENTICE

Armor Class: 12

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Staff (d6), Spell

Special: Step into the Void, Spells

Bonuses: +1 to Range attack, +1 to Initiative, +2 to Death save stat, +2 to Magic save stat, +4 to Knowledge: Magic, +3 Knowledge: Religion, +3 to First Aid

Morale: 6

Terror: -

Madness: 0

HDE: 1

Spells (6 Spells per day)

Typical 1st Mystic spells (GM can change)

COUNTERSPELL Duration: Instant Range: 60'

When you see another spellcaster begin to cast a spell you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number you counter their spell. You may do this during another player's action, but you lose your next action.

DETECT MAGIC Duration: 10 minutes Range: 75'

You can sense any Magic item, rune or person within the range. It gives the caster +10 to Knowledge – Magic.

HEAL Duration: Instant Range: Self or Touch

You heal the target d6+ 2 HP. Stops bleeding and stabilizes severe injuries.

MYSTIC ARMOR Duration: 1-hour Range: Self

The caster gains +2 AC and Toughness +1.

MYSTIC BOLT Duration: Instant Range: 225' per level

Make a ranged attack and shot a magic bolt at a target. Add your +3 to the attack roll. The bolt deals d6 damage.

SLEEP Duration: Instant Range: 120'

The target must make a save against Magic or fall asleep for d6+1 rounds. This will not work on anything with that is not alive and has 20+ HP.

Items: Staff, Padded Robes

NINJA (See Iron Clan Ninja p. XX)

PARAMEDIC

Armor Class: 11

Hit Dice: 1 +1 HP

Move: 12

Actions: 1

Attack Damage: Pepper Spray

Special: +2 to Social Interactions with Bystanders

Bonuses: +5 to First Aid, +2 to Pilot: Basic

Morale: 8

Terror: -

HDE: 1

Items: Uniform, Padded Armor, Medic Kit, 2 Medi-Pack I

POLICEMAN (RIOT)

Armor Class: 17

Hit Dice: 2 +1 HP

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Nightstick (d4), Stun Gun, Sulfur Grenades x4, Pepper Spray

Special: Toughness +1, +2 to Social Interactions with Bystanders

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +3 to Ranged attacks, +2 to Knowledge-Law, +2 Street Smart, +1 to Initiative, +1 to Critical Saves

Morale: 8

Terror: -

HDE: 2

Items: Uniform, Handcuffs, Flashlight, Radio, Riot Shield, Simple Helmet, Plastic Armor

POLICEMAN (STREET)

Armor Class: 12

Hit Dice: 2 +1 HP

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Nightstick (d4), Stun Gun

Special: +2 to Social Interactions with Bystanders

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +3 to Ranged attacks, +2 to Knowledge-Law, +3 to Pilot: Basic, +2 Street Smart, +1 to Initiative

Morale: 8

Terror: -

HDE: 2

Items: Uniform, Padded Armor, Handcuffs, Flashlight, Radio

POLICEMAN (HOMICIDE/ VETERAN)

Armor Class: 14

Hit Dice: 3 + 4 HP

Move: 12

Actions: 1

Attack Damage: 2 Pistols (d6+1), Nightstick (d4), Stun Gun

Special: Toughness +2, +2 to Social Interactions with Bystanders

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +5 to Ranged attacks, +6 to Knowledge-Law, +5 Street Smart, +1 to Initiative

Morale: 8

Terror: -

HDE: 3

Items: Uniform, Handcuffs, Flashlight, Radio, Kevlar Vest

PROSTITUTE

Armor Class: 12

Hit Dice: $\frac{1}{2}$

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Pepper Spray, Switchblade (d6-1), Whip (d6-1)

Special: Toughness +1

Bonuses: +1 to Ranged attacks, +1 to Initiative, +3 to Stealth, +3 to Street Smart, +3 to Sleight of Hand, +3 to Street Survival, +3 to Persuasion

Morale: 5

Terror: -

HDE: $\frac{1}{2}$

Items: Padded Clothes

SECURITY GUARD

Armor Class: 11

Hit Dice: 1 +1 HP

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Nightstick (d4), Stun Gun

Special: -

Bonuses: +1 to Ranged attacks

Morale: 5

Terror: -

HDE: 1

Items: Uniform, Padded Armor, Handcuffs, Flashlight, Radio

SOLDIER (RECRUIT)

Armor Class: 14

Hit Dice: 2 +1 HP

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Automatic Rifle (d6+3), Machete (d6+1), Frag Grenade x2

Special: Toughness +1, +1 to all save stats

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +3 to Ranged attacks, +1 to Initiative, +3 to Stealth, +2 to Pilot: Basic

Morale: 6

Terror: -

HDE: 2

Items: Uniform, Padded Armor (Camouflaged), Survivalist Kit, Medi-Pack I

SOLDIER (VETERAN)

Armor Class: 16

Hit Dice: 5

Move: 14

Actions: 2

Attack Damage: Pistol (d6+1), Automatic Rifle (d6+3), Machete (d6+1), Frag Grenade x2

Special: Toughness +3, +1 to all save stats

Bonuses: +3 to Melee attacks, +2 to Melee Damage, +5 to Ranged attacks, +1 to Initiative, +5 to Stealth, +6 to Pilot: Basic

Morale: 8

Terror: -

HDE: 5

Items: Uniform, Plastic Concealed Armor (Camouflaged), Survivalist Kit, Medi-Pack I

SNIPER

Armor Class: 14

Hit Dice: 2

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Sniper Rifle w/ scope (3d6), Machete (d6+1)

Special: Toughness +1, +1 to all save stats

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +6 to Ranged attacks (+9 over 100'), +1 to Initiative, +3 to Stealth, +2 to Pilot: Basic, +4 to Athletics: Basic

Morale: 8

Terror: -

HDE: 2

Items: Leather Armor, Survivalist Kit

STREET PIMP

Armor Class: 11

Hit Dice: 2

Move: 12

Actions: 1

Attack Damage: Pistol (d6+1), Switchblade (d6-1), Brass Knuckles (+d6 damage to 1-2 damage punch)

Special: -

Bonuses: +1 to Melee attacks, +1 to Melee Damage, +3 to Stealth, +4 to Persuasion, +4 to Street Smart, +2 to Intimidation, +4 to Pilot: Basic

Morale: 4

Terror: 5 (12 to his stable)

HDE: 2

Items: Sweet threads, Stable of Prostitutes, Cadillac

YAKUZA

Armor Class: 16

Hit Dice: 3 +3 HP

Move: 14

Actions: 1

Attack Damage: Pistol (d6+1), Automatic Rifle (d6+3), Katana (d6+1) Frag Grenade x1

Special: Toughness +1, +3 to all Save stats

Bonuses: +4 to Melee attacks with swords (+3 other Melee), +3 to Melee Damage, +4 to Ranged attacks, +1 to Initiative, +4 Street Smart, Language- Japanese, +3 to Stealth, +2 to Athletics: Basic

Morale: 8

Terror: 6 (+4 if in a group of 6+)

HDE: 3

Items: Suit, Concealed Plastic Armor, Medi-Pack I

YAKUZA (THE ELITE)

Armor Class:

Hit Dice: 6 + 6 HP

Move: 18

Actions: 2

Attack Damage: Pistol (d6+1), Automatic Rifle (d6+3), Katana (d6+1), Frag Grenade x2

Special: Toughness +3, +4 to all save stats

Bonuses: +7 to Melee attacks with swords (+6 other Melee), +3 to Melee Damage, +5 to Ranged attacks, +2 to Initiative, +6 to Stealth, +8 to Street Smart, Language – Japanese, +4 to Athletics: Basic

Morale: 9

Terror: 9 (+4 if in a group of 6+)

HDE: 7

Items: Uniform, Padded Armor (Camouflaged), Survivalist Kit, Medi-Pack I

BESTIARY

Animals and beasts that you may encounter in Vigilante City or in the zoo.

ALLIGATOR/CROCODILE

Armor Class: 14

Hit Dice: 3

Move: 12/ 24 Swim

Actions: 1

Attack Damage: Bite d6, Tail Slap d4

Special: *Grapple/Drown, 18 STR, Toughness +1

Bonuses: +2 to Melee attacks, +3 to Melee damage, +1 to Initiative, +8 to Swim, +3 to Spot, +3 to Listen

Morale: 6

Terror: 6

HDE: 3

***Grapple/Drown:** Alligators and Crocodiles will attempt to latch onto a victim when they bite (Grab attack) and if near water, attempt to pull the victim into the water until drowned.

BEAR (BLACK)

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Claw d6, Bite d6, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +2, 18 STR

Bonuses: +3 to Melee attacks, +3 to Melee damage, +4 to Spot, +2 to Listen, +4 to Climb

Morale: 5

Terror: 9

HDE: 3

***Keen Sense of Smell:** Can re-reroll a failed Spot or Listen check once if they can smell the target.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

BEAR (GRIZZLY)

Armor Class: 15

Hit Dice: 7 + 7 HP

Move: 12

Actions: 2

Attack Damage: Claw d6, Bite 2d4, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +3, 20 STR

Bonuses: +4 to Melee attacks, +4 to Melee damage, +5 to Spot, +3 to Listen

Morale: 7

Terror: 11

HDE: 8

***Keen Sense of Smell:** Can re-reroll a failed Spot or Listen check once if they can smell the target.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

BEAR (POLAR)

Armor Class: 15

Hit Dice: 7 + 7 HP

Move: 12

Actions: 2

Attack Damage: Claw d6, Bite 2d4, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +3, 20 STR

Bonuses: +4 to Melee attacks, +4 to Melee damage, +5 to Spot, +2 to Listen

Morale: 7

Terror: 11

HDE: 8

***Keen Sense of Smell:** Can re-reroll a failed Spot or Listen check once if they can smell the target.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

BIGFOOT

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Slam d6, Punch d6, Charge

Special: *Howl, **Smell

Bonuses: +2 to Melee attacks, +4 to Melee damage, +8 to Spot, +6 to Listen, +8 to Stealth (in the woods)

Morale: 5

Terror: 11

HDE: 4

***Howl:** Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

****Smell:** All enemies within 60' are at -1 AC

BOAR (WILD)

Armor Class: 11

Hit Dice: 2 + 2 HP

Move: 9

Actions: 1

Attack Damage: Tusk d6, Charge

Special: Toughness +1

Bonuses: +1 to Melee attacks, +1 to Melee damage, +4 to Critical & Death saves, +4 to Spot, +2 to Listen

Morale: 5

Terror: 6

HDE: 2

CAT (CHEETAH)

Armor Class: 14

Hit Dice: 3 + 3 HP

Move: 24

Actions: 1

Attack Damage: Bite d6, Claws d4, *Pounce

Special: Keen Senses, Stealth, can run at x6 Move, Seize the Moment +1

Bonuses: +2 to Melee attacks, +2 to Melee damage, +5 to Initiative, +7 to Spot, +5 to Listen, +8 to Track, +8 to Stealth, +6 to Jump, +6 to Climb

Morale: 5

Terror: 6

HDE: 3

*Pounce: If you Jump 10' and do a melee attack, it deals double damage if successful.

CAT (LION)

Armor Class: 16

Hit Dice: 5

Move: 16

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Toughness +1, **Roar, can run x4 Move

Bonuses: +3 to Melee attacks, +3 to Melee damage, +2 to Initiative, +6 to Spot, +3 to Listen, +6 to Track, +3 to Stealth, +8 to Jump, +8 to Climb

Morale: 6

Terror: 9

HDE: 5

*Pounce: If you Jump 10' and do a melee attack, it deals double damage if successful.

**Roar: All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

CAT (MOUNTAIN LION)

Armor Class: 15

Hit Dice: 3

Move: 18

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Stealth, Toughness +1, can run at x4 Move

Bonuses: +2 to Melee attacks, +3 to Melee damage, +4 to Initiative, +7 to Spot, +4 to Listen, +9 to Track, +9 to Stealth, +8 to Jump, +8 to Climb

Morale: 5

Terror: 7

HDE: 3

***Pounce:** If you Jump 10' and do a melee attack, it deals double damage if successful.

CAT (TIGER)

Armor Class: 16

Hit Dice: 6 + 6 HP

Move: 18

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Stealth, **Roar, can run x4 Move

Bonuses: +4 to Melee attacks, +3 to Melee damage, +3 to Initiative, +6 to Spot, +4 to Listen, +7 to Track, +6 to Stealth, +8 to Jump, +7 to Climb

Morale: 6

Terror: 9

HDE: 6

***Pounce:** If you Jump 10' and do a melee attack, it deals double damage if successful.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

CHIMPANZEE

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Bite d4, Punch d4

Special: Keen Senses, *Pack Mentality, Prehensile Feet, Toughness +1

Bonuses: +2 to Melee attacks, +3 to Melee damage, +1 to Initiative, +8 to Climb, +4 to Spot, +4 to Listen, +2 to Track

Morale: 5

Terror: -

HDE: 2

***Pack Mentality:** If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

DEER, BUCK

Armor Class: 13

Hit Dice: 3

Move: 12

Actions: 1

Attack Damage: Bite d4, Horns d4, Kick d4, Charge

Special: Toughness +1, can run at x3 Move

Bonuses: +2 to Melee attacks, +1 to Melee damage, +2 to Initiative, +4 to Spot, +4 to Listen, +2 to Track

Morale: 4

Terror: -

HDE: 3

DOG (FERAL)

Armor Class: 12

Hit Dice: 1

Move: 18

Actions: 1

Attack Damage: Bite d6

Special: Keen Senses, *Pack Mentality, can run at x3 Move

Bonuses: +1 to Melee attacks, +1 to Initiative, +4 to Spot, +4 to Listen, +5 to Track

Morale: 4

Terror: -

HDE: 1

***Pack Mentality:** If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

DOG (GUARD/ POLICE DOG)

Armor Class: 13

Hit Dice: 1 +1 HP

Move: 18

Actions: 1

Attack Damage: Bite d6

Special: Keen Senses, Toughness +1, can run at x3 Move, *Pack Mentality

Bonuses: +1 to Melee attacks, +1 to Melee damage, +2 to Initiative, +6 to Spot, +5 to Listen, +5 to Track, +1 to Courage save stat

Morale: 7

Terror: 5

HDE: 2

***Pack Mentality:** If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

ELEPHANT

Armor Class: 15

Hit Dice: 5 + 5 HP

Move: 10

Actions: 1

Attack Damage: Tusks (d6), Trample (d10)

Special: Toughness +3, Prehensile Trunk, 21 STR

Bonuses: +6 to Melee attacks, +5 to Melee damage, +4 to Spot, +2 to Listen, +4 to Charge attack

Morale: 5

Terror: 6 (in combat)

HDE: 6

GORILLA

Armor Class: 15

Hit Dice: 6 + 6 HP

Move: 12

Actions: 1

Attack Damage: Bite d6, Punch d6, Charge

Special: Keen Senses, Toughness +2, 20 STR

Bonuses: +4 to Melee damage, +4 to Melee damage, +6 to Intimidation, +3 to Spot, +3 to Listen, +5 to Climb

Morale: 8

Terror: 10

HDE: 7

HORSE

Armor Class: 11

Hit Dice: 2 + 4 HP

Move: 12

Actions: 1

Attack Damage: Bite d4, Kick d4

Special: Can run at x4 Move, Toughness +2

Bonuses: +1 to Melee damage, +4 to Spot, +3 to Listen, +8 to Jump

Morale: 5

Terror: -

HDE: 2

PSI-RAT

Armor Class: 14

Hit Dice: ½

Move: 9

Actions: 1

Attack Damage: Bite 1 damage

Special: *Psi-blast, Advantage on Disease & Poison saves

Bonuses: +3 to Spot, +3 to Listen, +5 to Swim, +5 to Dig, +2 to Track

Morale: 5

Terror: -

HDE: ½

***Psi-Blast:** As an action, target must make a Mental save or take 1 Psychic damage and are at -1 to Mental save stat for 5 minutes. (40' Range) There is a 1% chance with each Mental save failure that the target will gain 1 Madness point!

Psi-Rats are double the size of a normal rat and have part of their brains exposed in their heads. They usually are in packs of 4-12 psi-rats.

SHARK, GREAT WHITE

Armor Class: 14

Hit Dice: 6 + 6 HP

Move: 12/ 32 Swim

Actions: 1

Attack Damage: Bite 2d6, Charge underwater

Special: *Smell Blood, **Frenzy, Toughness +2

Bonuses: +4 to Melee attacks, +4 to Melee damage, +3 to Initiative, +10 to Swim, +5 to Spot

Morale: 7

Terror: 12

HDE: 7

***Smell Blood:** Sharks can sense prey up to 1 mile away.

****Frenzy:** Sharks are driven into a frenzy at the smell of blood, giving them Advantage on all rolls but lowering their AC by 2 when they smell blood.

SNAKE, BOA

Armor Class: 11

Hit Dice: 2

Move: 12/ 24 Swim

Actions: 1

Attack Damage: Bite d4, Constrict d6-1

Special: *Venomous Bite, **Constrict

Bonuses: +2 to Melee attacks, +1 to Melee damage, +8 to Climb, +8 to Swim, +2 to Initiative

Morale: 5 Terror: 6 HDE: 2

***Venomous Bite:** Make a save against Poison. If failed, the target takes an additional 1 damage from the venom at the start of the next round. Then they re-roll the Poison save. If they fail again, they take 2 damage next turn. Repeat each round adding 1 to the damage.

****Constrict:** the snake can wrap itself around an opponent by making a Grab attack. If successful, the target suffers an additional d4 damage at the start of each round until a successful STR is made to break.

SNAKE, POISONOUS SMALL

Armor Class: 12

Hit Dice: 1 HP

Move: 9/ 16 Swim

Actions: 1

Attack Damage: Bite 1 damage

Special: *Venomous Bite

Bonuses: +2 to Melee attacks, +2 to Initiative, +4 to Swim, +3 to Spot

Morale: 4 Terror: 4 HDE: ¼

***Venomous Bite:** Make a save against Poison. If failed, the target takes an additional 1 damage from the venom at the start of the next round. Then they re-roll the Poison save. If they fail again, they take 2 damage next turn. Repeat each round adding 1 to the damage.

WOLF

Armor Class: 13

Hit Dice: 2

Move: 21

Actions: 1

Attack Damage: Bite d6

Special: Keen Senses, Toughness: Cold +2, can run at x3 Move, *Pack Mentality

Bonuses: +2 to Melee attacks, +1 to Melee damage, +3 to Initiative, +6 to Spot, +6 to Listen, +7 to Track

Morale: 6 Terror: 6 HDE: 2

***Pack Mentality:** If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

TEMPLATES

Apply these templates to any regular animal or NPC stats to make them a specialized type of creature (i.e. Dire, Zombie, Giant, etc.). They will gain additional abilities and modifiers.

DIRE TEMPLATE

Dire animals are slightly larger and far more ferocious than their normal counterparts. Some Dire beasts will gain additional traits beyond the basic stat pump. Any bonuses gained by an attribute increase will be accounted for below.

They gain:

- +2 to AC, +1 Hit Dice, +2 to all Move stats
- Toughness +1, +2 to STR, +2 to DEX
- +1 to Initiative, +1 to Melee attacks, +1 to Melee damage, +1 to Range attacks (if applicable)
- +1 to Morale, +2 to Terror (if they have a Terror stat) & +1 to HDE.

GIANT TEMPLATE

Sometimes animals will grow to giant size for various reasons. These animals will continue their normal behavior, but may have a greater influence on the surroundings around them that will draw the attention of humans. This template will represent an animal's growth in +2' increments.

For each 2' they gain

- +1 STR, +1 to Melee attacks, +2 to Melee damage
- Toughness +1, +1 Hit Dice and +1 HDE, They lose: -1 to AC

For every 10' above their normal size, they gain +10 to all Moves. They also gain 5' Reach for every 10' they grow.

RADIOACTIVE TEMPLATE

Some animals or people are exposed to excessive amounts of radiation, yet they do not die or gain cool mutant powers. They just exist in a horrible state or derangement. Note these are different from The Grotesque or other deformed mutants. These creatures are almost mindless, just a step up from zombies.

They gain:

- +2 to AC, +1 Hit Dice, Toughness +2, +3 to Terror
- Immunity to Radiation, Critical hits, Disease, Poison, Toxins & Gases
- Weakness to Psychic damage
- Bite or claws add d4 Radiation damage
- Anyone ending the round within 5' of the creature must make a CON check or become Sickened and lose 1 HP.

They lose: -2 to Morale, Cannot speak

WERE-BEAST TEMPLATES

Apply this to anyone that has the misfortune of being bitten by a were-beast. Most were-beasts only transform during the full moon, but some have control of when they transform (x1-3/ a day). Also, most were-beasts lose control of themselves when they change. After years of training they can learn to control themselves. The GM can create a way to break the were-beast curse if they choose.

Below are the stats for a transformed were-beast. Transformation takes 1 round. Attributes may exceed 18 in were-form. If you hit 0 HP as a were-beast, you transform back into a human.

WERE-BAT

- +1 to AC, +2 Hit Dice, Toughness +2, Toughness: Air +2, +3 HDE
- +1 STR, +5 DEX, Advantage on Initiative & DEX checks
- Claws (d4-1) & Bite (d6) Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a were-bat.
- Fly at 16 Move
- Terror: 13
- Dark Vision
- Radar Sense (300'), cannot be Surprised or Blinded, Seize the Moment attacks on you are at Disadvantage, +10 to Listen
- Weakness: Silver

WERE-BEAR

- +6 to AC, +6 Hit Dice, Toughness +7, +7 HDE
- +6 STR, +5 CON
- Claws (d8) & Bite (d8) Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a were-bear.
- Terror: 16
- Dark Vision, +5 to Spot, +5 to Track
- +5 to Swim, +10 to Climb, +10 to Dig
- Weakness: Silver

WERE-GATOR

- +4 to AC, +4 Hit Dice, Toughness +4, Toughness: water +3, +5 HDE
- +5 STR, +2 CON, +1 DEX
- Claws (d4) & Bite (d8) Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a were-gator.
- Terror: 15
- Dark Vision, +5 to Spot
- +20 to Swim, +10 to Dig, can hold breath for 20 minutes
- Weakness: Silver

WERE-OTTER

- +2 Hit Dice, Toughness +2, Toughness: Water +3, +3 HDE
- Bite (d4) Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a were-otter.
- Breathe underwater, Gain 36 Swim Move
- +15 to Swim, +1 to STR, +4 to DEX, +5 to Spot
- Terror: 12 & Dark Vision
- Weakness: Silver

WERE-RAT

- +2 Hit Dice, Toughness +2, +3 HDE
- Claws (d4) & Bite (d4) Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a were-rat.
- Gain 24 Swim Move.
- Advantage on all disease, toxin & poison saves.
- +8 to Swim, +12 to Dig, +1 STR, +4 DEX, +1 CON, +5 to Spot, +5 to Listen, +5 to Track
- Terror: 12 & Dark Vision
- Weakness: Silver

WERE-SHARK

- +5 to AC, +4 Hit Dice, Toughness +3, Toughness: Water +5, +5 HDE
- Bite (d6) Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a were-shark.
- Breathe underwater, Gain 36 Swim Move
- Immune to all disease and normal illness (even in human form)
- +12 to Swim, +6 to STR, +6 to CON
- Terror: 15 & Dark Vision
- Smell Blood (1 Mile)
- Weakness: Silver

WEREWOLF

- +3 Hit Dice, Toughness +5, +4 HDE
- +2 STR, +2 DEX & +2 CON
- Bite (d8) & Claws (d6). Your bite has a chance to spread your curse. The target must attempt a Magic save at midnight for the next three days. If they fail all 3, they become a werewolf.
- Terror: 15, +10 to Climb, Dig, Jump & Swim
- Regenerate 1 HP per round
- Dark Vision, +8 to Spot, +10 to Listen, +8 to Track
- +10 to Climb, +10 to Jump, +10 to Dig,
- Weakness: Silver

ZOMBIE TEMPLATE

This template can be added to animals or humans. These unfortunate beings have died and have come back as flesh eating zombies. Their current physical condition can be determined by the GM. Some a freshly risen, while others are rotting away with each step they take.

They lose:

- -2 to AC & -3 to Initiative
- They lose 1/3 of all of their Move (rounded up), they cannot run or use any range weapon or device & they lose all attacks (except bite, claw or slam).
- They also have no morale.

They gain:

- Immunity to Poisons, Diseases, Toxins, Fear, Mind Probing, Mind Control, Pain, Surprise Attack damage & Critical hits.
- +1 Hit Dice, Toughness +1, +3 to Terror & +1 to HDE.
- Bite (d4-1 or higher if they had it before). If their bite or claws deal damage, the target must make a Poison save or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose ½ their Move (rounded up) and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.
- They will continue to try to eat the living until they are reduced to HP and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.

COMMUNITY CONTENT



Micro Ninja Hero

By Richard “DM Bluddworth”
Sellati

Ronald was a typical young man, for all appearances. Although slight of build, he was athletic and a fairly accomplished martial artist. It was because of his interest in Japanese martial arts that his parents sent him on a trip to Japan, to study with his uncle.

It was while he was in Japan, that a strange event occurred. Staying at his uncle's home, he had run into an

elderly woman, quite accidentally and he was very apologetic. However, she did not take too kindly to him, and hissed a curse at him. He was not sure what she had said, her accent was difficult for him to understand.

It wasn't until he had begun to return to his uncle's house that he realized he too and a few cuts and bruises. But one of those cuts, was not a scrape from hitting the ground, but a small puncture wound on his forearm. He thought nothing further of it. When he returned, he took a shower, and changed into his night clothes.

He slept restlessly, and when he woke up, he noticed a change. He had by the end of the first day, shrunk my 3 inches in height and lost over 10 pounds. By the end of 3 days, he was less than 4' tall and under 70 pounds.

That was six months ago, and no medical explanation for what had happened to him. His uncle believed he had run into an Uba, some sort of a mythological witch. That she had struck him with a curse. But whatever it was, he had also been bestowed with some advantages as well. He is now, easily, twice and strong, fast, and agile than he was previously.

CODE NAME: Micro Ninja
 TRUE IDENTITY: Ren Hattori
 ALIGNMENT: Law
 BACKGROUND: See above

CLASS: Martial Artist
 LEVEL: 3 XP: 14

HP: 20
 AC: 19
 INITIATIVE BONUS: +5
 ACTIONS: 1
 ATTACK BONUSES – MELEE: +3 (+5) RANGE: +3 (+6) MOVE: 18

DESCRIPTION
 HEIGHT: 3' 10" WEIGHT: 68lbs.
 HAIR: Black EYES: Brown
 SEX: Male AGE: 21
 OTHER: -

ATTRIBUTES
 STR: 17 (+2)
 INT: 10
 WIS: 11
 DEX: 19 (+3)
 CON: 14 (+1)
 CHR: 9
 SUR: 15 (+1)

SAVING THROWS
 COURAGE 14
 CRITICAL 11
 DEATH 11
 MAGIC 9
 MENTAL 10
 POISON 13
 MONEY: \$500
 VIGILANTE POINTS: +3
 LANGUAGES: Japanese, English

SPECIAL ABILITIES:

-UBA CURSE: Ren is cursed with a smaller size, but has increased STR, DEX & MOVE. STR & DEX can exceed 18. Gain +1 to STR or DEX each even level. Gain +3 Move every odd level. Shrink 3" every even level.
 +2 to Melee Damage
 Quicken Martial Artist, Can run at x3 Move
 Seize the Moment +1 , Toughness +1 (Armor), +2 to Terror checks

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	3	+2 STR/ +3 DEX	+5/+6
Combat Training	2	+1	-
Stealth	3	+3	+6
Ranged Weapons	1	-	-
Language: English	1	-	-
Sleight of Hand	2	+3	+5

WEAPONS	ARMOR	KITS	OTHER
Knives x8 (d4-1)	Leather Armor (+2 AC/ +1 Toughness)	Climbing Kit	Shuko
Katana (d8)			
Shuriken x14 (d4)			



Frank
By John Greenheck

Origin: German American. Frank (don't you dare call him Francis) is a hardworking man. The kind that just thrives on work and hardship. While putting in his time at the factories, he also worked on his parents' farm. Retirement did little to curb Frank's work ethic, and he spent a good portion of his retirement money on a farm adjacent to that of his family where he still works

to this day. No one really knows how Frank became involved with vigilantes. When asked, he simply states, "I was a different man in my youth," usually adding in something like, "Best get back to work now. Those cows won't milk themselves."

Description: Frank and his wife Mildred live on a small farm in the middle of nowhere. They commonly have visitors, whether just friendly neighbors, or vigilantes looking for a place to lay low for a while. When a vigilante comes knocking, they are rarely turned away, and the only compensation Frank desires is that they work their time off with the chores of the farm.

Whether cutting wood, mucking animal pens, or working in the garage, there is always work to be done, and Frank is not shy about assigning tasks. A clean bed always seems to be available for every guest, while hot coffee is constantly brewing throughout the day. Fresh, homemade meals are served at mealtimes, culminating in a feast in the evening. Millie is always offering more food to these heroes who, "Need to get some meat on those bones," and mothering those who manage to hurt themselves throughout the day.

CODE NAME: Frank
 TRUE IDENTITY: Frank
 ALIGNMENT: Law

CLASS: Mentor (Weapon Master)
 LEVEL: 4 XP: 27
 BACKGROUND:

DESCRIPTION

HP: 38
 AC: 12
 INITIATIVE BONUS: -
 ACTIONS: 1

HEIGHT: 6' WEIGHT: 233 lbs.
 HAIR: Grey EYES: Green
 SEX: Male AGE: 51
 OTHER: -

ATTACK BONUSES – MELEE: +0 (+1/ +3 w/ punches & kicks) RANGE: +0 (+1)

MOVE: 12

ATTRIBUTES

STR: 15 (+1)
 INT: 14 (+1)
 WIS: 18 (+3)
 DEX: 9
 CON: 10
 CHR: 15 (+1)
 SUR: 14 (+1)

SAVING THROWS

COURAGE 17
 CRITICAL 13
 DEATH 12
 MAGIC 9
 MENTAL 15
 POISON 13

MONEY: \$250,000
 VIGILANTE POINTS: +4
 LANGUAGES: English, German

SPECIAL ABILITIES:

Weapon Master

- All allies within 100' get +1 to all ranged attacks.
- All allies within 100' add your WIS modifier to their save stats
- You and your allies within 100' have their ROF penalty is reduced by 1.

+5 to Terror checks, Toughness +2 (+1 armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR	+1/+2
Combat Training	2	+1	-
Mechanics	4	+1	+5
Pilot: Basic	4	-	+4
Ranged Weapons	1		-
Street Smart	1	+1	+2
Knowledge-Farming	2	+1, +1 background	+4
Fighting: Brawling	1	+1 against Intimidation attempts	-
Animal Training	1	+1	+2
Subterfuge	1	+3	+4

WEAPONS	ARMOR	KITS	OTHER
Large Variety of weapons	Good variety of armor	Dozens of pre-maid kits	Large Farm
			Tractors x3
			Automobiles x4



The Midnight Ace **by James M. Spahn**

The Midnight Ace blazes across the night sky bringing justice to two-bit criminals and mafioso across the city! With the trusty atomic engine strapped to his back, he flies to the rescue faster than any plane! Upright and earnest, by day the Midnight Ace is Clayton Baxter, twenty-something Iowa farmboy and barnstormer turned bewildered assistant at the local metropolitan

paper. Secretly he pines for the paper's sharp-eyed investigative reporter, but she's only got eyes for his alter ego. In fact, she gave him is iconic moniker in her expose that revealed him to the city! Since that day, she's only had eyes for the Midnight Ace and regards Baxter as little more than an errand boy. How the Midnight Ace came to possess the powerful atomic engine is a mystery, even to him. It was left on the doorstep of his tiny apartment with a hand-written note from his brother, Ricky, who was serving in as a pilot and war hero for the U.S. Army in foreign parts. Wanting to honor his brother's legacy, Baxter turned his experience as a crop duster into a burgeoning career as a masked hero. Now, wearing his brother's battered brown bomber jacket along with a pair of aviator goggles and a long white scarf to conceal his face, his wild brown hair blows in the wind as he shoots across the sky. Clayton goes about his nightly patrols with little more than his fists and a .38 pistol to protect himself, making up for his lack of experience with earnestness, hope, and sheer reckless bravery. He regularly gets in over his head, his simple Iowa upbringing often leaving him with only the atomic engine and his own courage to defend the city from palookas and goons from the wrong side of the tracks.

CODE NAME: The Midnight Ace
 TRUE IDENTITY: Clayton Baker
 ALIGNMENT: Law

CLASS: True Vigilante
 LEVEL: 3 XP: 14
 BACKGROUND: See above

HP: 22
 AC: 15
 INITIATIVE BONUS: +3
 ACTIONS: 1

DESCRIPTION
 HEIGHT: 5' 10" WEIGHT: 160 lbs.
 HAIR: Brown EYES: Brown
 SEX: Male AGE: 23
 OTHER: -

ATTACK BONUSES – MELEE: +2 (+3) RANGE: +1 (+3)
 MOVE: 12/ 36 Flying

ATTRIBUTES

STR: 14 (+1)
 INT: 13 (+1)
 WIS: 10
 DEX: 16 (+2)
 CON: 15 (+1)
 CHR: 12
 SUR: 12

SAVING THROWS

COURAGE 15
 CRITICAL 12
 DEATH 10
 MAGIC 11
 MENTAL 8
 POISON 11
 MONEY: \$4000

VIGILANTE POINTS: +1

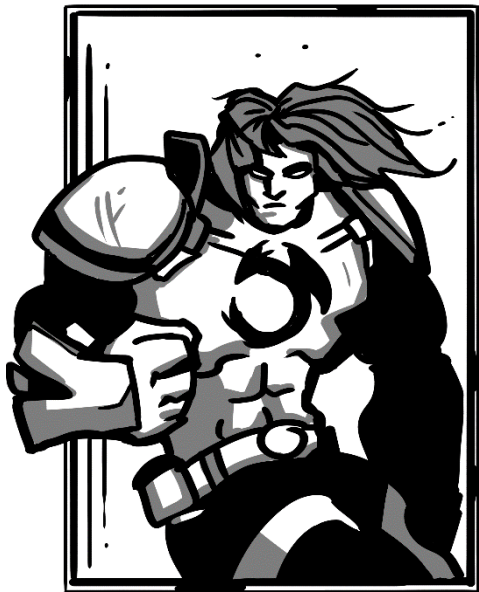
LANGUAGES: English, Irish

SPECIAL ABILITIES: Hard Justice: You get +1 to your AC against, +1 to Initiative, +1 to attacks & +1 to damage against known criminals or those committing crimes. Toughness +2 (+1 armor), +1 to all damage, +3 to Terror Checks. Can run at x3 your Move -2 to any skill check while interacting with the authorities. Seize the Moment +1

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +2 DEX	+2/+3
Combat Training	2	+1	-
Fighting: Wrestling	-	+2 to Grab attacks	-
Interrogation	1		+1
Investigation	3		+3
Knowledge: Farming	1	+2	+3
Knowledge: Reporting	1	+1	+2
Mechanics	2	+3	+5
Pilot: Basic	1	+2	+3
Pilot: Flight	3	+2	+5
Ranged Weapons	1		-

WEAPONS	ARMOR	KITS	OTHER
Brass Knuckles (+d6)	Leather Armor (+2 AC/ +1 Toughness)	Mechanics Kit	Moderate Clothes/ Uniform
Club (d6)			
Hand Gun (d6+1)			
Knife (d4-1)			

Atomic Engine: Very light engine he wears on his back that allows him to fly. He can fly at 36 Move. He can charge in the air. The engine can run for 6 hours before needing a 12-hour recharge. Equipped with a parachute.



**MarDun,
The Last Dragon of Tyress.
By James M. Spahn**

Not originally of this Earth, MarDun was drawn to our world by a dimensional anomaly. Originally from a utopian world where mortals lived alongside dragons to create a technologically advanced society of peace and prosperity, MarDun arrived in this reality to find a planet torn apart by injustice and suffering. He recalled legends

of the early days of his home world of Tyress, before warfare was set aside in favor of personal improvement and enlightenment. If MarDun, The Last Dragon, was to be true to the teachings of his people, then he must fight for Earth as his ancestors did for Tyress. MarDun discovered that the subtle changes in reality on Earth gave him strange powers. Combining inhuman agility, heightened strength, and his mastery of the Tyressi martial art of Drago-Khan, he is an equal to all but the greatest earthly martial artists. In addition, Earth's strange properties gave him extraordinary endurance and made him all but invulnerable to most normal weapons in this strange land. Finally, and most strangely of all, by crying out the name of his beloved homeworld of Tyress, he could conjure a mystical sword of pure flames capable of slicing or melting solid steel. MarDun has little time or propensity for subtlety or guile. He prefers to face his foes head-on and as directly as possible. Forthrightness and honor are of paramount importance on Tyress and MarDun lives those values in deeds and words whether he is facing deadly enemies or assisting beloved allies.

CODE NAME: MarDun CLASS: Martial Artist
 TRUE IDENTITY: Mar Dun LEVEL: 7 XP: 80
 ALIGNMENT: Law BACKGROUND: See above
 DESCRIPTION HEIGHT: 6'4" WEIGHT: 275 lbs
 HP: 50 HAIR: Red EYES: Black
 AC: 19 SEX: Male AGE: OTHER: -
 INITIATIVE BONUS: +8 ACTIONS: 2
 ATTACK BONUSSES – MELEE: +3 (+6) RANGE: +3 (+7) MOVE: 17
ATTRIBUTES SAVING THROWS
 STR: 18 (+3) COURAGE 16
 INT: 14 (+1) CRITICAL 16
 WIS: 17 (+2) DEATH 15
 DEX: 21 (+4) MAGIC 13
 CON: 16 (+2) MENTAL 18
 CHR: 10 POISON 17
 SUR: 12 MONEY; \$50,000
 LANGUAGES: Tyressi, English VIGILANTE POINTS: +0

SPECIAL ABILITIES: Alien physiology (attributes can exceed 18) Earth's atmosphere gives him incredible endurance (he never tires and has Advantage on all CON checks and Death saves). MarDun's skin has hardened to make him nearly invulnerable to many attacks. He is immune to Fire & Heat, Light and Radiation damage. He takes ½ damage (rounded down) from Air, Cold, Earth, Electrical, Magic, Physical and Water damage (apply Toughness before reduction). He takes full damage from Psychic and Shadow damage. He heals d4 HP each minute.

+1 to all Melee damage. Toughness +2. **Martial Art Abilities**

Elemental Fists: 5 times a day you may add Cold, Fire, Electrical, Water, Magic, Psionic or Air damage to a Melee attack. They deal an additional d6 damage.

Great Defense: Whenever an opponent hits you with a melee attack you may add your WIS bonus +1 to your AC against them for X minutes (X is your level). Does not stack.

Quickened: Seize the Moment +1 & you run at x3 your Move

Steel Body & Mind: Cannot be Mind Controlled or Suggested

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	7	+3 STR/ +4 DEX	+10/+11
Combat Training	2	+1	-
Intimidation	4	+3	+7
Knowledge: Tyress	3	+1	+4
Parkour	3	+4	+7
Ranged Weapons	1		-
Stealth	7	+4	+11

WEAPONS	ARMOR	KITS	OTHER
2 Katana (d8)		Climber's Kit	Shuko
Shuriken x12 (d4)			

Tyress' Legacy (Artifact Weapon) Long sword made with flames that can be called to hand at will. +3 to attack. Does d6 Physical damage & d8 Fire damage (Ignites). +1 to Seize the Moment. Can shoot flame x5/ a day (Range: 100', does d8 Fire damage + Ignites).

Chuck Sunset

By James Mitchell

As a sad guitar strums into the night... the smell of acrid gun smoke fills the air... and through clenched teeth come the gravelly cry... "Drop them irons, evildoer! Or face the sunset!" ... then crime will know... that Chuck Sunset has come to town... with blazing justice gripped in each hand!" – Excerpt from *The Chuck Sunset Adventure Half Hour* radio serial.



Part urban legend, part cultural icon, tales of the mythic gunslinger, Chuck Sunset, began during the wild days of the old West. Stories of a masked man, righting wrongs and administering justice wherever needed, spread throughout the untamed territories... and then disappeared. Not until the 1930's did these tales resurface, in the form of a radio serial which chronicled the exploits of Chuck Sunset and his unerring aim. Up until after World War II, where new stories of Chuck fighting the Third Reich and even Martian Invaders were told, did Chuck Sunset begin his fade into obscurity.

Now, almost 80 years later, Chuck Sunset has seemingly taken flesh and is now doling out his brand of frontier justice in the Vigilante City! Lucas Polchek, a bank security guard, who is also a fanatical Chuck Sunset memorabilia collector and historian, has taken on the mantle to battle the ever-increasing crime surge in the city after a near death experience during a bank robbery he tried to stop.

Training extensively in the use of firearms, boxing and motorcycle stunt riding, Lucas now is taking his tailored Chuck Sunset costume out of storage and is putting it to good use. Along with his rhinestone motorcycle, white Stetson hat, domino mask and twin modified six-guns... Chuck Sunset rides again!

CODE NAME: Chuck Sunset
 TRUE IDENTITY: Lucas Polchek
 ALIGNMENT: Law

CLASS: Sharpshooter
 LEVEL: 1 XP: 0
 BACKGROUND: See above

DESCRIPTION

HEIGHT: 5' 11" WEIGHT: 192 lbs.
 HAIR: Black EYES: Blue
 SEX: Male AGE: 32
 OTHER: -

HP: 7
 AC: 13
 INITIATIVE BONUS: +3

ACTIONS: 1

ATTACK BONUSES – MELEE: -2 (-1 on punches or kicks) RANGE: +2 (+4)

MOVE: 12

ATTRIBUTES

STR: 11
 INT: 14 (+1)
 WIS: 11
 DEX: 17 (+2)
 CON: 14 (+1)
 CHR: 10
 SUR: 13 (+1)

SAVING THROWS

COURAGE 15
 CRITICAL 14
 DEATH 13
 MAGIC 12
 MENTAL 11
 POISON 14
 MONEY: \$1200

VIGILANTE POINTS: +0
 LANGUAGES: English, Spanish

SPECIAL ABILITIES:

-Toughness +2 (+1 armor)
 +3 to Terror checks

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1	+2
Combat Training	1		-
Fighting- Brawling	1	+1 against Intimidation	-
Intimidation	1		+1
Knowledge: Chuck Sunset	1	+1	+2
Knowledge: General	1	+1	+2
Mechanics	1	+1	+2
Pilot: Basic	1	+2	+3
Ranged Weapons	1		-

WEAPONS	ARMOR	KITS	OTHER
Hunting Rifle (2d6+1)	Leather +2 AC/ Toughness +1	Mechanic Kit	Moderate Clothes
2x Hand Pistol (d6+1)			Motorcycle
Force Grenade			Armor Med. Set
Smoke Grenade			
Knife (d4-1)			



Alpha Doctor

by John H. Bookwater, Jr.

Alpha Doctor, aka Shane Lightwood, is the founder and reluctant leader of the Public Defenders, an upstart group of heroes defending citizens from criminals, villains, mega corps, and corrupt government officials and law enforcers. Well-liked by the public for his knight nurse healing skills, he is the public face for the team, whose members take their names from Greek letters and personal characteristics.

Shane was an aspiring gymnast whose Olympic dreams ended with a serious injury during his

sophomore year in college. He focused his energies even more on his medical studies and became a primary care physician. With the financial backing of his husband, Japheth Thorp, Shane opened a free clinic where he tends to any who need basic care.

Bullied as a child until college, Shane overcompensated with compassion. When he saw a need for a vigilante healer, he became Alpha Doctor. His motto, and that of the Public Defenders, became *“Do the right thing, and be kind.”* He loved when the doctor on the eponymous SF television show espoused the same views.

Of Irish and Tuscarora ancestry, Shane has green eyes and short, brown hair. He maintains his gymnast physique with workouts and gymnastic practices. Friendly, smart, polite, kind, funny, modest, wise, loyal, and empathic, Shane enjoys helping the underdog. In his free time, he likes to read, swim, bike, hike, and spend time with his nieces, nephews, and husband.

Alpha Doctor’s form-fitting, nitrile-coated, blue-gray neoprene suit covers everything except his eyes and lower face. The suit is emblazoned on the chest, back, and upper arms with an upper-case Alpha inside a shield. When levity is needed, Alpha Doctor often points to his symbol and says with a wink, “I’m not THE doctor; I’m just A doctor.”

CODE NAME: Alpha Doctor
 TRUE IDENTITY: Shane Lightwood
 ALIGNMENT: Law

CLASS: Knight Nurse
 LEVEL: 1 XP: 0
 BACKGROUND: See above

DESCRIPTION
 HEIGHT: 5' 6" WEIGHT: 145 lbs.
 HAIR: Brown EYES: Green
 SEX: Male AGE: 30
 OTHER: -

HP: 10
 AC: 13
 INITIATIVE BONUS: +1
 ACTIONS: 1
 ATTACK BONUSES – MELEE: -1 RANGE: -1 MOVE: 12

ATTRIBUTES
 STR: 13 (+1)
 INT: 15 (+1)
 WIS: 16 (+2)
 DEX: 15 (+1)
 CON: 10
 CHA: 14 (+1)
 SUR: 11

SAVING THROWS
 COURAGE 16
 CRITICAL 13
 DEATH 12
 MAGIC 7
 MENTAL 11
 POISON 13
 MONEY \$100,000 (Parents were Drs.)
 VIGILANTE POINTS: +0
 LANGUAGES: English & Irish

SPECIAL ABILITIES:

-+4 to Terror checks
 -You may Mend Wounds during combat. You may do this 1 time per day equal to your level + your WIS modifier
 -Gain **Into the Fray**: If you are going to aid an injured target you may re-roll your Initiative (adding your WIS & DEX bonus to the roll), gain +d6 Move and gain Advantage on all First Aid checks for 2 minutes.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +1 DEX	+2/+2
Combat Training	1		-
First Aid	1	+3 class, +2 WIS, +1 Background	+7
Knowledge- Local Geography	1	+1 INT	+2
Knowledge- Medicine	1	+1 INT	+2
Persuasion	1	+1 CHA, +1 background	+3
Piloting: Basic	1	+1 Dex	+2
Street Survival	1	+2	+3

WEAPONS	ARMOR	KITS	OTHER
Club (d6)	Padded (+1 AC) Armor	Medic Kit	Clothes & Uniform
Stun Gun			Flashlight
			Medi-Pack I x3
			*Access to an ambulance

Beta Tester

By John H. Bookwater, Jr

Beta Tester, aka Amal Nyota, is the computer and tech gadgeteer of the Public Defenders. More of a behind-the-scenes person, she often hits the streets when needed. Seeing great potential in her, Alpha Doctor is encouraging her to be the new leader of the group.

Amal was a computer and mechanical prodigy from an early age. Her room was filled with tech, gadgets, and computers. She studied engineering and computer science in college. After graduation, she chafed at corporate work. This stemmed from her hatred of mega corps. A corporation had cheated her family out of their home when she was nine years old, and she lost many of her early gadgets as a result.

Amal creates and repairs devices for herself and the other Public Defenders. She has no qualms about using her computer hacking skills to break into the systems of those who mean to do harm to the general public. Mega corps, understandably, are her favorite target.

Of Egyptian and Swahili ancestry, Amal has brown eyes and short, black hair streaked with amber. At six feet, she is the tallest member of the team. She loves to eat but stays in good fighting shape, averaging around 190 pounds. A boisterous extrovert with a bit of a wild side, Amal has a friendly hug for everyone not at odds with the team or the public. She is intelligent, energetic, kind, and extremely charismatic. Things are strained between her and her wife, lawyer Tabitha Sommers, who is worried about Amal's vigilante work.

Beta Tester's costume consists mostly of her armor and gadgets. Over her armor she wears a gray stretch jersey emblazoned on the chest, back, and upper arms with an upper-case Beta inside a shield. Whether friend or foe, she often says, *"Come get a hug!"*

CODE NAME: Beta Tester
TRUE IDENTITY: Amal Nyota
ALIGNMENT: Law

CLASS: Gadgeteer
LEVEL: 1 XP: 0
BACKGROUND: See above
DESCRIPTION
HEIGHT: 6' WEIGHT: 190 lbs.
HAIR: Black EYES: Brown
SEX: Female AGE: 27
OTHER: -

HP: 10 (+20 Armor)
AC: 13 (18 in Armor)
INITIATIVE BONUS: +1
ACTIONS: 1

ATTACK BONUSES – MELEE: +0 RANGE: +0 (+1/ +3 in Armor)
MOVE: 12 (24 in armor) -2 to all attacks without a gadget
ATTRIBUTES
STR: 11 SAVING THROWS
INT: 15 (+1) COURAGE 15
WIS: 13 (+1) CRITICAL 11
DEX: 14/ 15 Armor (+1) DEATH 14
CON: 12 MAGIC 8
CHA: 18 (+3) MENTAL 8
SUR: 12 POISON 11
MONEY: \$2,500 (Parents mechanics)
VIGILANTE POINTS: +0

SPECIAL ABILITIES: +3 to Terror Checks LANGUAGES: English, Arabic, Shahili

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+0 STR/ +1 DEX	+1/ +2
Combat Training	1		1
Computer Skills	1	+1	+2
Computer Hacking	1	+1	+2
Electronics	1	+1 class, +1	+3
Fighting: Martial Arts	1	+2 to AC when not attacking in a round, Back Flip	-
Mathematics	1	+1	+2
Mechanics	1	+1 class, +1 INT, +1 BCKGRD	+4
Ranged Weapons	1		-

WEAPONS	ARMOR	KITS	OTHER
Club (d6)	Padded Armor	Technician Kit	Uniform

Gadgets: **GADGET ARMOR:** +4 AC/ 20 HP Counts as Light for Gadgeteers/ Heavy for others. The armor still functions at 0 HP, just no longer absorbs damage.

ARMOR PLATTING, BODY REINFORCEMENT

THE BIG GUN: Starts with following with full ammo:

Basic Gun – Ballistic Range: 80' Damage: 1d8+2 ROF: 1-2 Ammo: 20
Laser Gun – Energy Range: 200' Damage: 2d6 ROF: 1-2 Recharge: 2 rounds
Targeting System: +1 to range attacks with The Big Gun, 15 HP

BASIC GUN UPGRADE I , FLAME THROWER Range: 30' Damage: 2d6/ Round + Ignites target. 6 Shots. **BOOTS, LEVEL BOOTS** Small thrusters level you when you fall, so always land on your feet. Negates any fall damage below 200'. Negates knock backs. **QUICK BOOTS, EAR PIECE, BASIC** +6 to Listen checks, small radio (2 miles), voice recorder, **RADIO SCRAMBLER** Basic radio (10 miles), radio scrambler (25 miles), basic bug detector 20', +1 to Listen checks

GLOVES, KNUCKLE SPIKES Adds d4 damage to punches

LANGUAGE TRANSLATOR Translates spoken languages within 300'

GOGGLES, ARMORED Shielded (immune to EMPs & electrical disruption), unbreakable glass, **TARGETING SYSTEM** +2 to range attacks, advanced compass

Chi Ki

By John H. Bookwater, Jr.

Chi Ki (Keye Key), aka Maria Zhang, is the primary fighting force of the Public Defenders. Many people have been surprised by the energy, strength, and power wielded by the young martial artist, the youngest member of the team. Her stoic, outward calmness perfectly reflects her inner serenity.

As a child, Maria was calm, caring, tender, and inquisitive. Mean children often took advantage of her meekness. Maria's father noticed and taught her martial arts as a way to defend herself. Her mother encouraged her to pursue journalism to satisfy her inquiring mind. After college Maria became a reporter for a local television station.

Maria often covers the actions of the Public Defenders (after the fact if she is involved). She tries to paint them in a positive light, but she will not lie or distort the facts if the team commits a wrong. Lately she has become the center of media coverage as the world learns of her recent marriage. Her husband, Raj Oliveira, is the goalkeeper on the city's professional soccer team.

Of Mexican, Japanese, and Cantonese ancestry, Maria has an exotic look. Her nearly black eyes are in yin-yang contrast to the brilliant whites of her eyes. She wears her long, onyx-black hair straight, but she wraps it into a tight bun when fighting. Her slender, 5-foot-9 frame of 140 pounds belies the extreme power stored in her muscles.

Chi Ki's leather armor is the base of her costume. She wears a tight-fitting bodysuit underneath and a light gray unitard over the armor. Emblazoned on the chest, back, and upper arms of the unitard is an upper-case Chi inside a shield. An eye-mask, half black and half white, conceals her identity. She often states, *"I shall fight fair. Will you?"*

CODE NAME: Chi Ki CLASS: Martial Artist
 TRUE IDENTITY: Maria Zhang LEVEL: 1 XP: 0
 ALIGNMENT: Law BACKGROUND: See above

DESCRIPTION

HEIGHT: 5' 9" WEIGHT: 140 lbs.
 HAIR: Black EYES: Brown
 SEX: Female AGE: 25
 HP: 12 OTHER: -
 AC: 15
 INITIATIVE BONUS: +2
 ACTIONS: 1
 ATTACK BONUSES – MELEE: +1 (+2) RANGE: +1 (+3)
 MOVE: 12

ATTRIBUTES

STR:15 (+1)
 INT:13 (+1)
 WIS: 13 (+1)
 DEX: 17 (+2)
 CON: 14 (+1)
 CHA: 10
 SUR: 11

SAVING THROWS

COURAGE 13
 CRITICAL 10
 DEATH 11
 MAGIC 13
 MENTAL 12
 POISON 13
 MONEY \$7500 (Parents Linguists)
 VIGILANTE POINTS: +0

LANGUAGES: English, Spanish, Japanese, Mandarin, Catonese

SPECIAL ABILITIES:

+1 to Terror checks,
 Toughness +1 (armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +2 DEX	+2/ +3
Combat Training	1	+1 class	-
Parkour	1	+2	+3
Pilot: Basic	1	+2	+3
Ranged Weapons	1		-
Stealth	1	+2	+3

WEAPONS	ARMOR	KITS	OTHER
Nunchaku	Leather Armor (+2 AC/ Toughness +1)	Surveillance Kit	Shuko
Club			
Shuriken x10			

Rho Runner

By John H. Bookwalter Jr.

Rho Runner, aka Nalu Thlunaut, is the scout for the Public Defenders. Agile, stealthy, and fast, he can perform athletic feats unlike any of his teammates. Having majored in criminology gives him special insight into the motives and methods of criminals and villains.

A natural athlete, Nalu exhausted his parents with activity from an early age. The target of bullying for much of his childhood, he overcompensated with aggression and often wound up in trouble for fighting back. In high school he channeled his aggression into surfing, parkour, lacrosse, wrestling, soccer, and track and field. He focused exclusively on the latter two sports in college.

Nalu attended the same college as Shane Lightwood. They often worked out in the weight room together and soon developed a romantic relationship. Nalu ended that when his affections shifted to the captain of the women's volleyball team.

Of Hawaiian and Tlingit ancestry, Nalu has deep brown eyes and dark brown hair. His nearly constant physical activity keeps him very fit and toned. Nalu is a self-affirmed playboy bachelor. He will date any consenting adult who appeals to him, and the gentleman buried deep within prevents him from taking advantage of any romantic partner. Playful, flirtatious, kind, romantic, wild, seductive, and impulsive, Nalu is the least lawful of the Public Defenders. Still, he is not chaotic.

Over his padded armor, Rho Runner wears a gray urban camouflage compression shirt and tights. The shirt is subtly marked on the chest, back, and upper arms with an upper-case Rho inside a shield. A matching combination skull cap and eye mask protects his identity. When a fight seems imminent, Rho often retorts, *"I prefer loving over fighting; but, if it's a fight you want, so be it!"*

CODE NAME: Rho Runner CLASS: Athlete
 TRUE IDENTITY: Nalu Thlunaut LEVEL: 1 XP: 0
 ALIGNMENT: Law

HEIGHT: 5' 10" WEIGHT: 170 lbs.
 HP: 12 HAIR: Dark Brown EYES: Brown
 AC: 14 SEX: Male AGE: 30
 INITIATIVE BONUS: +3 OTHER: -
 ACTIONS: 1 ATTACK BONUSES – MELEE: +1 (+3)
 RANGE: +0 (+2) MOVE: 14

ATTRIBUTES	SAVING THROWS
STR: 16 (+2)	COURAGE 14
INT: 12	CRITICAL 16
WIS: 9	DEATH 13
DEX: 17 (+2)	MAGIC 9
CON: 14 (+1)	MENTAL 8
CHA: 15 (+1)	POISON 12
SUR: 12	MONEY \$10,000 (Cat burglar parents)
	VIGILANTE POINTS: +0
	LANGUAGES: English

SPECIAL ABILITIES: +2 to Terror checks, Toughness +1

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+2 STR/ +2 DEX, +2 Class	+5
Combat Training	1		-
Fighting: Wrestling	1	+2 to Grab	-
First Aid	1		+1
Intimidation	1	+2 STR, +1 Background	+4
Parkour	1	+2 DEX	+3
Pilot: Basic	1	+2 DEX	+3
Stealth	1	+2 DEX, +1 Background	+4

WEAPONS	ARMOR	KITS	OTHER
Club	Padded Armor	First Aid Kit (Simple), Burglar Kit	Modern Clothes/ Uniform

Feint

By Nick Visha

Feint (Nathaniel Thompson)

Nathaniel and his older brother Rick are the sons of two mutants who used their powers to spy on anti-mutant corporations, including A.S.P. Corp. His mutant powers first manifested themselves when he was in high school during a high school football game when he appeared to flitter and fly while jumping to catch a pass. After the game, several anti-mutant bigots tried to attack him and his brother.

With Rick's help Nathaniel was able defend himself with an energy blast of blue force projectiles from his hands.



Nathaniel graduated college and tried to live a normal life. He, along with Jason Kinsella and Kelsey McComb, was later recruited by Rick to participate in a research experiment that was supposed to benefit mutants with extreme mutations. Nate and Kesley quickly developed a bond and started dating. When they learned the true nature of the experimentations, Nate and Rick decided to follow in their parents' footsteps and fight against anti-mutant organizations. With Jason's training and financial backing, they formed a crime fighting unit called Factor Force. They traveled to Vigilante City in order to further investigate the connections between Oak Mountain and A.S.P. Corp and to help combat the crime wave overrunning the city.

Nathaniel will normally wear a button-down shirt, jeans, a $\frac{3}{4}$ length leather car coat, and red mirrored sunglasses. As Feint, he wears a navy blue and white version of the Factor Force leather armor/uniform with driving gloves. He routinely carries the signature katana of Factor Force and a hand gun when on a mission. He'll sometimes wear his sunglasses and coat as well. His energy blast and explosive charging both have a blue hue to the energy. Nathaniel usually carries d20 polyhedral dice to charge and throw at targets.

CODE NAME: Feint

CLASS: Mutant (Commando)

TRUE IDENTITY: Nathaniel Thompson

LEVEL: 1 XP: -

ALIGNMENT: Law

DESCRIPTION

HEIGHT: 5' 10" WEIGHT: 175 lbs.

HP: 12

HAIR: Light Brown EYES: Brown

AC: 18

SEX: Male AGE: 28

INITIATIVE BONUS: +4

OTHER: -

ACTIONS: 1 ATTACK BONUSES – MELEE: +0 (+1) RANGE: +0 (+4) MOVE: 12

ATTRIBUTES

SAVING THROWS

MONEY \$10,000

STR: 13 (+1)

COURAGE 16

VIGILANTE POINTS: +0

INT: 16 (+2)

CRITICAL 13

LANGUAGES: English

WIS: 14 (+1)

DEATH 15

DEX: 20 (+4)

MAGIC 12

CON: 18 (+3)

MENTAL 14

CHA: 15 (+1)

POISON 10

SUR: 13 (+1)

MUTANT ABILITIES: Energy Blast: Force, Explosive Charging, Wingless Flight, Extreme Agility, True Aim (Deformity), Extra Lungs (Deformity), Immortality (Mutant Origin)

MUTANT ORIGINS: Parents were mutants - re-roll or ignore damage from a Push roll once a day & experimented on by Oak Mountain Laboratories

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +4 DEX	+2/+5
Combat Training	1	+1 Class	+2
Interrogation	1	+2	+3
Fighting: Martial Arts	-	+2 to AC when not attacking in a round, Back Flip	-
Knowledge: Military	1	+2	+3
Pilot: Basic	1	+4	+5
Ranged Weapons	-	-	-
Survival: Street	1	+1	+2
Knowledge: General	1	+2	+3
Subterfuge	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
Katana	Factor Force Leather Armor/Uniform	Survivalist Kit	Driving gloves
Aluminum Baseball Bat	Leather Jacket		Polyhedral dice
Hand Gun w/ammo			

Tronix

By Nick Visha

Tronix (Rick Thompson)

Rick Thompson first revealed his mutant powers in public when he was in his 20's when his younger brother Nathaniel was attacked by an anti-mutant mob. He used his metal claws and bolts of electricity from his eyes to protect his brother.

Over 10 years later, Rick was working as a research scientist for Oak Mountain Laboratories when they approached him to recruit fellow mutants to participate in research experiments designed to help those with extreme mutations. He recruited his best friend Jason Kinsella, his brother Nate, and Kelsey McComb. Experiments conducted on the group resulted in each of the four gaining the mutant ability of immortality. Rick found this extremely suspicious since the experiments were supposed to help mutants and not cause a mutation. Rick brought his suspicions to the research group. Kelsey used her computer skills to hack into the research files. That's when they discovered the horrifying truth - Oak Mountain Laboratories was working in association with A.S.P. Corp to experiment on mutants in order to discover how to augment normal humans and neutralize the mutant population. Rick organized the group to destroy the research material before they fled for safety and formed Factor Force.

Rick wears a black and blue version of the Factor Force plastic armor/uniform with a full mask and driving gloves. The mask conceals his mustache and identity. He wears contact lenses to hide his yellow pupils. Like his brother, Rick routinely carries the signature katana of Factor Force and a hand gun when on a mission, although his preferred weapons are his metal claws and electric energy blast.

CODE NAME: Tronix CLASS: Mutant (Commando)
 TRUE IDENTITY: Rick Thompson LEVEL: 1 XP: -
 ALIGNMENT: Law DESCRIPTION
 HEIGHT: 5' 8" WEIGHT: 185 lbs.
 HP: 17 HAIR: Black EYES: Brown
 AC: 15 SEX: Male AGE: 35
 INITIATIVE BONUS: +2 OTHER: -
 ACTIONS: 1 ATTACK BONUSES – MELEE: +0 (+3) RANGE: +0 (+2) MOVE: 12

ATTRIBUTES SAVING THROWS MONEY \$10,000
 STR: 19 (+3) COURAGE 18 VIGILANTE POINTS: +0
 INT: 16 (+2) CRITICAL 14 LANGUAGES: English
 WIS: 16 (+2) DEATH 15
 DEX: 17 (+2) MAGIC 13
 CON: 20 (+4) MENTAL 17
 CHA: 13 (+1) POISON 11
 SUR: 13 (+1)

MUTANT ABILITIES: Energy Blast: Electricity, Metal Claws, Combat Sense, Super Resilience, Regeneration (deformity), Immortality (Mutant Origin)
 MUTANT ORIGINS: Parents were mutants - re-roll or ignore damage from a Push roll once a day & experimented on by Oak Mountain Laboratories.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+3/ +2 STR	+4/ +3
Combat Training	1	+1 Class	+2
Demolitions	1	+2	+3
Knowledge: Chemistry	1		+1
Knowledge: Military	1	+2	+3
Pilot: Basic	1	+2	+3
Ranged Weapons	-	-	-
Science	1	+2	+3
Survival: Street	1	+2	+3
Subterfuge	1	+1 Class, +2	+4

WEAPONS	ARMOR	KITS	OTHER
Katana	Factor Force Plastic Armor/Uniform	Demolitions Kit	Driving gloves
Flail			
Hand Gun w/ammo			

Finale

By Nick Visha

Finale (Kelsey McComb)

Kelsey McComb grew up as the daughter of a famous cat burglar mother who was beloved by the general public as a modern-day Robin Hood. Even though her beauty was evident at a young age, it wasn't until she was a teenager that she realized that she carried the mutant gene. Her force field ability manifested itself during a fast pitch softball game when she was about to be hit by a pitch. A few days later her firework and force blast abilities manifested themselves while avoiding a robbery where she worked. As a result, her hair turned gold. She has died her hair back to its natural blonde color.

Kelsey was working at a hospital when she saw the advertisement for research participants to help mutants with severe mutations. She quickly volunteered and met Rick, Nathaniel, and Jason. When Rick brought his suspicions to the group about how the research that they were participating in was being used, Kelsey used her computer skills to hack into the research files and expose the horrifying truth of what was going on. Kelsey and Nate have been in a relationship from the beginning of the research at Oak Mountain and often work in tandem on missions.

As Finale, Kelsey typically has her hair in a ponytail and wears a purple and white version of the Factor Force leather armor/uniform with driving gloves. She's fond of using an aluminum baseball bat if she needs to engage in melee combat, otherwise she relies on her two dazzling manifestations of energy to defend herself.

CODE NAME: Finale CLASS: Mutant (Leader) LEVEL: 1 XP: 0
TRUE IDENTITY: Kelsey McComb ALIGNMENT: Law

DESCRIPTION

HEIGHT: 5' 6" WEIGHT: 125 lbs.

HP: 11

HAIR: Blonde EYES: Blue

AC: 18

SEX: Female AGE: 23

INITIATIVE BONUS: +3

OTHER: -

ACTIONS: 1 ATTACK BONUSES – MELEE: +0 RANGE: +0 (+3) MOVE: 12

ATTRIBUTES

STR: 10

SAVING THROWS

COURAGE

14

MONEY \$10,000

INT: 16 (+2)

CRITICAL

13

VIGILANTE POINTS: +0

WIS: 13 (+1)

DEATH

15

LANGUAGES: English,

DEX: 18 (+3)

MAGIC

12

Italian

CON: 16 (+2)

MENTAL

15

CHA: 20 (+4)

POISON

8

SUR: 15 (+1)

MUTANT ABILITIES: Beauty, Energy Blast: Force, Pyrotechnics, Force Field, Immortality (Mutant Origin), Golden Hair (Deformity)

MUTANT ORIGINS: Parents were mutants (re-roll or ignore damage from a Push roll once a day) and experimented on by Oak Mountain Laboratories.

SKILLS	RANKS	BONUSES	TOTAL
Combat Training	1	-	-
Fighting: Martial Arts	-	+2 to AC if you do not attack in a round, Back Flip	-
Persuasion	1	+2 Class, +4	+7
Athletics: Basic	1	+0 STR/ +3 DEX	+1/ +4
Computer Skills	1	+2	+3
Computer Hacking	1	+2	+3
First Aid	1	+2	+3
Pilot: Basic	1	+3	+4
Stealth	1	+2 Class, +3	+6

WEAPONS	ARMOR	KITS	OTHER
Aluminum Baseball Bat	Factor Force Leather Armor/Uniform	Hacker's Kit	Driving Gloves

Drider

By Nick Visha

Drider (Jason Kinsella)

Jason Kinsella was born to normal parents as heir to a casino empire. At a young age he showed amazing agility and senses. This brought him to the attention of the head of security for his parents' company who himself was a mutant. The former Delta Force Operative secretly trained Jason at his parents' estate for many years. Jason and Rick Thompson became best friends in elementary school, although neither initially knew of the other's mutant ability.

Jason sensed something was wrong with Oak Mountain Laboratories, so he volunteered to take part in the experiment Rick was working on in order to look out for Rick and Nathaniel. When the truth was revealed about the true motives behind the experiments at Oak Mountain, Jason offered to use his family's fortune and his special forces training to form Factor Force in order to fight back against A.S.P. Corp. With Jason's financial backing Factor Force has access to vehicles, weapons, and equipment as needed.

Jason wears glasses and has a goatee. He wears black armor with a full mask and driving gloves in order to hide his identity as Drider. He uses his adhesion, agility, and strength abilities during combat to gain advantageous positions against his opponents where he uses his signature style of fighting with two katanas to quickly dispatch any threat.

CODE NAME: Drider CLASS: Mutant (Commando) LEVEL: 1 XP: 0
 TRUE IDENTITY: Jason Kinsella ALIGNMENT: Law

DESCRIPTION

HEIGHT: 6' 1" WEIGHT: 185 lbs.

HP: 12

HAIR: Black EYES: Brown

AC: 20

SEX: Male AGE: 35

INITIATIVE BONUS: +5

OTHER: -

ACTIONS: 1 ATTACK BONUSES – MELEE: +0 (+4) RANGE: +0 (+5) MOVE: 12

ATTRIBUTES

STR: 20 (+4)

INT: 16 (+2)

WIS: 11

DEX: 22 (+5)

CON: 16 (+2)

CHA: 13 (+1)

SUR: 14 (+1)

SAVING THROWS

COURAGE 15

CRITICAL 13

DEATH 14

MAGIC 12

MENTAL 14

POISON 9

MONEY \$300,000

VIGILANTE POINTS: +0

LANGUAGES: English,

MUTANT ABILITIES: Adhesion, Danger Sense, Extreme Agility, Super Strength, Immortality (Mutant Origin), Hardened skin (Deformity)

MUTANT ORIGINS: You carry a mutant gene (whenever you fail a Saving Throw, you gain a d4 extra HP for 1 hour) and experimented on by Oak Mountain Laboratories.

SKILLS	RANKS	BONUSES	TOTAL
Combat Training	1	+1	2
Fighting: Martial Arts	-	+2 to AC if you do not attack in a round, Back Flip	-
Demolitions	1	+2	+3
Athletics: Basic	1	+4 STR/ +5 DEX	+5/ +6
Knowledge: Military	1	+2	+3
Ranged Weapons	1		
Survival: Street	1		+1
Pilot: Basic	1	+5	+6
Intimidation	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
2 Katana, Hand Gun w/Ammo	Factor Force Plastic Armor/Uniform	Demolitions Kit	Driving Gloves



The Acrobat **By Tim Knight**

THE ACROBAT aka THE ACROBATIC FLEA

Inspired by the comic books he devoured as a child, thrill-seeking teenager Sean Ritter transformed his natural athletic prowess into a crime-fighting persona he called The Acrobat.

Now, dressed in camouflage-clothing and a vaguely insect-like hockey mask, Ritter gets his kicks on the streets of

Vigilante City by fearlessly jumping off rooftops, swinging from flag poles, bouncing off of awnings and smacking the bad guys in the face.

A twitchy, adrenaline junkie, his small stature has earned him the nickname of “The Acrobatic Flea”.

A wise-cracking, loquacious youth, his love of comic books has fueled his creativity and when asked about his “origins” he often spins wild tales of being bitten radioactive fleas, finding lost artifacts of ancient gods, being the last survivor of an alien race etc

Armed only with his fists, feet, and a small number of throwing stars for distance attacks, The Acrobat is a master of close combat, never remaining still, always bobbing, weaving, ducking and diving, looking for a weak spot in his opponent’s defenses.

TRUE IDENTITY: The Acrobatic Flea
ALIGNMENT: Law

LEVEL: 1 XP: 0
BACKGROUND: See above

DESCRIPTION

HEIGHT: 5'2" WEIGHT: 122 lbs.

HAIR: Brown EYES: Green

SEX: Male AGE: 18

OTHER: Jumpy

HP: 18

AC: 19

INITIATIVE BONUS: +5

ACTIONS: 1

ATTACK BONUSES – MELEE: +1 (+2) RANGE: +1 (+4) MOVE: 17

ATTRIBUTES

STR: 16 (+1)

INT: 10

WIS: 9

DEX: 18 (+3)

CON: 16 (+2)

CHR: 12

SUR: 11

SAVING THROWS

COURAGE 15

CRITICAL 13

DEATH 13

MAGIC 9

MENTAL 8

POISON 11

MONEY: \$5000

VIGILANTE POINTS: -

LANGUAGES: English

SPECIAL ABILITIES:

Super Soldier Powers

Basic Super Soldier Starting Augmentation

- Seize the Moment +1
- Regenerates 1 HP per 10 minutes
- Can run x3 your Move.

+3 to Terror Checks, Toughness +1 (armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+4 Jump (class), +4 Balance (class), +1 STR/ +3 DEX	+2/ +4
Combat Training	1	+1 class	-
Fighting: Martial Arts	1	+2 to AC if not attacking, Back Flip	-
First Aid	1		+1
Knowledge: Military	1		+1
Parkour	1	+3	+4
Pilot: Basic	1	+3	+4
Ranged Weapons	1		-
Street Survival	1		+1

WEAPONS	ARMOR	KITS	OTHER
Variety of Light & Medium Melee and Ranged Weapons	Camo-Plastic Armor (+3 AC/ Toughness +1, +1 Stealth in wild)	Survivalist Kit	Healing Boost: heals d20 damage & removes all normal poisons & diseases
			Dexterity Boost: +2 DEX for 1-hour x2

Meerkat Merc

By Jason Mabry

The anti-hero known as Meerkat Merc has been a pain in the neck for the police, the heroes, and the villains of Vigilante City for the last five years. Neutral to a fault, his only allegiance is to the highest bidder for his services. Infiltration, spying, assassination, data theft, and high-risk, high-reward heists are his specialty. Meerkat Merc can make you laugh in the middle of



a fight and make you cry at the end of one. Wit and sarcasm are free of charge, but always included in the deal.

Meerkat Merc loves guns, but also likes to get down and dirty with sharp objects of any kind. He would just as soon tell you a joke as throw a chair at you. Not insane, but there is also something not quite right with an Anthropomorphic meerkat using the blood of one of his victims to sign his next contract.

Meerkat Merc is roughly 6' tall and weighs in at an impressive 210 pounds. Blondish brown fur and pitch-black eyes. He has the Anthropomorphic head of a meerkat and the body of a well-trained and athletic human. He typically wears a black spandex suit with back to back lightning bolt-like double M's on the chest. Multiple knives and pistols in various holsters and sometimes a nice, big, shiny fully automatic machine gun slung over his shoulder.

Not sure why I keep writing his, I really hate this describing yourself crap. What? You didn't know this was an autobiography? Or is it a classified ad? Or a singles ad? Hell, I don't know either, it's 4am and I'm way too tired for this mess. Thanks for reading.

Sincerely,
Meerkat Merc

CODE NAME: Meerkat Merc CLASS: Anthropomorph Meerkat Commando
 TRUE IDENTITY: Unknown LEVEL: 5 XP: 41
 ALIGNMENT: Chaos BACKGROUND: See above

DESCRIPTION

HP: 33 HEIGHT: 6' WEIGHT: 210 lbs.
 AC: 21 HAIR: Blonde Head EYES: Black
 INITIATIVE BONUS: +6 (Advantage) SEX: Male AGE: 26
 ACTIONS: 2 OTHER: Brown Body Hair
 ATTACK BONUSES – MELEE: +4 (+6) RANGE: +2 (+6) MOVE: 16

ATTRIBUTES

STR: 16 (+2)
 INT: 16 (+2)
 WIS: 11
 DEX: 21 (+4)
 CON: 12
 CHR: 14 (+1)
 SUR: 13 (+1)

SAVING THROWS

COURAGE 15
 CRITICAL 18
 DEATH 15
 MAGIC 12
 MENTAL 12
 POISON 16
 MONEY: \$50,000

SPECIAL ABILITIES:

Natural heightened senses +1 to Spot & +1 to Listen, +8 to Digging checks
 Advantage on Initiative, Seize the Moment +1
 Claws do d4-1 damage & Bite does d4-1 damage
 +3 to Terror checks, +2 to Surprise Attack damage, Toughness +1 (Armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	5	+4 DEX, +1 STR, +2 Commando	+11/+8
Combat Training	3		-
Demolitions	5	+3	+8
Fighting: Martial Arts	1	+2 to AC if you do not attack in a turn, can do a Back Flip	-
Knowledge: Military	1	+1	+2
Pilot: Basic	5	+4, +2 Commando	+11
Ranged Weapons	1		-
Stealth	5	+4	+9
Street Survival	1		+1
Subterfuge	3	+1	+4

WEAPONS	ARMOR	KITS	OTHER
6 Knives (d4-1)	Plastic Armor (+3 AC, +1 Toughness)	Demolitions Kit	Military Uniform & Costume
Sword (d6)			Medi-Pack I
Pistol (d6+1)			Rope 50'
Automatic Rifle (d6+3)			
Flash Grenade			
Force Grenade			
Frag Grenade			

The Boss

By Jason Mabry

Vincenzo Calibretti, AKA The Boss, was a low level street thug for the Minata crime family in Vigilante City. Until he found out during a raid by the DEA that he had the ability to control the minds of others. Backed into a corner, and guns drawn on him, Enzo was not about to give in to the Law. In a moment of fear and anger, he told them to back off. And they did. They slowly started to back away and putting their weapons down. As they cleared the house, he could feel his mind starting to disconnect from theirs. A sense of power and determination started to build in him over the coming weeks.



He eventually started working his way up the ladder until over the course of about two years. He made is moves swiftly, but wisely, to get to the top. He can still throw a mean punch, but he prefers to sit back and tell others what to do. At this point, his reputation precedes him and he doesn't have to use his powers very often. And not with his own crew. The word around the family is, *"When The Boss tells ya ta do somethin', ya do it."*

The Boss stands at 5' 9" tall, slicked back black hair and an olive completion on a thin, wiry frame. Dark eyes and a darker personality, his presence compels respect and he gives off an intimidating aura. He has a soft, yet unwavering voice and is always a straight shooter. He may be a criminal, but he always keeps his word and has no tolerance for liars or backstabbers. He can forgive many things, but those two offenses are where he draws the line.

CODE NAME: The Boss

CLASS: Mutant - Leader

TRUE IDENTITY: Vincenzo Calibretti

LEVEL: 7 XP: 80

ALIGNMENT: Lawful

BACKGROUND: See above

DESCRIPTION

HEIGHT: 5' 10" WEIGHT: 170 lbs.

HP: 40

HAIR: Black

EYES: Changes Daily

AC: 9

SEX: Male

AGE: 39

INITIATIVE BONUS: -1

OTHER: -

ACTIONS: 2

ATTACK BONUSSES – MELEE: +0 (-1 Weapon, +1 Punch/Kick)

RANGE: +0 (-1) MOVE: 12

ATTRIBUTES

STR: 6 (-1)

INT: 14 (+1)

WIS: 17 (+2)

DEX: 8 (-1)

CON: 15 (+1)

CHR: 19 (+3)

SUR: 16 (+2)

SAVING THROWS

COURAGE 11

CRITICAL 11

DEATH 12

MAGIC 6

MENTAL 16

POISON 10

MONEY: \$500,000

VIGILANTE POINTS -
LANGUAGES: English

SPECIAL ABILITIES:

Leader Buffs (one at a time & you gain the benefit as well)

- All allies within 60' gain temporary HP equal to your CHA bonus (+1 minimum) when you enter a fight. The bonus lasts d6 minutes + your CHA modifier.
- All allies within 60' gain a saving throw bonus equal to your CHA modifier (+1 minimum)
- All allies within 60' gain an Initiative bonus equal to your CHA modifier (+1 minimum).
- All allies within 60' gain 1 of the following bonuses: +1 to AC, +1 to attacks, +1 to damage or +2 to all skill checks. You may change this bonus at the beginning of a round.

-Outsmart x 3 a day

-Seize the Moment +1

-Advantage on CHA & Persuasion checks.

-Toughness +2

-Healing Touch

You can heal people by a mere touch. You heal yourself 2 HP every time you heal another person. You can heal 2x your level per day. You heal d6+1 per level HP & the target gains +2 to all saves for the next 10 minutes (this touch damages Undead or negative energy beings). You may PUSH to heal beyond your allotted heals or double the HP gained. **Mutation:** You give off a golden aura when healing. Your hair turns gold or platinum colored.

-Mind Control

You have a natural charisma and can attempt to control the minds of others. You gain +1 to CHA at level 1, 4, 7 & 10. You can try to mind control 2x your level per day. The target must be within line of sight & within 200' + 25' per level. The target makes a MENTAL save adding your CHA bonus to their roll. If they pass, nothing happens. If they fail, you control them for d6+1 minutes per level. If you ever make a command that would go completely against someone's alignment, they get another MENTAL save (without your CHA bonus) to try to break the control. You must concentrate to maintain control. You may PUSH to make a control attempt beyond your daily limit or to make a target re-roll a successful save against you.

Mutation: You tend to stare off in the distance and your eyes change color daily.

SKILLS	RANKS	BONUSES	TOTAL
Combat Training	1		-
Fighting Brawling	1		-
Interrogation	3	+2	+5
Intimidation	3	+4	+7
Knowledge Crime	7	+1	+8
Persuasion	7	+2 Leader	
Street Smart	3	+2	+5
Street Survival	3	+2	+5

WEAPONS	ARMOR	KITS	OTHER
Pistol (d6+1)			Fine Clothes



Velethrex of the Earthen Staves

By Jason Mabry

Centuries ago, a cabal of sorcerers had a shared vision of the future. They saw a world torn asunder by human advancement in technology and overpopulation. They decided to become "protectors" of the Earth and her people by trying to thwart technological advancement. Their crusade did not last very long, and their numbers were nearly wiped out when they decided to put one

of their fledglings into an untested magical stasis, to awaken many years into the future and take up the fight again should their vision come true.

It has. Velethrex awoke into a nightmare world. The 21st century. Pollution, overpopulation, ceaseless noise from vehicles, electronics and people. Gaia is flooding the world with her tears and Velethrex hears her cries. He was sent here to answer her call. He is building power, searching for sorceries and magics lost to the centuries and slowly assembling his own cabal of sorcerers. Eventually the stars will align and the Earthen Staves will rise again, to bring peace back to a world torn apart by war and machines.

Velethrex is a tall and skinny man, standing 6' 2" and under his brown and green robes keeps his long brown hair pulled back over his shoulders. Hard edged green eyes and a thin scowl seem to be firmly etched into his preturnatural face. He has quickly adopted a modern accent and very rarely falls back in to his old speech. Once in a while an archaic word or phrase slips out, but he has tried his best to blend in (other than his "costume" as people these days call it) to society, in order to further his goals in secret.

CODE NAME: Velethrex of the Earthen Staves CLASS: Mystic
 TRUE IDENTITY: Velethrex LEVEL: 3 XP: 14
 ALIGNMENT: Law Madness: 0 BACKGROUND: See above

DESCRIPTION

HP: 25 HEIGHT: 5' 9" WEIGHT: 160 lbs.
 AC: 11 HAIR: Brown EYES: Green
 INITIATIVE BONUS: - SEX: Male AGE: 24
 ACTIONS: 1 OTHER: -

ATTACK BONUSES – MELEE: +0 RANGE: +0 MOVE: 12
 (-2 on all non-Magical attacks)

ATTRIBUTES

STR: 9
 INT: 20 (+4)
 WIS: 16 (+2)
 DEX: 12
 CON: 14 (+1)
 CHR: 14 (+1)
 SUR: 12

SAVING THROWS

COURAGE 16
 CRITICAL 18
 DEATH 16
 MAGIC 12
 MENTAL 14
 POISON 11
 MONEY: \$150
 VIGILANTE POINTS: +0

LANGUAGES: Latin, Greek, Persian, English, Hebrew, Aramaic

SPECIAL ABILITIES:

-+4 to Terror Checks

Mystic Powers

-You may Step into the Void when casting a spell to add your level to the spell's damage.

-You may Step into the Void when casting a spell to add your level x10' to the range of a spell.

Spells per Day - Level 1: 12, Level 2: 7

Spells Known

Level 1: Counterspell, Heal, Mystic Armor, Mystic Bolt, Sleep, Illusion, Dispel Magic, Comprehend Languages, Mystic Chains, Purify, Protective Aura, Lock, Open, Detect Magic, Enchanted Weapon, Helping Hand

Level 2: Fire Ball, Flying, Heal II, Invisibility, Tap into the Tomes, Vapors of the Void

SKILLS	RANKS	BONUSES	TOTAL
Combat Training	1		-
Investigation	3	+2	+5
Knowledge History	1	+4	+5
Knowledge Magic	3	+2 class, +4	+9
Mathematics	2	+4	+6
Persuasion	2	+1	+3
Street Survival	1	+2	+3

WEAPONS	ARMOR	KITS	OTHER
Staff (d6)	Padded Armor (+1 AC) Robes	Medic Kit	Books

The Wandering Nephil

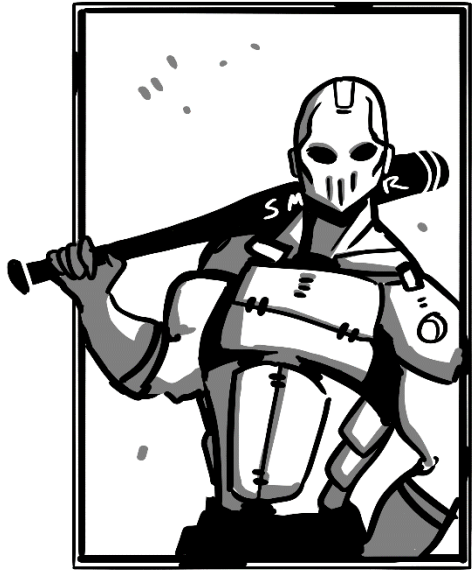
By Justin Ryan Isaac

Nathaniel Avery grew up in the country, raised in a loving home by his mother and stepfather. Born with feathery wings, he always knew he was different. At the onset of puberty, he discovered he had empathic healing. He could heal others by touch, but in turn took the wounds on himself.

Always a kind heart, it was not until he went to the city to attend university that he discovered how cruel humanity could be. Refusing to sit idly by he began to study martial arts and other fighting techniques.

Donning a mask and red and dark blue lightly armored body suit he has begun to patrol the streets, as the Wandering Nephil. When on patrol he often carries an aluminum baseball bat he has nicknamed, the Smiter.

Neph, as his friends and allies call him, is an optimist and even the hardest of vigilantes recognizes that there's something infectious about the young man's hope.



CODE NAME: The Wandering Nephil CLASS: Mutant- Leader
 TRUE IDENTITY: Nathaniel Avery LEVEL: 3 XP: 14 ALIGNMENT: Law
 HEIGHT: 6' WEIGHT: 175 lbs.
 HAIR: Blonde EYES: Blue
 SEX: Male AGE: 20
 OTHER: -
 HP: 36
 AC: 16/ 18 Flying
 INITIATIVE BONUS: +3
 ACTIONS: 1 MOVE: 12/ 18 Flying
 ATTACK BONUSSES – MELEE: +0 (+1) RANGE: +0 (+3) +2 to attack in Flight
 ATTRIBUTES SAVING THROWS MONEY \$2000
 STR: 14 (+1) COURAGE 14 VIGILANTE POINTS +2
 INT: 14 (+1) CRITICAL 12 LANGUAGES: English, Spanish
 WIS: 10 DEATH 13
 DEX: 17 (+2) MAGIC 9
 CON: 19 (+3) MENTAL 10
 CHR: 18 (+3) POISON 14
 SUR: 12

SPECIAL ABILITIES: Mutant Powers

EXTRA RESILIENT

You gain Toughness +1 at level 1, 3, 5 & 9. You gain maximum HP +1 at each level. When you re-roll a Saving Throw or attribute skill check with a SUR point and succeed, you gain a SUR point. You may PUSH to use an extra SUR point after a failure or to Heal yourself d6 instantly.

HEALING POWERS – He can heal others by touch, but at a cost to himself. He can touch a living creature and heal them up to 8 HP instantly, but he takes an equal amount of damage. This also heals temporary Blindness, Deafness or Muteness, giving it to him as well for the remaining duration. Unknown to Nephil, he has the potential to permanently heal those ailments and even death. If he does, he has a chance to permanently take on the ailment or die if returning someone to life. He must make a save against Death at Disadvantage or take on the ailment or die accordingly. If he passes the save he loses 1 HP permanently.

WINGS Large, leathery wings on your back. Fly at 18 Move.

Toughness +4 (+1 armor)

Leader Abilities

Outsmart. If multiple Leaders are in the area of a character, they must select which one to follow and receive bonuses from. All allies within 60' gain temporary HP equal to your CHA bonus (+1 minimum) when you enter a fight. The bonus lasts d6 minutes + your CHA modifier. All allies within 60' gain a saving throw bonus equal to your CHA modifier (+1 minimum)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +2 DEX	+2/+3
Combat Training	2		-
Dancing	1	+2	+3
Fighting: Martial Arts	1	+2 to AC when not attacking in a round, Back Flip	
First Aid	2	+1	+3
Investigation	3		+3
Persuasion	3	+4 class, +3	+10
Ranged Weapons	1		-
Science	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
The Smiter – Metal Bat (d6)	Leather Armor Suit (+2 AC, Toughness +1)	Medic Kit	
Pistol (d6+1)			



El Bibliotecario Rojo

By Justin Ryan Isaac

Most wrestling fans have heard of El Bibliotecario Rojo (*the Red Librarian*) and few can forget him once they have laid eyes upon him. The muscular man wears a blood red wrestling singlet, boots, knee pads, and mask. Over the singlet he wears the most outlandish part of his ring attire, his librarian cardigan (with patched elbows, of course). What many wrestling fans do not know, is that the occult

persona is not kayfabe. When he is not using his finisher, the Red Death, on technicos, El Bibliotecario is using his connections in the criminal and occult underworlds to gather new arcane resources to increase his powers.

Though he is a specimen of physical perfection, El Bibliotecario is a very intelligent and cunning man, inside the ring and out. Those that make the mistake of underestimating him, never do so a second time. The man is ruthless, yet somehow still quite charming.

El Bibliotecario's henchman are a mixture of arcane cultists and violent luchadors. Their capers often center around auction houses, libraries, and museums. He is not a good man, but he does not really want to rule the world. He just wants to live in luxury and study the occult.

CODE NAME: El Bibliotecario Rojo (Red Librarian)

TRUE IDENTITY: Unknown

ALIGNMENT: Chaos

BACKGROUND: See above

Armor Class: 16

Hit Dice: 8 (58)

Move: 16

Actions: 2

Attack Damage: Punch (d4 + 2 Magic damage), Slam (d6 +1 Magic damage)

Special: *Red Death Attack, Toughness +4, Toughness: Magic +3, Advantage on Grabs, **Arcane Speed, ***Magic Resistance,

Bonuses: +12 to Melee attacks, +6 to Range attacks, +5 to Melee damage, +11 to Spot, +11 to Listen, +14 to Jump, +12 to Climb, +12 to Swim, +5 to Initiative, +8 to Dancing, +15 to Knowledge: Wrestling, +10 to Knowledge: Gangs & +9 to Parkour

STR:20 INT:16 WIS:13 DEX:18 CON:22 CHR:17

Morale: 9

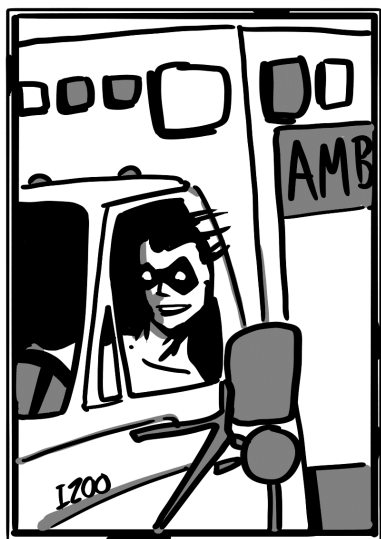
Terror: 11

HDE: 9

***Red Death Attack:** This attack cannot be used unless the target is at less than $\frac{1}{2}$ of their starting HP. It takes 2 Actions to do this action. Make a Melee attack attempt, if successful the target takes d8 damage + d4 Magic damage and they are Stunned for 2 rounds.

****Arcane Speed:** x2/ day, he can triple his Move for d4 minutes. During this period, he gains +2 AC, +2 to Melee attacks and Toughness +1.

*****Magic Resistance:** Toughness: Magic +3, Advantage on saves and checks against Magic & any ally within 10' of you gains +2 to their Magic save stat



Remedy

By Justin Ryan Isaac

Growing up in one of the worst neighborhoods in the city, Charles Cross, learned how to how and when to fight at a young age. He had many run-ins with law enforcement in his youth and had it not been for the watchful eyes of his grandparents he might have ended up a statistic.

Wanting to prove he could be something more and inspired by

tales of his great gran, a British nurse during WWII, he enlisted in the army and became a medic. Though he was never a fan of authority, ultimately, he was a good soldier, became a combat medic, and did a full tour in Afghanistan.

Returning home from deployment and still wanting to do some good, Charles decided to join the growing ranks of vigilantes in the city. Donning a domino mask and padded armor emblazoned with a red cross, he patrols the city at night in an armored ambulance stocked with medicine, first aid supplies, food, and weapons. In addition to fighting crime and treating wounds, he often tries to give a comfort and help to those forced to live on the streets. He will do his part to remedy the ills of the city.

CODE NAME: Remedy

CLASS: Knight Nurse

TRUE IDENTITY: Charles Cross

LEVEL: 4 XP: 26

ALIGNMENT: Law

BACKGROUND: See above

DESCRIPTION

HP: 21

HEIGHT: 5' 10" WEIGHT: 188 lbs.

AC: 14

HAIR: Blonde EYES: Green

INITIATIVE BONUS: +1

SEX: Male AGE: 22

ACTIONS: 1

OTHER: -

ATTACK BONUSES – MELEE: -1(+0) RANGE: -1 (+0) MOVE: 12

ATTRIBUTES

SAVING THROWS

STR: 13 (+1)

COURAGE 16

INT: 15 (+1)

CRITICAL 12

WIS: 15 (+1)

DEATH 11

DEX: 14 (+1)

MAGIC 9

CON: 11

MENTAL 8

CHR: 12

POISON 17

SUR: 11

MONEY \$5000

VIGILANTE POINTS: +2

LANGUAGES: English, French

SPECIAL ABILITIES:

Toughness +1

+4 to Terror checks

You may Mend Wounds during combat. You may do this 1 time per day equal to your level + your WIS modifier

Gain Into the Fray: If you are going to aid an injured target you may re-roll your Initiative (adding your WIS & DEX bonus to the roll), gain +d6 Move and gain Advantage on all First Aid checks for 2 minutes.

You can set broken bones and stop bleeding with Mending Wounds.

Using Mending Wounds takes you 1 round for healing and basic procedures and it heals d6.

All allies within 60' gain +2 to Courage save stat & Terror checks.

Anytime you heal someone by any means, they gain 1 extra HP.

You can use Mending Wounds during combat without a First Aid roll and you can use it on yourself.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	4	+1 STR/ +1 DEX	+5/ +5
Combat Training	1		-
Fighting: Wrestling	1	+2 to Grab attacks	-
First Aid	4	+5 class, +1	+10
Knowledge- Local Geography	4	+1	+5
Piloting: Basic	4	+1	+5
Street Survival	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
Cache of simple weapons	Cache of simple armor	Medic Kit	Ambulance
	Padded Uniform		Medi-Pack I x3
			Food & Medicine

GOLEM

by Charles E. Miller

Alexander Cohen is a Jewish Russian born in Yekaterinburg, Russia, to his Mother Alla and Father Oleg. They immigrated to the Victory City when Alexander was six after his father got mixed up with the notorious Russian gangster Zadok, who took a shine to Alla. Sadly, Zadok murdered Oleg within a year after the Cohen's immigrated to the United States. To Alexander's horror, he woke up a few days after his father's death to Zadok in his home, cozying up with his mother. Alexander knew that Zadok murdered his father and visibly showed much hate and disrespect for the gangster. Zadok became abusive, both physically and emotionally, to Alexander. His mother just sat back and watched, as she feared Zadok would just murder them both if she stood up to him. His only refuge came from his Hebrew school teacher, Aryeh. Alexander would open up to Aryeh about his trouble at home and Alexander would soon learn that Aryeh was waging a private war against Zadok's gang and others. Aryeh revealed that he was the famous vigilante named Golem, famous for trying to drive out evil from his city and protect the people. Golem began to train Alexander in more than schooling.

After a few years of training in secret, Alexander came home to find his mother badly beaten by Zadok. Alexander and Zadok engaged in a vicious battle, where Zadok stabbed Alexander nearly killing him. While Alexander recovered in the hospital, Aryeh attacked Zadok as the Golem. He killed Zadok and seven of his gang members, but was killed himself. Alexander after recovering from his wounds would continue to train and became the new Golem, protector of his neighborhood. He wears a grey outfit, with the letter G on the front and a mask.

CODE NAME: Golem CLASS: Protege
 TRUE IDENTITY: Alexander Oleg Cohen LEVEL: 1 XP: 0
 ALIGNMENT: Law BACKGROUND: See above

DESCRIPTION
 HEIGHT: 4' 6" WEIGHT: 77 lbs.
 HAIR: Brown EYES: Hazel
 SEX: Male AGE: 13
 OTHER: Freckles

HP: 12
 AC: 16
 INITIATIVE BONUS: +3
 ACTIONS: 1
 ATTACK BONUSES – MELEE: +0 RANGE: +3 MOVE: 12

ATTRIBUTES	SAVING THROWS
STR: 10	COURAGE 16
INT: 8 (-1)	CRITICAL 9
WIS: 9	DEATH 12
DEX: 18 (+3)	MAGIC 14
CON: 13 (+1)	MENTAL 10
CHR: 17 (+2)	POISON 11
SUR: 14 (+1)	

MONEY: \$50
 VIGILANTE POINTS: -
 LANGUAGES: Hebrew, Russian, English

SPECIAL ABILITIES:

+4 to Terror checks

Supports (Choose 1 to be active)

Fight: Your allies within 60' gain +2 to all Melee attacks and do +1 to Melee damage.

Heart of a Lion: Your allies within 60' gain Advantage on all Courage saves & Terror checks.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+3 DEX/ +0 STR	+4/ +1
Combat Training	1	-	-
Fighting: Martial Arts	-	+2 to AC during a round that you did not attack. Can backflip.	-
First Aid	1	-	+1
Investigation	1	-	+1
Ranged Weapons	1	-	-

WEAPONS	ARMOR	KITS	OTHER
Brass Knuckles (+d6 damage)	Padded Armor (+1 AC)	Climber's Kit	Moderate Clothes
			First Aid Kit (Simple

Cherubim

By Charles E. Miller

Cherubim is a mutant and has wings, Immortality and sonic attack. Dark hair, blue eyes.

Zack McGinnis came from a catholic upbringing. His Father Jack was a missionary and his mother Jane was a nurse. When Zack was nine, they were on a missionary trip to bring aid to a small town in South America, when a group of bandits attacked. The bandits were merciless and murdered everyone. Zack's mother always used to call him her little cherubim. She was told she would never have any children. And when Zack was born it was a miracle to her. The miracle came from a stranger who unknown to her was a mutant. He had done it time and time again. Harry York, the mutant known as the Blight was building an army of mutants. He was able to spread his seed with mutant ability. He would come back to claim his children when their mutant abilities started to show. A farmer had come to the carnage and Zack who had died, but his death triggered his latent mutant abilities to abrupt and he had come back from deaths door. But changed. His blue eyes had a faint glow to them and from out of his back grew feathery wings. Gru the farmer who discovered the strange child took him to safety. Gru had a great uncle who was a mutant and took care of Zack until he was able to get him back to family members in the United States. Zack's Uncle Louis McGinnis and Aunt Shelly McGinnis took him in. The mutant blight who was connected with all his children knew that young Zack had emerged as a mutant and would come to claim what was his. Louis and Shelly were in secret both crime fighters, Midnight Justice and Midnight Sparrow. They home schooled Zack in math, history and kicking butt.

CODE NAME: Cherubim CLASS: Mutant (Commando)
 TRUE IDENTITY: Zack McGinnis LEVEL: 1 XP: 0 ALIGNMENT: Law
 DESCRIPTION
 HEIGHT: 6' WEIGHT: 175 lbs.
 HP: 12 HAIR: Black EYES: Blue
 AC: 16 SEX: Male AGE: 21
 INITIATIVE BONUS: +2 OTHER: -
 ACTIONS: 1 ATTACK BONUSES – MELEE: +0 (+1) RANGE: +0 (+2) MOVE: 12

ATTRIBUTES SAVING THROWS
 STR: 15 (+1) COURAGE 12 MONEY \$10,000
 INT: 12 CRITICAL 13 VIGILANTE POINTS: +0
 WIS: 11 DEATH 10 LANGUAGES: English
 DEX: 16 (+2) MAGIC 12
 CON: 16 (+2) MENTAL 15
 CHA: 13 (+1) POISON 11
 SUR: 11

MUTANT ABILITIES: Angelic wings, Immortality and Sonic attack
 MUTANT ORIGINS: See above

SKILLS	RANKS	BONUSES	TOTAL
Combat Training	1	+1	2
Fighting: Martial Arts	-	+2 to AC if you do not attack in a round, Back Flip	-
First Aid	1		+1
Athletics: Basic	1	+1 STR/ +2 DEX	+2/ +3
Knowledge: Religion	1	+2	+3
Ranged Weapons	1		
Survival: Street	1		+1
Pilot: Basic	1	+5	+6
Intimidation	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
Aluminum Baseball Bat	Leather Armor/Uniform	Survival Kit	

The Prometheus Society

By James Mitchell

The Prometheus Society is a secretive collective of mad scientists who lack any ethical acumen in their equally secretive goals. This clandestine cabal is heavily funded and has a private “army” at their disposal. Its agents have access to a wide array of scientifically impossible weaponry, devices and advanced biotechnological implants that these agents use in their leaders’ scientific aspirations. They also have support from politicians and the upper crust of the wealthy that have an invested interest in the Society’s goals.

The Society’s main goal is immortality through immoral and unethical scientific research and experiments done on kidnapped private citizens. They do not take credit for the multiple disappearances of Vigilante residents, who the Society is responsible for. These experimentations almost always result in the death of the subject and are disposed of in secret, affectively making these people forever missing.

The surviving subjects who did not elicit any positive results are the used in experiments that result in highly modified patchwork human constructs. They use these “monsters” as shock troops in serious situations, most often than not, involving the rising vigilante population.

The Society’s origin is of heavy debate for those who know of its existence. One is that they are a group of scientists who are members of the Freemasons and who in fact control the world. Another is that it was formed by a Swiss immigrant in the 1800’s who had deciphered the creation of life through a successful experiment that made him flee to the New World to avoid persecution. Whatever their origin explanations and rumors, the Prometheus Society is real and a threat to the citizens of Vigilante City.

Prometheus Society Agent

Armor Class: 12

Hit Dice: 1 + 2 HP

Move: 12

Actions: 1

Attack Damage: Club (d6), Pistol (d6+1), Stun Gun

Special: N/A

Bonuses: +1 to Range attack, +3 to Spot, +3 to Listen, +2 to Science, +3 to Tracking, +2 to Stealth

Morale: 5

Terror: -

HDE: 1

Items: Padded Armor, \$50, Medi-Kit

Prometheus Society Field Scientist

Armor Class: 12

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Stun Gun, Pistol (d6+1), Knife (d4-1)

Special: N/A

Bonuses: +5 to Science, +3 to First Aid, +4 to Spot, +4 to Listen, +3 to Investigation

Morale: 4

Terror: -

HDE: 1

Items: PS Scientist Armor (+2 to AC, +1 Toughness, Air Tight, Gas Mask. Advantage on Gas saves or checks.), Medi-Kit x2, \$200, Handcuffs, Geiger Counter

Prometheus Society Patchwork Construct

Armor Class: 11

Hit Dice: 2

Move: 8

Actions: 1

Attack Damage: Punch (d4+1), Slam (d4+1), Bite (d4+*Infection)

Special: Toughness +2. Immune to Critical hits, Surprise damage, Mind Probing & Mind Control.

Bonuses: -1 to Spot, -1 to Listen

Morale: -

Terror: -

HDE: 2

***Infection:** On any successful bite attack the target must make a Poison save or they will not be able to heal for 20 minutes.

Items: Padded Armor

DEADLY NIGHTSHADE

By Joe McGee

When young Jessica Dare lost her parents in a house fire, she took to living in westside of McMillin Park, foraging and surviving as best she could. No one told her not to eat the berries from the beautiful bush near the brambles. What should have killed her put her in a dream state where she saw the cause of the house fire...a greedy landlord intent on cashing in on an insurance claim. It also gave her newfound powers: an inherent ability to poison anyone she touched, plant mastery, an aura of intoxicating attraction, and an iron constitution. She became a living, breathing, vessel of poisonous beauty with a teen-sized chip on her shoulder. Her first use of her powers, finding the landlord and making him pay for what he did to her parents.

Deadly Nightshade, as she calls herself, is an angst-driven vigilante in her late teen years. She still lives in central park, in a wild, tangled section where she uses her plant control to create a comfortable living space for herself. She wears a nightshade flower in her hair that she is able to manipulate into forming a full, blackish-purple body suit around her and a belt made of woven thorns which becomes a living whip. Her anger and bitterness towards those who cause harm to others drives her to poisonous thoughts...and actions.

CODE NAME: Deadly Nightshade
TRUE IDENTITY: Jessica Dare
ALIGNMENT: Chaos
MADNESS: 0
HP: 16
AC: 14
ACTIONS: 1
INITIATIVE BONUS: +2
ATTACK BONUS - MELEE: +0
ATTRIBUTES
STR: 9
INT: 13 (+1)
WIS: 10
DEX: 16 (+2)
CON: 17 (+2)
CHR: 19 (+3)
SUR: 12
MONEY: \$200

CLASS: Mutant - Leader
LEVEL: 1 XP: 0
BACKGROUND: See above
DESCRIPTION
HEIGHT: 5' 8" WEIGHT: 125 lbs.
HAIR: Purple EYES: Black
SEX: Female AGE: 18
OTHER: -
RANGE: +0 (+2) MOVE: 12
SAVING THROWS
COURAGE 12
CRITICAL 13
DEATH 12
MAGIC 14
MENTAL 11
POISON 13
LANGUAGES: English, Latin
VIGILANTE POINTS: 0

SPECIAL ABILITIES: +1 Toughness (Armor) **Mutant Powers**

Aura of the Void: The berries Jessica ate were from a super rare Void plant that sprouted shortly after a nearby Mystic stepped into the void. These berries are known to be 99% lethal, with Jessica's survival and development of super powers being a unique occurrence. Powers gained – **Claircognizance:** She occasionally will receive flashes of information that she intuitively knows is correct. **Taint of the Void:** Her mere touch and blood are poisonous, causing 1 Magic and 1 Poison damage to anyone that comes in contact with either. If a living creature is touched in consecutive rounds, they must make a Poison save or be Sickened for d4 minutes. They must also make a Magic save or lose 1 INT for d4 minutes. She can create a wisp to throw at a target. If it hits, it acts as her touch. She is immune to all poisons and toxins. **Madness Recognition:** You can detect how much Madness a character or monster has, how much Madness it can deal and how it deals it. You ignore the first point of Madness you gain each day.

Beauty: You are a specimen of pure beauty & human perfection. You gain +1 to CHA at each level. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

Iron Constitution: You can eat almost anything and have a strong constitution. You gain +1 CON at each level. You get an extra d4 HP per level. You never get sick and are immune to normal diseases. You have Advantage on all Death and Poison saving throws. You can eat & digest almost any substance.

Plant Mastery: You can speak with, summon and control plants. You can control any of them within 100' +10' per level at will. You can summon plants that are within 2 miles 2x your level per day. Feel free to be creative with your actions with your plant friends and discuss with your GM what they will allow in their game. You may PUSH to increase your summoning range by a mile.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: General	1	+0 STR/ +2 DEX	+1/ +3
Combat Training	1		-
Fighting: Martial Arts	1	+2 to AC if you do not attack that round, can do a Back Flip	-
Knowledge: Botany	1	+1	+2
Persuasion	1	+2 leader, +3	+6
Stealth	1	+2	+3
Street Smart	1		+1
Wilderness Survival	1		+1

+4 skill bonus to all interactions with those attracted to your sex

WEAPONS	ARMOR	KITS	OTHER
*Thorn Whip	Body Suit Leather Armor (+2 AC/ Toughness +1)	Medic Kit	

*Thorn Whip – (+5' Reach) Does d6 damage +1 Poison damage. +3 to Trip attempts.

FLEA

By Joe McGee

Kyle Collins grew up reading comic books. His favorite? Spider-man. Some guys get all the luck, right? Kid gets bitten by a radioactive spider. A *spider*...pretty freaking cool! But Kyle? He gets bitten by a “radioactive” flea. Long story short: dog rolls in some goop down at the old factory cleanup site. Dog has fleas. Dog comes home. Flea bites Kyle. And now? Well now Kyle is able to leap *super* far. He can stick to things. He is suddenly really, *really* hard to hurt...like last week, when that bus fell on him and he was not crushed. That is all well and good, right? Pretty cool. Except...except there is this thing. A downside. The kind of thing you really have to keep quiet about. He has this need to drink blood. If he does not, he gets weak, faint and begins to starve. I mean, that is what fleas do. They drink blood. And now Kyle is some superhuman flea. He started out trying to fight it, then he tried animals – stray cats and dogs, but they were not enough. Then it was a homeless guy or two . . . never enough to kill them, just enough to sustain him. But when he saw that guy on the news who had robbed that old widow in her home, scared her so bad she dropped dead of a heart attack, Kyle knew where his blood would come from for now on: from the despicable parasites who preyed on the innocent. They would pay for blood with blood...after he finished his algebra homework.

CODE NAME: The Hopping Flea

CLASS: Mutant

TRUE IDENTITY: Kyle Collins

LEVEL: 1 XP: 0

ALIGNMENT: Law

BACKGROUND: See above

HEIGHT: 5' 6" WEIGHT: 140 lbs.

HP: 12

HAIR: Blonde EYES: Green

AC: 18

SEX: Male AGE: 17

INITIATIVE BONUS: +4

OTHER: -

ACTIONS: 1

ATTACK BONUSES – MELEE: +0 (+1) RANGE: +0 (+3) MOVE: 12

+1 to attacks with punches & kicks

ATTRIBUTES

SAVING THROWS

MONEY \$300

STR: 15 (+1)

COURAGE 13

VIGILANTE POINTS -

INT: 9

CRITICAL 9

LANGUAGES: English

WIS: 8 (-1)

DEATH 11

DEX: 19 (+3)

MAGIC 10

CON: 16 (+2)

MENTAL 11

CHR: 9

POISON 14

SUR: 13 (+1)

SPECIAL ABILITIES:

Toughness +2 (+1 from armor), +1 to Terror checks

Mutant Powers

Adhesion: You can stick to objects and climb surfaces. You can shoot strands of a sticky substance from your fingers (40' +10' per level) to swing with or to incapacitate a body part of a target (STR check to break). You may shoot 3x your level per day. You may PUSH to shoot beyond your daily limit, to double the range of a shot or to take no damage from a fall.

Invulnerability: You cannot come to harm from gas, poison, disease, physical damage and energy damage. You still need to breath and eat, you can feel pain and are still vulnerable to magic and psychic powers.

Mutation: Your skin is a bit tougher than normal and your hair is also indestructible.

Leaper: You can leap and bounce around like a super monkey on crack. You gain +d4 extra damage per 20' to leaping melee attacks & gain Advantage on DEX checks. You can do a standing leap (30' +5' per level). You take no falling damage under 200'. You may PUSH to double your leap distance/ height or to re-roll a failed physical skill attempt.

Mutation: You have very muscular legs and tend to be drawn to places off the ground.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+10 Jump, +24 Climbing, +1 STR, +3 DEX	+2/+4
Combat Training	1		-
Fighting: Brawling	1	+1 against Intimidation	-
First Aid	1	-1	+0
Parkour	1	+4 Leaper, +3	+8
Sleight of Hand	1	+3	+4
Stealth	1	+1 class, +3	+5
Street Smart	1	+2 class	+3

WEAPONS	ARMOR	KITS	OTHER
2 Knives (d4-1)	Leather Armor (+2 AC/ Toughness +1)	Burglar Kit	
Club (d6)			

Dorian Gray

By Joe McGee

They wrote a book about you. How cute. For them, it is fiction. For you, it is your curse. Immortality...how long has it been? You have forgotten. The portrait of you barely passes for anything human any more. You have seen so much. Experienced so much. Lost so much. It is enough to drive anyone mad. *Maybe you are mad?* This world, this city, these people are your playthings. You are a god amongst men, taking what you want. It is all yours, whatever you desire. You have acquired wealth beyond means, built an empire, traveled the world...and always hiding. Always hiding your true nature. Until now.

Immortal. Beautiful. The ability to implant suggestions in the ears of others. You are a puppet master and you will make them all dance for your entertainment. This world bores you. Time to make things interesting.

CODE NAME: Dorian Gray	CLASS: Mutant - Leader
TRUE IDENTITY: Dorian Gray	LEVEL: 8 XP: 104
ALIGNMENT: Chaos	BACKGROUND: See above
DESCRIPTION	
HP: 54	HEIGHT: 6' 1" WEIGHT: 144 lbs.
AC: 15	HAIR: Brown EYES: Blue
INITIATIVE BONUS: +4	SEX: Male AGE: ??
ACTIONS: 2	OTHER: -
ATTACK BONUSES – MELEE:+0	RANGE: +0 (+3) MOVE: 12
ATTRIBUTES	
STR: 12	SAVING THROWS
INT: 18 (+3)	COURAGE 18
WIS: 16 (+2)	CRITICAL 18
DEX: 18 (+3)	DEATH 18
CON: 17 (+2)	MAGIC 18
CHR: 24 (+6)	MENTAL 18
SUR: 20 (+4)	POISON 18
	MONEY: \$10 Million
	VIGILANTE POINTS
LANGUAGES: English, French, German, Spanish	

SPECIAL ABILITIES: +7 to Terror Checks

Mutant Powers

BEAUTY: You are a specimen of pure beauty & human perfection. You gain a +8 skill bonus to all interactions with those attracted to your sex. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

Mutation: You are so beautiful that you rarely get any peace. You attract those that wish to follow you.

IMMORTALITY: You can effectively live forever. You gain Advantage on all Saving Throws, you heal 1 HP a minute (even if Out of Action) & you are immune to all diseases and poisons. You can only die if you are reduced to ash or disintegrated.

Mutation: After returning to life you have a near insatiable hunger for a day.

Leader Abilities

Outsmart x5/ a day at +2

Seize the Moment +1

You gain Advantage on all CHA & Persuasion checks

You gain the benefits of your Leader abilities.

All allies within 60' gain temporary HP equal to your CHA bonus (+1 minimum) when you enter a fight. The bonus lasts d6 minutes + your CHA modifier.

All allies within 60' gain a saving throw bonus equal to your CHA modifier (+1 minimum)

All allies within 60' gain an Initiative bonus equal to your CHA modifier (+1 minimum).

All allies within 60' gain 1 of the following bonuses: +1 to AC, +1 to attacks, +1 to damage or +2 to all skill checks. You may change this bonus at the beginning of a round.

-If multiple Leaders are in the area of a character, they must select which one to follow and receive bonuses from.

SKILLS	RANKS	BONUSES	TOTAL
Art & Music	8	+3	+11
Athletics: Basic	8	+0 STR/ +3 DEX	+8/+11
Combat Training	2		-
Dancing	5	+3	+8
Fighting: Martial Arts	1	+2 to AC if you do not attack, can do a Back Flip	
Investigation	8	+2	+10
Knowledge: General	6	+3	+9
Knowledge: Lit	5	+3	+8
Mathematics	5	+3	+8
Persuasion	8	+4 Leader, +6	+18
Pilot: Basic	6	+3	+9
Pilot: Flight	4	+3	+7
Ranged Weapons	1		-
Science	3	+3	+6

*+8 skill bonus to all interactions with those attracted to your sex

*Can get his hands on just about any item he needs.

WEAPONS	ARMOR	KITS	OTHER

Orchha

By Josh Coleman

Wales started working for the Radisci family as a kid, used to run interference and pickpocket. He was caught once by an enforcer for a rival family and was beaten severely to teach him a lesson. It did, but perhaps not the one that was meant. Kenneth vowed to never let himself be a victim again. He would be big and strong. As he grew, he became a valuable commodity for the family for his size and strength, but Kenneth was not all muscle. He had keen intellect and business savvy. Eventually he became the head of the Radisci family, turning their discreet packing company into a powerful technology development organization, RadTech. During a demonstration of one of his company's newest developments, a new type of alternate energy, there was an accident. All in the room were killed, except for Wales. Somehow, he survived, but was left horribly scarred. In the instant that the blast occurred, Wales had flung his hands over his eyes. All of the skin on his face and hands was charred to a black husk, except for the slightly egg-shaped skin around his eyes that was not directly exposed to the blast. The fingers of his hands were fused together, leaving flipper like appendages at the ends of his arms. Wales became a recluse to the general public, but in secret, he embraced this new appearance, even filing his teeth to points and taking on the name of Orchha, continuing to run his criminal organization in the shadows. Orchha will send his proxies to complete tasks and deal with vigilantes that get in his way. However, if confronted directly, he will bring his strength and cunning to the fight. His accident also left him incapable of feeling pain, and allows him to shrug off most damage.

CODE NAME: Orchha CLASS: Mutant - Bruiser ALIGNMENT: Chaos
TRUE IDENTITY: Kenneth Wales LEVEL: 6 XP: 59

DESCRIPTION

HEIGHT: 6' 6" WEIGHT: 285 lbs.
HAIR: None EYES: Black
SEX: Male AGE: 26
INITIATIVE BONUS: OTHER: Charred black, white around eyes
ACTIONS: 2
ATTACK BONUSES – MELEE: +4 (+9) RANGE: +1 MOVE: 12
+2 to Charge attacks

ATTRIBUTES	SAVING THROWS	MONEY \$25 Million
STR: 23 (+5)	COURAGE 16	VIGILANTE POINTS -
INT: 11	CRITICAL 13	LANGUAGES: English
WIS: 16 (+2)	DEATH 15	
DEX: 9	MAGIC 15	
CON: 19 (+3)	MENTAL 16	
CHR: 11	POISON 18	
SUR: 11		

SPECIAL ABILITIES: Mutant Powers

CHARRED MUTATION

The chemical accident that gave him his power burned his skin and left it severely charred. He gains a Toughness bonus, extra HP and an AC bonus. He heals 1 HP at the end of each round, but cannot heal scars or burns. His fingers are fused together, so he cannot grab small items easily and has troubles driving, typing, etc.

SUPER STRENGTH

You have exceptional strength. You gain +1 to STR at each level. You can lift & carry around a ton with ease. You gain Advantage on all STR checks. You may PUSH to double your lifting ability & add +4 damage to all Melee attacks for 3 minutes.

Crushing Blow: On a successful, weaponless, Melee attack roll of a natural 19-20, you deal an additional d6 damage

Stunning Blow: On a successful, weaponless, Melee attack roll of a natural 19-20, you Stun the target for a d4 rounds unless they make a Critical save. This only works on living targets that are susceptible to stuns.

Seize the Moment +1, +4 to all Melee damage, +4 to Terror Checks

Toughness +6, Toughness: Radiation +3, Toughness: Fire & Heat +3

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	6	+5 STR/ +0 DEX, +10 to Swim/ mutation,	+11/+6
Combat Training	2	+1 class	-
Fighting- Wrestling	1	+2 to Grab	-
Knowledge – Gangs	6		+6
Ranged Weapons	1		-

WEAPONS	ARMOR	KITS	OTHER
Brass knuckles (+d6)		Medi-Kit	Expensive suits

Analyst

By Josh Coleman

The Merchant family is well known for their company, Merchant Data Solutions, specializing in data analysis and research for various other organizations. The entire family has always had a way with numbers, and Mary Merchant, daughter to Ted and Daphne, was quite possibly the most gifted branch on the family tree. They lived a happy life until the day of Mary's 16th birthday. On a family outing, a couple of bank robbers drove past the store in which Mary and her mother were shopping. In a fire fight with the police chasing them, a stray bullet shattered Daphne Merchant's spine and left her paralyzed while she was covering her daughter. Ted became distant, constantly taking long trips to any specialist that might possibly be able to restore Daphne's condition. Left to her own devices, Mary became obsessed with researching the crimes around the city. Her brilliant mind began to find patterns in the way the criminals behaved, and where they would strike. But she also found that there was a variable: heroes. Vigilantes working in secret through disruptions into the criminal activity. But they were sloppy. With the right networking, Mary believed that the efficiency of the heroes could be exponentially increased. With nearly limitless funds and unsupervised time, Mary Merchant began to reach out to those that the numbers told her could make the most significant impact. She became The Analyst: secret informer and benefactor to various vigilantes and teams throughout the city. Some might say it's a hopeless cause, but never tell The Analyst the odds; she already knows them. Analyst can be a great source of information, and if she takes players on as part of her network, she can be called upon to provide benefits through her Tactics ability.

CODE NAME: Analyst

TRUE IDENTITY: Mary Merchant

ALIGNMENT: Law

CLASS: Genius

LEVEL: 4 XP: 26

BACKGROUND: Heiress with an agenda
DESCRIPTION

HP: 28

AC: 13

INITIATIVE BONUS: +1

ACTIONS: 1

HEIGHT: 5' WEIGHT: 106 lbs.

HAIR: Purple/ Black EYES: Ice Blue

SEX: Female AGE: 18

OTHER: Very Pale

ATTACK BONUSES – MELEE: -1 (-2) RANGE: -1 (+0) MOVE: 12

ATTRIBUTES

STR: 8 (-1)

INT: 18 (+3)

WIS: 17 (+2)

DEX: 14 (+1)

CON: 9

CHR: 13 (+1)

SUR: 11

SAVING THROWS

COURAGE 10

CRITICAL 9

DEATH 10

MAGIC 10

MENTAL 17

POISON 10

MONEY \$1 Million

VIGILANTE POINTS: +0

LANGUAGES: English, Japanese, Russian, Mandarin, German, Latin

SPECIAL ABILITIES:

Outsmart x5/ day at +1

+2 to AC if you are being Defended.

If you roll a natural 20 on Outsmart, you gain an additional Outsmart for the day.

Gain Advantage on all Knowledge skill checks.

Tactics: As a Free Action, once per round, you can instruct any ally that can hear or see you. They receive a bonus of your choice until the end of the round: +1 to all attacks, +1 to AC, +2 to Move, +1 to all save stats or +2 to all non-physical skills checks.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	4	-1 STR/ +1 DEX	+3/ +5
Computer Hacking	1	+3	+4
Computer Skills	4	+3	+7
First Aid	1	+2	+3
Investigation	3	+3	+6
Knowledge - General	4	+5 class, +3	+12
Knowledge- Society	2	+3	+5
Knowledge- Stats	4	+2 class, +3	+9
Mathematics	4	+3	+7
Science	4	+3	+7

WEAPONS	ARMOR	KITS	OTHER
Switchblade	Bullet Proof Trench Coat	Hacker's Kit	

POWER CHARGE

By Josh Coleman

All Cole really remembers about his past is the fight with his older brother, Luke, when his powers manifested. Luke had developed strength and invulnerability two years before, and started going by “Anvil.” Cole tried to stop Luke from mugging a family with young children and blasted Anvil with lightning from his hands, while spheres of electrical energy shielded the family. Luke who disappeared that night. While Cole had amazing new powers, he could no longer interact with any electronics without shorting them out, and physical contact with others caused static shock. Found on the streets by a man called The Ringmaster, Cole was raised in the circus that the Ringmaster put together to showcase mutants and their unique beauty to the world, hoping to dispel the fear and hatred of those who are different. Cole became known as Power Charge, leader of The Show, a team of mutants who help out whenever they can in whatever city they happen to be visiting to better relations between mutants and humans. Power Charge always leads the team, but The Show can be made of various “freaks” from the circus. PC leads from the front lines, but his primary focus is to defend those around him. When others are hurt, or otherwise in danger, he will utilize his forcefields to defend them, even to his own detriment. He will push himself past the breaking point to protect the innocent. His dedication to protecting people and his genuine faith in doing the right thing also make him very likable by the media. In addition to being an excellent leader, he has good public relations skills to help defuse tense situations between vigilantes, the public, and local law enforcement. PC always wears sunglasses to hide his glowing pupils, and a leather jacket for protection.

CODE NAME: Power Charge	CLASS: Mutant- Leader	LEVEL: 2	XP: 5
TRUE IDENTITY: Cole	ALIGNMENT: Law		
BACKGROUND: Raised in an orphanage.			
DESCRIPTION			
HEIGHT: 5' 11" WEIGHT: 180 lbs.			
HP: 23	HAIR: Brown	EYES: Bright Yellow	
AC: 16	SEX: Male	AGE: 19	
INITIATIVE BONUS: +1	OTHER: -		
ACTIONS: 1			
ATTACK BONUSSES – MELEE: +0	RANGE: +0 (+1) MOVE: 12		

ATTRIBUTES

STR: 11
 INT: 13 (+1)
 WIS: 13 (+1)
 DEX: 13 (+1)
 CON: 16 (+2)
 CHR: 18 (+3)
 SUR: 13 (+1)

SAVING THROWS

COURAGE 16
 CRITICAL 12
 DEATH 12
 MAGIC 9
 MENTAL 8
 POISON 10

MONEY: \$500

VIGILANTE POINTS: +1

LANGUAGES: English

SPECIAL ABILITIES: Mutant Powers**ENERGY BLAST: ELECTRICITY**

Each blast does d6+1 damage per level & the target is knocked out for d4-1 minutes unless they make a CON save. Range: 60' +10' per level. May use 2x your level per day. You have Toughness: ELECTRICITY +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may turn basic electronics off or on within your range. You may short out basic electronics by touch.

Mutation: You constantly maintain a static charge and have yellow pupils.

FORCE FIELD

You can create force fields. You can create force fields 2x your level per day. You can create a bubble in a 30' + 5' per level area that lasts up to an hour. All within the bubble are immune to physical, energy & magical damage from outside the bubble. The bubble can absorb 100+10 damage per level, before dissipating. You can make a personal field around yourself. It absorbs 40+10 damage per level. It lasts up to an hour. You can shoot a force field at someone for d6+1 per level damage at 40'+10' per level. You may PUSH to use another force field past the daily limit, to double the size of your bubble or to double its damage absorption.

Mutation: You often have trouble picking up small items (your force field pushes them away)

+4 to Terror checks, Toughness +1 (armor)

Leader Abilities Outsmart x2/ a day

All allies within 60' gain temporary HP equal to your CHA bonus (+1 minimum) when you enter a fight. The bonus lasts d6 minutes + your CHA modifier.

If multiple Leaders are in the area of a character, they must select which one to follow and receive bonuses from.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+0 STR/ +1 DEX	+1/ +2
Combat Training	1		-
Fighting: Martial Arts	1	+2 to AC if you do not attack, Back Flip	-
First Aid	1	+1	+2
Interrogation	1	+1	+2
Investigation	2	+1	+2
Persuasion	2	+2 class, +3	+7
Pilot: Basic	1	+1	+2
Ranged Weapons	1		-
Street Survival	2	+1	+3

WEAPONS	ARMOR	KITS	OTHER
Club (d6)	Leather (+2 AC/ Toughness +1)	Forensics Kit	Sunglasses

The Feral Bandit
Created by Kyle
and Michael Maitlen

Daryll Nooccar was a janitor at a science facility. One day, while taking out the trash, he was bitten by a rabid raccoon who had been eating dead experimental lab rats. Over the next several days he began to mutate into a being with human and raccoon traits and powers. These included heightened senses, night vision, agility, stealth, the ability to eat ANYTHING and talking with raccoons, who quickly befriended him for his opposable thumbs. His powers had disadvantages too, lowering his intelligence and already poor people skills, and ruining his vision in the sun. He is neither a hero nor villain, his allegiance is dictated by the side with the most food. Due to his mutation, he now has a hard time pronouncing many human sounds. Every time he attempts to say his given name, he can't help but pronounce the name he is now known by in Vigilante City, Feral.



CODE NAME: The Feral Bandit ALIGNMENT: Chaos
 CLASS: Anthropomorph Raccoon Street Rat
 TRUE IDENTITY: Daryll Nooccar LEVEL: 3 XP: 14
 DESCRIPTION
 HEIGHT: 5' 3" WEIGHT: 150 lbs.
 HP: 21 HAIR: Brown EYES: Green
 AC: 14 SEX: Male AGE: 22
 INITIATIVE BONUS: +6 OTHER: -
 ACTIONS: 1
 ATTACK BONUSES – MELEE: +1 (+2 Punches/ Kicks)
 RANGE: +1 (+4)
 MOVE: 12

ATTRIBUTES SAVING THROWS MONEY: \$400
 STR: 10 COURAGE 9 VIGILANTE POINTS: -2
 INT: 7 (-1) CRITICAL 14 LANGUAGES: English
 WIS: 13 (+1) DEATH 14
 DEX: 18 (+3) MAGIC 13
 CON: 14 (+1) MENTAL 11
 CHR: 5 (-2) POISON 16
 SUR: 16 (+2)

SPECIAL ABILITIES:

Advanced Senses +1 to Listen, +1 to Spot
 Bite & Claws do d4-1 damage
 Toughness +2 (+1 from armor)
 Street Rat Pick Pocket specialist

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+0 STR, +4 DEX, +10 Climb, +5 Dig	+1/+5
Combat Training	1		-
Fighting: Brawling	1	+1 against Intimidation	-
Knowledge: Cooking	1		+1
Sleight of Hand	2	+3, +4 Street Rat	+9
Stealth	3	+1 class, +3, +3 Street Rat	+9
Street Smart	2	+2 class	+4

WEAPONS	ARMOR	KITS	OTHER
Daggers x2	Leather Armor (+2 AC, Toughness +1)	Burglar Kit	Medi-Pack I

Transmogrifire

By Nick Rintche

Chol Bryson's family was almost out of hope for him and it looked like he would never make it beyond his preteen years as nothing seemed to work to cure his leukemia. At ends they signed him up for an experimental radiation treatment. Miraculously it worked though Chol developed a perpetual case of "heartburn" and sweats and even when the temperature was cold he would be hot.

Until one day Chol was playing with a water pistol and set the neighbor's fence on fire. This gave him his first relief from the inner "burn" he always felt. He discovered that he could channel some inner "fire" energy and turn a gun like object into a weapon that fired bullets of fire.

At first surprised he quickly turned his amazement into a secret obsession to become a vigilante and protect others. He signed up for gymnastic, dance, weightlifting... anything he could think of to improve his physical abilities and secretly practiced his power not wanting anyone he cared about to know and be hurt.

He is becoming a very capable marksman and athlete. He has discovered his fire can be used in ways other than firing from a gun.

- * He can make his hair appear on fire and create a fiery "mask" over another mask to obscure his face and protect his identity.

- * He can do the same for his clothing creating a fiery shield that can protect him from damage and may even cause damage to attackers or make them think they are on fire

- * Strangely his fireworks in conditions that normal fire does not such as under water or in places where oxygen is lacking.

- * His fire will only burn things and act as normal fire if he lets it and of course is in conditions where normal fire will work.

Chol is 21 and living at home while going to school. He has a father Nicholas, mother Liz, sister Fiasa and twin brother James.

He has just begun his career as a vigilante.

CODE NAME: Transmogrifire
TRUE IDENTITY: Chol Bryson

CLASS: Mutant – Commando
LEVEL: 1 XP: 0 ALIGNMENT: Law
DESCRIPTION

HP: 10
AC: 16
INITIATIVE BONUS: +2
ACTIONS: 1

HEIGHT: 5' 7" WEIGHT: 150 lbs.
HAIR: Red EYES: Green
SEX: Male AGE: 21
OTHER: -

ATTACK BONUSES – MELEE: +1 (+2) RANGE: +1 (+3) MOVE: 12
ATTRIBUTES SAVING THROWS MONEY \$600
STR: 13 (+1) COURAGE 11 VIGILANTE POINTS: +0
INT: 13 (+1) CRITICAL 14 LANGUAGES: English, Irish
WIS: 9 DEATH 11
DEX: 17 (+2) MAGIC 12
CON: 14 (+1) MENTAL 9
CHR: 12 POISON 15
SUR: 13 (+1)

SPECIAL ABILITIES: Toughness +1. Mutant Powers

FORM: FIRE

You can transform into the shape of fire. You can transform 2x your level per day for d10+1 minutes per level. While in fire form you are immune to all energy damage, gain +2 AC, gain Toughness +2, can fly at 24 Move, shoot fire (100', d4+1 damage per level + Ignites), extinguish flame at will & cause minor fires at will. You may PUSH to transform past the allotted daily amount, to double your transform duration or to Flame Burst (everything else within 50' +5' per level take 2d6+1 damage per level and they Ignite. Can control and form basic fire at will.

PYROTECHNICS

You can create fireworks from out of nowhere. You can create fireworks 3x your level per day. Fireworks: 50' + 10' per level/ can be used to blind for d4 minutes (Range attack & then Critical check), distract or damage (Range attack d4 damage). You can create minor fireworks & create harmless light bursts at will. You may PUSH to create fireworks past the allotted daily amount, double your range or Fireworks Show (all non-allies within 100' + 10' per level must make a Critical save or be blinded for d4 minutes).

RADAR SENSE

You have radar sense. You can feel things moving around you (200' + 50' per level). You gain Advantage on DEX checks & gain Advantage on Initiative rolls. You cannot be surprised & are unaffected by Blindness. Seize the Moment attacks on you are at Disadvantage.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +1 DEX	+2/+2
Combat Training	1	+1 class	-
Fighting: Martial Arts	1	+2 to AC when not attacking, Back Flip	-
First Aid	1	+1	+2
Interrogation	1		+1
Knowledge: Military	1	+1	+2
Pilot: Basic	1	+2	+3
Ranged Weapons	1		-
Wilderness Survival	1		+1

WEAPONS	ARMOR	KITS	OTHER
Pistol (d6+1)	Fire Proof Leather (+2 AC/ Toughness +1)	Medi-Kit	

Valentine

BY Orko

Valentine grew up with few means and even less opportunities. Despite his best efforts, he never seemed to make much progress walking the straight and narrow. The one thing that kept him out of trouble was his gal, Jenny. She was the world to him.

Valentine wanted desperately to propose to Jenny but was ashamed he didn't have much to offer her. He resolved that he could overcome his embarrassment if he at least had a nice wedding ring to offer her when he popped the question. Valentine promptly took on several odd jobs to help pay for the ring. One of them was helping a pharmaceutical company by being a test subject for one of their medications.

It's a pity Valentine took on that pharmaceutical gig. The company tried to save a few pennies by contracting an outside company to conduct the testing. That company was run secretly run by a local mob. Safety wasn't exactly their highest priority. After the accident happened, Valentine was relieved to find he felt perfectly normal and finally had enough cash to buy a ring.

The big day arrived and Valentine popped the question to Jenny. His strong emotions during proposing triggered the latent aftermath of the accident, he secreted a fear inducing pheromone. It caused Jenny to panic and flee into oncoming traffic. She died instantly when struck by a truck. Valentine was crushed.

Valentine soon pieced together what had happened after several odd occurrences of people fleeing in terror from him. Armed with a gun, he tracked the mob to their hangout and mowed them all down. Fleeing from the law and his condition eventually desensitized Valentine. That was the final straw, Valentine vowed to take whatever he wanted as keeping his nose clean had led him to this point.

CODE NAME: Valentine CLASS: Mutant – Bruiser LEVEL: 2
TRUE IDENTITY: Billy Ray Valentine ALIGNMENT: Chaos XP: 5
 DESCRIPTION HEIGHT: 6' WEIGHT: 188 lbs.
HP: 20 HAIR: Black EYES: Brown
AC: 15 SEX: Male AGE: 18
INITIATIVE BONUS: +1 OTHER: -
ACTIONS: 1
ATTACK BONUSES – MELEE: +4 (+5) RANGE: +1 (+2) MOVE: 12

ATTRIBUTES SAVING THROWS MONEY: \$400
STR: 15 (+1) COURAGE 14 VIGILANTE POINTS: -2
INT: 10 CRITICAL 13 LANGUAGES: English
WIS: 11 DEATH 11
DEX: 16 (+1) MAGIC 9
CON: 13 (+1) MENTAL 12
CHR: 19 (+3) POISON 14
SUR: 12

SPECIAL ABILITIES: Toughness +2 (+1 from armor), +1 to Melee damage

Mutant Powers

FEAR EATER

You thrive on the fear of others. You gain Advantage on Courage saves & Terror checks. 4 times per day you can **Cause Fear**: All targets you choose within 60' make a Courage save or become paralyzed until they pass (roll each round). For each failed save you gain 1 HP & +1 to a non-Charisma attribute point for d6+2 minutes (MAX of 6 points each). You may PUSH to Cause Fear past the allotted daily amount or to put all enemies within 200' at Disadvantage with Courage saves & Terror checks for d6 minutes.

BEAUTY

You are a specimen of pure beauty & human perfection. You start with at least a 17 CHA. You gain +1 to CHA at each level. You gain a +4 skill bonus to all interactions with those attracted to your sex at level 1 & 8. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

Mutation: You are so beautiful that you rarely get any peace. You attract those that wish to follow you.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	2	+1	+3
Combat Training	2		-
Fighting: Wrestling	1	+2 to Grab attack	
First Aid	1		+1
Interrogation	1		+1
Intimidation	1	+4 Mutant,	+2
Persuasion	1	+3	+4

+4 to all Skill interactions with those that are attracted to your sex.

WEAPONS	ARMOR	KITS	OTHER
Brass Knuckles (+d6)	Leather Armor (+2 AC/ Toughness +1)	Medic kit	Uniform

Trickshot

By Orko

Talisa Cruz was born into a superhero family. Both her father and mother, Carlos Cruz (Vanguard) and Tanisha Cruz (Streak), are MegaHumans. Ever since Talisa was young, she witnessed her parents do extraordinary things. Unfortunately, she never seemed to find anything extraordinary she could do. Her parents often thought she'd come into her powers with age and told her so. After all, she is the daughter of two MegaHumans!

For this reason, Talisa trained with other MegaHuman children often needing to go above and beyond to keep up with them. Her rigorous efforts resulted in her developing almost MegaHuman like hand-eye coordination and quick reflexes. She was no stranger to her studies and approached them with the same fervor as her training. She excelled in the sciences and technology.

The time came when Talisa was old enough to go out crime fighting with her parents. She donned the codename Trickshot due to her preference in using dual light hand-crossbows and an array of bolts she modified herself. Her parents were impressed with their daughter's effectiveness despite her lack of MegaHuman abilities. Talisa even earned the respect of numerous MegaHuman heroes and the scorn of many villains both human and MegaHuman alike.

Eventually, Talisa abandoned hope her powers would manifest themselves. While coming to terms with that reality, she resolved to continue her work as Trickshot with double the tenacity. Talisa figured she needed to be several steps ahead of her enemies to compensate. Talisa was further comforted with the realization, despite not having MegaHuman abilities, she was born with heroic blood in her veins and it was enough to help keep the streets clean.

CODE NAME: Tricksholt
 TRUE IDENTITY: Talisa Cruz
 ALIGNMENT: Law

CLASS: Sharpshooter - Gunslinger
 LEVEL: 2 XP: 5
 DESCRIPTION
 HEIGHT: 5' 4" WEIGHT: 114 lbs.
 HAIR: Black EYES: Brown
 SEX: Female AGE: 19
 OTHER: -

HP: 16
 AC: 13
 INITIATIVE BONUS: +3
 ACTIONS: 1

ATTACK BONUSES – MELEE: -2 RANGE: +2 (+5) MOVE: 12

ATTRIBUTES	SAVING THROWS	MONEY: \$50,000
STR: 9	COURAGE 12	VIGILANTE POINTS: +1
INT: 16 (+2)	CRITICAL 12	LANGUAGES: English,
WIS: 12	DEATH 14	Spanish
DEX: 18 (+3)	MAGIC 8	
CON: 14 (+1)	MENTAL 13	
CHR: 8 (-1)	POISON 12	
SUR: 12		

SPECIAL ABILITIES:

Can use any Ranged Weapon as if trained to use it.

Gunslinger: You are a master of using two handguns at once. You can attack with two hand guns at once as an action.

Toughness +1 (armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	2	+1 class, +3 DEX	+6
Combat Training	2		-
Computer Skills	1	+2	+3
Fighting- Martial Arts	1	+2 to AC if you do not attack, can do a Back Flip	-
First Aid	1		+1
Mathematics	1	+2	+3
Mechanics	2	+2	+4
Ranged Weapons	1		-
Science	1	+2	+3

WEAPONS	ARMOR	KITS	OTHER
Hunting Rifle (d6+3)	Leather Armor (+2 AC/ Toughness +1)	Medic Kit	Fine costume
Hand Pistol x2 (d6+1)			
Force grenade			
Smoke grenade			
Knife (d4-1)			

2 Crossbow Pistols: Specially made guns that shot bolts and reload from a clip (x12 shots). ROF: 1-2 Range: 120' Does d6+1 damage
 -Carries 6 normal clips & a clip of 12 Silver Bolts (d6 damage)

Padre

By Orko

Thomas “Tommy” Kim joined the army to pay for college. Everything was going smoothly until the desert war broke out. Tommy ended up serving two tours during his service.

He witnessed many horrors on the battlefield. What he experienced often led him to wonder why the chaplain assigned to his battalion wouldn’t just join them and help fight the enemy. The other men must have shared Tommy’s view because they often resorted to mean spirited actions toward the chaplain when they could get away with it.

However, Tommy’s perception of the chaplain changed over the course of his service. On one occasion he witnessed the chaplain selflessly run out unarmed to save an injured soldier while others were waiting until it was safe to attempt such a rescue. Tommy even experienced the chaplain taking up a fallen soldier’s rifle and dispatching a couple of enemy soldiers who were going to flank Tommy and a few ally soldiers.

It’s a humbling experience having your keister saved by the object of your ridicule. The seed of change had been sowed. Tommy now admired the chaplain and his commitment to his flock. It prompted Tommy to join the clergy shortly after leaving the service.

Tommy became a minister of a congregation in a rough side of town. He figured he could do the most good there. What he found was a criminal element so heinously afflicting the community, not even the local police could help. When Tommy began to despair, he remembered the chaplain and decided to take to the streets and take care of his flock his own way. He assumed the persona “Padre” (“Preacher”) after having received the nickname from someone he saved.

The quest to cast out evil is long but luckily the Padre is equal to the task!

CODE NAME: Padre CLASS: Street Preacher LEVEL: 1 XP: 0
 TRUE IDENTITY: Thomas "Tom" Kim ALIGNMENT: Law

DESCRIPTION HEIGHT: 5'8" WEIGHT: 136 lbs.

HP: 10 HAIR: Black EYES: Brown
 AC: 14 SEX: Male AGE: 21
 INITIATIVE BONUS: +0 OTHER: -
 ACTIONS: 1
 ATTACK BONUSES – MELEE: +1 RANGE: +1 MOVE: 12

ATTRIBUTES SAVING THROWS MONEY: \$500
 STR: 13 (+1) COURAGE 17 VIGILANTE POINTS: +0
 INT: 13 (+1) CRITICAL 13 LANGUAGES: English,
 WIS: 17 (+2) DEATH 9 Korean, Spanish
 DEX: 11 MAGIC 12
 CON: 14 (+1) MENTAL 7
 CHR: 14 (+1) POISON 14
 SUR: 11

SPECIAL ABILITIES:

You gain +1 to all damage.

You cannot knowingly lie.

Cannot gain Madness points.

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR	+2/+1
Combat Training	1	+1 class	-
Fighting- Martial Arts	1	+2 to AC if you do not attack, can do a Back Flip	-
Intimidation	1	+1	+2
Knowledge- Religion	1	+1	+2
Persuasion	1	+1	+2
Street Smart	1	+1	+2
Street Survival	1	+2	+3

WEAPONS	ARMOR	KITS	OTHER
Brass Knuckles (+d6)	Leather Armor (+2/Toughness +1)	Medic Kit	Religious Clothes & Uniform
Battle Cross (6' Two-Handed Iron Staff/ d6+1 dmg)			

The DJ

By Scott Morrison

Dean Jones was once an aspiring musician. Now he is a superhero whose powers change based on the genre of music he is currently listening to. Rock gives him super strength, electronic music gives him the ability to control energy, heavy metal causes him to become invulnerable, and classical music gives him superhuman focus and reflexes.

His weakness... any kind of newer country music. If he even distantly hears this genre of music, it will cause him to go into a comatose state for a brief time. He will not tell anyone why he hates country, but it is actually because his girlfriend dumped him for a cowboy. Lucky for him, he owns a specially designed pair of headphones that -along with being able to play any song that he tells them to- can create a sound vacuum around him so that he never has to listen to bad jams again. He can usually be found at any place with awesome music. He is drawn to it like a moth to light.

CODE NAME: The DJ	CLASS: Mutant - Hacker	
TRUE IDENTITY: Dean Jones	LEVEL: 1 XP: 0	
ALIGNMENT: Law	DESCRIPTION	
HP: 9	HEIGHT: 5'8" WEIGHT: 177 lbs.	
AC: 15	HAIR: Multi-color EYES: Green	
INITIATIVE BONUS: +2	SEX: Male AGE: 18	
ACTIONS: 1	OTHER: -	
ATTACK BONUSES – MELEE: +0	RANGE: +0 (+2)	MOVE: 12
ATTRIBUTES	SAVING THROWS	MONEY: \$1000
STR: 12	COURAGE 9	VIGILANTE POINTS: +0
INT: 15 (+1)	CRITICAL 11	LANGUAGES: English,
WIS: 12	DEATH 12	Japanese
DEX: 16 (+2)	MAGIC 12	
CON: 14 (+1)	MENTAL 10	
CHR: 12	POISON 15	
SUR: 11		

SPECIAL ABILITIES:

Mutant Powers

MUSIC POWERS

When he hears music at a loud level, he gains special benefits. When he hears different music or a new style overrides the previous music, its effect begins at the start of the next round. He wears headphones that pump up his music and the song/ genre can be changed as a Free Action.

Genre Bonuses

Classical/ Opera: +4 to INT, Advantage on non-physical skill checks

Country: -2 to all attributes and save stats

Electronica/ Dance: Toughness: Energy +5, can control energy's appearance, can turn electronics on and off, +3 to Skills using electronics or computers, negates the effects of an EMP within 200'

Hard Rock: Gains +4 STR, +1 to AC, +1 extra action per round

Heavy Metal (Thrash, Speed, Death, Black Metal): Becomes immune to physical and energy damage

New Age: Can Levitate up to 10' above ground. Avoid hindering terrain and +3 to Move. Advantage on Mental saves. -2 to all attacks.

Pop Music: +2 to Move, +3 to Dancing, +1 to Initiative

Punk: +2 to Melee attacks, +3 to Intimidation and Interrogation, cannot be Mind Probed or Mind Controlled

Rap/ Hip Hop: +3 to DEX, Advantage on Initiative, +4 to Parkour

Shoegaze/ Ethereal Wave: Calming effect (Advantage on all Saves), removes the effects of Sickened, poisons, Blindness, mutism and

Soul/ R&B: +3 to CHA, Advantage on Persuasion checks with those you are attracted to.

SKILLS	RANKS	BONUSES	TOTAL
Arts & Music	1	+3 special, +1	+5
Athletics: Basic	1	+0 STR/ +2 DEX	+1/ +3
Computer Hacking	1	+2 class, +1	+4
Computer Skills	1	+3 class, +1	+5
Dancing	1	+2	+3
Electronics	1	+1	+2
Fighting: Martial Arts	1	+2 to AC when not attacking, Back Flip	-
Pilot: Basic	1	+2	+3
Ranged Combat	1		-
Science	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
Club (d6)	Padded Armor	Hacker's Kit	Deluxe Home PC
Knife (d4)			

***Water-Proof Headphones (with large music library) That create a sound vacuum (when on) within a 5' radius of him.**

The Scent

By Scott Morrison

The first time Morris Boggs killed was when he hunted down his wife's murderer. Denice was a victim of a mob hitman. Apparently, she had been doing dealings behind Morris's back. He found that the cops would not put them to justice, so he took the law into his own hands.

Morris had kept his ability a secret for years but that day he used it a lot. He has the ability to go invisible, but when he does, he gives off a putrid odor. It did not matter much, with his own heightened olfactory senses he could smell his targets from miles away, and was easily able to hunt down every mobster responsible for Denice's death, and even a few that probably were not. He had to be sure he got them all.

After a time, his reputation spread, people learning of how he had practically dismantled an entire criminal organization single-handedly. He started to hear about people wanting to hire him for jobs. After a time, he realized that he could not go back to his old life, not after all that had happened.

And thus, *The Scent* was born, putrid assassin of both night and day, makes no difference with his powers of invisibility. No one knows what he looks like, for he has not been seen since that sad day, only heard. And smelled.

CODE NAME: The Scent CLASS: Mutant – Street Rat Shadow Striker
 TRUE IDENTITY: Morris Boggs LEVEL: 3 XP: 14 ALIGNMENT: Chaos
 DESCRIPTION HEIGHT: 5' 8" WEIGHT: 167 lbs.
 HP: 21 HAIR: Red EYES: Green
 AC: 14 SEX: Male AGE: 24
 INITIATIVE BONUS: +1 OTHER: -
 ACTIONS: 1
 ATTACK BONUSES – MELEE: +1 (+2) RANGE: +1 (+2) MOVE: 12
 +1 to all punches & kicks

ATTRIBUTES SAVING THROWS MONEY: \$50,000
 STR: 14 (+1) COURAGE 14 VIGILANTE POINTS: -2
 INT: 15 (+1) CRITICAL 11 LANGUAGES: English, Dutch
 WIS: 12 DEATH 8
 DEX: 15 (+1) MAGIC 10
 CON: 13 (+1) MENTAL 12
 CHR: 11 POISON 12
 SUR: 12

SPECIAL ABILITIES:

Mutant Powers

Putrid Invisibility: Can turn Invisible at will, but he emits a strong odor in a 20' radius.

Street Rat Abilities

Shadow Strikers are street level assassins that strike from out of nowhere.

You gain +2 to Surprise Attacks

+1 to all Surprise Attack dmg.

Seize the Moment +1

+2 to Terror checks

Toughness +2 (+1 armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	3	+1 STR/ +1 DEX	+4/+4
Combat Training	2		-
Fighting: Brawling	1	+1 against Intimidation attempts	
Parkour	1	+1	+2
Ranged Weapons	1		-
Sleight of Hand	1	+1	+2
Stealth	3	+1 class, +1 shadow, +1	+6
Street Smart	1	+2 class, +1	+4
Subterfuge	2	+1	+3

WEAPONS	ARMOR	KITS	OTHER
Pistol (d6+1)	Leather Armor (+2 AC/ Toughness +1)	Burglar's Kit	Uniform/ clothes
Club (d6)			
Various knives			

The Regulator

By Scott Morrison

Brilliant materials engineer, Jonathan Q. Smith, while holding up a ring and practicing his proposal to a restaurant bathroom mirror was interrupted by a sudden catastrophic crash and a scream. Racing back to his table he found his beloved Jane lying on the floor unmoving, surrounded by broken glass and rubble. The sound of battle between vigilante and villain continuing on in the street. He knew that life would change forever tonight, but not like this.

In the years since, Jane has not stirred from her coma and John has dedicated his life to regulating the violence that plagues the city. Donning a bulletproof gray trench coat and fedora, made from a material that he invented, and a black mask featuring only a reflective emblem of the silver scales of justice, he quietly battles villain and vigilante alike in an attempt to maintain the delicate balance between chaos and order. John knows that whenever that balance tips in either direction, the failing side always escalates the violence in an attempt to swing the scales back in their favor.

Patient as a coma and a master planner, The Regulator will always find a way to lure his quarry to a secluded place before taking them down, in order to avoid any collateral damage. Firing sedative laced smoke grenades from his massive hand cannon, his infra-red equipped mask contains breathing apparatus that masks his voice and allows him to stalk through the smoke and subdue his prey. The amazing material of his trusty trench coat will also expand and contract depending on the amount of current sent through it from his electrically charged stun-gloves, allowing him to glide silently through the air. The noose he carries, made from the same material, is weapon, grappling utility, and the final arbiter of his balance.

CODE NAME: The Regulator

TRUE IDENTITY: Jonathan Q. Smith

ALIGNMENT: Law

HP: 9

AC: 15

INITIATIVE BONUS: +2 **-ACTIONS:** 1

ATTACK BONUSES – MELEE: +0 (+1)

ATTRIBUTES

STR: 15(+1)

INT: 15 (+1)

WIS: 12

DEX: 16 (+2)

CON: 15 (+1)

CHR: 9

SUR: 10

SAVING THROWS

COURAGE 13

CRITICAL 15

DEATH 8

MAGIC 12

MENTAL 13

POISON 9

CLASS: Dark Avenger

LEVEL: 1 **XP:** 0

HEIGHT: 5'9" **WEIGHT:** 144 lbs.

HAIR: Brown **EYES:** Blue

SEX: Male **AGE:** 23

RANGE: +0 (+2) **MOVE:** 12

MONEY: \$5500

VIGILANTE POINTS: +0

LANGUAGES: English,
Italian

SPECIAL ABILITIES: +1 to Terror Checks, Toughness +1 (armor)

SKILLS	RANKS	BONUSES	TOTAL
Athletics: Basic	1	+1 STR/ +2 DEX	+2/+3
Combat Training	1		-
Fighting: Martial Arts	1	+2 to AC if not attacking, Back Flip	-
Interrogation	1	+2 class	+3
Intimidation	1	+1 class, +1	+3
Pilot: Basic	1	+2	+3
Ranged Weapons	1		-
Street Smart	1	+1	+2

WEAPONS	ARMOR	KITS	OTHER
Pistol (d6+1)	Bullet Proof Trench Coat	Medic-Kit	Uniform/ Mask
Brass Knuckles (+d6)	(+1 AC/ Toughness +1)		
Club (d6)			

Red Roulette

By Ian Nash

Born the youngest son of a wealthy gangster, Red Fields spent all his early years in and around his father's casino. An innate intuition led to continuous winnings for him, but he soon discovered that it was something more. Red possesses a mutant ability to manipulate the odds of anything he focuses on in his favor. He can take up to one in a thousand odds and guarantee an outcome favorable to him. As he grew older, he eventually inherited his father's criminal contacts, and took on the name Red Roulette. Over the years he learned to listen to his powers: knowing when they are working for him and when they won't. He serves only himself, and use his ability to stay ahead of cops and criminals alike.

Red Roulette's preferred dress is a formal white suite, with a red tie and dress short. He wears a white fedora to compliment the suit and a ring with insignia of a spinning die on it. When in combat he wears a simple curved ceramic mask. He always has his signature six shot revolver on him, and can be found often in his casino, "The Lucky Shot".

CODE NAME: Red Roulette

TRUE IDENTITY: Red Fields

CLASS: Mutant (Leader)

LEVEL: 1 **XP:** 0

ALIGNMENT: Chaos

HEIGHT: 5' 8"

WEIGHT: 131 lbs.

HP: 9

HAIR: Black

EYES: Brown

AC: 13

SEX: Male

AGE: 21

INITIATIVE BONUS: +1

OTHER: -

ACTIONS: 1 **ATTACK BONUSES – MELEE:** +0

RANGE: +0 (+1) **MOVE:** 12

ATTRIBUTES

SAVING THROWS

STR: 10

COURAGE 11

MONEY: \$100,00

INT: 18 (+3)

CRITICAL 13

VIGILANTE POINTS: +0

WIS: 13 (+1)

DEATH 9

LANGUAGES: English,

DEX: 13 (+1)

MAGIC 10

Spanish, Apache, ASL

CON: 11

MENTAL 13

CHA: 17 (+2)

POISON 14

SUR: 17 (+2)

MUTANT ABILITIES: Lucky (Advantage on all rolls!), Genuine Genius (Outsmart x4/ day), Probability Touch (can manipulate games of chance or minor instances of probability at will), **MUTANT ORIGINS:** Unknown

SKILLS	RANKS	BONUSES	TOTAL
Combat Training	1	-	-
Fighting: Martial Arts	-	+2 to AC if you do not attack in a round, Back Flip	-
Persuasion	1	+2 Class, +2	+5
Athletics: Basic	1	+0 STR/ +1 DEX	+1/ +2
Computer Skills	1	+3	+4
Subterfuge	1	+1	+2
Mechanics	1	+3	+4
Pilot: Basic	1	+1	+2
Electronics	1	+3	+4

WEAPONS	ARMOR	KITS	OTHER
Aluminum Baseball Bat	Leather Armor/Uniform	Electronics' Kit	

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