

CARTOON ACTION HOUR PRESENTS

DARKNESS UNLEASHED



A DARK BRIGADE SERIES BOOK

the DARK
BRIGADE

BY EDDY WEBB

Darkness Unleashed

WRITER
Eddy Webb

ORIGINAL IDEA

Sabrina Belle

EDITOR

Derrick Billings

LAYOUT & DESIGN

Kevin Perrine
and Jeff Stephens

COVER ART

Oliver Castañeda,
Dennis Crisostomo,
and Rainier Beredo

INTERIOR ART

Jared Brown,
Oliver Castañeda,
Dennis Crisostomo,
Jeremy Dale, Levi Davis,
Josh Diffey, Jon Huff,
Anthony Marciano,
Val Mayerik,
and Jeff Salisbury

PLAYTESTERS

Andrew Biddle, Jennifer Childs,
John Reyman, and Michelle Webb

CONTRIBUTORS

Sabrina Belle, Andrew Biddle,
Derrick Billings, Tim Harris,
Jane Izumoto, Chase Miller,
Nathan Raddin, Zev Shlasinger,
and Michelle Webb

DEDICATIONS

Thanks to all of our fans for
their continued support,
and to my wife Michelle
for the same reason.

APOLOGIES

We apologize for leaving out
the names of two artists from
the main *Cartoon Action Hour*
book. Our sincerest thanks
to Erik Battle and Soap
for their contributions.

CONTACT INFORMATION

Spectrum Game Studios
3005 Appleton (#122)
Parsons, KS 67357
babycindi@cableone.net
fate@jyhad.net

Z-Man Games
6 Alan Drive
Mahopac, NY 10541
zmangames@shadowfist.com
www.zmangames.com

A DARK BRIGADE SERIES BOOK

Z-MAN
games

SPECTRUM

Copyright 2003 by Z-Man Games and Spectrum Game Studios. This material is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Z-Man Games and Spectrum Game Studios. The reference to any companies or products in this book is not meant to challenge the trademarks or copyrights concerned.

OFFICIAL WEBSITE: [HTTP://WWW.ZMANGAMES.COM/CAH](http://www.zmangames.com/CAH)



CARTOON ACTION
MOVIES

Presents

DARKNESS UNLEASHED



A DARK BRIGADE SERIES BOOK



TABLE OF CONTENTS

Channel One: Introduction

What's Inside	5
Backstory	6

Channel Two: Player's Briefing

Our Last Line of Defense.....	7
The Genre.....	7
Creating Characters	7
New Traits.....	8
Item SAs versus Equipment	8
Fast Character Creation	9

Channel Three: The Dark Brigade

History	11
Mission Protocols	12
Ranks.....	12
Medals.....	13
Other Allies	13
Dark Brigade Headquarters	13
Normal Weapons.....	15
Special Weapons.....	17
Special Ammunition	17
Special Equipment	18
Vehicles	20

Channel Four: Dark Brigade Roll Call

General Anthony Cannon	22
Thomas "Lightning Claw" Dobbs	23
Nikita V	24
Christopher "Sharky" Malone	26
Susan "Suzie" Watanabe.....	27
Jamie McGraw	28
Tasha "Boom-Boom" Brendikov.....	29
Other Characters	30

Channel Five: Gamemaster's Briefing

Man Against The Monsters	31
Embracing the Mood of the Action/Horror Genre	31
Adjusting the Controls	32

Rank and File	33
Where Do The Players Fit In?	33

Channel Six: The Brotherhood of Death

History	35
Structure	36
Ranks.....	36
Other Allies	36
Supernatural Races	37
Other Monsters.....	39
Equipment and Vehicles.....	40

Channel Seven: Brotherhood Members

Lord Syn.....	42
Commander Warfang.....	43
Duchess Lillith	44
Deacon Death	45
The Haunter.....	46
Von Blood	47
Jas "Scratchy-Nose" Borno-Dhull.....	48
WauBok.....	49
Other Characters	50

Channel Eight: Special Abilities

Equipment	51
Mad Science.....	51
Magic	52

Channel Nine: The Series

Episode Seeds	54
The Eye of the Nile - A Complete Episode	58

Appendix One:

Recommended Sources.....	61
--------------------------	----

Index.....	62
-------------------	-----------





Channel One:

INTRODUCTION

1980's action cartoons had a certain appeal that resonates with us, even today. Some may call it naiveté or childish whimsy, but there was the belief that good people always triumphed, and that the human spirit was undefeatable. Add in the merits of teamwork and the drama of interpersonal relationships, and we begin to understand why the "super team" is such an enduring staple of the cartoons that *Cartoon Action Hour* seeks to emulate. Whether it's an army force fighting off terrorists, a well-organized group of superheroes taking down villains, or even a police force going after organized crime, rarely did one main character hog the limelight. Instead, a team of characters with diverse skills fought against a similar group of villains, while at the same time trying to mesh their wildly different personalities into a cohesive unit (something the villains never managed to achieve). The core ideal was always, "If we work together, we can accomplish anything."

When writing *Darkness Unleashed*, I had an uphill battle. Many thought that, in a decade of record labeling and parent committee censorship, a cartoon about a military unit fighting a brotherhood of monsters would have never aired, and therefore, the "Dark Brigade" was not really an '80s action cartoon. In some ways, that view might be correct - *Darkness Unleashed* certainly doesn't approach the subject matter in a campy way. Alongside stereotypical monsters and vampires, you'll find the paranoia of the Cold War and the pain of personal betrayal. For every blazing gun battle, you notice monstrous hunger hovering off-screen, just out of the parent's view. With every cool gizmo that appeals to the kid in us, there's a personal drama that we as adults can appreciate.

So, I took the core lesson of the series to heart. Although my name is on the main cover, this is sincerely a team effort, and each person put his or her stamp on the feel of this series. As this book took shape, I realized that the darker elements didn't detract from the heroism of the Brigade. Real elements of human nature weren't ignored, but that belief in the goodness of people shone through on every page. *Darkness Unleashed* might be a darker Series Book than *Iconia*, but it isn't completely black, not by a long shot. I believe this series has the heart of an '80s cartoon, through and through.

Why am I bringing this up here, in front of the book, instead of slapped in the back, buried on a "Designer's Notes" page? Because I wanted you to take a moment to think about why you loved those cartoons. Odds are, what you loved about them is in this book. Maybe this series never would have made it past the drawing board in the real world, but I'd like to think that it would have. Fighting against the evil

in our world, depicted as classic monsters from our silver screen mythology, is an exciting background to tell a lot of good (and fun) stories. Try not to think about what this series *isn't*, but what this series - *your series* - could be.

Welcome to the war, soldier.

WHAT'S INSIDE

Here's what's inside *Darkness Unleashed*:

Channel One: Introduction

What you're reading now!

Channel Two: Player's Briefing

A look at how to play characters in *Darkness Unleashed*: the Series Guide, some new Traits, how to handle SA equipment, and even a set of fast character creation rules, so you can jump right into the action!

Channel Three: The Dark Brigade

A rundown of the Dark Brigade: how it runs, how it works, and all of the cool techno-gadgets available to use in the fight against the Brotherhood of Death.

Channel Four: Dark Brigade Roll Call

Seven fully detailed Dark Brigade characters, to use as PCs or NPCs in your series.

Channel Five: Gamemaster's Briefing

A lot of information to help Gamemasters in running a *Darkness Unleashed* series.

Channel Six: Brotherhood of Death

A short history of the Brotherhood, as well as how it's organized, and the various races comprising it.

Channel Seven: Brotherhood Members

Eight deadly Brotherhood villains to thwart the Dark Brigade.

Channel Eight: Special Abilities

In this channel, we take a closer look at Special Abilities in the *Darkness Unleashed* world - specifically, Equipment, Magic, and Mad Science.

Channel Nine: The Series

Here's a ton of ideas for your series: a dozen episode seeds, a rough idea of the plot for the movie, and a complete episode, ready to run!



BACKSTORY

Frank Alberti

In 1984, the success of joint cartoon, comic, and toy line ventures such as "Warriors of the Cosmos" was being fully realized. Col. Frank Alberti had just retired from active service, and since he was a good cartoonist in his time with the military, he decided to try his hand at a fanciful military action comic. Rather than using real terrorists or enemy countries, though, he decided to anthropomorphize them into classic monsters from myth. He approached a number of cartoon studios with the idea. Many of them passed, claiming that the series was "too dark." After a series of refusals, a small, struggling studio called Pow! Animation took a look at Alberti's treatment. The president, John Schroeder, liked the idea of soldiers fighting monsters, but started proposing changes in order to have the cartoon appeal to a wider audience. Creative arguments ensued, until Schroeder offered to buy the rights to "Monster Squad" outright. Alberti, tired of the rejections, agreed to sell the cartoon rights, and the deal was signed.

Pow! Animation

Pow! quickly started to revise the idea into a full series. Many American-centric details were tossed out, and some of the more realistic elements eliminated. Strangely enough, the monsters themselves were never actually written out, but the main antagonist (who, at the time, was called "Major Sin") was made into a cybernetic vampire, to tone the character down some. A pilot was put together, and rejected by all of the major television networks. Another attempt was tried, and another, and another. Finally, in late 1985, one network agreed to one season of "Monster Squad," on the condition that the word "monster" was taken out of the title. Pow! agreed, and the "Dark Brigade" was born.

By this time, Alberti had caught wind of the deal, and offered to sell Schroeder his comic and toy rights, on the condition that he was made into a creative consultant for the entire "Dark Brigade" franchise. A number of contracts were drawn up and rejected by either side, but soon it was agreed that he would be a consultant for the toy line with Blappo Toys, and have full creative control over the comic line, but no input into the cartoon itself.

The Two Brigades

The first tussle over creative differences should have been a hint for Alberti and Schroeder. Very early on, the cartoon writers had a very different vision of the series than Alberti did. Although many of the reasons for the changes had to do with different standards in each medium, the cartoon got more mainstream pressure from parent's groups, and quickly started adapting a more conservative stance than the comic. Elements such

as Tasha's defection, while major subplots in the comic, barely surfaced in the cartoon. Conversely, the cartoon series spent more time making the villains much more classically evil, while the comic gave them a slightly grey morality.

One review of both the comic and the series referred to the disparity as the "two Brigades" - Pow's Brigade was a much more black and white, in your face, action-oriented romp, while Alberti's Brigade was psychological, a bit more realistic, and made some strong statements about the nature of the Cold War. The cartoon did well with the young adult market, while the comic actually appealed to the 18 and over dynamic. Despite the diversity of the visions, the "Dark Brigade" was doing better than expected, but the parent's groups were still a thorn to both lines.

The Movie

After a successful season of the cartoon, Schroeder was discovered to have strong ties with the Mob, and was let go from Pow! in 1987. The new president, Michael Turner, was much more accommodating to Alberti's vision, but realized that Schroeder's scandal could negatively affect Pow's reputation. He proposed a gamble - to have Alberti act as the executive producer on a "Dark Brigade" movie, "Darkness Unleashed," combining the appeal of both the cartoon and the comic into one big production. Turner borrowed from a number of investors to make the movie as big as he could, hoping to boost both lines.

The gamble failed. The pressure of the parent's groups was recharged by the Schroeder scandal, reaffirming to the fickle public that the "Dark Brigade" was a road to immorality. The movie was boycotted in a number of theaters, and despite the fact that it is seen as one of the better cartoon movies of the period, failed to pull in enough money at the box office. Turner and Alberti went broke, and "Dark Brigade" was taken off of the air.

Rebirth

Right around the mid-1990's, a small comic producer secured the rights to re-release the "Dark Brigade" comic in a series of compilations. This sparked a renewed interest in the series, and by the late '90s, "Dark Brigade" fan sites had boomed on the internet. One particularly interesting phenomenon was the prevalence of "Dark Brigade" fan fiction - many amateur Internet authors combined the best (and sometimes, the worst) elements of both the comic and the cartoon into a sort of hybrid continuity.

Rumors have circulated about Alberti working on a new cartoon project, called "Dark Brigade Extreme" - an updated "Dark Brigade" for the new millennium, picking up after the "Darkness Unleashed" movie.





Channel Two:

PLAYER'S BRIEFING

OUR LAST LINE OF DEFENSE

Imagine our world, around 1986. Imagine that beneath the surface of MTV, Hulkamania and breakdancing, the enemies of man move in secret. Vampires, wolfmen, zombies, ghouls, and goblins are not a myth, but a deadly reality. Imagine that they have united, and now work together in a sinister brotherhood, a militant organization dedicated to taking over the world and turning humanity into an endless food supply. You are the only force on Earth that can stop them.

The Dark Brigade - a heroic, covert military force dedicated to defending humanity from the Brotherhood of Death. Given UN sanction, they scour the globe for the best and brightest soldiers and scientists while struggling against the vile forces of the dread Lord Syn, their own former commander. The Brigade grapples with forces that appear from the shadows in this deadly war for our survival - allies such as the militant female underground forces of EVE X, and adversaries like the ancient and cryptic Order of Charr.

Our last stand is here. Our time to fight is now. How will you fare against the darkness unleashed?

THE GENRE

Darkness Unleashed is a combination of military action and horror. While many of the usual conventions of retro-toons apply to *Darkness Unleashed*, there are also a number of unique elements that deserve special consideration.

Humanity against the Supernatural

There is no problem, no matter how bizarre or unusual, that cannot be solved with intelligence, science, and courage. Supernatural powers or super-science alone won't stop the forces of darkness - the human spirit can conquer anything.

Military Action

While this game isn't intended as an accurate representation of the military, there is a military structure that offers a different personal dynamic than a group of teenagers, a team of superheroes, or a traditional "adventuring party" does. That means that you might have people reporting to you (and you will always have people to report to), and orders are orders.

'80s Super-science

The science of *Darkness Unleashed* should be incredible, but not outlandish. Handheld computer links that use satellites to access computer files are certainly possible, but hyperspace starships are right out. And what's an evil vampire lord without his death ray?

Secrecy

The Dark Brigade is a secret military unit. Despite the fact that they have running laser battles with hordes of zombies, the entire affair always manages to be hushed up. However, there's only so much the United Nations can do - remember to try to keep your missions (and the existence of the supernatural) out of the public eye.

CREATING CHARACTERS

The character creation rules in the *Cartoon Action Hour* rulebook are all in effect for *Darkness Unleashed*, within the confines of the Series rules (see sidebar). However, there are a couple of points that need to be covered in more detail: new traits, and Item SAs versus equipment.

PLAYER CHARACTERS

Character Points: PCs receive 75 CPs with which to create their characters.

General Guidelines: The PCs are normal people, and thus usually have no innate Special Abilities (although there are exceptions). PCs may have SAs that represent weapons, gear, armor, gadgets or other equipment, as well as normal animal companions.

TRAITS

Maximum Rating: 4 (monsters and magic may go as high as 4(5))

Required Traits: All PCs should take Knowledge - Supernatural at rating 1 or more.

Disallowed Traits: None

New Traits: See "New Traits", on the next page.

SPECIAL ABILITIES

Maximum CPs for SAs: 30 (50 for supernatural creatures)

Types of SAs Allowed: Gadgets, vehicles, weapons, animal companions, and magic spells (possibly - see Channel Eight: Special Abilities)



New Traits

Darkness Unleashed has a couple new Traits that characters can purchase and use. We've also expanded and clarified a couple of Traits from the *Cartoon Action Hour* rulebook that might be of particular interest.

Mental Traits

- **Knowledge - Specialties:** Each chosen field may be specialized by further narrowing the field. For example, a Knowledge Trait about the supernatural can be specialized in vampires, wolfmen, magic, or alien sightings.
- **Memory** - The capacity to recall information in a timely manner, especially esoteric information like magic spells, codes, maps, and people's birthdays. Whenever the *player* forgets a piece of information, he can ask to make a Memory Action Check to see if the *character* remembers. **Specialties:** Spells, Codes, Maps, Phone Numbers, etc.
- **Perception** - Can be used for discerning between normal and supernatural phenomena. **Specialties:** Supernatural

Social Traits

- **Leadership** - This Social Trait allows the possessor to accurately deploy and command troops, as well as keep morale up when fear or losses compels troops to retreat. If a character with Leadership can give orders or moral support to another trooper, they can make a Leadership Action Check for the trooper in times of low morale, instead of making an Action Check against the trooper's Willpower. **Specialties:** None.
- **Psychology** - **Specialties:** Specific monster race
- **Wealth** - There isn't much use for Wealth within the Dark Brigade, but some civilians (and monsters!) might still have access to a bankroll. Military characters might choose to redefine Wealth as Resources, which is the ability to requisition equipment from the quartermaster.

ITEM SAs VERSUS EQUIPMENT

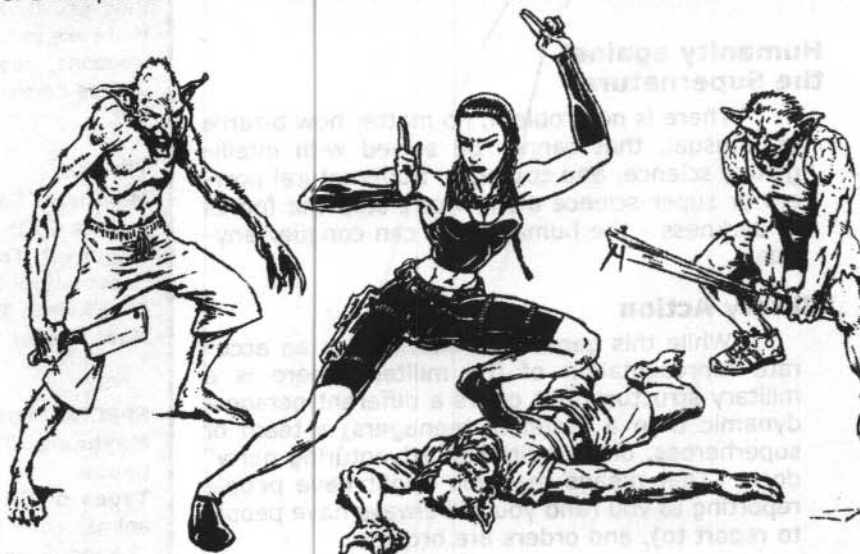
What's the difference between a Special Ability Item and Equipment? Simply, Special Ability Items are something that's tied to the character and will appear episode after episode, while normal equipment is usually requisitioned from the Dark Brigade quartermaster (sometimes with the Resources Trait) and comes and goes based on mission needs.

Players of the Kargorr school will notice that all they have to do is take a high Resources or Wealth level, requisition a certain piece of equipment at the start of every episode, and they don't have to pay CPs for it. And since any SA with the Item restriction clearly says it can be lost, broken or stolen, there's no real difference between equipment and Item SAs. Hurray! Free toys for everyone!

Not quite, soldier.

Let's use General Cannon's DB-25 rifle as an example. The Sun Gun was so useful for Cannon that it's now standard equipment for hunting vampires. Cannon's Sun Gun isn't fundamentally any different in the series than any other Brigadier's Sun Gun. So why does Cannon have to pay CPs for his Sun Gun? Because Cannon is known as a vampire hunter. That rifle is a part of his character, an extension of it. As such, it becomes attached to him from a story perspective. When the rest of the Brigade gets captured by Syn's ghoul minions and have their rifles and wooden stakes taken away, at some point in the episode Cannon will get his DB-25 back. He will definitely get it back (or one just like it) next episode. His stakes, however, are probably gone for good - he didn't pay CPs for them. That's why the characters presented in this book don't usually pay CPs for normal firearms - they aren't considered an essential part of the character.

So the difference between a Special Ability and equipment is story. The story will protect or reimburse a Special Ability, but not a piece of equipment.





FAST CHARACTER CREATION

If you want to jump right into the action and play a Brigadier without worrying about all of the character creation rules in *Cartoon Action Hour*, you can use these fast character creation rules to make a balanced 74 CP character. Just follow the easy instructions below, and you'll be ready in no time!

Creating Characters

Each player starts with the statistics listed below for their characters. From there, they can choose a specialty (which is their occupation within the Dark Brigade), and spend points on the character's Traits.

Statistics

Copy down these stats verbatim.

Size: Medium
Oomph: 2
Stunt Points: 2

Standard Equipment

Every character is requisitioned a *comm unit*, a *small automatic pistol*, and a *knife* (details are in Channel Three). If a specialty offers a different firearm, the character can keep both, or choose one over the other.

Specialties

Choose one specialty for your PC. Assign 25 points to the Traits listed in each specialty however you wish, putting at least 1 and at most 4 in each (all other Traits should be noted as 0). Jot down the details on the Special Abilities - if there aren't any details listed, check in Channel Three. Hurt Points are calculated as described in the Hurt Points sidebar in *Cartoon Action Hour*.

CLOSE COMBAT

Whether he's a drill sergeant who teaches self-defense or a shadowy ninja working with the Dark Brigade, the Close Combat specialist is a deadly foe.

Traits

Armed Combat, Athletics, Body, Stealth, Unarmed Combat, Medical, Perception, Survival, Willpower, Streetwise

Special Attack

(OSA, Power Level: Medium)
This is a special attack that the Close Combat specialist uses to deal out massive punishment with his hands and feet!

DR: 6+Body
Range: Point Blank
Bonus: Armor Piercing 1
Bonus: Burst Fire
Total cost: 14 CP

ANIMAL CONTROL AND UTILIZATION

Commonly called something like "K9", the AC/UT pits man's best friend against humanity's worst enemy!

Traits

Athletics, Body, Ranged Combat, Riding, Unarmed Combat, Knowledge - Animal Control, Perception, Science, Willpower, Persuasion

German Shepard

(Animal Companion, Power Level: Low)

A well-trained animal companion. Make a Knowledge - Animal Control Action Check to issue complicated commands (simple commands can be issued without an Action Check at the discretion of the GM).

Traits: Athletics 3, Body 2, Unarmed Combat 3, Perception 4(2)
Oomph: 1
Stunt Points: 0
Hurt Points: 35
Primary Movement: Land
Size: Medium
Special Abilities
Bite (Power Level: Low, Damage Rating 4+Body, Range: Point Blank)
Total cost: 14 (30 SCP)

CRIMINAL INVESTIGATION

The military police officer not only adds investigative support to any mission, but also makes sure to watch the internal workings of the Dark Brigade (especially after Syn's defection).

Traits

Body, Coordination, Ranged Combat, Stealth, Detective, Knowledge - Law, Perception, Willpower, Persuasion, Psychology

Automatic Pistol, Large (6 CP)
Kit, Investigation (8 CP)

EXPLOSIVE ORDNANCE DISPOSAL

Although defusing bombs is a big part of the explosive ordnance disposal specialist's work, he is equally adept at setting explosives as well.

Traits

Athletics, Coordination, Ranged Combat, Computers, Demolitions, Knowledge - Explosives, Perception, Repair, Science, Willpower

Automatic Pistol, Large (6 CP)
Kit, Demolitions (8 CP)



HEAVY WEAPONS

Every soldier has a place in the Dark Brigade. Sometimes, though, no matter how weird things get, you just need a big gun.

Traits

Armed Combat, Body, Driving, Ranged Combat, Unarmed Combat, Demolitions, Knowledge - Heavy Weaponry, Medical, Repair, Willpower

Heavy Automatic Rifle

(OSA, Power Level: Medium)

A heavy rifle that throws around a lot of lead.

DR: 7+2

Range: Long

Bonus: Burst Fire

Restriction: Item

Restriction: Charges, Moderate

Restriction: Disturbance, Minor (loud)

Total cost: 14 CP

INFILTRATION

A master of stealth and subterfuge, the Infiltration specialist gets into (and out of) places no one else would be able to crack.

Traits

Athletics, Coordination, Stealth, Unarmed Combat, Computers, Disguise, Perception, Willpower, Performer, Streetwise

Automatic Pistol, Large (6 CP)

Disguise Mask (3 CP)

Stealth Suit (5 CP)

MACHINE UPKEEP AND REPAIR

When the war against evil takes its toll on Brigade equipment, it's the Machinist that fixes it all.

Traits

Armed Combat, Body, Driving, Piloting, Ranged Combat, Unarmed Combat, Computers, Inventor, Repair, Science

Automatic Pistol, Large (6 CP)

Kit, Tool (8 CP)

MEDICAL

The forces of darkness are tough, but the Medical specialist makes sure that even the most wounded soldier can soon rejoin the war in top fighting condition.

Traits

Body, Ranged Combat, Computers, Detective, Knowledge - Medicine, Medical, Perception, Science, Survival, Psychology

Automatic Pistol, Large (6 CP)

Kit, Medical (8 CP)

MYSTICAL

Not all of the magic in the world is in the hands of evil. Mystical support specialists, while rare, are potent allies in the fight against evil.

Traits

Armed Combat, Body, Coordination, Ranged Combat, Detective, Knowledge - Supernatural, Perception, Willpower, Appearance, Psychology

Armor of Mana

(DSA, Power Level: Medium)

This magical shield protects the user from damage.

Protection 4

Duration: 1d12 turns

Restriction: Disadvantage, Minor (must say command word)

Total cost: 8 CP

Bolt of Mana

(OSA, Power Level: Medium)

This magical bolt causes damage to foes (on a successful Willpower Action Check).

Damage Rating: 4+2

Restriction: Disadvantage, Minor (must say command word)

Restriction: Disadvantage, Minor (must make Willpower Action Check)

Total cost: 6 CP

OCCULT RESEARCH

If anything can push back the darkness of the Brotherhood of Death, it's going to be the shining beacon of knowledge. An Occult Research specialist is a valuable asset to any team.

Traits

Athletics, Coordination, Ranged Combat, Computers, Detective, Knowledge - Supernatural, Perception, Science, Willpower, Writing

Binoculars/Motion Detector (9 CP)

C.A.D.B.O.T. (3 CP)

Silver Bullets (2 CP)

RECONNAISSANCE

None of the guns or gadgets in the world mean a thing if you don't know where the enemy is. The Reconnaissance specialist sniffs the enemy out as a scout.

Traits

Armed Combat, Athletics, Coordination, Stealth, Unarmed Combat, Detective, Disguise, Perception, Survival, Willpower

Binoculars/Motion Detector (9 CP)

Stealth Suit (5 CP)

UNDEAD EXTERMINATION

The Undead Extermination specialist is one of the oldest professions in the world, the hero of any century: the vampire hunter.

Traits

Armed Combat, Athletics, Body, Ranged Combat, Stealth, Unarmed Combat, Knowledge - Vampires, Perception, Willpower, Psychology

DB-25 "Sun Gun" UV Pulsing Laser Rifle (10 CP)

Reinforced Neck Protector (2 CP)

Wooden Stakes (2 CP)

Channel Three:

THE DARK BRIGADE

HISTORY

The Dark Brigade started life as a tiny branch of the U.S. Army Office of Strategic Services called Special Operations (or OSS-SO). OSS-SO was developed in 1943 to study and analyze the threat that so-called "supernatural forces" might possess to the war effort after an impossible series of U.S. and British reports for the European front. When the war ended, it was minimally staffed and had been coerced to report that "vampires" and "wolfmen" did not exist, and instead were merely stories induced by battle fatigue. The OSS-SO was disbanded when the Office of Strategic Services was dismantled by the President. Remnants of the group were merged into the Army Intelligence Corps in 1962, and the OSS-SO files were sent to the United Nations. A few file clerks and intelligence officers combined and cross-referenced the files with past unusual requests from UN member nations, and became reorganized as the Special Security Committee.

In 1976, Major Steven Syn and Captain Anthony Cannon were ambushed in a night raid on a UN peacekeeping unit in the Middle East - a raid later found to have been carried out by a horde of vampires. Both men filed a detailed report of the incident, but were only ridiculed and threatened with demotion. However, Syn persisted, and soon came to the attention of a UN official from the Special Security Committee. The official showed him the original OSS-SO files that pinpointed vampires as a threat to global security for at least thirty years. With the files as evidence, Syn approached the Secretary-General about turning the Special Security Committee into a workable military unit, designed to analyze and neutralize the threat these supernatural creatures posed to the world. The Secretary-General agreed to the plan, and in 1980, Syn and Cannon were secretly transferred to work directly under him, with Syn as the head of the Special Security Committee and Cannon as his first-in-command. Syn was officially given the title of Special Representative of the Secretary-General on Supernatural Affairs, but he chose to retain his title of General.

The monsters didn't let them wait for long. Cannon was drilling his first recruits on a small series of islands in Lake Erie when they were attacked by gillmen. The soldiers fought well, but were outnumbered and unprepared for the onslaught. However, the timely arrival and help provided by Thomas "Lightning Claw" Dobbs and Christopher "Sharky" Malone turned the tide of the battle in humanity's favor. Cannon was impressed with the two, and Syn immediately recruited them into the unit.



Months went by. Analyzing the data they had accumulated, Syn suspected that there was a central force guiding the monsters. After attempts to uncover that force failed, they soon hit paydirt by intercepting a series of communiqués that revealed the existence of the Brotherhood of Death. He asked for (and got) greater funding for the unit. The Secretary-General, noticing the tendency of the unit to repaint their equipment in dark colors to better help their night raids, nicknamed the unit the "Dark Brigade" in one of his reports. The name stuck.

In 1985, despite a series of successful missions against the Brotherhood of Death, disaster struck. Syn thought he had discovered the location of a major storehouse for the Brotherhood's supplies in a small South American country called Santa Cisco. He executed a raid to cut off the Brotherhood's South American operations, but unfortunately for Syn, it was a trap. Cannon was nearly killed, while Syn was abducted by Deacon Death and transformed into the diabolical Lord Syn. The rest of the team barely managed to escape Santa Cisco alive.

Cannon, now promoted to General, contacted some of Syn's old UN contacts to impress upon them the Brotherhood's danger to all humanity. The UN member nations convened in a secret session on Christmas Eve, 1985, and unanimously agreed to give the Dark Brigade worldwide discretionary powers as a peacekeeping force. Cannon started to recruit the best and brightest in the world for the Dark Brigade to continue the fight... now against his old mentor and friend.

MISSION PROTOCOLS

Although the Dark Brigade has global sanctioning and leeway in their mission objectives, there are a number of protocols that they must obey (in rough order of importance):

Protect Humanity

This is the highest rule of the Dark Brigade. If a Dark Brigade mission doesn't help to protect the human race, it has no worth. Planning a raid to get supplies away from the Brotherhood ultimately protects humanity, but blowing up half the town to do it does not. All mission protocols, orders, tactics, and actions should have this rule in mind.

Keep Civilians Unaware of the Threat

Part of the Dark Brigade's protection of humanity is the prevention of widespread panic amongst civilians. The Brotherhood has operated in secret for years, so the Dark Brigade has to as well.

Capture As Possible, Eliminate As Needed:

The only way to ultimately defeat the Brotherhood is to learn more about them. Whenever possible, the Brigade attempts to capture enemies rather than eliminate them.

Work with Member Nation Governments As Much As Possible

The Brigade works for the UN member nations - they can't just ignore them. If a member nation places restrictions on the Brigade's actions, no matter how confining, they must comply until the Secretary-General orders otherwise.

Civilians, then Mission, then Soldiers, then Equipment:

When there are a number of conflicting situations, civilian lives always take priority (after all, the Brigadiers are the good guys). If civilian lives are not in danger, then the mission takes priority, then the lives of the soldiers in the unit, and then salvaging experimental equipment. However, General Cannon considers the lives of his soldiers more important than mission goals, and this sometimes gets him in trouble with the Secretary-General.

RANKS

The Dark Brigade utilizes a flatter command structure than most militaries, one that does not distinguish between commissioned and non-commissioned officers. Assignments are based more on mission needs than rank, so a "mission leader" can be of lower rank than the people he commands. This structure encourages initiative and creativity, and does not generally stand on formality (especially since General Cannon's field promotion to the head of the Dark Brigade).

Morale is kept through the merit-oriented nature of promotions - very few people enter at a high rank, so everyone has to work their way up (though particularly gifted recruits can rise very quickly). The only exception is that former military personnel can keep their rank (or equivalent) and pay scale with Cannon's permission.

DARK BRIGADE RANKS

Secretary-General	
General	[star]
Colonel	[eagle]
Major	[oak leaf]
Captain	[two bars]
Lieutenant	[one bar]
Sergeant	[3 chevrons]
Corporal	[2 chevrons]
Private	[1 chevron]



MEDALS

There are a couple of awards handed out for bravery and exceptional service within the Dark Brigade. Like all UN medals, they consist of a bronze medallion with a raised representation on the front of the UN symbol with the letters "UN" above it and, on the back, the words "IN THE SERVICE OF PEACE" in raised lettering. The ribbons are gray and blue for exceptional service, and black and red for valor.

OTHER ALLIES

EVE X

EVE X is a group with a very long history. They trace their roots to the Knights Templar, where a group of sympathetic women close to the knighthood banded together to hide the Templars and take up their crusade after the order was dissolved. They used white witchcraft and skills taught by the disgraced knights to protect innocents throughout Europe. However, as the world moved on, the fortunes of the women fluctuated, and the issue of their gender made it harder and harder to effect any lasting change. With the coming of the Women's Liberation movement, a cunning Russian diplomatic assistant by the name of Nikita Romanov met with a number of the more radical female knights in the 1920's, and together they formed an underground women's militia called EVE X.

As years passed, new leaders of EVE X came and went, but all took on the name of "Nikita" to honor their founder. In the late 70's, a Duchess named Lillith became Nikita IV. Lillith had different ideas in mind for EVE X, and over the years the goal of "protect the innocent with the power we have" became "get as much power as you can." Rather than seeking to change the world for the better, EVE X was changing the world for itself, and became glorified terrorists.

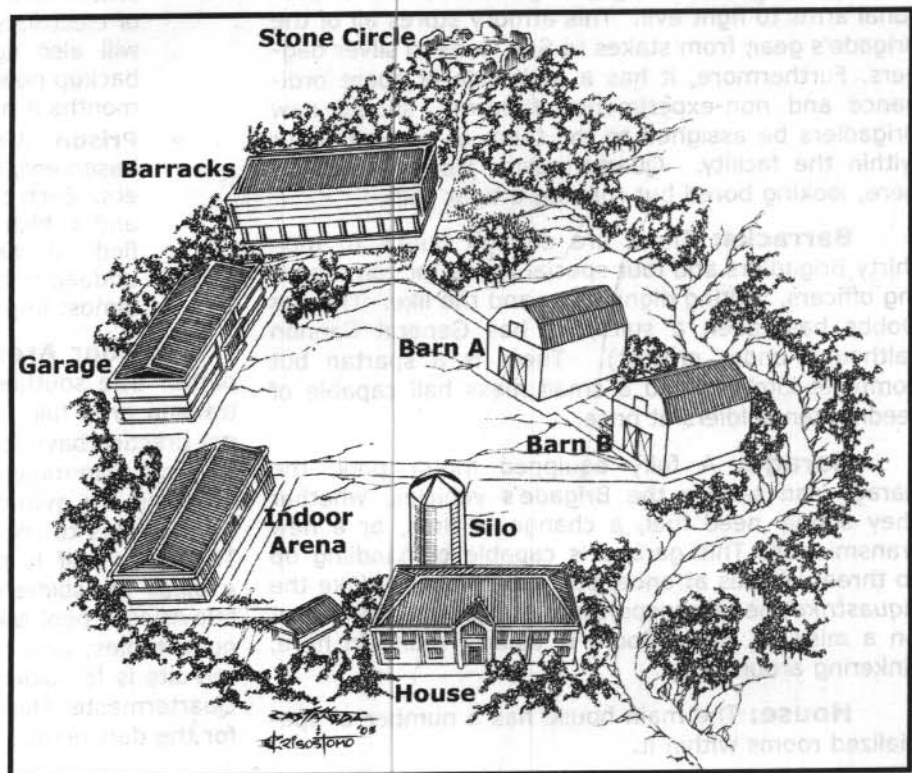
With Linda Ryan's successful deposing of Lillith, she (as Nikita V) is pushing the organization back to its roots as protectors of the innocent. However, there is some resistance from Lillith "hardliners" who still enjoy the prospects of personal power. Combined with the fact that not all of the battles against the Brotherhood of Death involve protecting innocents (or what EVE X considers innocents), EVE X is only an occasional ally, and a conflicted one at that.

The Order of the Peaceful Dragon

A secret monastery of Buddhist and Taoist monks from all over Asia, the Order of the Peaceful Dragon has existed for thousands of years as a force to protect the downtrodden of Asia from the evil plans of the Order of Charr. Unlike most Western countries, many Asians still have strong belief in the supernatural, so the Dragon has always existed in some form. It is only recently that the Hong Kong and Tokyo chapters of the Dragon have started to make their way out into the Western world, and they are still discussing the impact that the Brotherhood of Death has on their mission. Susan Watanabe is trying to convince them to act with the Dark Brigade, but it is difficult to convince the Dragon to shed their strong anti-American sentiment (despite the global makeup of the Brigade).

DARK BRIGADE HEADQUARTERS

Dark Brigade headquarters (or DBHQ for short) doesn't look like much. On the surface, it appears to be a dairy farm in Westchester County, New York, with acres of woodland, a few clearings, and a small river that leads out to the Atlantic Ocean. However, the farm is actually a covert military base with land and air support, water access, interconnected underground tunnels, and even a small airstrip. The base can support 25 soldiers comfortably, and up to 50 for



short periods of time. The facility itself is top secret in nature - nobody but the most highly placed members of the United Nations even know it exists, much less where it is. All of the buildings appear to be made of wood and brick, but the walls and ceilings are actually reinforced steel alloy, and every entrance and exit can be sealed off with heavy steel shutters. The complex is equipped with completely internal utilities, such as power generators, atmospheric recycling, fire extinguishers, and food and water stores. Furthermore, the main computer can seal off every building and room.

Barn A (Laboratory and Infirmary): The northernmost barn is divided into two halves. The laboratory half is stocked with tons of electronic laboratory equipment, spare components, and the various experimental devices that Dr. Volkhardt is working on. There is also a TEMPEST protected computer terminal here, hardwired into the Central Computer. The other half contains the infirmary, added because of the various unique injuries and illnesses that Brigadiers encounter. It's fully equipped with operating bays and essential medical supplies, and can hold ten patients at one time (more if they're less severely injured). Sgt. Thomas' experiments are also housed in a separate sealed chamber, to which only she has the access codes.

Barn B (Armory): In the southernmost barn is the armory, containing a large assortment of personal arms to fight evil. This armory stores all of the Brigade's gear, from stakes to Sun Guns to silver daggers. Furthermore, it has a multitude of spare ordinance and non-experimental firearms, should new Brigadiers be assigned to the team or combat occur within the facility. Quartermaster Harris is usually here, looking bored but running a tight ship.

Barracks: There are enough bunks to man thirty Brigadiers and four special suites for commanding officers, visiting dignitaries, and the like. Thomas Dobbs has taken a suite, as has General Cannon (although under protest). There is a spartan but complete kitchen, and a small mess hall capable of feeding ten soldiers at once.

Garage: A fully equipped motor pool, the garage can service the Brigade's vehicles, whether they simply need fuel, a change of tires, or a new transmission. This garage is capable of handling up to three vehicles at once, but water vehicles (like the *Aquastrike*) need transport into the garage. When not on a mission, Boom-Boom is usually found in here, tinkering around.

House: The main house has a number of specialized rooms within it.

- **Briefing Rooms:** There are three different meeting rooms, each with a different purpose. The first is the situation analysis room, where current hot spots are tracked and cross-referenced with computer files and UN intelligence. The second is a holographic imaging chamber, with which the Brigadiers can accurately recreate three-dimensional images of Brotherhood fortifications and the like. The last is a more traditional meeting room for debriefings and smaller conferences, and doubles as Cannon's office.
- **Communications Room:** This is the Brigade's primary communications facility. Usually staffed by Operator, this room has equipment that allows the Brigadiers to keep tabs on their operatives in the field, wherever in the world they happen to be.
- **Computer Room:** The central computer bank controls all of the systems, files, intelligence and research data in DBHQ. A secondary bank is housed in the tunnels beneath the House, and backups of all data are made on an hourly basis. This computer has links to the United Nation's computer network (via a secure land line), as well as other law enforcement agency databases around the world.
- **Power Room:** This massive generator is built into the foundation of the house. Should external power be cut off, the generator will switch on immediately, causing a minimal loss of electricity. Red lights all over the complex will also light, indicating that they are on backup power. It is capable of running for six months if needed.
- **Prison:** A cluster of four small rooms in the basement, these are designed to hold prisoners. Each cell has a bench and toilet facilities, and a thick Plexiglas door that can be electrified. It can be made completely airtight for undead prisoners, and the walls and doors are almost impossible to beat down.

Indoor Arena: The arena is divided into two parts. The southernmost part is the gym - a large training area fully equipped with sparring mats, target practice bays, combat dummies, and a full-length Olympic swimming pool. When training Brigadiers for missions, the gym can be fitted with special advanced mechanisms to recreate a variety of field conditions. The other half is the recreation room, designed as a place for soldiers to blow off steam. It's full of televisions, pool tables, video game machines, ping-pong tables, and more. A rite of passage for new recruits is for older Brigadiers to send the cadets to Quartermaster Harris to requisition left-handed darts for the dart board.





Silo: DBHQ has a three-story tall silo that has been converted into a defense tower. Equipped with stairs and an express elevator for fast access, the tower has a very powerful searchlight that can illuminate a one hundred square foot area. The silo also houses several defense systems (all considered to have a Trait rating of 4 for aiming).

- The Rotary Rocket Launcher acts as the first line of defense against enemy attack, and is considered to be a Damage Rating 6 vehicle class weapon. The RRL can also fire a multi-rocket volley of Damage Rating 10, but is considered to have the Charges, Major restriction in that mode.
- The Ultraviolet Laser Cannons fire a burst of compressed ultraviolet laser beams, which will inflict a Damage Rating of 8 as a vehicle class weapon (doing double damage to vampires and zombies).
- Finally, the SAM (Surface-to-Air Missile) Launcher protects the base from air attacks, and can do a Damage Rating of 6 as a vehicle class weapon, but has a +2 to hit air and ground vehicles.

Stone Circle: This small clearing north of the base is a wide circle of stone slabs with a crude fire pit dug in the center. The circle was part of the farm before the Dark Brigade moved in. Nikita V asked that the circle not be destroyed, and the base was constructed around it. Nikita and Thomas will occasionally go here to meditate.

WHAT IS THE STONE CIRCLE?

That is entirely up to your Gamemaster. In a very realistic *Darkness Unleashed* game (see "Adjusting the Controls", page 32), the Stone Circle might be nothing more than a place for Nikita and Thomas to observe their religious beliefs, or maybe the Brigade has put a secret escape route under the Stone Circle. In a more mystical campaign, the circle might offer some mysterious benefits or protection. Ask your Gamemaster what is known about the Stone Circle in his series.

Tunnels: Every building in DBHQ is interconnected by a series of twenty-five-foot wide by twenty-foot tall tunnels that are deep under the ground. These tunnels were designed to withstand utter catastrophe, even a direct nuclear strike. Should DBHQ ever take a direct hit with a nuclear warhead, the tunnels could survive the hit and the resulting radiation. There are also enough food and supplies to last for

six months with twenty people, a secondary backup generator with which to keep essential systems up and running for six months, the backup computer systems, and a small armory. Each major section of the tunnel can also be sealed with thick drop-down steel shutters, and made airtight through either of the computer systems.

Other Places

- **Airstrip** - A couple of miles north of the base, there is a large disguised clearing that can act as a short airstrip to airlift equipment for a mission or receive important visitors. Sometimes a couple of *Spitfire* helicopters are kept here for Brigade use.
- **Portable Rocket Launcher** - DBHQ has a portable, tripod-mounted rocket launcher for its defense. It isn't tied to a specific location, so it can be field-deployed anywhere on the base. It has two rockets, and does vehicle class damage at DR 6.

NORMAL WEAPONS

Automatic Pistol, Small

(OSA, Power Level: Low)

Covers a variety of smaller automatic pistols, from 9mm's like Switzerland's P225 Sig Sauer to 7.65mm's like Germany's Walther PPK, and smaller revolvers like the US's Service-Six Ruger.

DR: 4+2

Range: Medium

Restriction: Item

Restriction: Charges, Moderate

SA cost: 2 CP

Automatic Pistol, Large

(OSA, Power Level: Low)

Covers a variety of larger automatic pistols, from .45's like Argentina's Ballister Molina Pistol to larger revolvers like the UK's .357 Magnum Sterling.

DR: 6+2

Range: Medium

Restriction: Item

Restriction: Charges, Moderate

SA cost: 6 CP

Grenade

(OSA, Power Level: Low)

A typical concussion grenade. Minor alterations in the stats can yield other types of grenade.

DR: 8+2

Bonus: Area of Effect (6 yards diameter)

Restriction: Item

Restriction: Disturbance, Minor (loud explosion)

Restriction: Charges, Single

Restriction: Charges, One Shot

SA cost: 5 CP



Knife

(OSA, Power Level: Low)

A survival knife made of reinforced steel, with a compass and fishing wire built into the hilt of the knife. The knife can be silvered for double damage against werewolves.

DR: 3+Body

Range: Point Blank

Bonus: Advantage, Minor (built-in compass and fishing line)

Bonus: Advantage, Minor (can be thrown at Short range)

Restriction: Item

SA cost: 3 CP (6 CP for silvered knives that have Double Damage)

Machete

(OSA, Power Level: Low)

A machete made of reinforced steel, useful in dismembering undead. The machete can also be silvered for double damage against werewolves.

DR: 5+Body

Range: Point Blank

Restriction: Item

SA cost: 4 CP (7 CP for silvered machetes that have Double Damage)

Rifle

(OSA, Power Level: Low)

Covers a variety of rifles, from Germany's 7.62mm G3 Heckler & Koch to the AK-47. This can represent a sniper rifle (+2 to Ranged Combat: Rifles) for 2 more CPs.

DR: 6+2

Range: Long

Restriction: Item

Restriction: Charges, Moderate

SA cost: 8 CP

Shotgun

(OSA, Power Level: Low)

Covers a variety of shotguns, from automatic shotguns like Italy's Franchi SPAS 15 to a good old Remington pump-action.

DR: 6+2

Range: Medium

Bonus: Some shotguns have Auto Fire

Restriction: Item

Restriction: Charges, Major

SA cost: 4 CP (10 CP for automatic shotguns with Auto Fire)

Submachine Gun

(OSA, Power Level: Low)

Covers a variety of submachine guns, from the US's Ingram Model 10 to Israel's classic 9mm Uzi.

DR: 4+2

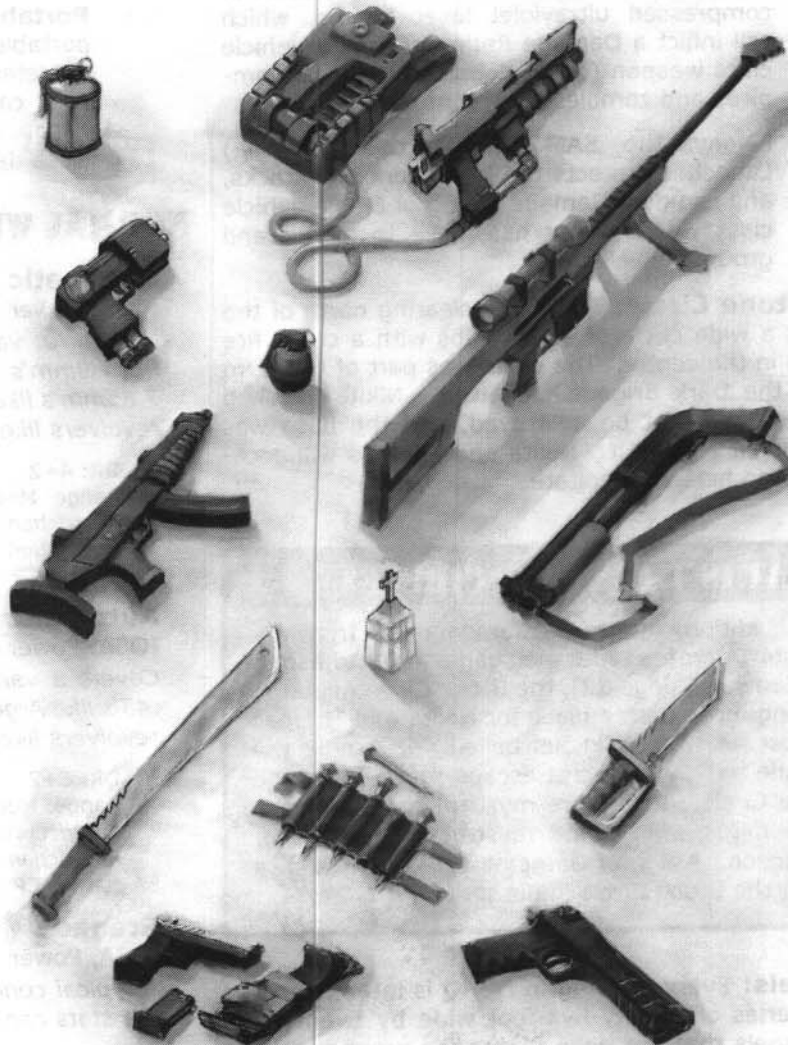
Range: Medium

Bonus: Auto Fire

Restriction: Item

Restriction: Charges, Moderate

SA cost: 8 CP





SPECIAL WEAPONS

DB-12 "Fairy Dust" Silver Nitrate Grenade

(OSA, Power Level: Medium)

The DB-12 is a largish gray canister with a pin release mechanism. When thrown like a normal grenade, the DB-12 explodes into a fine cloud of smoke and silver particles. The particles get everywhere (especially in the eyes), and such intimate contact with silver makes it especially deadly to wolfmen. The DB-12 gained its nickname when Sharky Malone quipped, "What, we're going to throw fairy dust at them?"

DR: 4+2
Range: Short
Bonus: Area of Effect (6 yards diameter)
Bonus: Double Damage (wolfmen)
Bonus: Advantage, Minor (knockdown)
Restriction: Item
Restriction: Disturbance, Minor (loud explosion)
Restriction: Charges, Single
Restriction: Charges, One Shot

SA cost: 3 CP

DB-25 "Sun Gun" UV Pulsing Laser Rifle

(OSA, Power Level: Medium)

The DB-25 is a small UV laser rifle specially designed to work against vampires. Initially requested for development by Steven Syn, he never saw its completion. The prototype wasn't finished until after the birth of Lord Syn, and he was the first to feel the effects of the so-called "Sun Gun", as fired by General Cannon. The DB-25 looks much like a matte black submachine gun, but the barrel is wider, and the magazine is replaced with a detachable cord that leads into a backpack. An LCD read-out on the barrel shows how many shots are left.

DR: 4+2
Range: Medium
Bonus: Burst Fire
Bonus: Double Damage (vampires)
Restriction: Item
Restriction: Charges, Minor
Restriction: Rare Recharge

SA cost: 10 CP

DB-32 "Hot Shot" Heat Intensification Pistol

(OSA, Power Level: Medium)

The DB-32 is a largish pistol covered in a rough black rubbery substance. It is the first effective weapon against the gillmen—it compresses heat waves into a narrow beam, and while this mimics the laser damage of the Sun Gun, it also works to dry out porous materials it comes into contact with. This makes it particularly deadly against the amphibian gillmen. The DB-32 is reloaded by use of metal vials of reactive chemicals loaded in the stock of the pistol.

DR: 4+2
Range: Medium
Bonus: Double Damage (gillmen)
Restriction: Item
Restriction: Charges, Moderate
Restriction: Rare Recharge

SA cost: 5 CP

Holy Water

(OSA, Power Level: Medium)

A vial of water blessed by a truly holy person, when lobbed onto a so-called "unholy" creature (such as a zombie, ghoul, or vampire), the water strips away the evil magic, causing the target damage. The water does not need to come in contact with the skin of the target - armor and clothing will not stop the effects of holy water on the monster.

DR: 4+2
Bonus: Ignore DSA (armor)
Restriction: Item
Restriction: Charges, Single
Restriction: Charges, One Shot
Restriction: Only affects zombies, ghouls, and vampires

SA cost: 0 CP (2 CP if bought for a character - see sidebar on page 18)

Wooden Stakes

(OSA, Power Level: Low)

A sharpened shaft of wood, used to pierce the heart of a vampire and immobilize him. Aiming for the heart is tricky (hence the -3 modifier), but it keeps vampires from moving. Regardless, getting hit with a pointed stick hurts, and any successful hit will do damage (the -3 modifier is only for the purposes of activating the Major Advantage).

DR: 2+Body
Trait Modification A: -3 Armed Combat
Bonus: Advantage, Major (immobilizes vampires)
Restriction: Item

SA cost: 2 CP

SPECIAL AMMUNITION

Dragon's Breath Shotgun Shells

(OSA, Power Level: High)

This deadly ammunition turns a shotgun into a flamethrower. Each dragon's breath shell shoots a burst of flame from the barrel. However, using this ammunition can cause the barrel to melt, making the shotgun Fickle from that point on. Dragon's Breath does normal shotgun damage, and then a DR of 2 every turn for 1D12 turns from the person catching on fire. Double damage converts both the original shotgun DR and the fire DR. Each purchase of this SA is a small box of shells

DR: 2/every turn after the first
Duration: 1D12 turns
Bonus: Double Damage (vampires, zombies)
Restriction: Item
Restriction: Linked (shotgun)
Restriction: Fickle
Restriction: Charges, Moderate
Restriction: Charges, One Shot

SA cost: -1 CP (2 CP if bought for a character - see sidebar on page 18)



0 CP? 1 CP?

It is possible for an SA to come out to cost just one point, or nothing (or even less than nothing!). All costs below 2 CP are listed for completeness, but if you are buying a piece of equipment as an SA for your character, it costs 2 CP. Special Abilities always cost at least 2 points.

Silver Bullets

(OSA, Power Level: High)

At times, Brigadiers can request a clip or two of silver bullets for most normal firearms. The process to make the bullets is pretty easy, but the materials are hard to come by (needing the right kind of silver alloy), so clips are given out sparingly. Each box of silver bullets will reload a Minor Charges gun once, a Moderate Charges gun twice, and a Major Charges gun 4 times.

Bonus: Double Damage (wolfmen)

Restriction: Item

Restriction: Linked

Restriction: Charges, Minor

Restriction: Charges, One Shot

SA cost: 2 CP

SPECIAL EQUIPMENT

Binoculars/Motion Detector

(MiscSA, Power Level: Medium)

This set of high-tech binoculars has a built in motion detector that can pinpoint movement at long distances.

Trait Modification A: +2 Perception (binoculars)

Trait Modification A: +1 Perception (motion detector)

Range: Long (motion detector)

Restriction: Item

SA cost: 9 CP

C.A.D.B.O.T.

(MiscSA, Power Level: Medium)

C.A.D.B.O.T. stands for "Computer Automated Dark Brigade Operational Textbook." This handheld device, about the size and general appearance of a largish scientific calculator, is a portable computer terminal that links via ultrasonic waves to a satellite network to the Dark Brigade computerized files. All relevant information shows up on the 2.5 inch square LCD screen. The batteries are designed to recharge and store energy when exposed to the sun, and thus have an almost infinite life.

Trait Modification A: +1 Knowledge - Supernatural

Restriction: Item

Restriction: Disadvantage, Minor (must be able to access satellite)

SA cost: 3 CP

Comm Unit

(MiscSA, Power Level: Low)

A headphone and microphone communications unit, set for a secure frequency monitored by the Dark Brigade. Comm units can either be built into helmets, or worn as a small headset.

No Components

Restriction: Item

SA cost: 2 CP

Disguise Mask

(MiscSA, Power Level: Medium)

A flesh-colored fabric mask that covers the face and throat. The fabric is imbedded with dozens of tiny holographic projectors and voice modulators to generate nearly any face and voice the user wants. When the mask is submerged in water, though, the entire system shorts out and needs to be repaired.

Trait Modification A: +2 Disguise

Restriction: Item

Restriction: Disadvantage, Major (shorts out when wet)

SA cost: 3 CP

Electro Gills

(MiscSA, Power Level: Medium)

This small device, about the size of couple of packs of cigarettes, has a breathing tube on one side that is inserted into the mouth. The Electro Gills then uses electricity to split water molecules into hydrogen and oxygen, allowing the wearer to breathe while the unit discharges excess hydrogen and carbon monoxide into the water. The battery lasts about six hours underwater. (See also Reinforced Airpocket Wetsuit.)

Duration: 6 hours (Predictable)

Restriction: Item

SA cost: 4 CP

Kit, Demolitions

(OSA/MiscSA, Power Level: Medium)

A portable kit of plastique (with supplies). It has enough uses for a dozen charges, as well as tools for disarming explosives as well.

DR: 5+2

Range: Point Blank

Trait Modification A: +2 Demolitions

Bonus: Armor Piercing 4

Restriction: Item

Restriction: Charges, Moderate

Restriction: Disadvantage, Minor (takes one turn to set the charges)

Restriction: Disturbance, Minor (explosion)

SA cost: 8 CP



Kit, Investigation

(MiscSA, Power Level: Medium)

A special kit of tools to help find clues, such as fingerprint powder, a small microscope, tweezers, a small computerized chemical analyzer, and so on.

Trait Modification A: +2 Detective

Trait Modification A: +2 Perception (analysis)

Restriction: Item

SA cost: 8 CP

Kit, Medical

(MiscSA, Power Level: Medium)

A portable medical kit designed to help normal healing, it also includes a field handbook on unusual and supernatural diseases.

Trait Modification A: +2 Medical

Trait Modification A: +2 Knowledge - Supernatural (diseases)

Restriction: Item

SA cost: 8 CP

Kit, Tool

(MiscSA, Power Level: Medium)

Portable toolkit designed to repair the Dark Brigade's specialized, high-tech equipment. It can be carried in a box but Boom-Boom prefers to space hers out over a tool belt for easier access. The kit can also be used to assist with demolitions disposal.

Trait Modification A: +2 Repair

Trait Modification A: +2 Demolitions (disposal)

Restriction: Item

SA cost: 8 CP

Reinforced Airpocket Wetsuit (R.A.W.)

(DSA/MiscSA, Power Level: Medium)

A diving suit with reinforced air pockets that, combined with air tubes, hold enough air to double the life of the Electro Gills (see also Electro Gills). The suit's thin Kevlar lining reduces the chance of the air pockets in the suit bursting, and also provides a small amount of protection against physical attacks.

Protection 2

Duration: 6 hours (Predictable)

Restriction: Item

Restriction: Linked to Electro Gills

Restriction: Weak Spot (energy)

SA cost: 2 CP

Reinforced Neck Protector

(DSA, Power Level: Medium)

A wide strip of Kevlar and linked chain mail, this bulky device is wrapped around the neck and closed with a secured Velcro strip to protect the wearer against vampire and wolfman bites.

Protection 4

Restriction: Item

Restriction: Specific Defense (vampire and wolfman bites)

SA cost: 1 CP (2 CP if bought for a character - see sidebar on page 18)

Stealth Suit

(MiscSA, Power Level: Medium)

A skin-tight stretch suit that has a number of tiny white noise emitters, canceling out any minor noises the wearer makes. When the suit is submerged in water, though, the entire system shorts out and needs to be repaired.

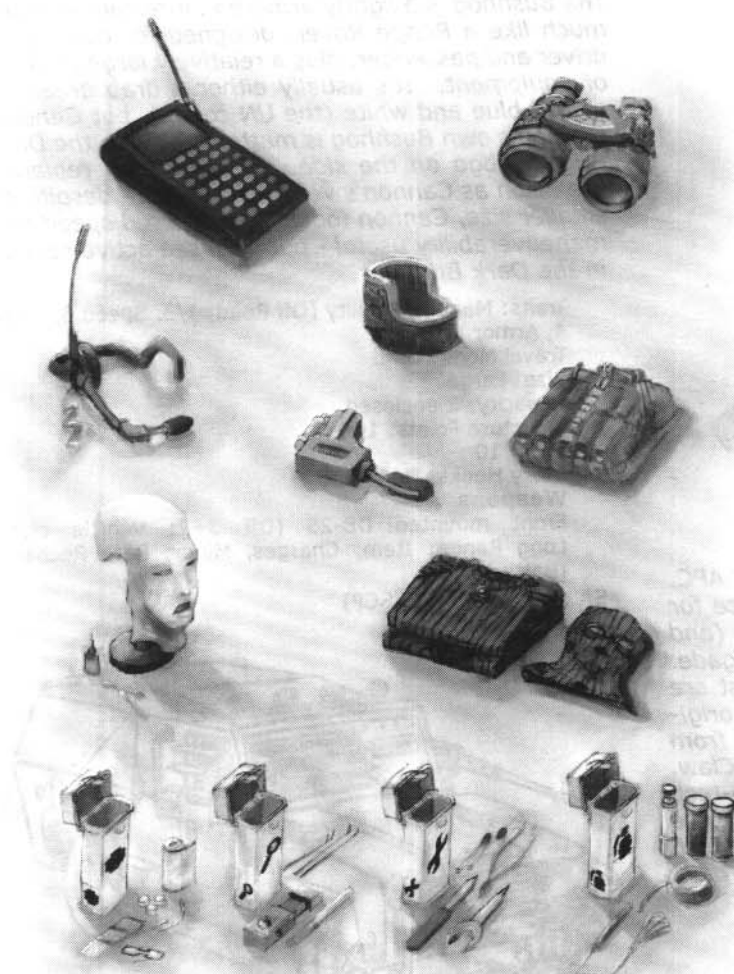
Trait Modification A: +2 Stealth

Bonus: Advantage, Minor (masks every minor noise while active)

Restriction: Item

Restriction: Disadvantage, Major (shorts out when wet)

SA cost: 5 CP



VEHICLES

Aquastrike Combat Speedboat

(Vehicle, Power Level: Medium)

Based off of experimental designs rejected by the US Coast Guard for being too unpredictable, the designs for the Aquastrike landed in the hands of Dr. Volkhardt. The Aquastrike's overcharged engine propels the armored craft at speeds comparable to other speedboats, but is prone to overheating. The front-mounted machine guns are usually enough to slow other boats down, though. "Sharky" Malone's own Aquastrike is painted in the mottled black, gray and dark blue of marine camouflage.

Traits: Maneuverability 2, Speed 3, Body 2, Armor 2, Appearance 2

Travel Mode: Sea

Size: Very Large

Capacity: 2 exposed

Structure Points: 120

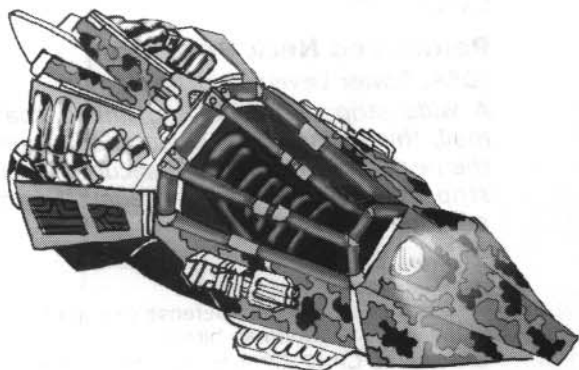
VDM: 8

Story Hooks: Occasionally overheats - Minor

Weapons

Machine guns (DR 4+2; Vehicle class; Medium Range; Burst Fire; Item; Charges, Minor; Disruption, Minor [Loud])

SA cost: 16 CP (30 SCP)



Bison Armored Personnel Carrier

(Vehicle, Power Level: Medium)

Not much different from a typical US military APC, the Bison just sacrifices some personnel space for storage space, due to the decreased unit size (and increased equipment needs) of the Dark Brigade. There are a couple of Bisons in service - most are black with the Dark Brigade emblem. Cannon originally drove the Bison, and the name came from a personal joke between him and Lightning Claw. Boom-Boom's has a larger version of her high-tech toolkit built into the back, turning it into a portable repair bay (she is considered to have her High-Tech Tool Kit when in her Bison, even if she doesn't have it with her at the moment).

Traits: Speed 2, Body 4(2)

Travel Mode: Land

Size: Very Large

Capacity: 4 enclosed

Structure Points: 180

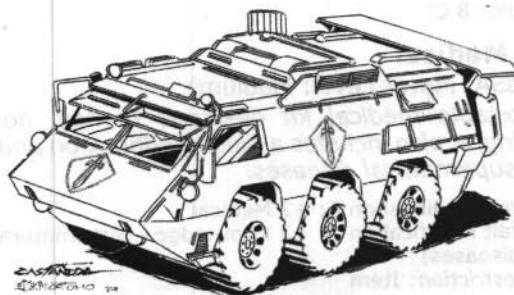
VDM: 12

Story Hooks: None

Weapons

Front mounted rifles (DR 3+2; Vehicle class; Medium Range; Item; Charges, Minor; Disruption, Minor [Loud])

SA cost: 14 CP (25 SCP)



Bushhog Armored ATV

(Vehicle, Power Level: Medium)

The Bushhog is a lightly armored all-terrain vehicle, much like a Range Rover, designed for carrying a driver and passenger, plus a relatively large amount of equipment. It's usually either a drab green or a light blue and white (the UN colors), but General Cannon's own Bushhog is matte black with the Dark Brigade logo on the side. The Bushhog replaced the Bison as Cannon's vehicle of choice - despite its smaller size, Cannon found its increased speed and maneuverability useful - but both see active service in the Dark Brigade.

Traits: Maneuverability (Off Road) 1/3, Speed 3, Body 4, Armor 1

Travel Mode: Land

Size: Large

Capacity: 2 enclosed

Structure Points: 100

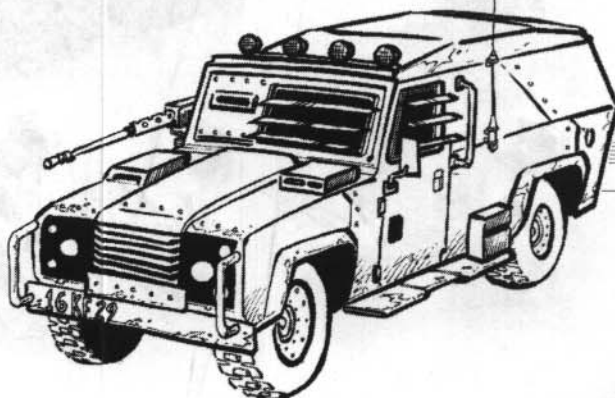
VDM: 10

Story Hooks: None

Weapons

Front mounted DB-25 (DR 3+2; Vehicle class; Long Range; Item; Charges, Minor; Rare Recharge [Batteries])

SA cost: 14 CP (25 SCP)



Cheetah Intercept Vehicle

(Vehicle, Power Level: Medium)

The Cheetah is essentially nothing more than a frame, a missile launcher, a couple of seats, a steering wheel, and some fiberglass strapped to one of the most powerful engines made for a land vehicle. This vehicle was based off of racing designs created by Johnny Rod, and modified to aid in catching and stopping other vehicles. The Cheetah is designed to work for maximum effectiveness on paved roads - in rough road conditions, the Cheetah sometimes gets hung up or damaged due to its minimal shocks.

Traits: Maneuverability 1, Speed 4(2), Body 2, Appearance 2

Travel Mode: Land

Size: Large

Capacity: 2 enclosed

Structure Points: 40

VDM: 4

Story Hooks: Bad shocks - Minor

Weapons

Mini-missile launcher (DR 4+2; Vehicle class; Long Range; Armor Piercing 1; Item; Charges, Major)

SA cost: 14 CP (25 SCP)

**Icarus Air Transport**

(Vehicle, Power Level: Medium)

The Icarus is a large airborne troop transport that can carry 20 troops, gear, and one Very Large or two Large vehicles. It can go 2500 miles with a full cargo load and maximum fuel - more with less cargo. The Dark Brigade currently only has one Icarus in use, and it is docked at a nearby military airbase - it is just too large and too conspicuous to house at DBHQ on a regular basis.

Traits: Maneuverability 2, Speed 4(3), Body 4(3),

Autopilot 3, Crew 3

Travel Mode: Air

Size: Huge

Capacity: 18 enclosed

Structure Points: 280

VDM: 14

Story Hooks: None

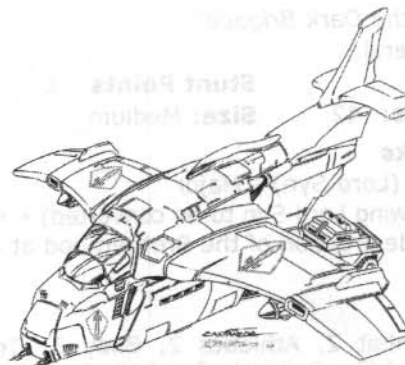
Weapons

Heat-seeking missiles (DR 6+2; Vehicle class; Visual Range; Armor Piercing 3; Major Advantage [Heat

seeking]; Item; Charges, Moderate)

Machine guns (DR 4+2; Vehicle class; Medium Range; Burst Fire; Item; Charges, Minor; Disruption, Minor [Loud])

SA cost: 24 CP (100 SCP)

**Spitfire Combat Helicopter**

(Vehicle, Power Level: Medium)

Although the Spitfire isn't as fast or as heavily armed as the Icarus, the Spitfire's smaller size and high maneuverability makes it a good vehicle to have in a fight, and its onboard sensor equipment makes it a natural choice for airborne surveillance. The Dark Brigade tends to keep two of these at DBHQ.

Traits: Maneuverability 3, Speed 2, Body 3, Armor 1,

Autopilot 1, Crew 2, Computer 0, Perception 1

Travel Mode: Air

Size: Very Large

Capacity: 2 enclosed

Structure Points: 120

VDM: 8

Story Hooks: None

Weapons

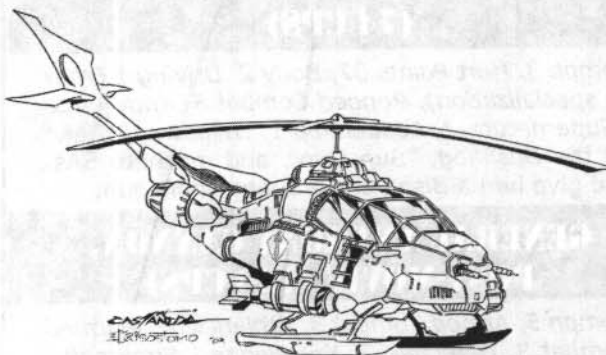
Missiles (DR 4+2; Vehicle class; Long Range; Armor

Piercing 2; Item; Charges, Moderate)

Machine Guns (DR 2+2; Vehicle class; Medium

Range; Burst Fire; Item; Charges, Minor; Disruption, Minor [Loud])

SA cost: 18 CP (40 SCP)



Channel Four:

DARK BRIGADE ROLL CALL

GENERAL ANTHONY CANNON

"Leader of the Dark Brigade"

Rank: General

Oomph: 4

Stunt Points: 2

Hurt Points: 42

Size: Medium

Story Hooks

Archenemy (Lord Syn) - Major

Regret (allowing Lord Syn to be converted) - Moderate

Vow (total destruction of the Brotherhood at all costs)

- Major

Traits

Armed Combat 2, Athletics 2, Body 3, Driving (Bushhog) 1/3, Ranged Combat 4, Unarmed Combat 2, Knowledge - Supernatural 3, Perception 2, Survival 2, Willpower 4, Leadership 3

Special Abilities

Bushhog Armored ATV (Vehicle, Power Level: Medium)

Traits: Maneuverability (Off Road) 1/3, Speed 3, Body 4, Armor 1

Travel Mode: Land

Size: Large

Capacity: 2 enclosed

Structure Points: 100

VDM: 10

Story Hooks: None

Weapons

Front mounted DB-25 (DR 3+2; Vehicle class; Long Range; Item; Charges, Minor, Rare Recharge [Batteries])

SA cost: 14 CP (25 SCP)

DB-25 "Sun Gun" UV Pulsing Laser Rifle (OSA, Power Level: Medium)

DR: 4+2

Range: Medium

Bonus: Burst Fire

Bonus: Double Damage (vampires)

Restriction: Item

Restriction: Charges, Minor

Restriction: Rare Recharge

SA cost: 10 CP

Machete (OSA, Power Level: Low)

DR: 5+Body

Range: Point Blank

Restriction: Item

SA cost: 4 CP

Total CP value: 100 CP



CAPTAIN ANTHONY CANNON (74 CPS)

Oomph 3, Hurt Points 37, Body 2, Driving 1 (with no specialization), Ranged Combat 3, Knowledge - Supernatural 1, Leadership 1, Willpower 2. Take off the Bushhog, "Sun Gun", and machete SAs, and give him a Bison and a submachine gun.

GENERAL ANTHONY CANNON, POST-MOVIE (120 CPS)

Oomph 5, Armed Combat 3, Athletics 3, Unarmed Combat 3, Detective 2, Knowledge - Supernatural 4, Perception 3, Leadership 4, Resources 1.

Background

Anthony Cannon served for twenty years as part of a United Nations peacekeeping force with his best friend, Steven Syn. Each had saved the other's life a dozen times over and they were closer than brothers, so when Syn was promoted to General, Cannon agreed to become the Brigade's first-in-command. Between them, they masterminded a series of well-executed military strikes in an attempt to cripple the Brotherhood.

Then, the unthinkable happened. During a particularly violent battle, Cannon was knocked unconscious, and Syn was taken by the undead. General Syn, now calling himself Lord Syn, turned on the Dark Brigade with all of his skills and expertise, as fearsome as they were once heroic. Cannon never forgave himself for the loss of his best friend.

Since then, Cannon has led the Dark Brigade with an intensity only matched by its former leader. Despite the UN's opinions that General Cannon was second in ability to Syn, he has pulled off some impressive victories against the Brotherhood, saving humanity on more than one occasion. His thoughts are on only one goal - the total destruction of the Brotherhood and Lord Syn.

Personality

General Cannon never leaves a job half finished. He knows all about the tenacity of the enemies of mankind, and won't believe an enemy is dead until he sees it himself. He keeps the respect and admiration of his team by leading from the front, never asking anyone on his team to do something that he wouldn't do himself. If the UN thinks that General Cannon has any fault as a commander, it's his aversion to paperwork, and his frustrating capacity to generate unusual tactics to get the job done (although it's a trait he's had to learn to outwit his old friend, Lord Syn). Deep down, Cannon is aloof and relies on Lightning Claw to bring a human touch to his command. The two could be true brothers-in-arms, if Cannon can overcome his guilt and fear surrounding his friendship with Stephen Syn.

THOMAS "LIGHTNING CLAW" DOBBS

"Spiritual Soldier and Cannon's Right Hand Man"

Rank: Colonel

Oomph: 3

Stunt Points: 2

Hurt Points: 44

Size: Medium

Story Hooks

Archenemy (Commander Warfang) - Major

Vow (Destroy all wolfmen and goblins) - Moderate

Dislikes Command - Minor

Traits

Athletics 2, Body 4, Ranged Combat 4, Stealth 4, Unarmed Combat 4, Knowledge - Supernatural (Wolfmen) -1/3, Knowledge - Spiritualism (Native American) 0/2, Survival 2, Willpower 3, Memory 2, Leadership 2

Special Abilities

Lightning Claw (OSA, Power Level: High)

Thomas' "Lightning Claw" attack is a combination of his raw strength, precision, and disruption of the spiritual centers of his target. In appearance it



SERGEANT THOMAS DOBBS (75 CPS)

Stealth 3, Leadership 1. Take off the Hand of the Great Spirit SA.

LIGHTNING CLAW, POST-MOVIE (120 CPS)

Oomph 4, Stunt Points 3, Lightning Claw DR 6+body, Hand of the Great Spirit DR 8+ Body, Hand of the Great Spirit Armor Piercing 6.



looks like an odd martial arts strike, as Thomas jabs his opponent with his fingers in a claw-like formation. This attack is particularly effective against wolfmen and goblins, causing a small burst of energy to erupt from where his blows hit. After a few uses of the Lightning Claw attack, Thomas has to rest for eight hours before his spiritual energies are recharged.

DR: 2+Body
Duration (1d12 turns)
Bonus: Double Damage (Wolfmen)
Bonus: Double Damage (Goblins)
Restriction: Charges, Major

Total cost: 9 CP

Hand of the Great Spirit (OSA, Power Level: High)

The Hand is a special hand weapon that, according to legend, was crafted by the Great Spirit himself. This S-shaped silver weapon is edged on each end and tapered to two points, allowing for lightning quick attacks. It is also perfectly balanced, and can be used as a throwing weapon, despite its size.

DR: 6+Body
Bonus: Advantage, Minor (can be thrown at Short range)
Bonus: Advantage, Minor (will return to the thrower)
Bonus: Armor Piercing 2
Bonus: Burst Fire
Bonus: Double Damage (Wolfmen)
Restriction: Disadvantage, Minor (huge - cannot be hidden)
Restriction: Item

Total cost: 21 CP

Total CP value: 100 CP

Background

Thomas was born to a Diné (Navajo) father and a Sioux mother who had met at a multi-tribal gathering in Arizona. His father was one of the Navajo Code Talkers in WWII assigned to handling OSS-SO communications, and shortly after Thomas' birth was "reassigned" after the breakup of OSS-SO. Thomas was raised by his mother in the ways of the Sioux, but before he entered the military, his father came back. After an emotional conversation with his wife, he left only a handful of cryptic reports about man-beasts and twisted, tattooed men. When his mother showed them to Thomas, she told him of the Sioux legend of the Great Spirit: for centuries, their tribes had fought wars on this world and the next against monsters. Each generation, one warrior was born to serve as the Great Spirit's right hand. This warrior, known as the Lightning Claw, gives his life to save others from the monsters.

Thomas Dobbs was in the Far East serving in the Special Forces when he heard a voice in his mind that rumbled like thunder, calling him to his destiny. It was then that he knew that the Great Spirit had chosen him for a special purpose. He took a furlough for religious reasons and returned to America to become one with the Great Spirit, to become the Lightning Claw.

Using his father's contacts and the help of his friend "Sharky" Malone, he traced back the remnants of OSS-SO. He found the location of Syn's training compound

in Lake Erie in the midst of the organization's first great battle, and helped turn the tide in the Brigade's favor. After that, Thomas and Sharky joined the Dark Brigade.

Personality

Thomas Dobbs, despite being the greatest spiritual warrior of all of the Native American tribes, is a very humble man. He prefers to be called Thomas by most everyone, and he has a quiet sense of humor that puts people at ease. Though his gifts as a leader make him indispensable to General Cannon, he is uncomfortable issuing orders and being in command.

NIKITA V

"Head of EVE X and Jill of all Trades"

Rank: Major

Oomph: 3

Hurt Points: 33

Stunt Points: 2

Size: Medium

Story Hooks

Archenemy (Duchess Lillith) - Moderate

Vow (Dedication to EVE X and desire to bring positive change to it) - Major

Traits

Athletics 3, Coordination 2, Ranged Combat 3, Stealth 2, Unarmed Combat 3, Computers (Hacking) 0/4, Knowledge - Languages 3, Knowledge - Supernatural (Magic) 1/3, Willpower 4, Appearance 2, Persuasion 2, Leadership 1, Wealth 3

Special Abilities

Life Shield (DSA, Power Level: High)

A white magic spell, Life Shield covers a roughly 10 foot diameter with a shield made of pure life energy. Nikita focuses her life energy through a staff or wand, and a flash of white light brings the shield into existence for a short period of time (based on the currents of life energy in the area). Since it uses a part of Nikita's own life force, the shield can only be used a number of times before she needs a full night's sleep.

SERGEANT NIKITA V (76 CPS)

Ranged Combat 1, Unarmed Combat 2, Leadership 0, Willpower 2, Life Shield Protection 3. Take off the Enchanted Bullets SA.

COLONEL LINDA RYAN, POST-MOVIE (119 CPS)

Piloting 4, Knowledge - Languages 4, Persuasion 3. Take off all of her SAs, and give her a DB-32 "Hot Shot" Heat Intensification Pistol, Spitfire, and a large automatic pistol with silver bullets.



Background

Linda Ryan was the daughter of Charles Ryan, owner of PetroCo, one of the largest petroleum companies in England. Even at an early age, when her mother divorced Charles, she hated everything to do with PetroCo. She ran away when she was a teenager, and spent much of her time learning about life from the School of Hard Knocks. Duchess Lillith (then called Nikita IV) discovered her, and her passion and anger was quickly focused into a deadly force for EVE X. She learned a diverse array of skills in her personal war with PetroCo, especially computer hacking and life magic. When asked about the goals of EVE X, Lillith always just referred to it as an underground, all-female militia, but after a few missions (and a number of successes against PetroCo), she started to suspect that

EVE X was actually a terrorist group.

In 1985, Lillith declared that EVE X was going to side with another terrorist organization called the Brotherhood of Death. Linda had meanwhile discovered the true purpose and calling for EVE X, and decided that she would fight against the corruption of the militia. She challenged Lillith to one-on-one combat, and successfully won the right to lead EVE X. In the tradition of the militia, she called herself Nikita V.

Soon afterwards, Duchess Lillith assisted in the creation of Lord Syn, while Nikita V helped General Cannon with her computer savvy and mystical knowledge. She is now one of General Cannon's closest advisors, but her leadership over EVE X is only nominal - she can't always get them to cooperate with the Dark Brigade, and hidden factions of Duchess Lillith's black witches are an insidious threat.

Personality

Nikita V is extremely high energy. She barely sleeps unless exhausted by magical exertions, and is always doing something. She's usually bouncy and cheerful, but can become very cold when on assignment. Her incredible intellect makes her a great contribution to the Brigade, but her leadership of EVE X is causing her to become arrogant. She is extremely disinterested in men and romantic relationships, although rumors have circulated about her and General Cannon. Even though the "V" is the Roman numeral for five, she prefers to have it pronounced "vee."

Protection 5

Duration (1d12 turns)

Bonus: Area of Effect (3 yards diameter)

Restriction: Disadvantage, Minor (needs staff)

Restriction: Disturbance, Minor (flash of white light)

Restriction: Charges, Minor

Total cost: 11 CP

Life Gift (MiscSA, Power Level: High)

A white magic spell, Life Gift allows Nikita to give a portion of her own life energy to another. Nikita focuses her life energy through a staff or wand, and a flash of white light appears over the injured area, healing it. Since it uses a part of Nikita's own life force, the gift can only be given a few times before she needs a full night's sleep.

Healing, Type B (5 Hurt Points)

Restriction: Disadvantage, Minor (needs staff)

Restriction: Disturbance, Minor (flash of white light)

Restriction: Charges, Major

Total cost: 4 CP

Enchanted Bullets (OSA, Power Level: High)

Nikita can use her magic to infuse ammunition with her very life energy, making them deadly to the undead.

No Components

Bonus: Double Damage (undead)

Restriction: Disadvantage, Major (takes two turns to enchant a clip)

Restriction: Item

Restriction: Linked

Total cost: 9 CP

Total CP value: 100 CP



CHRISTOPHER "SHARKY" MALONE

"Angry Navy SEAL"

Rank: Sergeant

Oomph: 3

Stunt Points: 2

Hurt Points: 35

Size: Medium

Story Hooks

Angry - Moderate

Self-sacrificing - Moderate

Hatred of gillmen - Moderate

Traits

Armed Combat (Knife) 0/4, Athletics 3, Body (Swimming and Scuba) 0/4, Piloting 4, Ranged Combat 4, Stealth 3, Unarmed Combat 3, Knowledge - Supernatural 2, Knowledge - Navigation 2, Survival (Underwater) 2/4, Appearance -1

Special Abilities

Aquastrike Combat Speedboat (Vehicle, Power Level: Medium)

Traits: Maneuverability 2, Speed 3, Body 2, Armor 2, Appearance 2

Travel Mode: Sea

Size: Very Large

Capacity: 2 exposed

Structure Points: 120

VDM: 8

Story Hooks: Occasionally overheats - Minor

Weapons

Machine guns (DR 4+2; Vehicle class; Medium Range; Burst Fire; Item; Charges, Minor; Disruption, Minor [Loud])

Total cost: 16 CP (30 SCP)

DB-32 "Hot Shot" Heat Intensification Pistol (OSA, Power Level: Medium)

DR: 4+2

Range: Medium (100 yards)

Bonus: Double Damage (gillmen)

Restriction: Item

Restriction: Charges, Moderate

Restriction: Rare Recharge

Total cost: 5 CP

Electro Gills (MiscSA, Power Level: Medium)

Duration: 6 hours (Predictable)

Restriction: Item

Total cost: 4 CP

Reinforced Airpocket Wetsuit (R.A.W.) (DSA/MiscSA, Power Level: Medium)

Protection 2

Duration: 6 hours (Predictable)

Restriction: Item

Restriction: Linked to Electro Gills

Restriction: Weak Spot (energy)

Total cost: 2 CP

Silvered Knife (OSA, Power Level: Low)

DR: 3+Body

Range: Point Blank

Bonus: Advantage, Minor (built-in compass and fishing line)

Bonus: Advantage, Minor (can be thrown at Short range)

Bonus: Double Damage (werewolves)

Restriction: Item

Total cost: 6 CP

Total CP value: 100 CP

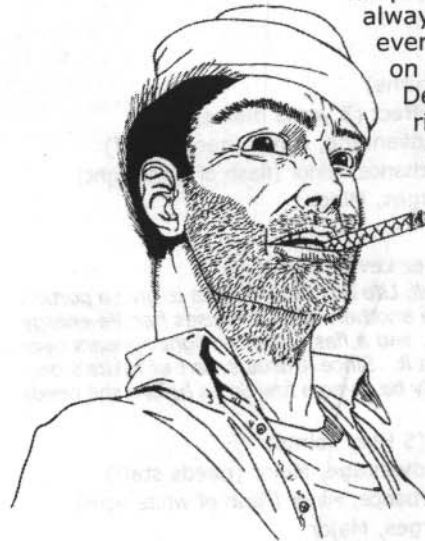
Background

Born with his twin sister Christina on a San Diego naval base, Christopher Malone fell in love with the ocean at a very young age. Even as a child he was always canoeing, skiing, diving, and surfing. His sister wasn't quite as obsessed with water, but they were still often inseparable. He went to college to be a marine biologist, and the two shared an apartment while she studied English Literature. One night, Sharky and Christina were on a late night trip on Sharky's boat to collect biological samples. Under the new moon, a gillman, looking for food, attacked them. Christopher tried to protect his sister, but she was dragged off and never seen again.

Within the week Christopher had quit college and joined the US Navy, vowing to never be weak and helpless again. He was given the nickname "Sharky" because of his aggressiveness during underwater training exercises and viciousness in combat. While almost disturbing to his superiors, it earned him a berth with the Navy SEALs, and it was on a UN mission that he met his only real friend, Thomas Dobbs. Both men were driven to fight the forces of evil in their midst, and when they discovered and assisted the Dark Brigade in Lake Erie, they knew they finally had allies in their fight.

Personality

Sharky never smiles. He has a perpetual snarl on his face, and is quick to point out the flaws in a proposed plan. He is always on edge, only ever relaxing when he's on the water or diving. Despite his gruff exterior, he is a dedicated professional through and through, never disobeying a direct order. He also cares for his team, and will not flinch from danger for them, whatever the odds. The only person who seems to understand him is Lightning Claw.



SERGEANT SHARKY (74 CPS)

Stealth 1, Piloting 3. Take off the Aquastrike and the Electro Gills.

CAPTAIN CHRISTOPHER MALONE, POST-MOVIE (120 CPS)

Oomph 4, Stunt Points 3, Athletics 4, Knowledge - Supernatural 3, Resources 4.

SUSAN "SUZIE" WATANABE*"Japanese-American black belt and scholar"***Rank:** Captain**Oomph:** 2**Hurt Points:** 37**Stunt Points:** 1**Size:** Medium**Story Hooks**

Curiosity - Moderate

Traits

Armed Combat 1, Athletics 3, Body 2, Coordination 2, Ranged Combat 1, Unarmed Combat 4, Computers (Research) 2/4, Detective 3, Knowledge - Supernatural 4, Perception 2, Psychology 3, Science 3, Willpower 2

C.A.D.B.O.T. (MiscSA, Power Level: Medium)

Trait Modification A: +1 Knowledge - Supernatural

Restriction: Item

Restriction: Disadvantage, Minor (must be able to access satellite)

Total cost: 3 CP

Total CP value: 75 CP

Background

Suzie's father, Takashi Watanabe, was the former head of the Tokyo chapter of the Order of the Peaceful Dragon. His wife, Sandra, was an American diplomat, and after they met, they were quickly married and moved to Ohio. As Suzie was growing up, she developed a keen interest in the occult and mysticism but her father always forbade her from studying it. Suzie spent much of her high school life sneaking off to libraries and occult bookstores to learn as much as she could, and when her grades allowed her to get a scholarship at any school in the United States, she moved to California to get a degree in psychology, with a minor in parapsychology.

During her college years, she found out about her father's ties to the Order of the Peaceful Dragon. She confronted her father about belonging to the ancient secret society, and he confessed that he had forbidden her from studying the occult so that she would not be forced to live the same life as him. He explained to her the evils of the Order of Charr, and begged her not to pursue her studies further. The revelation that the supernatural did exist, however, encouraged her to study harder.

When she graduated at the top of her class, an FBI recruiter approached her. She spent a year in the FBI as a profiler, but after some time on more unusual cases, she was quietly approached by General Cannon to leave the FBI and join the Dark Brigade - her knowledge of the supernatural was unsurpassed, and Cannon impressed upon her how important her skills were to defeating the Brotherhood of Death. After some debate, Suzie agreed to join.

MAJOR SUSAN WATANABE, POST-MOVIE (100 CPS)

Oomph 3, Stunt Points 3, Hurt Points 43, Armed Combat 4, Athletics 4, Body 4. Add Knife SA.



Now Suzie is trying to convince her father to contact his friends in Tokyo and have the Dragon fight alongside the Dark Brigade, but her father is reluctant to re-establish contact.

Personality

Suzie loves to exercise. Whether it's her brain or her body, she gets great enjoyment out of stretching her limits. She frequently forgets that the people around her can't keep up with her speech (or her athletic abilities), and she often has to be reminded to come back down to everyone else's level. If she does have a sense of humor, it is very dry and subtle - nobody can tell if her comments are to be taken at face value, or contain some hidden barb.



JAMIE MCGRAW

"Young Scottish master of disguise"

Rank: Corporal

Oomph: 2

Hurt Points: 29

Stunt Points: 2

Size: Medium

Story Hooks

Kleptomaniac - Minor

Dresses Loudly - Minor

Weakness for Women - Moderate

Traits

Athletics 2, Coordination 3, Driving 2, Ranged Combat (Pistols) 1/3, Stealth 3, Unarmed Combat 2, Computers 2, Detective 2, Disguise 4, Knowledge - Supernatural 1, Perception 2, Appearance 1, Performer (Acting) 0/4, Persuasion 3

Special Abilities

Disguise Mask (MiscSA, Power Level: Medium)

Trait Modification A: +2 Disguise

Restriction: Item

Restriction: Disadvantage, Major (shorts out when wet)

Total cost: 3 CP

Total CP value: 75 CP

Background

Jamie McGraw doesn't remember his parents. Eve as a child he was a thief, living in the abandoned areas of Edinburgh and stealing what he could to survive. He taught himself how to mimic other people's voices over the phone, in order to set up more and more elaborate schemes. By the time he was 17, he was caught by an old constable, and given a choice - serve time in the military, or go to jail. Jamie quickly signed up to join the Scottish Dragoons, but he was quickly transferred to a training program with MI6 due to his unique collection of aptitudes. For two years Jamie got into trouble time and again breaking regulations, and became a serious disciplinary problem for the British government. When the Dark Brigade was given full global discretionary powers, Jamie was transferred to the Brigade by MI6 "in the interests of expanding the global makeup of the unit" during the Loch Ness affair.

Personality

The first thing people usually notice about Jamie is his clothing - he tends to wear bright clothing when not on assignment, since he usually has to dress inconspicuously. His time as a young thief has given him bad habits, and he occasionally has to fight the urge to steal small, inconsequential objects. As the youngest (and most hormonal) male in the Brigade, his weakness for beautiful women leaves many of the female Brigadiers heading the opposite way when Jamie walks towards them with that gleam in his eye. Jamie is young, brash, egotistical of his skill, and has had very little contact with the supernatural.



LIEUTENANT JAMIE MCGRAW, POST-MOVIE (100 CPS)

Oomph 3, Hurt Points 35, Armed Combat 2, Athletics 4, Body 2, Stealth 4, Unarmed Combat 3, Resources 1. Add Stealth Suit SA.

TASHA "BOOM-BOOM" BRENDIKOV*"Russian ex-KGB demolitions expert and mechanic"***Rank:** Sergeant**Oomph:** 2**Stunt Points:** 2**Hurt Points:** 36**Size:** Medium**Story Hooks**

Pessimistic - Moderate

Defected Russian - Major

Swears Constantly - Minor

Traits

Armed Combat 2, Body 2, Driving 2, Ranged Combat 3, Unarmed Combat 2, Demolitions 1, Medical 2, Knowledge - Supernatural 1, Repair 4, Willpower 1, Appearance 1

Special Abilities**Bison Armored Personnel Carrier** (Vehicle, Power Level: Medium)

Traits: Speed 2, Body 4(2)

Travel Mode: Land

Size: Very Large

Capacity: 4 enclosed

Structure Points: 180

VDM: 12

Story Hooks: None

Weapons

Front mounted rifles (DR 3+2; Vehicle class; Medium Range; Item; Charges, Minor; Disruption, Minor [Loud])

Total cost: 14 CP (25 SCP)

Kit, Tool (MiscSA, Power Level: Medium)

Trait Modification A: +2 Repair

Trait Modification A: +2 Demolitions (disposal)

Restriction: Item

Total cost: 8 CP

Total CP value: 74 CP

Background

Born to KGB spies, it was always assumed that Tasha would enter "the business" when she was old enough, but she never showed an interest in espionage or intelligence gathering. However, the Russia military needed mechanics, and she dutifully joined when she was old enough. When the KGB saw a chance to place a spy in the fledgling Dark Brigade, they sent Tasha over with orders to report what the Americans were developing, counting on her technical skill and her family's history to be a valuable asset in the Cold War. What they didn't expect was Tasha's

formal defection to the United States within 24 hours. As soon as Tasha landed in New York, she immediately told Cannon everything, and the Secretary-General granted Tasha protection from Russian reprimand.

Since then, the KGB has been eager to either neutralize Tasha or have her returned to the Soviet Union. No one in the Brigade, not even Cannon, knows why she took the risk she did in defecting. The only hints she has revealed are little more than vague comments about things stirring in the Siberian wastes.

Personality

Tasha hides behind a gutter mouth wrapped in a thick Russian accent. Nothing is ever good enough for her, and when something's not good enough, she'll tell you - loudly. She especially swears at the machines that she works on, and the Dark Brigade garage usually has a steady stream of banging noises and Russian profanity. The only time Boom-Boom is quiet is when there is a bomb to defuse or when someone asks a question about her past, and Cannon and Lightning Claw suspect those two things may be more similar than Tasha will acknowledge.


CAPTAIN TASHA BRENDIKOV
(100 CPS)

Oomph 4, Body Points 38, Driving 4, Unarmed Combat 3, Demolitions 4, Knowledge - Supernatural 3, Willpower 3, Resources 1. Replace the Tool kit with a Demolitions Kit.



OTHER CHARACTERS

Dr. Stephen Volkhardt: A German inventor obsessed with destroying the monsters in the world, he has developed most of the weaponry that the Dark Brigade uses against the Brotherhood of Death. Even though he is technically a civilian, his hard work and dedication has earned him the honorary rank of Captain.

Sergeant Allen "Sarge" Collins: Former US Special Forces and the first African-American to join the Brigade, Sergeant Collins received two shattered legs in one of the Brigade's first missions under General Syn. Although his legs were healed, he requires the use of metal braces on his legs to walk. He now teaches unarmed combat at Brigade H.Q., and is the most feared instructor in the Dark Brigade.

Lieutenant Juan "Johnny Rod" Rodriguez: Originally a Spanish race car driver before the Brotherhood of Death slaughtered his pit crew for their prototype racing fuel, Juan now offers his services to the Brigade as the best damn driver on the planet. He can drive anything to anywhere, as fast as you'll let him. His obsession with science fiction television shows, however, borders on mental illness.

Sergeant Michelle Thomas, M.D.: Medical doctor who spent four years in the US Army before going into a private practice, she has since become the world's foremost authority on analyzing and curing supernatural diseases. After her help in combating the zombie plague, she joined the Dark Brigade full time. She hates being called "Doc."

Quartermaster Private Lynn Harris: A spunky Australian girl who has recently joined the Brigade, she's eager to go out and get involved in the action, but her skills at organization and quick grasp of mechanical devices of all sorts has landed her in what she considers a "dead end assignment." She's always eager to listen to stories of previous missions, but despite her frustrations, she performs her duties as quartermaster with efficiency and professionalism.

Lieutenant Jean "Operator" Delacroix: A French linguist who can speak a dozen languages fluently, "Operator" is the main point of contact for handling communications and coordinating disparate operations in the field. He gained his nickname for his habit of answering incoming communications, "Operator, how may we direct your call?" in a theatrical French accent.





Channel Five:

GAMEMASTER'S BRIEFING

MAN AGAINST THE MONSTERS

Theme? In a role-playing game about 80's cartoons? It's not all that strange of an idea, and it's not just confined to the after-show message, either. While it's not required to understand the themes behind *Darkness Unleashed* to have an enjoyable night of zombie bashing, it can add another layer to the stories that your group creates every time you sit down to play. Most stories have some sort of theme behind them - we're just looking at a series of *Darkness Unleashed* as one big story.

The main theme behind *Darkness Unleashed* is the struggle of humanity against supernatural horror. Although this is a cartoon-style action game, the question being asked is the same as in many other horror stories - if you knew that monsters existed, what would you do? To emphasize this, most of the Dark Brigade characters are normal (if very competent) people from many different cultures and walks of life who are willing to serve with a military unit to help save humanity. The world is dark in places, but the underlying mood is hope - in our darkest hour, humanity will work together to overthrow the darkness.

Different themes can be brought out as the basis for episodes, or even entire seasons. You can structure stories around themes of trust, or the corruption of power. You can have your group examine the burdens of command, or the frustrations of the military structure. You can even spend a night being a bit silly and not worrying too much about deep, meaningful themes. Anything is possible.

There are a couple of cautions when using themes, however. Stick to one theme at a time - not only does this make it easier to see the central theme through the events of the game, but it is also closer in nature to the way retro-toon stories were structured. Also, be sure not to let the game suffer at the expense of the theme! Players play games mainly to have fun, not to be preached at. If your group doesn't seem to enjoy exploring the themes you've presented, ditch them and go back to zombie bashing.

EMBRACING THE MOOD OF THE ACTION/HORROR GENRE

Just as important as theme are the conventions of genre and the mood of the game. We're not just telling any story - we're telling the story as if it were an action/horror cartoon running in 1986. The *Cartoon Action Hour* main book has a section in Channel Five called "Embracing the Genre," which covers the tenets of the retro-toon genre. We're going to have another look at some of them, and how they apply to *Darkness Unleashed*.

Morality: While the lines in most retro-toons are pretty well defined between good and evil, that line is a bit blurred in *Darkness Unleashed*. Good can become evil (such as the conversion of Lord Syn) and evil can become good. Sometimes, good can work towards goals as conflicting as the forever-clashing schemes of evil. Right and wrong aren't clear-cut, but neither are they intermixed - the good guys are still mostly good, and the bad guys are still mostly evil. Use changing morality as a tool in the game, but as an element of risk, not for a total moral uncertainty. Use it sparingly.

Optimism: There is a lot of hope and skill behind the Dark Brigade, but this is an action/horror background, and horror requires us to turn down the lights a bit. The heroes win a bit less than in most other *Cartoon Action Hour* series, but they don't lose a whole lot either. Sometimes, the best that can be hoped for is a draw. Regardless of how well a particular mission goes, the enemy is still out there, and humanity is still in danger.

Exaggerated Action: But enough about this morality and optimism malarkey, let's kick some wolf-man tail! Although things shouldn't get too wacky, there should still be a lot of great cartoon action. Jump from a speeding Bison! Dive from a building into a river to catch the gillmen before they escape! Fire a rifle one-handed while lobbing a Fairy Dust grenade at the Pac! Don't let the game slow down.

Coincidence: Unlikely coincidence has two specifically notable aspects in *Darkness Unleashed*. One is location: the Brotherhood is everywhere, and even though it's the same 25 characters always fighting each other, they always manage to do it in unusual and exciting locales. Why fight zombies in Montana when you can fight them in Egypt? The other use of coincidence is in regards to equipment and SAs, which is covered more in Channel Eight.

Rogues Gallery: We've provided them for you - the Brotherhood of Death. However, you might want to add a few of your own, or flesh out another group like the Order of Charr. Feel free to add more villains to the mix, but remember that players will likely encounter them again and again, so make them competent and memorable.

Comic Relief Characters: While there's no one token "joker" in the Dark Brigade (although Sharky and Jamie McGraw come close), there is often a moment during the latest worldwide crisis where a character has a chance to crack off a one-liner. Encourage PC's to try the occasional witticism, and try to play your NPCs the same way.



The After-Show Message: As mentioned above in "Man Against the Monsters", theme can play a large part in your series, or very little part at all. The use of the After-Show Message helps to put your game into perspective. Is the message a poignant discussion of the allure of power, or is it a trite safety tip played for laughs? This tidbit is a good tool to promote the feel of your series.

The Movie: We've given you an entire series full of ideas in Channel Eight, but the movie is the biggest part! How long you plan for the series to run will dictate when the movie will happen, but it's a great way to wrap up a season, or even the whole series.

The Star of the Show: While General Cannon, Lightning Claw, and Nikita V could be considered the "stars" of the Dark Brigade, the background lends itself heavily towards a more team-oriented style of play. Having one or two main stars detracts from the feel of the series, but it is certainly possible to have a super-soldier leading the fight to victory!

ADJUSTING THE CONTROLS

Of course, the theme and mood aren't written in stone. You and your group might have different ideas about how the game should be run. Don't let that stop you! Some of the inspirations for *Darkness Unleashed* (see Appendix One: Recommended Sources) were comedic in nature, and a far cry from the relative darkness of the game. Fundamentally, it's your game - as long as you're having fun, we won't send a horde of slaving zombies over to your house. Honest.

Gamemasters that want to truly emphasize normalcy in their *Darkness Unleashed* game can strip out the supernatural abilities of the NPCs altogether, and forbid them in all PCs. Or, you might want to make the Dark Brigade just as mystical as their opponents - feel free to open up more options from the main *Cartoon Action Hour* book (Channel Eight goes into this in more detail). Also, more realism and accuracy are options you can play with as well - there are lots of websites on modern military structure and equipment that you can use, and the UN-supported Dark Brigade can easily become an Army unit or MI6 special taskforce.

You can also tailor your game on the main axis of the series - either with more action, or more horror.

More Action

You can de-emphasize the horror aspects of the game in favor of a more optimistic, action-oriented feel.

- Don't let the Brotherhood of Death have complete control over a couple of countries. This sets up the UN as a unified front against the forces of evil. The United Nations will protect the freedom of the world citizens everywhere!
- Decrease the "dark appetites" of the Brotherhood. While you won't see vampires drinking blood or zombies eating flesh "on screen" as it were, even the implication sets up for a dark tone. Have the vampires use

a less visceral substitute for blood, and the Brotherhood plotting to rule humanity, not use them for food - basically, they become terrorists with interesting powers.

- The Dark Brigade is the best of the best of the best! Consider ratcheting up the amount of CPs useable at character creation to 100 (or even 150 for a super-soldier game!)
- Make the dialogue cornier and more cliché. Work "catchphrases" into conversations at every conceivable point. Throw puns out as often as possible. The way people speak can drastically change the mood of the game.
- Encourage the use of Stunt Points, maybe even awarding some back in the middle of a game session by acting in an appropriate manner to the tone you want.

More Horror

You can also make the game more horrific. Be careful, as you risk moving the game outside of the premise of being an 80's cartoon towards the feel of a more modern cartoon or a darker style of Japanese anime, but feel free to have fun with the series in whatever manner your group sees fit.

- Give the Brotherhood more control over the world. As countries fall under the sway of the Brotherhood, the UN will become more divided, and the resulting politics will cause the Dark Brigade to lose power and authority.
- Emphasize the monstrous nature of the Brotherhood. They eat people. They hunt humans for blood or their flesh. People aren't just threatened by the monsters - they die. Play down the terrorist aspect of the Brotherhood, and show just how horrible these creatures really are.
- Make the morality grayer, and increase the paranoia. Steven Syn joined the monsters - who's next? Have EVE X corrupted by Lillith's influence and turn on the forces of good. Have the Order of the Peaceful Dragon refuse to work with the American-centric Brigade. Who can you trust?
- Reduce the level of politically correct dialogue. Have characters swear. Cut down the joking between PCs - this isn't a picnic, this is war!
- Give the Brotherhood a nuclear weapon. Sure, DBHQ can withstand a nuclear assault, but the base would be effectively useless, and what about the rest of New York?
- Tweak the setting - run your games at night, and perhaps give the Brotherhood the power to blot out the sun over a large area. Darkness generates its own mood.

RANK AND FILE

While rank is very important for a functioning military unit, they're not much fun to play in a role-playing game. You will either have the PCs all deferring to one central NPC, which makes the players feel like they have no control over the game, or a few PCs will inadvertently hog the spotlight by virtue of their rank. Neither of these is much fun for the whole group. But, players love the reward of being promoted! How do you resolve the dilemma?

In paramilitary retro-toons, rank wasn't really much of a factor. Sure, there were dramatic times when the higher ranked character would crack out a timely "That's an order, mister!", but it wasn't a regular occurrence. Most of the people at higher ranks in retro-toons had the skills and courage to be the best, and always deserved the rank they had. In *Darkness Unleashed*, the Dark Brigade promotes based on merit, to emulate this loose command style. PCs will get promoted on their accomplishments, which is a great way to reward players in lieu of (or in addition to!) experience points.

But rank is not a measure of competence in all situations, especially since most Brigadiers are specialists. The Dark Brigade has what are called "mission leaders" - if a situation falls under a lower ranking character's expertise, that character can be placed in command, regardless of rank. For that mission alone, the character is to be treated as the highest-ranking officer. (For example, if the Brigade were to tackle a horde of gillmen on the open sea, General Cannon would defer to Sharky's orders, even though Cannon far outranks Sharky, because Sharky is specialized in waterborne missions.) Characters that abuse that privilege, of course, don't get to be mission leaders again, but it's a great way to allow each character in a unit to get some time as leader and showcase their particular talents in the game.

Also remember that rank goes both ways. If a high ranking character is abusing their rank and just ordering other PCs around, they can be demoted to Private to let the character know what it feels like to be on the bottom, before putting them back to a more appropriate rank. Don't be afraid to use General Cannon (or the Secretary-General) as an NPC to moderate rank.

Remember, rank is a tool to use to tell good stories, not a title to allow players to lord over each other with.

WHERE DO THE PLAYERS FIT IN?

Darkness Unleashed has information on just about every element of the "Dark Brigade" cartoon series, including the members of the Dark Brigade itself. This might leave you wondering, "Okay, so where do my players fit into all of this?"

The easiest answer, and certainly most obvious,

is to let the players play the existing Dark Brigade characters as PCs. This is the best way to use everything presented here - just choose a character and play! You can offer the characters as written, or use the various sidebars to put all of the characters at a balanced point total. You might also allow the players to move around the points on the characters to suit their style of play. The downside of this method is that the players will have almost no say in the characters they will get to portray, but for ease and speed in playing *Darkness Unleashed*, especially for a one-shot episode, this method certainly has a lot of advantages.

One way to tweak the setting to your liking is to keep a few of the major characters (like General Cannon) as NPCs, and replace some of the Dark Brigade characters with custom PCs. This is a good compromise between use of the existing setting material and allowing the players to create their own characters. A variant of this is to create a "second string" of characters that represent the new wave of recruits into the Brigade. We used this method in playtesting, with the PCs comprising the so-called "Beta Squad."

Finally, the most work-intensive method is to completely replace the Dark Brigade with new characters, both PCs and NPCs, to suit the needs of the group. This will require a lot of effort on your part, as the history of the Dark Brigade and important events (like the defection of Lord Syn) will need to be revised in light of a totally new cast of characters. However, this can make the game feel truly like your own creation, and can certainly pay off in adding a special touch to your own series.

One interesting twist to this is derived from the recent revival of '80s cartoons - set the game in the modern day, and the PCs would represent the new Dark Brigade, with the original characters and missions acting as a historical backdrop to totally new adventures and villains. GMs might want to give such a modern cartoon a slightly grittier edge, by either the techniques mentioned earlier for theme, mood, and tone, or applying some of the rules for the Movie in *Cartoon Action Hour* to every episode in the series.







Channel Six:

BROTHERHOOD OF DEATH

HISTORY

Since a time before recorded history, monsters have existed. We know the tales of vampires and their nightly thirst for sustenance. We are acquainted with the wolfmen and their feral hungers. We have all seen movies with zombie hordes, shambling about in search for victims. We know them... as legends and myths. But they are real.

Often, the monsters were hidden in the shadows, waiting to lunge upon their helpless victims. Sometimes, the denizens of the dark scurry about in conspiracies to topple what civilization man had created. However, as times changed, the monsters adapted. The monsters of the world of the Dark Brigade are the same ones we all know and fear so much, but these monsters are far more organized and dangerous than we ever could have imagined.

Not all monsters are social, but those that are tended to work together along racial lines, and it wasn't until the 19th century that the concept of cooperative effort developed. The ghoul Deacon Death, in life a radical and accomplished necromancer in Victorian England, came up with the idea of actually organizing the various supernatural races into one cohesive brotherhood. He formed the Brotherhood of Death with himself as Master, and the group spread terror throughout the late 19th century in their attempts to overthrow the English empire. By the turn of the century, they were defeated by a group of English patriots working in secret, and Deacon Death relocated his forces to a small country named Scallia on the fringes of the Empire. There he sat and waited, and formed new plans.

Deacon Death theorized that only the budding technology of the Industrial Age had helped humanity beat back his onslaught, and sought to turn these tools to his own use. He sent his minions out into the world to learn more (some under the watchful eye of the Haunter), and both World Wars taught him how man uses his machines in war. Undetected, he started gathering arms and technology, but he knew he would need to take control of land to secretly produce weapons on a larger scale.

After World War II, Deacon Death struck. He sent units of monsters to smaller countries all over the world, taking them as staging grounds. In Eastern Europe they did quite well, but their concentrated efforts in Western Europe later met with minimal success. In the early 1960s, Deacon Death turned his attentions to the Americas to gain a foothold in the rapidly expanding global community. In short order, the Brotherhood of Death took control of the government in the South American nation of Santa Cisco,

and started converting it into a production facility for the Brotherhood's engines of war.

With the Santa Cisco facilities assisting them, they expanded their theater of operations, making raids in Africa, Asia, Central America, and the Middle East. Where they could, they would set up small storehouses and facilities for supplies, and take over any fledgling human communities near the area. The Brotherhood was expanding, and becoming a serious threat to humanity.

As the 1980s began, the Brotherhood of Death started expanding into the US. Using some older Canadian bases set up by the wolfmen and gillmen, they attempted to take over a small chain of islands in Lake Erie. Purely by accident, they encountered the fledgling Dark Brigade and were beaten back. Furious, Deacon Death vowed to destroy this upstart group. For years afterwards, his progress into the US was beaten back time and again by the Dark Brigade. The burning need for revenge drove Deacon Death mad, and the ground that had been carefully gained over forty years was slowly lost as he threw more and more of his forces into the conflict. It was inconceivable to the ghoul's mind, but humanity was once again beating him back.

That was when he formed his plan to not only steal the leader of the Dark Brigade from them, but also create a general to watch over his invasion of the US. He lured General Syn to his stronghold in Santa Cisco and captured him for the insidious experiment. Combining his mastery of necromantic sorcery with the twisted science of Dr. Gorecraft, they created the world's first cybernetic vampire, Lord Syn. The rest of the Dark Brigade involved in the raid managed to escape, but the damage was done - Syn was no longer leading the Dark Brigade, and was now under the full control of Deacon Death!

For a while.

Soon after Lord Syn began to suspect the true extent of his powers, he conspired with the Haunter and Duchess Lillith, and together they overthrew Deacon Death as the leader of the Brotherhood. The Haunter convinced Syn that while Deacon Death's century of experience was invaluable, he was too dangerous to remain free, so the Duchess developed a warding spell to keep him immobilized, and Lord Syn had him encased in concrete and hung upside down, just to be sure. Deacon Death now acts as Syn's reluctant advisor.

Lord Syn has been rapidly recapturing ground and resources lost while under Deacon Death, while expanding his efforts in taking over the world. With Syn's knowledge of the Dark Brigade and military tactics, and the pure mystical might of Duchess Lillith, the Brotherhood of Death has never been more dangerous.



STRUCTURE

The Brotherhood itself is organized into small clandestine chapters (called "cells"), each with their own internal manufacturing and logistics capabilities. Each cell is designed around a central warlord, one to a few lieutenants, a number of support troops (comprised of ghouls, wolfmen, witches, gillmen, noble zombies, goblin gangs, and vampires), and a horde of lesser foot troops (such as the gillmen sea serpents, shambling zombies, young wolfmen, lesser vampires, and lesser witches). Just about every major metropolitan area on the planet has at least a small Brotherhood cell nestled deep within its domain. The larger cells usually have some sort of manufacturing or storage capability for weapons and supplies, but these are usually in the more obscure places on the planet. Many cells take their name from the location that they are nearest to, such as the London cell or the Santa Cisco cell.

Leading and directing each cell is the Brotherhood's Central Command. When the series begins, the Central Command is located in Deacon Death's castle in Scallia, but the Central Command moves its base of operations all over the world, as need (and Syn's whim) dictates. From Central Command, Lord Syn and his officers issue orders, craft intricate plans, and hatch diabolical schemes aimed at rending the world's governments asunder. Central Command supplies many things to its cells: leadership and guidance, access to an almost endless supply of inhuman warriors, and a vast communications network stretching all over the planet. Core Command is comprised of Lord Syn, Deacon Death (in a purely advisory role), Duchess Lillith, the Haunter, Commander Warfang, Jas "Scratchy Nose" Borno-Dhull, WauBok, and Erronadu

WHERE'S THE BROTHERHOOD OF DEATH BASE?

There isn't one central base for the Brotherhood of Death. There's several reasons for this - the Brotherhood Central Command doesn't trust each other as far as they can throw each other, they're constantly traveling over the world to initiate some sort of scheme or plan, and remaining on the move keeps General Cannon's crew guessing as to where the Brotherhood will strike next. None of these reasons lends itself well towards a central, continual base of operations (although the *Death From Above* sort of serves as a base).

If you're the GM, and you feel that the Brotherhood should have a central base, feel free to design one. Just remember that while the Dark Brigade constantly train together and require a central location to store their equipment, the Brotherhood members frequently can't stand one another, and often rely on their own powers and initiative.

BROTHERHOOD OF DEATH RANKS

Master/Lord
General
Colonel Major
Colonel
Commander Major
Commander
Lieutenant Major
Lieutenant
Private (First Circle through Sixth Circle)

the Wise (who serves as the Brotherhood's ambassador to the Order of Charr). The mad Dr. Gorecraft also attends Core Command meetings on a regular basis, but his inclusion seems to be more at Lord Syn's whim than anything else.

RANKS

The rank structure of the Brotherhood of Death is a strange combination of various Eastern European militaries, British army structure, and the ranking of mystical secret societies. The lowest ranking members are all classified as "Private," but they're broken up into 6 circles within that rank. The ranks above Private are all officer ranks, and most have two grades: the normal rank, and rank major (usually given to the senior-most officer of that rank in that area of command). Commanders tend to lead cells, but sometimes a Colonel can lead either a large cell (like the Santa Cisco cell) or a group of smaller cells in a geographical area. Generals tend to lead entire countries or races, but this is not always true. Originally, the title of the ultimate leader of the Brotherhood of Death was "Master," but Syn changed the title to Lord upon his assumption of control.

OTHER ALLIES

The Order of Charr

The Order of Charr is led by the undead sorcerer Amhotek and his Infernal Council from deep within the jungles of India. At one time, the Order was the most powerful and widespread dark society in the world, but due to the Council's strong dislike (or perhaps fear) of technology and the continual pressure from the Order of the Peaceful Dragon, their stature and influence has declined over the past couple of centuries. While still retaining most of their might throughout Asia and Africa, in Europe and the Americas the majority of Order operatives have either been destroyed by the Brotherhood of Death or are forced to work with them to pursue their own goals. Erronadu the Wise works as a liaison between the Order and the Brotherhood, in order to decrease misunderstandings (and possibly get back some of the might they lost to the Brotherhood in the first place).





SUPERNATURAL RACES

Monsters can be divided into various types, or races. The Brotherhood of Death is believed to be composed of six primary races of monster, while a few rarer races work within and outside of the Brotherhood.

Zombies

The largest supernatural race in the Brotherhood are the zombies. Zombies are divided into two distinct types, shamblers and nobles, both possessed of a craving for human flesh.

Shambler: Shambler zombies are mindless beings with one driving goal: to destroy! Shamblers wobble, limp, and weave toward their victims, tearing at them with their bare hands and dirty fingers. Shamblers aren't intelligent, but they can find hiding places and steer clear of entanglements in an instinctive manner. The shamblers are used by the Brotherhood to assault lightly defended areas, to swarm groups of people, or to spread panic and confusion in civilized areas. The Order of Charr also utilizes shamblers for a variety of purposes.

Abilities: Shamblers are one of the most common goon types seen in *Darkness Unleashed*. These pathetic minions might be a minor distraction or an overwhelming horde, depending on the needs of the GM. Therefore, they tend to range in Goon Factor from 2 to 7, based on the size of the mob. If you are using the optional Goon rules in Appendix One of the *Cartoon Action Hour* book, you should consider giving shamblers the Relentless bonus and the Slow restriction. Shamblers make very poor individual characters.

Noble: The other type of zombie is called a noble zombie, and they are a very different monster. On the surface, the noble zombies seem the same: withering flesh, a limb falling off if overused or struck sharply, and noxious fumes permeating their area. Noble zombies, however, retain a twisted but intact intelligence. Noble zombies can 'live' for a very long time, but the longer they exist, the more trouble they have keeping their bodies from falling apart. Nobles often tie their limbs to themselves with string, cord, or binds, and usually dress in elaborate clothing of fine silks or nice suits in pristine condition, all in a vain attempt to mask their otherwise hideous appearances. The most notable noble zombie in the Brotherhood of Death is the Haunter.

Abilities: There are very few noble zombies, so they make a poor goon squad. If you wish to make an individual noble zombie, use these Trait modifica-

tions: -1 *Body*, +1 *Willpower*, -1 *Appearance*, and +1 *Persuasion*. Most nobles are very tough, and can "heal" themselves by sewing body parts back on, so Protection and Healing (Type A) SAs are appropriate for them. Some also learn a bit of the necromantic arts.

Ghouls

At first sight, the ghoul may be mistaken for the noble zombies, but distinct differences need to be made to truly understand them. Ghouls are green-gray skinned, smell almost sickeningly sweet and are void of the withering flesh that noble zombies must endure. Ghouls prey on the dead, rather than the living, but it's usually a simple matter to turn the latter into the former. While zombies are created by raising a corpse, ghouls are created by a necromancer siphoning out the life force from a wounded or injured living person. Ghouls vary greatly in their competence and talents, some playing the role of servant to vampires and noble zombies, while others create vast power networks. Ghouls can possess inhuman strength, but



this is by far not the norm. Ghouls usually have a deep understanding of magic, and commonly are created when a sorcerer or necromancer attempts to find a way to stay alive forever. Ghouls usually have a natural inclination to follow orders, but the former Master of the Brotherhood of Death, Deacon Death, is a very rare exception.

Abilities: Ghouls are another common goon type, and like shamblers, can range in Goon Factor from 2 to 7, depending on the size of the mob. If you are using the optional Goon rules in Appendix One of the *Cartoon Action Hour* book, you should consider giving ghouls the Close Combat Specialist bonus and the Natural-Born Follower restriction. If you wish to make an individual ghoul, use these Trait modifications: +1 *Body*, -1 *Stealth*, +1 *Knowledge - Supernatural*, and -1 *Willpower*.

Gillmen

For thousands of years, Earth's oceans have been the setting for monster attacks. The worst ocean-bound monster threat are the gillmen and their aquatic creatures. Gillmen are predatory amphibians, and can operate for limited periods of time along the shores and coastlines before having to return to the deep. Gillmen have bio-engineered various aquatic creatures for their dastardly purposes. They lead giant octopi and huge sea serpents in attacking the earth's ships, while gillmen-controlled sharks ravage the coasts. The deep warriors can even live in lakes and rivers, though they have to have special apparatus to do so because of the lack of salt in the water. Gillmen are loyal to the cause but very limited in land battles, and so not seen as widely as the other races. WauBok is the current leader of the gillmen, though there are rumors that the gillmen have some sort of monarchical structure.

Abilities: Gillmen are often seen in goon squads, and usually have their aquatic pets with them, making them a more dangerous foe than other goons. They tend to have a Goon Factor of 1 or 2 higher than shamblers. If you're using the optional Goon rules, High Damage is appropriate if the gillmen have their mounts with them. If you wish to make an individual gillman, use these Trait modifications: +1 *Body*, +1 *Riding*, -1 *Computers*, and -1 *Knowledge - Surface World*.

Vampires

The term "vampire" represents two main sub-races of monster.

European: The most famous type is the European vampires of legend. They have very distinct family lines, and each family may or may not have all of the abilities of myth and legend, or may have new ones previously unheard of. Some vampires can turn into bats or mist, cannot be seen in mirrors, cannot enter a building unless invited, possess increased strength and

resistance to injury, are repelled by holy water and garlic, burn in sunlight, may be immobilized by a stake driven through the heart, and can turn their victims into vampires under their control. European vampires often employ ghouls to attend to their daytime affairs in favor of focusing on their own nightly endeavors. They can become easily distracted by things of great beauty, but each family may find different things enthralling. European vampires are very rarely hideous in appearance and do not possess the ability to turn into wolves, and also have a difficult time understanding matters of science or modern technology. European vampires may maintain a brood of up to twenty other vampires of lesser stock, but each Master vampire is considered to be the most powerful of the brood. The Brotherhood of Death employs Masters as their field officers, and lesser vampires as foot soldiers.

Abilities: European vampires (especially Masters) are usually fully fleshed-out characters, but if needed, lesser vampires can fulfill the role of goons - each vampire in a squad increases the Goon Factor by one. European vampires will usually send a shambler or ghoul squad ahead to soften the enemy. If you're using the optional Goon rules, *Relentless* and *Flight* are very appropriate. If you wish to make an individual vampire or Master, you can choose two distinct packages of Trait modifications. Advisors have -1 *Computers*, +1 *Perception*, -1 *Science*, and +1 *Persuasion*. Warriors have +1 *Body*, +1 *Stealth*, -1 *Computers*, and -1 *Science*. Vampire powers can be just about anything, but Protection and an OSA for their fangs are pretty standard. Many of the vampire weaknesses are best reflected either as Story Hooks, or as if the appropriate attack had the bonus Double Damage.

Asian: The second type is the Asian vampire. These dark, foreboding creatures are the hideous fodder of nightmares all over the Oriental world. Asian vampires have mastered the ability of jumping from one shadow to another, virtually unseen. Unlike their European counterparts, Asian vampires are quite hideous in both appearance and odor. Asian vampires have also forgone the blood hunger of their European cousins, instead surviving on the breath of their victims! By merely sucking in the breath of a target, Asian vampires can steal the life essence out of a person, rendering them an empty shell (which is a perfect candidate for conversion into a ghoul). Also, the Asian vampires have developed their own dark martial art, making them all the more dangerous. Currently, there are no known Asian vampires in the service of the Brotherhood of Death, though some are believed to be members of the Order of Charr.

Abilities: Asian vampires are so rare that they are never seen in goon squads. If you wish to make an individual Asian vampire, use these Trait modifications: +1 *Stealth* and -1 *Appearance*. Their unique movement methods can be reflected in a Teleportation SA.





Wolfmen

Long ago there existed a vast culture of intelligent wolf-like creatures with their own internal laws and beliefs. These wolfmen existed near the tribes of man, usually living in relative peace with them. The wolfmen developed intricate sciences, medicines, and even religion. However, peace would not be their fate, for even in ancient times, animosity existed between wolfmen and the vampires. Where the wolfmen tried to co-exist with the humans, the vampires sought to subjugate the humans. Unfortunately, the vampires proved to be more cunning and manipulative, convincing the humans that the wolfmen were bloodthirsty savages. And so, the wars between man and wolfmen erupted. As time wore on, tales of the half-wolf creatures faded into myth and legend, and all that was once noble in them was consumed by resentment and hatred.

In more recent times, wolfmen marauders under the leadership of Commander Warfang have begun to raid Canada's northernmost cities and towns, equipped with the latest Brotherhood weapons. If the wolfmen have finally settled their ancient rivalry with the vampires, humanity may not survive!

Abilities: Wolfmen usually hunt in packs, making great goons. They are also tougher than shamblers or ghouls, tending to range around Goon Factor 4-9 for each squad. A wolfmen squad is often armed, but unlike the vampires, wolfmen would feel it beneath them to use shamblers or ghouls to wear down an enemy, though they might do it with a goblin Goon squad instead. If you're using the optional Goon rules, *Rugged*, *Vicious Assault*, and *Close Combat Specialists* are worth a look. If you wish to make an individual wolfman, use these Trait modifications: +1 *Body*, +1 *Unarmed Combat*, +1 *Perception*, -1 *Appearance*, -1 *Persuasion*, -1 *Psychology*.

Goblins

For centuries, goblins have existed on the fringe of humanity. Hiding under bridges, in hallowed out trees, and under rotting floors of abandoned buildings, goblins are a mixed bag of hate, repulsion, and terror. Goblins vary in size from quite short and skinny to tall and portly, but they all have an innate ability to hide in the smallest, most unlikely places. They love to hide under the bed or in the closet, occasionally reaching out to bother the children or family pet. Goblins live to cause fear. Goblin skin ranges from a dark olive green to a coal black shade, and they have long, pronounced ears, sharply pointed noses, and often tattoo their bodies in strange tribal patterns. In some ways, the goblins are even more feral than the wolfmen, and a great (albeit mostly nonviolent) rivalry has existed between wolfmen and goblin for ages.

In the days of Deacon Death's command of the Brotherhood, goblins were never employed. Deacon Death believed them too unstable and disorderly to be

trusted. Lord Syn, on the other hand, has no problem using the goblins for his own purpose. Goblin squads are often employed to confuse, confound, and harass the enemy, as well as to perform a variety of small jobs. Much to the goblin's chagrin, Lord Syn has given charge of the goblin forces to Commander Warfang. The most noteworthy goblin in service to the Brotherhood of Death is Jas "Scratchy Nose" Borno-Dhull, who often acts as a sub-commander under Warfang.

Abilities: Goblin goon squads are particularly amusing to behold, although they can give heroes reason to dread such an encounter. Goblin goons tend to never get higher than 4 or 5 in Goon Factor. They usually have Grab from the optional Goon rules, but they have a special ability all their own: goblin Goons may, instead of damage, steal important weapons and equipment from the heroes, and then flee from the scene. If you wish to make an individual goblin, use these Trait modifications: +1 *Athletics*, -1 *Body*, +1 *Stealth*, -1 *Disguise*, -1 *Appearance*, and +1 *Streetwise*.

OTHER MONSTERS

Witches

Although not truly a race, those practitioners of dark magical lore that go by the name witch are just as horrific and terrible as any of the monsters. Witches may be male or female, but usually adhere to at least a single school of magical training. Witches might try to further distinguish themselves with titles such as sorcerers, shamans, necromancers, or a variety of other lesser titles, but they are all one and the same. Witches utilize hatred, fear, and shadows to perform their magical acts. Whatever spells are employed, the magic is sure to be ruthless and hate-inspired. Among the Brotherhood of Death, Duchess Lillith is perhaps the best example of a witch. As a former leader of EVE X, Duchess Lillith is renowned as one of the world's foremost witches.

Abilities: Due to their rarity, witches are never found in goon squads. They are created like normal human characters, but they have access to magical SAs (see *Magic*, page 52).

THE TERM "WITCH" IS OFFENSIVE!

We know that members of the pagan community often use the term "witch" to represent a practitioner of Wicca, and some might find our portrayal of the term "witch" offensive. However, this choice was made to keep the flavor of the '80s, when witches were still seen as practitioners of evil magic by the majority of the populace. If the term offends, feel free to call them "black magicians", or some other vile epithet appropriate to your group.



Mummies

Usually associated with the Order of Charr, mummies are wrapped and preserved corpses re-animated by ancient necromantic rituals. Very few outside the Order know the details to this dark rite, and they guard their secrets well. While similar in nature to noble zombies, mummies have a few distinctions - the preserving techniques and wrappings result in a monster stronger than their noble counterparts, but with a lesser strength of will and a severe weakness to fire (their wrappings being highly flammable).

Abilities: Mummies are never used as goons. If you wish to make an individual mummy, use these Trait modifications: -1 Athletics, +1 Body, +1 Unarmed Combat, and -1 Appearance. Fire does double damage to mummies, as per the Double Damage bonus.

Golems

For ages, magical beings both good and evil have employed golems for their own purposes. Golems come in many forms, from clay to stone to flesh, but all golems maintain the same basic qualities. Golems are huge brutes with awesome raw strength and no sense of pain. Golems have been created to protect people, places, and things, or to destroy them. The Brotherhood of Death employs golems in areas of great importance as sentries, unstoppable destroying machines, and towering enforcers. One notable golem is Von Blood who, unlike a typical golem, seems to possess a keen intellect, although he is incapable of speech.

Abilities: Golems almost never show up as just a goon squad. Still, for those truly diabolical GMs, golems could rank from an 8 Goon Factor to as high as 12 (or more)! Golems are powerhouses of strength, and they love to destroy vehicles, buildings, and weapons, though they are more likely to knock the heroes out and carry them back to their masters. Under the optional Goon rules, consider bonuses like Rugged, Determined, Relentless, and Tough as Nails, and the Slow restriction. If you wish to make an individual golem, use these Trait modifications: +2 Body, -1 Coordination, -1 Stealth, +1 Unarmed Combat, -1 Willpower.

EQUIPMENT AND VEHICLES

Most of the Brotherhood of Death soldiers rely on their inherent powers over the use of technology, although this is slowly changing during Lord Syn's tenure. Much of the technology used is either standard military equipment (like that listed in Channel Three), or scientific experiments that don't last for more than one episode. However, a few vehicles have started to see service in the Brotherhood.

Death From Above Mobile Airbase

(Vehicle, Power Level: High)

The Death From Above is a flying fortress for the Brotherhood! Developed by Deacon Death, the base is a huge flying building! It can carry many troops, and either a couple of Very Large vehicles (like the Vulture), or a horde of two of Goons. It can stay afloat almost indefinitely, but is not used very often due to its slow speed and low maneuverability.

Traits: Armor 3, Auto-Gunner 2, Auto-Pilot 3, Body 4(5), Crew 4, Maneuverability -1, Stealth -1, Computer 2, Perception 3, Science 3

Travel Mode: Air

Size: Colossal

Capacity: 12 enclosed (crew)

Structure Points: 600

VDM: 24

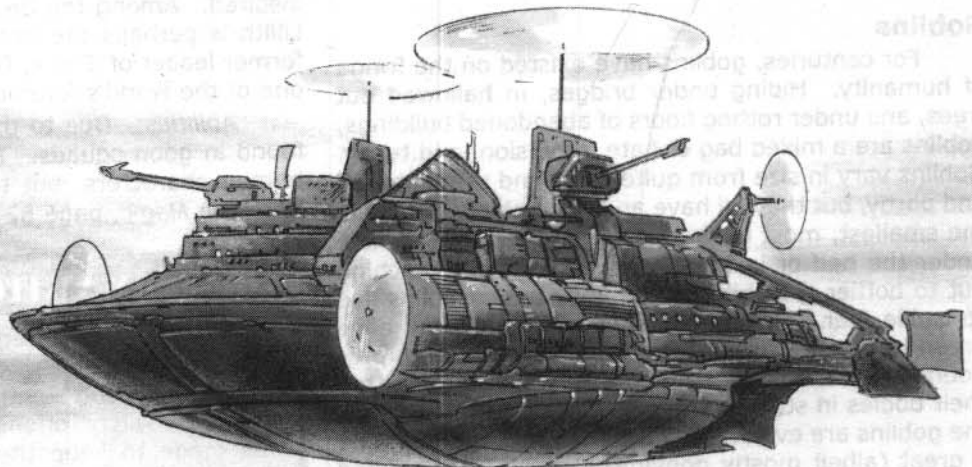
Weapons

Heat-seeking missiles (DR 6+2; Visual Range;

Vehicle class; Major Advantage [Heat seeking]; Item;

Charges, Moderate)

SA cost: 26 (100 SCP)



Skullsplitter Anti-personnel Tank

(Vehicle, Power Level: Medium)

A smallish tank, the Skullsplitter is painted in a unique red and grey camouflage, with the Brotherhood of Death logo prominently displayed.

Traits: Armor 4, Body 4(3), Maneuverability -1, Speed -1, Stealth -1, Appearance 1

Travel Mode: Land

Size: Very Large

Capacity: 1 enclosed

Structure Points: 330

VDM: 22

Weapons

Cannon (DR 8+2; Medium Range; Vehicle Class;

Item; Charges, Major)

SA cost: 16 (30 SCP)

**Terrorcycle Armored Motorcycle**

(Vehicle, Power Level: Medium)

The Terrorcycle is an armored motorcycle with a sidecar that is very popular with the wolfmen of the Pac, partially because of the loud noise this gas hog makes when bearing down on an enemy. The two machine guns installed in the front add a little bit of armament, but it's not uncommon for wolfmen to joust from the Terrorcycle!

Traits: Armor 2, Body 3, Maneuverability

1, Speed 2, Appearance 1

Travel Mode: Land

Size: Large

Capacity: 2 exposed

Structure Points: 100

VDM: 10

Story Hooks: Uses lots of gas - Minor

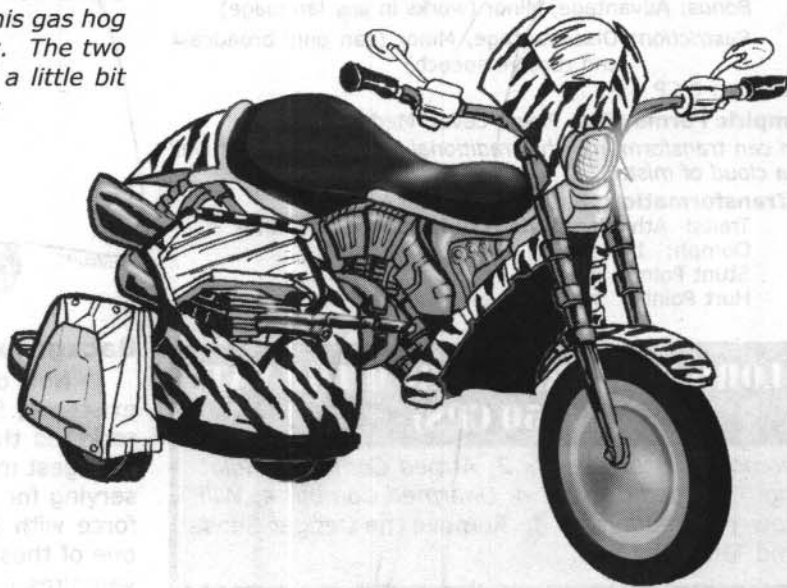
Weapons

Twin Machine Guns (DR 6+2; Long

Range; Burst Fire; Vehicle Class; Item;

Charges, Minor)

SA cost: 16 (30 SCP)

**Vulture Attack Aircraft**

(Vehicle, Power Level: Medium)

The Vulture is a small, one man fighter plane, painted in the same distinctive camouflage as the Skullsplitter. There are usually two or three Vultures on the Death From Above.

Traits: Body 3, Maneuverability 2, Speed 4(2)

Travel Mode: Air

Size: Very Large

Capacity: 1 enclosed

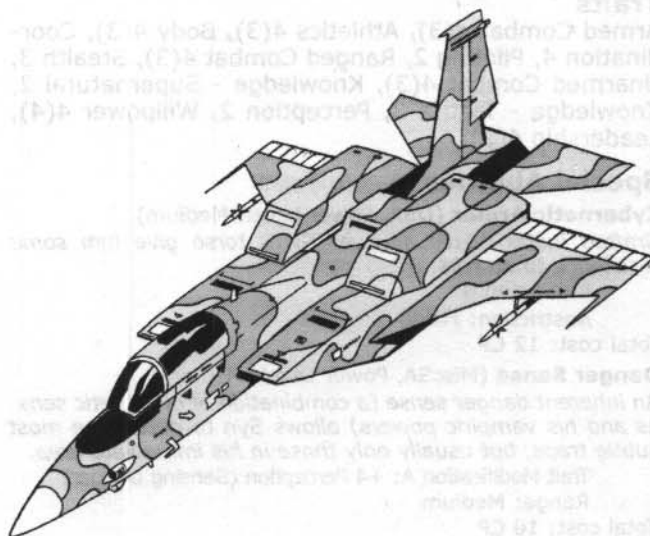
Structure Points: 90

VDM: 6

Weapons

Mini-missiles (DR 5+2; Medium Range; Armor Piercing 1; Vehicle Class; Item; Charges, Moderate)

SA cost: 16 (30 SCP)



Channel Seven:

BROTHERHOOD MEMBERS

LORD SYN

"Cybernetic Vampire and Leader of the Brotherhood of Death"

Rank: Lord

Oomph: 5

Hurt Points: 55

Stunt Points: 3

Size: Medium

Story Hooks

Cannot stand the presence of holy relics - Minor

Plotted against - Moderate

Unsettling to everyone, even other monsters - Major

Archenemy (General Cannon) - Major

Traits

Armed Combat 4(3), Athletics 4(3), Body 4(3), Coordination 4, Piloting 2, Ranged Combat 4(3), Stealth 3, Unarmed Combat 4(3), Knowledge - Supernatural 2, Knowledge - Tactics 3, Perception 2, Willpower 4(4), Leadership 4(2)

Special Abilities

Cybernetic Armor (DSA, Power Level: Medium)

Grafted metal plates all over Syn's torso give him some resistance to attacks.

Protection 8

Restriction: Fickle

Total cost: 12 CP

Danger Sense (MiscSA, Power Level: Medium)

An inherent danger sense (a combination of cybernetic senses and his vampiric powers) allows Syn to detect the most subtle traps, but usually only those in his immediate area.

Trait Modification A: +4 Perception (Sensing Danger)

Range: Medium

Total cost: 10 CP

Telepathy (MiscSA, Power Level: Medium)

Range: Long

Bonus: Advantage, Minor (works in any language)

Restriction: Disadvantage, Minor (can only broadcast and receive speech)

Total cost: 8 CP

Vampiric Forms (TSA, Power Level: Medium)

Syn can transform into the traditional form of a bat, as well as a cloud of mist.

Transformation: Bat Form

Traits: Athletics (Flying) 0/4, Body 2, Stealth 4

Oomph: 1

Stunt Points: 0

Hurt Points: 35

Primary Movement: Flying

Size: Very Small

Bonus: Of One Mind (Mental Traits)

Bonus: Advantage, Major (unaffected by items with Double Damage to vampires)

Transformation: Mist Form

No Components

Bonus: Advantage, Major (unable to be affected physically)

Restriction: Disadvantage, Major (unable to affect things physically)

Total cost: 34 CP

Total CP value: 200 CP



Background

Now one of the most unspeakably evil beings in existence, Steven Syn was once a career soldier. He rocketed through the US Army ranks, becoming the youngest man to ever earn the title of General before serving for a number of years on a UN peacekeeping force with his best friend, Anthony Cannon. During one of these missions, he discovered the existence of vampires in the Middle East; soon after reporting his

LORD SYN, FRESH FROM THE VAT (150 CPS)

Oomph 3, Stunt Points 2, Armed Combat 4, Piloting 0, Ranged Combat 4, Unarmed Combat 4, Willpower 4, Leadership 4. Remove the Danger Sense and Telepathy SAs.

findings, he was transferred to the secret UN committee which eventually became the Dark Brigade. His tactical knowledge and strong convictions brought the supernatural terrorist force known as the Brotherhood of Death to its knees.

Deacon Death set an elaborate trap for the general, and soon had him in his power. Using an unholy fusion of black magic and bio-engineering, he created a strange vampire/machine hybrid, using advanced cybernetics to help Syn resist some of the traditional vampiric weaknesses, such as aversion to sunlight. Deacon Death attempted to use the process to bring Syn directly under his control, but underestimated Syn's strength of will and the degree with which his creation would hone a vampire's inherent malevolence. With the help of Duchess Lillith (and tacit assistance from the Haunter), Syn broke Death's hold over him. The Haunter convinced Syn that Death's experience was valuable to the Brotherhood, so Death was encased in a mystically enchanted block of concrete. He also destroyed the notes on the cyber-vampire creation process, assuring that no others were created like him.

He took on the title of Lord, and now controls the Brotherhood of Death with a cybernetic fist.

Personality

Syn is not only a tactical genius, but has a staggering strength of will, due to the cyber-vampire process that left his original personality largely intact. His self-confidence frequently borders on arrogance, but it has also saved him on more than one occasion. He knows that Deacon Death and his supporters would like to see him removed, but his cunning has kept him in control. However, some in the Brotherhood suspect that his inability to kill General Cannon may be a subconscious reluctance to destroy his former best friend. Such detractors quickly find themselves the subject of Dr. Gorecraft's experimentation.

COMMANDER WARFANG

"Wolfman Commando"

Rank: General (to the Brotherhood)/Commander (to him)

Oomph: 3

Stunt Points: 3

Hurt Points: 43

Size: Medium

Story Hooks

Vulnerability to silver - Major

Code of Honor - Moderate

Archenemy (Lightning Claw) - Major

Traits

Armed Combat 4(3), Athletics 2, Body 4, Ranged Combat 4(3), Stealth 3, Unarmed Combat 4(4), Survival 4, Knowledge - Supernatural 2, Perception 4(4), Willpower 2, Appearance -2, Leadership 2

Special Abilities

Assault Rifle (OSA, Power Level: Low)

DR: 6+2

Range: Long

Bonus: Auto Fire

Restriction: Item

Restriction: Charges, Minor

Total cost: 16 CP

Claws (OSA, Power Level: Medium)

DR: 6+Body

Range: Point Blank

Bonus: Burst Fire

Bonus: Advantage, Minor (retractable)

Total cost: 14 CP

Terrorcycle Armored Motorcycle (Vehicle, Power Level: Medium)

Traits: Armor 2, Body 3, Maneuverability 1, Stealth -1, Appearance 1

Travel Mode: Land

Size: Large

Capacity: 2 exposed

Structure Points: 100

VDM: 10

Story Hooks: Uses lots of gas - Minor

Weapons

Twin Machine Guns (DR 6+2; Long Range; Burst Fire; Vehicle Class; Item; Charges, Minor)

Total cost: 16 (30 SCP)

Total CP value: 150 CP



WARFANG (100 CPS)

Oomph 2, Stunt Points 2, Armed Combat 4, Ranged Combat 4, Perception 4(2). Take off the Terrorcycle and the Assault Rifle SAs.



Background

Not much is known about the Canadian Warfang. He has been the Commander of the wolfman cell known as the "Pac" for a couple of decades now, and his work has been so exemplary that he's now in charge of all of the wolfmen in the Brotherhood (although he still keeps his rank as Commander, as he still feels that he is the leader of the Pac first). It has been implied that he is somehow related to the members of the Pac, but what that familial relationship might be, no one really knows. Unlike some wolfmen, Warfang never seems to change into a normal "man" state or a "wolf" state, staying permanently in his wolfman form.

Regardless of his mysterious origins, Warfang is a competent commander of the rowdy wolfman forces, and has managed to keep the wolfman/vampire animosity at a low boil to allow the two races to work together, although it's the administration of beatings rather than diplomacy that does it. He also has a strong drive to destroy the Lightning Claw.

Personality

Warfang is a thug. Perhaps a cunning thug, but he delights in tormenting those weaker than him. He has trouble seeing the big picture on plans, but he still commands the Pac (and all other wolfmen) with an iron fist, and his linear take on things is useful to the much more Machiavellian Syn and Deacon Death.

DUCHESS LILLITH

"Corrupt Witch"

Rank: General

Oomph: 2

Stunt Points: 3

Hurt Points: 33

Size: Medium

Story Hooks

Aristocrat - Moderate

Former leader of EVE X - Moderate

Plotting to take over the Brotherhood - Minor

Archenemy (Nikita V) - Moderate

Traits

Athletics 3, Coordination 2, Stealth 3, Unarmed Combat 4, Knowledge - Supernatural 3, Willpower 4, Appearance 2, Wealth 3

Special Abilities

Bad Luck (MiscSA Type, Power Level: Medium)

Lillith casts a small hex over the target, causing them to fumble the next thing they do, but it doesn't always work, due to the vagaries of luck.

Trait Modification B: -4 Trait (see Advantage, Major)

Bonus: Advantage, Major (affects the next Action Check that the target makes)

Restriction: Disruption, Minor (must speak aloud)

Restriction: Fickle

Total cost: 10 CP

Mind Cloud (MiscSA Type, Power Level: Medium)

This spell causes a target to forget a certain time's worth of information, if she can overcome their will.

Duration: 1d12 hours (how much information is lost)

Duration: 1d12 hours (how long the information is lost)

Restriction: Disadvantage, Major (requires a contested Willpower Action Check to use)

Restriction: Disruption, Minor (must speak aloud)

Total cost: 8 CP

Psychic Blast (OSA, Power Level: Medium)

With a word, Lillith can send a blast of mental energy towards her target, damaging them internally. The energy expended damages her as well.

DR: 4+2

Bonus: Mental Attack

Restriction: Disruption, Minor (must speak aloud)

Restriction: Self-Damaging, Minor

Total cost: 11 CP

Psychic Shield (DSA, Power Level: Medium)

Lillith has created a permanent spell that protects her mind from mental attack, if she knows she is being assaulted.

Protection 5

Bonus: Mental

Defense

Restriction:

Disadvantage,

Major (must

spend one

action to raise

her psychic

shield)

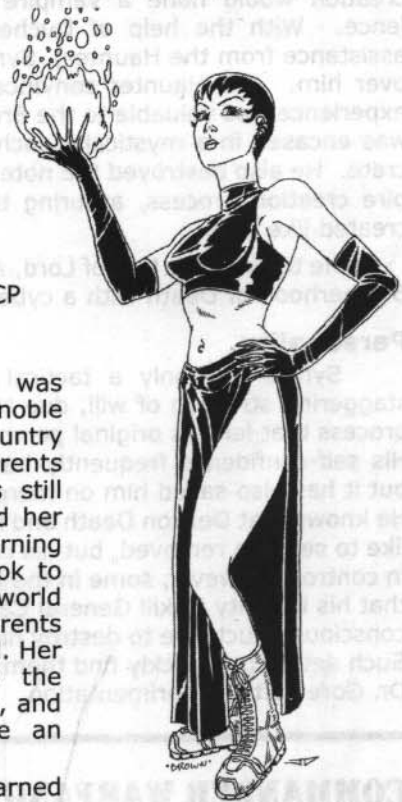
Total cost: 9 CP

Total CP value: 100 CP

Background

Duchess Lillith was born to a minor noble family in the tiny country of Scallia. Her parents died while she was still at an early age, and her resolve turned to learning whatever skills it took to punish a heartless world that would take parents away from their child. Her interests turned to the study of black magic, and she quickly became an accomplished witch.

Lillith soon learned of an underground women's militia called EVE X. She joined, but found the organization's emphasis on life and white magic to be repulsive. Still, she carefully maneuvered herself



NIKITA IV (75 CPS)

Willpower 3, Mind Cloud Duration 1d12 turns (how much information is lost). Take off the Psychic Blast and Psychic Shield SAs.

DUCHESS LILLITH, LEADER OF EVE X (120 CPS)

Oomph 4, Ranged Combat 4, Driving 2, Psychic Blast DR 6+2.



within the organization, and eventually found herself the new leader of EVE X, Nikita IV. She used her position to move the edicts of protecting the innocent to gaining as much power for herself that she could. She taught select acolytes the secret arts of black magic, and her control over the organization grew.

When Lillith learned of the Brotherhood of Death, she offered to have EVE X join forces with the Brotherhood to increase her powerbase. However, a young woman by the name of Linda Ryan challenged her leadership, becoming Nikita V. Nikita IV was just Lillith again, and she fled to the Brotherhood to plan her revenge.

Lillith was granted a high position in the organization, but she craved more control. If she couldn't lead EVE X, she vowed to lead the Brotherhood. When she learned of Deacon Death's desire to convert Steven Syn into a cyber-vampire, she eagerly contributed to the project, but she (like Deacon Death) underestimated Syn's strength of will, and he did not become the willing puppet she had planned. She quickly supported his overthrow of Deacon Death, becoming part of Syn's Central Command. Her position secure, she now manipulates her supporters in EVE X to regain control from Nikita V, and eventually overthrow Syn.

Personality

Lillith is many things - a strong woman, a powerful witch, and a wealthy aristocrat. She is cunning, but due to her relative isolation as a youth, she does not understand people as well as she thinks. She has discovered that she actually prefers the company of monsters to people - they seem to share her directness and aggression.

DEACON DEATH

"Minister of Menace"

Rank: General (former Master)

Oomph: 2 **Stunt Points:** 3

Hurt Points: 43 **Size:** Medium

Story Hooks

Former leader of Brotherhood of Death - Moderate

Captive - Major

Plots against Lord Syn - Major

Traits

Armed Combat 3, Body 2, Coordination 4, Knowledge - Supernatural 4(4), Detective 4(2), Willpower 4(4), Leadership 3, Persuasion 4(4), Psychology 4(4), Appearance -2

Special Abilities

Razor Blade (OSA, Power Level: Medium)

Deacon Death's razor can cut through the toughest sacrificial victim!

DR: 5+Body

Range: Point Blank

Bonus: Armor Piercing 4

Restriction: Item

Total cost: 10 CP

Toxic Touch (OSA, Power Level: Medium)

With but a word, Deacon Death's touch can become toxic, burning the flesh of the living!

DR: 6+Body

Range: Point Blank

Restriction: Only Affects Living Creatures

Restriction: Disruption, Minor (must speak aloud)

Restriction: Disadvantage, Major (must be in contact with exposed flesh)

Total cost: 4 CP

Animate the Dead/Create Ghouls (Goon, Power Level: Medium)

Deacon Death can animate the dead or create ghouls from witless victims, creating hordes of minions whenever he wishes.

Goon Factor 7

Mob Quantity 1

Restriction: Disadvantage, Minor (must spend one round chanting)

Total cost: 23

Flesh of Death (DSA, Power Level: Medium)

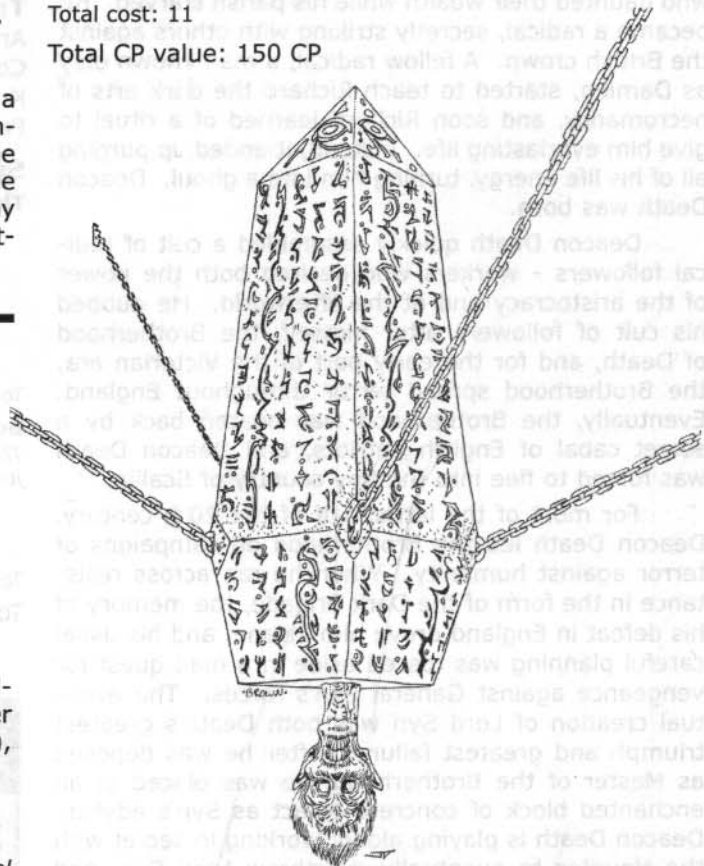
Deacon Death's ghoul flesh is enchanted with strong necromantic rituals, making it resistant to damage.

Protection 5

Bonus: Hardened 1

Total cost: 11

Total CP value: 150 CP



If using the option Goon rules in Appendix 1 of *Cartoon Action Hour*, add Relentless and Slow 2 to the Animate the Dead SA.



DEACON DEATH, PRE-SERIES (125 CPS)

Coordination 3. Take off the Animate the Dead/ Create Ghouls SA.

DEACON DEATH, POST-MOVIE (200 CPS)

Oomph 5, Hurt Points 49, Armed Combat 4(4), Body 4, Ranged Combat 1, Knowledge - Supernatural 4(5), Wealth 4, Razor Blade DR 8+Body, Razor Blade Armor Piercing 8, Flesh of Death Protection 8.

Background

Deacon Death was originally Deacon Richard. Richard was a man of God, a deacon in a small church in Yorkshire, England, during the 1850's. He tended to his flock of hard-working, blue-collar men and women, but his heart grew bitter towards the nobles who flaunted their wealth while his parish starved. He became a radical, secretly striking with others against the British crown. A fellow radical, a man known only as Damien, started to teach Richard the dark arts of necromancy, and soon Richard learned of a ritual to give him everlasting life. Instead, it ended up purging all of his life energy, turning him into a ghoul. Deacon Death was born.

Deacon Death quickly assembled a cult of radical followers - workers who desired both the power of the aristocracy and of the afterworld. He dubbed his cult of followers after himself, the Brotherhood of Death, and for the early part of the Victorian era, the Brotherhood spread terror throughout England. Eventually, the Brotherhood was beaten back by a secret cabal of English patriots, and Deacon Death was forced to flee into the tiny country of Scallia.

For most of the latter half of the 20th century, Deacon Death led the Brotherhood on campaigns of terror against humanity. When he ran across resistance in the form of the Dark Brigade, the memory of his defeat in England drove him insane, and his usual careful planning was tossed aside in a mad quest for vengeance against General Syn's forces. The eventual creation of Lord Syn was both Death's greatest triumph and greatest failure. After he was deposed as Master of the Brotherhood, he was placed in an enchanted block of concrete to act as Syn's advisor. Deacon Death is playing along, working in secret with the Hunter to eventually overthrow Lord Syn, and regain control of the Brotherhood.

Personality

Deacon Death stopped being human long ago. He has a brilliant mind, and can create plans spanning

years in scope. He is a master manipulator as well - despite his hideous appearance, he puts people at ease with a quiet word and empty promises. Although the Hunter has convinced Lord Syn that Deacon Death is powerless in his concrete prison (and thus, some of his Special Abilities are harder to activate), Death's mind is his most powerful weapon, and is what makes him incredibly dangerous.

THE HAUNTER

"Paranoid Noble Zombie Tactician"

Rank: General

Oomph: 2

Stunt Points: 3

Hurt Points: 39

Size: Medium

Story Hooks

Dependence: Fine material possessions - Moderate

Dependence: Flesh - Moderate

Paranoid - Moderate

Walks with a very slight limp - Minor

Traits

Armed Combat 4, Body 3, Coordination 3, Ranged Combat 4(2), Stealth 4, Knowledge - Supernatural 2, Knowledge - Tactics 4, Willpower 1, Appearance -2, Performer (Actor) 2/4

Special Abilities

Throwing Knives (OSA, Power Level: Medium)

DR: 6+2

Bonus: Advantage, Major (can be used in close combat - the DR becomes 6+Body)

Bonus: Weightless

Bonus: Collapsible

Restriction: Item

Restriction: Charges, Moderate

Total cost: 16 CP

Bodywork (MiscSA, Power Level: Medium)

The Hunter can just sew his decaying body back up after just about any fight.

Healing, Type A (7)

Bonus: Advantage, Major (can re-attach limbs, if he can sew them back on)

Total cost: 14 CP

Total CP value: 100 CP

THE HAUNTER, PRE-SERIES (76 CPS)

Stunt Points 1, Hurt Points 33, Body 1, Ranged Combat 3, Stealth 0.

THE HAUNTER, POST-MOVIE (120 CPS)

Armed Combat 4(3), Ranged Combat 4(4), Stealth 4(3), Willpower 3, Wealth 2.

Background

The Haunter was originally an English aristocrat, Sir James Rottenburgh, during the reign of Queen Victoria. Like many members of his family, he went to serve in the Royal Army, but a leg wound eventually forced him to pursue a career as a tactician. He returned to London to visit his family, but Deacon Death had heard of his military skill and planned an ambush. Death's minions attacked and killed the entire family, and Death used his necromantic skill to bring Rottenburgh back as a noble zombie.

Rottenburgh at first lamented his state of undeath, but soon adapted to his new lifestyle and his new title, the Haunter. Being a zombie allowed him full freedom of movement, and he started working with Death on very personal missions. He perfected the art of throwing knives, which he learned from a young Gypsy while in the military, and became the Brotherhood's ultimate tactician and assassin.

After the defeat in England, the Haunter started to grow jealous of the living monsters around him. He

heard rumors that Deacon Death had found a ritual to reverse the zombie ritual, making him into a human man that would live forever. When Lord Syn and Lillith moved against Deacon Death, he delayed the zombie forces that would have thwarted their coup. He then convinced Syn to imprison Deacon Death instead of destroying him. The Haunter tried to get the secret of the ritual he craved from the defeated leader, but soon discovered that no such ritual existed.

Now the Haunter is growing paranoid of the brash American vampire. He thinks his tactical advice is being ignored by Lord Syn, and he is starting to reverse his initial conspiracy, working with Deacon Death to eventually place him back in control of the Brotherhood of Death, with the Haunter at his side.

Personality

The Haunter has an insatiable taste for the finer things he enjoyed in his life; fine clothes, fine furniture, and power. His tone is often snobbish and haughty, but behind his foppish, rotting exterior lays a calculating (and extremely paranoid) mind.



VON BLOOD

"Mad Genius Trapped in a Golem"

Rank: Commander Major

Oomph: 3

Stunt Points: 1

Hurt Points: 50

Size: Large

Story Hooks

Fear of crowds - Moderate

Cannot speak - Moderate

Violent outbursts - Moderate

Traits

Body 4(4), Unarmed Combat 4, Medical (Surgery) 2/4, Science 4, Inventor 3, Appearance -3

Special Abilities

Thick, Dead Hide (DSA, Power Level: Medium)
Protection 13

Total cost: 50

Total CP value: 100 CP

VON BLOOD, AWAKENED (76 CPS)

If a lower-powered version of Von Blood is needed, make his Thick, Dead Hide Protection 10.

DR. VON BLOOD, POST-MOVIE (120 CPS)

Oomph 4, Inventor 4(3), Knowledge - Supernatural 4, Science 4(3).





Background

In 1824, Count Hans Von Blood of Stephensburgh developed an interest in the re-animation of dead flesh. His home, the Von Blood keep, was converted into a laboratory for his studies. He assembled a huge monster from the parts of a dozen men, and Von Blood planned to give his hideous creation life.

As the last of the electrical diodes were connected to the monster and the switch was thrown, his keep was stormed by the villagers of Stephensburgh. Screaming about witchcraft and demonic rituals, they began to destroy his delicate scientific equipment. Von Blood himself was thrown onto the equipment, and powerful electrical current coursed through him and his monster. As the keep collapsed into flames, the Count's story was thought to be over.

Over a century later, a Brotherhood of Death excavation team unearthed the charred remains of the Von Blood keep, searching for signs of the Count's research. What they found was an undead giant of misshaped, stitched, and rotten flesh infused with the mind of the mad genius. From that day on, the mad golem Von Blood has assisted the Brotherhood in their plans of conquest.

Personality

Von Blood's body doesn't have the capability to speak, so the mind of the mad genius is trapped in a silent, lumbering body. His scientific genius is untouched, however, but due to his inability to communicate, he is often used for his physical prowess instead of his mind. Occasionally, he will have violent, uncontrollable outbursts - usually from too much built-up frustration. He secretly envies Dr. Gorecraft, and is slowly making plans to become the top scientist for the Brotherhood of Death. Since his accident, he is terrified of trying his experiments on himself.

JAS "SCRATCHY NOSE" BORNO-DHULL

Rank: Colonel (to Brotherhood)/Lieutenant (to Warfang)

Oomph: 2

Stunt Points: 2

Hurt Points: 31

Size: Small

Story Hooks

Kleptomaniac - Minor

Traits

Armed Combat 1, Body 1, Coordination (Thievery) 3/4(2), Piloting 2, Stealth 4(2), Knowledge - Supernatural 1, Willpower -1, Appearance -1, Leadership 2, Streetwise 3

Special Abilities

Shadow Skulk (MiscSA, Power Level: Medium)

Scratchy Nose can actually pull shadows around him while he walks, making him very hard to see when he's being sneaky.

Trait Modification A: +3 Stealth (while in shadows)

Trait Modification B: -3 Perception (while in shadows)

Total cost: 10 CP

Vulture Attack Aircraft (Vehicle, Power Level: Medium)

Traits: Body 3, Maneuverability 2, Speed 4(2)

Travel Mode: Air

Size: Very Large

Capacity: 1 enclosed

Structure Points: 90

VDM: 6

Weapons

Mini-missiles (DR 5+2; Medium Range; Armor Piercing 1; Vehicle Class; Item; Charges, Moderate)

Total cost: 16 (30 SCP)

Total CP value: 75 CP



GENERAL SCRATCHY NOSE (100 CPS)

Oomph 4, Stunt Points 3, Armed Combat 2, Piloting 4, Ranged Combat 2, Stealth 4(4), Willpower 1.

Background

Jas was born in Canada to the Borno-Dhull family - tall, dusky goblins that are rumored to hail from Africa. Jas was raised in a secretive community of goblins. His pronounced nose frequently dried up in the sun, and his constant irritation with his sensitive skin quickly earned him the nickname "Scratchy Nose." One such tormentor was a young wolfman by the name of Warfang. Although Scratchy Nose knew very little about the wolfman, he started to pick back at him... and got beat up. Jas never got in Warfang's face again, but since then Jas has had a strange sort of friendship with the Pac.

After the Pac joined up with the Brotherhood of Death, Jas discovered that not only was he incredibly good at sneaking into and out of places unseen, but he also found that he loved flying. He was one of the first to try out the new Vultures, and has flown one ever since.

Now, Jas is nominally in charge of all of the goblins in the Brotherhood, but he knows that they're really under Warfang's command, and treats him accordingly. To his face, at least.

Personality

Scratchy Nose is a sniveling coward. The only reason he flies his Vulture into battle is because he thinks he can easily fly away if things get too bad for him. His goblin nature also leads him to occasionally steal small things around him, which usually gets him in trouble. Scratchy Nose knows that Warfang could easily mop the floor with him, so he tries not to win too often in his healthy rivalry with Warfang.

WAUBOK

Rank: Colonel Major

Oomph: 2

Stunt Points: 2

Hurt Points: 38

Size: Medium

Story Hooks

Cannot stay out of water for too long - Minor

Treacherous - Moderate

Obligation: King of the gillmen - Minor

Loyal to the gillmen - Major

Traits

Armed Combat 3, Body 2, Ranged Combat 3, Riding (Sea Serpent) 3/4(2), Unarmed Combat 2, Computers 2, Knowledge - Supernatural 2, Willpower 3, Appearance -1

Special Abilities

Sonar Gun (OSA, Power Level: Medium)

The gillman sonar gun is a large pistol that resembles some sort of shell, curved into a gun shape. It takes a rare gillman plant known as Sonatrix, and distills the sound-trapping elements of that plant into a powerful beam of pure sound.

DR: 4+2

Range: Long

Restriction: Item

Restriction: Charges, Minor

Restriction: Rare Recharge (Sonatrix)

Total cost: 6 CP

RuTan, the Sea Serpent (Animal Companion, Power Level: Medium)

RuTan is WauBok's faithful sea serpent, and one of the most powerful sea serpents in the gillman forces.

Traits: Athletics (Swimming) 1/3, Body 4, Unarmed

Combat 3, Willpower 1

Oomph: 2

Stunt Points: 0

Hurt Points: 44

Primary Movement: Sea

Size: Large

Bonus: Inspired

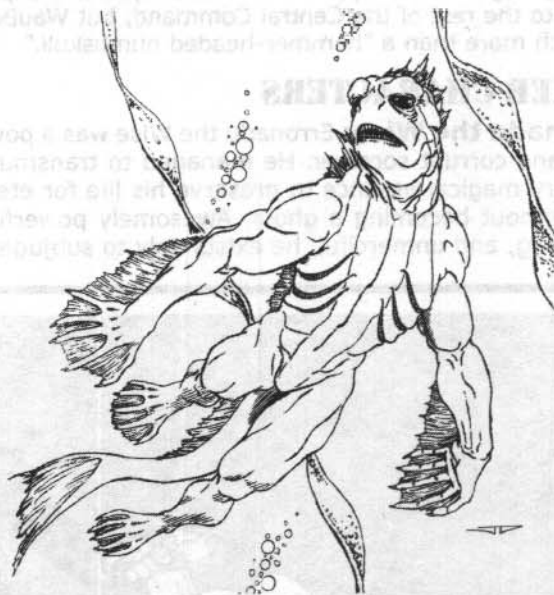
Bonus: Speaks

Special Abilities

Claws (Power Level: Medium; DR 7+Body; Point Blank Range)

Total cost: 18 (40 SCP)

Total CP value: 75 CP



KING WAUBOK (100 CPS)

Oomph 3, Stunt Points 3, Armed Combat 4(2), Wealth 2.

Add this SA:

Sonar Sword (OSA, Power Level: Medium)

WauBok, upon becoming the true king of the gillmen, was given the Sonar Sword as a symbol of his office.

DR: 6+Body

Range: Point Blank

Bonus: Armor Piercing 3

Restriction: Item

Total cost: 11 CP

Background

WauBok's from a long line of royal guards - they have served as long as the gillmen have had a king. When WauBok was of age, he was given a special mission as part of the king's Elite Guard - find allies on the surface world, as part of the gillmen's plan to take over. He gladly accepted this task, and after a couple of years and unsuccessful raids, he met with Deacon Death, and an alliance was formed.



Since Waubok has become the leader of the gill-men (in the eyes of the surface world, at least), the king has grown ill, and more and more decisions have been given to WauBok to rule on. WauBok does not wish to become the new king, and does what he can to make sure that the current king remains well. He is respected immensely by his troops, and many wish he would just take the crown for himself.

Personality

WauBok is a soldier, if not a very noble one. His first concern is for his kingdom, then his troops, but beyond that, he's a slippery eel that frequently tries to get the upper hand in any situation. His concern for the king's welfare has distracted him on more than one mission, giving him the appearance of idiocy or incompetence to the rest of the Central Command, but WauBok is much more than a "hammer-headed numbskull."

OTHER CHARACTERS

Erronadu the Wise: Erronadu the Wise was a powerful and corrupt sorcerer. He managed to transmute his very magical essence to preserve his life for eternity without becoming a ghoul. Awesomely powerful, unfeeling, and unmerciful, he exists only to subjugate

the living and destroy all who oppose them. Erronadu tends to use long, intricately designed plans, and what plan causes him and the Order of Charr to ally with the Brotherhood is unknown at this time.

Dr. Gorecraft: Dr. Gorecraft is an insane scientist that has fallen in with the Brotherhood. He fits in well with the monsters because he follows the discipline of science only for what power it can give to him, and the opportunities to overcome the universal condemnation of his eccentric mix of ancient theories, quirky inventions, and macabre bioscience by mainstream scientists. He is never seen without his white lab coat and electro-goggles.

Pac: Warfang's Pac consists of three other wolfmen. "Loopy" the Loup is a former Mafia hitman who has had too many knocks on the head, and now alternates between stunningly clever attacks and running around in circles, screaming. "Shorty" Ripclaw is the smallest and most craven of the bunch, but has a serious chip on his shoulder from being constantly called a half-goblin. "Daisy" Longstride tries to be the most level-headed of the group, but if someone picks on her southern belle accent, they're likely to get a claw across the face!





Channel Eight:

SPECIAL ABILITIES

There are a lot of unique Special Abilities in *Darkness Unleashed* - technological gadgets, mad science, and various schools of magic flavor the series. This channel offers advice and suggestions on how to handle each of these groups of SAs.

EQUIPMENT

As mentioned in *Item SAs versus Equipment* (page 8), the difference between a Special Ability and equipment is that players can expect a reasonable return of things that they've paid CPs for. Just because something has the Item restriction doesn't mean that they should expect it to be broken, stolen, or kept away every single episode (or if so, they should get more CPs back for taking that restriction). Item SAs are special, and should be considered an integral part of the character. Anyone can drive a Bushhog, but Cannon always seems to have one ready when he needs it.

When trying to think of how to return a piece of SA equipment, remember one of the tactics of the retro-toon genre: coincidence. Maybe the guard the PCs knocked out just happened to have the keys to the vault holding their weapons. Maybe the item got broken, but one of the NPCs happened to remember to pack a spare, "just in case." Maybe the enemy has an item that works just as well. In worse case scenarios, the item can be rebuilt or returned before the next episode. Take care to make missing or damaged equipment SAs only a minor inconvenience, especially since the Dark Brigade's SAs are almost exclusively Items.

Power Levels

For the Item SAs listed in this book, we've used the alternate definition of SA Power Levels from *Cartoon Action Hour*: SA Power Levels are ranked by accessibility. So, the Low Power Level is used for items that are easily obtained by a military group, the Medium Power Level is for items that are either unique but well-tested or modified specifically for the Dark Brigade, and the High Power Level is for extremely rare or new and untested technology.

Standard Equipment

If your Brigadier just wants a pistol to defend themselves with or a vehicle to take them from place to place, they don't necessarily have to pay CPs for it. Standard equipment (i.e., equipment that isn't an SA or isn't paid for with CPs) is often acquired by characters, but such equipment isn't accorded the same sort of "story protection" that full SAs are. Standard equipment tends to be acquired in one of three ways:

Mission-specific: If a certain piece of equipment is needed for a mission (like a vehicle to take the team to the mission site, or DB-25s if the team expects to be fighting vampires), you can simply issue

the equipment to the PCs for the duration of the episode. It is assumed that the equipment is returned at the end of the episode.

Requisitioned or purchased: Whether a military officer is using the Resources of their army, or a civilian is using the Wealth they have, the result is the same - the character is trying to acquire something to use for more than one episode. If it is appropriate, you can allow the player to make an Action Check to see if they can acquire the item they want. Difficulty numbers should be based on either the rarity or the expense of the item acquired, but a good rule of thumb is to use the CP cost of the item. Example: Getting a grenade from the quartermaster could be a Resources Action Check at a difficulty of 5, the CP cost. If grenades are particularly scarce at the moment, the difficulty might be higher.

Assumed: Some things can simply be assumed, or rejected out of hand. If the player wants to know if their character has a trivial item like a book of matches, spare change, or a scrap of paper to jot down a phone number, you can either make a decision or roll a d12 - they have it if the roll is even, and they don't if it's odd. Likewise, if they want a trained monkey that they forgot to put on their character sheet, simply tell them "no." Either way, some equipment decisions can be made quickly, to get on with the game.

DO I HAVE TO WRITE ALL THIS SA STUFF DOWN?

Standard equipment, although it can be built as an SA, often doesn't need much of the SA notation that comes with it. If a character has a knife that he requisitioned from the quartermaster, the player probably doesn't need to write down its Power Level, or that it has the Item restriction, but he should note the Damage Rating for it. If the equipment becomes a regular part of the character, though, the player should pay CPs for it, and note it as a full SA on his character sheet.

MAD SCIENCE

Mad science - whether a mystic hybrid of science and magic, or simply unorthodox technology that pays as much attention to engineering and physics principles as any other 80s cartoon - should more accurately be termed "technomancy," but it is often called mad science due to its propensity to cause insanity in its practitioners. In *Darkness Unleashed*, it is often used as the justification for the many strange technologi-



cal creations of the Brotherhood of Death (the most notable being, of course, the creation of Lord Syn). It allows the GM to be a little more creative with episode ideas and characters, explaining away things like death rays, cybernetic vampires, and telepathic technology.

Mad science is pretty firmly in the jurisdiction of the Brotherhood of Death, but a player may decide to create a mad scientist PC that works for the Dark Brigade. Such a PC would have at least one insanity-based Story Hook (you've got to be crazy to try some of this!), as well as lots of levels in *Science*, *Inventor*, and *Knowledge - Supernatural* (possibly specialized in Mad Science). They would use the invention rules in Channel Five of *Cartoon Action Hour*, and the GM should give them a bit more liberty in the kinds of wacky things they can create, based on the creativity of the mad scientist player and what the GM feels is appropriate for his series.

MAGIC

Darkness Unleashed is based on a world very similar to ours (during the 1980s), and magic is a rare, nearly unknown force to the majority of humanity. Magic is rarely practiced even by the heroes of the Dark Brigade, but it's a common tool to the Brotherhood of Death. As such, while magic is rare to the world at large, it's a known factor to most of the characters in the series.

Magic in this series is highly ritualized, consisting of concrete spells and powers instead of the spontaneous style of magic exemplified in the Spell Cluster rules in *Cartoon Action Hour*. Characters should use the standard SA rules to reflect common spells known to the character, but the GM may also allow the practitioner to use one-shot rituals for story purposes (for example, casting a ritual that was discovered during the episode to send back a demon). This kind of magic is used only with GM permission, and may require a *Knowledge - Supernatural* or a *Willpower* Action Check to use effectively. If a magical practitioner ends up using a ritual more than a couple of times, they should purchase it as an SA.

Power Levels

Power Levels for magic are a combination of power and rarity in *Darkness Unleashed*. Heroic magic practitioners default to a High Power Level on their magic, but it can be altered downwards if the GM feels that a particular spell isn't very powerful. Monsters and witches, however, default to a Medium Power Level for magic - such are the benefits of evil! Regardless, magic should never be at a Low Power Level, since it is a powerful and useful force by its very nature.

Magical Schools

Most magic in *Darkness Unleashed* has a particular aspect or school that is specific to each practitioner. Below are four of the major schools, but many more are possible.

Black magic epitomizes all that is dark and corrupt in the world. Black magicians (often called witches) find power in corruption and decay, although deception and treachery are also powerful forces in black magic. Witches mainly dabble in black magic to gain power, which this school grants in droves. The downside of black magic, though, is that the power often feeds their egos, making them incredibly self-absorbed. This makes them more likely to betray an ally for their own gain than to work towards a common goal. Alliances aren't completely impossible, especially if it's for the benefit of both magicians' egos, but it's a tenuous balance.

Life magic (also known as "white" magic) is the most prominent school of magic among those who seek to do good and noble things in the world. The core tenet of those who practice white magic is that all life has a unifying force, and white magicians simply direct that life force through spells and ritual. Most times, white magicians can take their own life force and manipulate it, in the form of mystical healing or repair, spells of protection, and weapons to be used by those whose intentions are noble and pure. Most white magicians take oaths to preserve and protect all forms of life, but that doesn't mean that they're all pacifists - they often cross swords with black witches and necromancers in their protection of life force.

Necromancy studies the magic of death. Practitioners of necromancy (known as necromancers) don't seek power in this life like witches, but instead seek power over life and death itself. Necromancy is a dark mockery of life magic - while life magic concentrates on the force that unifies life, necromancy works from the forces that destroy life. Since the life of a necromancer is such a specialized calling, they do not develop the love of power and ego that witches often do. Necromancers are often loners, since the study of death does not lend itself well to companionship. Very little of necromancy is quick and overt, concentrating more on raising and prolonging the physical shell of a creature after death, and how the spirits of the dead interact with the world of the living.

Spirit magic is used to commune with the spirits of nature and the world, but doesn't use spells or the mystical energy of the magician. Instead, there is usually an exchange of favors given between the magician (or shaman) and the spirit or spirits. In one case, shamans may speak with the spirits, asking them favors when needed, and sometimes performing tasks for them in exchange. On the other hand, they can offer services to one particular spirit, who rewards them with supernatural powers for as long as they do the work of that spirit. Each relationship between shaman and spirit is unique, but most spirits encountered are nature spirits, aligned against witches and necromancers.





Channel Nine:

THE SERIES

To help you get started on your own *Darkness Unleashed* series, here are a dozen episode seeds, one possible plotline for the movie, and a complete episode to run for your players! The episode seeds presented here assume that the group consists of the seven characters presented in Channel Four - feel free to change the subplots in this example series to fit with your own group.

EPISODE NUMBERING

To make the series feel more realistic, we recommend using an episode numbering system similar to the one used by many TV series. Each episode is numbered with a three digit number - the first digit is the season number, and the last two reflect the episode number. So, for example, the seventh episode in the second season would be episode 207.

EPISODES 101-102: THE BEGINNING
(PARTS 1-2)

A brief history of the conflict between the Dark Brigade and the Brotherhood of Death sets the stage for this exciting new action series! Steven Syn, leader of the Dark Brigade, has discovered the location for a major supply storehouse for the Brotherhood of Death, in the small South American country called Santa Cisco. He leads his team into an ambush to take out the storehouse, but it's a trap set by the leader of the Brotherhood of Death, Deacon Death! The team is captured, and General Syn is taken away.

In the next episode, Anthony Cannon rescues the rest of the team, as well as the strange woman named Nikita V, who seems to have some tie to Duchess Lillith. Together, they try to rescue Syn, only to discover that he's been converted into some sort of cyber-vampire. The Dark Brigade tries desperately to escape before their former leader turns them into a snack!

Notes for running this episode

This is a two part episode. If possible, you should try to have the first half of the episode end on a cliffhanger (such as when the Dark Brigade gets captured) before finishing up next episode. You should hand out experience (if any) at the cliffhanger, allow them to get back all their Hurt Points and Stunt Points, and try to work any lost SA equipment back into their hands.

Von Blood, Suzie Watanabe, Jamie McGraw, and Tasha Brendikov aren't available in this episode - they will be available in episodes 103, 104, 105, and 106, respectively. Also, Nikita V won't be available right

away, so episode 101 starts with just General Cannon, Lightning Claw, and Sharky Malone. If players want to jump right in without waiting for their "cue," you can either have them write up stats for some of the supporting cast, or use the quick-play rules to make some faceless Dark Brigade troops. You might even let one of them play Steven Syn before he gets captured!

A lot of the first episode should be spent setting up the background of the Dark Brigade and the characters, and using the Goon rules to send waves and waves of zombies and ghouls at the players. A good breakdown is a wave when they approach the storehouse, a couple of waves right outside, and three waves, along with the Central Command characters, when they discover that it's a trap focused on trying to capture them. The second episode should be more open, as the players come up with ways to rescue themselves and Syn, and run into Nikita V (who should get a chance to use her skills in this episode). The PCs should get a chance to go one-on-one with a Central Command character, and hopefully destroying the storehouse in the process.

EPISODE 103: STRENGTHENING
FORCES

As Lord Syn literally cements his new position as leader of the Brotherhood, Nikita V tries to convince the rest of EVE X to join the Brigade's fight. Meanwhile, the Dark Brigade hears word that Commander Warfang and his Pac are terrorizing a small village named Stephensburgh. As they investigate, they find that the Brotherhood is trying to uncover the research of the infamous Von Blood, but they instead find one of his creations - a mad golem made of flesh!

Notes for running this episode

The subplot with EVE X is a role-playing opportunity for Nikita V, and should give her more reason to become allied with the Dark Brigade. If Nikita V isn't being played in your series, this can safely be cut out.

This episode should end up with a showdown between the PCs, the four members of the Pac, and Von Blood. If these enemies are too much for the heroes, cut out some of the members of the Pac. If it's too easy of a challenge, have Duchess Lillith sent with them to uncover Von Blood, or maybe have the Pac send a wave of goblins to soften the heroes up.

If needed, remind the players of the first mission protocol of the Dark Brigade: "Protect Humanity." Saving the village from the Brotherhood is the highest priority, not capturing the Pac or Von Blood.



EPISODE 104: ORDER OF CHARR

General Cannon recruits FBI agent Suzie Watanabe as an expert on the supernatural. Her family, though, is tied to an ancient order of monks dedicated to fighting the monsters of the Orient, known collectively as the Order of Charr. As Lord Syn tries to bring the Order under his sway, the Dark Brigade discovers that the Order is looking for something in the mountains of Tibet - a jade sword that legends say can concentrate life energy into a powerful weapon!

Notes for running this episode

Suzie Watanabe is introduced in this episode. Her appearance and her family's ties to the Order of the Peaceful Dragon are designed to introduce the Order of Charr to the series. If Suzie is not being played in this series, this subplot can be rewritten to find other ways to introduce the Dragon and the Order. If you don't want to use the Order at all, you can have the Central Command investigating the legends of the jade sword instead.

The jade sword is a magical item that projects a powerful energy beam while damaging the user. It should have a decently high ranged DR (it will probably shatter if used as a proper sword), as well as one of the Self-Damaging restrictions.

EPISODE 105: LOCH NESS MONSTERS

The Dark Brigade is sent to investigate sightings of "Nessie" out at Scotland's Loch Ness, but it's really the rise of the gillmen and their new tidal wave cannon! The Brigade gets help from a strange Scottish MI6 agent, Jamie McGraw.

Notes for running this episode

Jamie McGraw is introduced in this episode. If Jamie is not being played in this series, this subplot can be ignored, and MI6 can send a different agent for the duration of this episode to assist the Dark Brigade. Due to the heavily aquatic nature of this episode, it's recommended that Sharky appear, even in an NPC role - his skills, and the *Aquastrike*, will be very valuable.

The gillmen are being led by WauBok, but he most likely won't tangle with the PCs. If they make it through his hordes of gillmen Goons, he'll unleash a few of his water monsters (which can be run as bigger Goons, or NPCs made under the Animal Companion rules).

The tidal wave cannon is more of a plot device than a weapon - it makes massive tidal waves that can destroy coastal cities. The Brotherhood plans to use this to terrorize the cities of the world, so destroying the tidal wave cannon should be the Brigade's top priority.

EPISODE 106: FOREIGN AFFAIRS

The Dark Brigade receives a new recruit - a Russian mechanic named Tasha, whose background General Cannon seems strangely opposed to discussing. Meanwhile, the UN representative of Scallia starts making demands to shut down the Dark Brigade, as a gang of goblins cause havoc with the UN building computers. The Dark Brigade rush out to the UN building to help, while a group of Russian spies try to capture Nikita.

Notes for running this episode

Tasha Brendikov is introduced in this episode. If Tasha is not being played in this series, this subplot with the Russians can be ignored, and Nikita can probably substitute her skills against the goblins.

The UN representative of Scallia is under the sway of the Brotherhood of Death, and the goblins (led by Scratchy Nose) are trying to cause havoc with the UN's computer files in an effort to embarrass the Dark Brigade, giving credence to the ambassador's demands. If the Brigade tries to confront the ambassador, he will claim diplomatic immunity, and never return (Scallia will send a new representative).

EPISODE 107: DEADLY DOUBLE

Dr. Gorecraft has created a new invention - the ability to clone anyone with but a small sample of their DNA! Lord Syn gets a sample from General Cannon and replaces him with a clone, in an attempt to destroy the Dark Brigade from within.

Notes for running this episode

This is the classic "evil twin" episode structure. If General Cannon is being played as a PC, either choose an appropriate NPC, or ask the player to help you in portraying the clone for you (which can be a lot of fun for the player!)

Start off with what appears to be a routine mission - Commander Warfang and his Pac are found rummaging around on a small island in the Caribbean, looking for an ancient pirate treasure. The Pac splits up into the island's brush, but whichever one Cannon (or the target chosen by the GM) follows uses a small tranquilizer dart to knock him out, and take a small scratch from Cannon. The clone is quickly made on the *Death From Above*, and takes the target's place before he can wake up.

The clone is controlled by a special headband that enhances Syn's telepathic skill. Eventually, however, the target will wake up and confront the imposter. If the imposter is destroyed, the headband will short-circuit, destroying itself.



EPISODE 108: VON BLOOD RAMPAGE

Most of Central Command is off in Scallia, plotting their next move against the Dark Brigade. Von Blood is in Santa Cisco, conducting an experiment on mind control, using some of the poor people there as test subjects. When one of his experiments fails, Von Blood loses control, starting a rampage in the small village. Can the Dark Brigade get there in time to capture Von Blood, before the Brotherhood brings him back to normal?

Notes for running this episode

This episode is a nice break from some of the earlier, political episodes. Bring out all the stops for a night of action - a remote village, mind controlled villagers, and a rampaging golem. As the fight progresses, there's a chance that some backup Goons (or maybe a couple members of the Central Command) may show up.

Depending on how you want to run this, this could be a simple rough-and-tumble romp to duke it out with Von Blood before he gets scooped up by his buddies, or a chance to actually capture a member of the Brotherhood Central Command. If Von Blood is captured, you might want to consider making this a two-part episode, with the Central Command attempting a rescue mission.

EPISODE 109: DIVIDE AND CONQUER

A number of PetroCo employees in London are being attacked by ghouls (led by Duchess Lillith and the Haunter). The Brotherhood wants PetroCo's new experimental hydro-electric converter. However, as the Dark Brigade investigates, it turns out to be an elaborate plot by Duchess Lillith to use Nikita V's past to split EVE X in two!

Notes for running this episode

The hydro-electric converter is a cheap new way to power machines, using water instead of gasoline. The energy potentials for this technology are limitless, but the Brotherhood needs both the prototype and the plans developed by the owner, Charles Ryan.

Charles Ryan is the father of Linda Ryan, a.k.a. Nikita V. One of the secondary goals of the raids is to capture Charles Ryan to force Nikita to hand over leadership of EVE X to Lillith. If no player is playing Nikita V, you can ignore the EVE X subplot with minimal impact to the episode.

For an interesting twist, you might want to consider a potential crossover with the "Transbots" series - perhaps the Warbots are working with the Brotherhood to share the energy potentials of this technology!

EPISODE 110: PLAGUE TOWN

Deacon Death and the Haunter have developed a nasty disease that makes humans violently ill, causing them to eventually fall into a coma. They inject it into hordes of shamblers, and send them into a small Michigan town to wreak havoc. The Brigade valiantly fights to save the people, but can they find a cure before the town is overrun with plague zombies?

Notes for running this episode

The disease is extremely infectious - shortly after the shamblers arrive in town, people are affected by the plague. Everyone that comes in contact with an affected victim must make a Body Action Check against a difficulty of 10, +1 for each additional contact the victim has had that day. Dealing with a squad of infected Goons counts as one contact. Infected victims start to lose a level of Body every hour. Once they reach -2, they become so ill that they can't move. When they reach -4, they fall into a coma. Example: Nikita V has been fighting zombies all day, and has had four contacts with infected people. If another zombie touches her, she has to make a Body Action Check against a difficulty of 14: 10, plus 4 for each contact she's had since the first one.

Finding a cure for the disease requires a three-step procedure: First, a Knowledge - Supernatural Action Check after examining the disease to realize that the disease is supernatural in origin. Then,



a Medical Action Check to research how it affects people. Finally, a Science Action Check to find a way to get the cure to as many people as possible. Each step of the procedure should require time or materials - don't make it easy for players to roll their way out of this! If none of the player's characters can handle the scenario, use Sgt. Michelle Thomas as an NPC to research the cure, while the PCs save people from the zombies and get her materials for her research.

EPISODE 111: BLOOD IN THE WATER

A gillman arrives at the Dark Brigade base, asking for amnesty. He tells Sharky that the Order of Charr has information on what happened to his twin sister. He steals an *Aquastrike* and goes out alone to find the truth, while the gillmen attack oil tankers off the coast of Los Angeles. Can the Dark Brigade defeat the gillmen without Sharky's help? What alliance does WauBok have with the Order of Charr?

Notes for running this episode

The Order of Charr has nothing to do with Sharky's sister - WauBok captured her all those years ago, and he is growing tired of the Order's attempts to manipulate the Brotherhood. The entire story is a ploy to pull Sharky away while the gillmen attack.

Obviously, this episode can't be run as written without a PC portraying Sharky, but the setup is the same for any appropriate character. First, the arch-enemy of the character (or other enemy character) tells the PC that another party has some information pertinent to their background. Second, the PC should take the bait, and go after other party (the Order of Charr makes a good scapegoat, because it's so mysterious). Finally, the enemy attacks, and the skills of the missing PC are needed to defeat the enemy.

EPISODE 112: LIGHTNING STRIKES

Lightning Claw goes back to his home in Arizona at the request of the Tribal Council, but Warfang is waiting for him. He challenges the Right Hand of the Great Spirit to honorable combat. Does the devious wolfman have something up his furry sleeve?

Notes for running this episode

Warfang has invoked an ancient law between the Great Spirit's warriors and the wolfmen - that any challenge to one-on-one combat, using nothing but your hands, cannot be refused. Warfang plans to cheat to try to take out Lightning Claw, by use of a force-field belt developed by Dr. Gorecraft, which won't allow Lightning Claw to touch him with his powers. Once his powers are expended, Warfang plans to turn off the field and finish off his foe.

This episode obviously is based entirely on Lightning Claw, but it was common to occasionally have an episode here or there that showcased one character's background and abilities.

EPISODE 113: SUNBLOCK

A number of hazardous environmental accidents in South America points to a nefarious scheme - an attempt to cover the entire earth in a thick cloud of gases and block out the sun! Can the Brigade stop the Brotherhood's most ambitious scheme yet?

Notes for running this episode

With the sun covered, Lord Syn's forces would be able to move about more freely, thus ensuring his control over the world. This can be run as a heavily scientific game, as the PCs scramble to find ways to reverse the ecological damage. It can also be run as a heavy action punch-up, or anything in between.

It wasn't uncommon for 80s cartoons to have one or two "special" episodes with a strong message - environmental disaster and drug use were two of the biggest ones used. One thing to remember about running such an episode is that the fun is the most important aspect, so be willing to sacrifice a bit of the message inherent in the episode to keep the players entertained.



"DARKNESS UNLEASHED", OR DARK BRIGADE: THE MOVIE

In "Darkness Unleashed", the Dark Brigade movie, the entire landscape of the series changes! Deacon Death, with the help of the Haunter, manipulates Cannon into attacking Lord Syn. Just when Lord Syn is about to escape the Dark Brigade, the Haunter has his shamblers tear Lord Syn apart! He releases Deacon Death from his confinement, and the Brotherhood of Death has a new leader. Meanwhile, Duchess Lillith manages to corrupt several members of EVE X and turn them against Nikita V. EVE X has Nikita's life magic stripped from her, and she is ejected from the society, just Linda Ryan again. As EVE X joins with the Brotherhood of Death, Suzie finds her true destiny as the new leader of the Order of the Peaceful Dragon, but she turns it down to stay with the Brigade. Jamie McGraw and Tasha realize a mutual attraction between them, but Tasha tries to deny it, hoping not to endanger him with her shadowy past. All this while Deacon Death works to complete a powerful spell that will bring about the rise of R'slatz the Demon Ghoul, and plunge the world into eternal night!

THE EYE OF THE NILE - A COMPLETE EPISODE

The Eye of the Nile is a complete episode for *Darkness Unleashed*. It is intended for four to six players and a GM, and assumes that the players are portraying the 75 CP versions of the Dark Brigade characters detailed in Channel Four: Dark Brigade Roll Call, with the exception of General Cannon. If the players are portraying their own custom PCs (such as ones made with the Fast Character Creation rules in Channel One) or if you only have two or three players, modify the episode accordingly.

The Story So Far...

Lord Syn has heard a rumor from Erronadu the Wise of a huge diamond buried in Egypt's Valley of the Kings. The diamond is called the Eye of the Nile, and legend says that the diamond was blessed by the sun god, Ra. Its blessing could be turned into a weapon of wrath, and so the diamond was lost when one of the pharaohs hid it to keep it from falling into the wrong hands. Syn believes that the Eye can focus the rays of the sun into a powerful energy beam, and with the help of Dr. Gorecraft, he can create a Death Ray - the ultimate weapon to help the Brotherhood bring the world to its knees! After months of research and excavation, Lord Syn has narrowed down the location of the Eye to a small lot called KV5, undisturbed since an incomplete archaeological dig in 1835. With the help of his Generals and ghoul servitors, he starts to uncover the site.

The New Holographic Imaging Chamber

Read or paraphrase the following to the players.

The Brigadiers are helping to finish the installation of the experimental holographic projector into their

new imaging chamber. General Cannon is in his office while the rest of the Brigade chips in to help carry in the heavy imager, install it, and get it to synchronize with the Brigade computers.

This is a good time for the players to get comfortable portraying their characters in a non-hostile situation. The imager should be installed in three stages, which can be reflected in three Action Checks.

First, the imager must be brought into the chamber. It's big and heavy, about the size and weight of a big screen TV, and it will take two people to lift and carry it. Each person carrying it should make a Body Action Check at a difficulty of 7 (one person can try to carry it on their own, but the difficulty raises to 14). If it fails, they drop the imager, and a part falls loose that will take a *Repair* Action Check at difficulty 6 to put back on.

Then, the imager must be installed properly into the floor of the chamber. This is a *Repair* Action Check of 8 - there's not exactly an instruction manual for this, but the installation is relatively straightforward. If it's installed incorrectly, it probably just won't work (although you can have it break down to give the players fits, if you want).

Finally, it has to be synchronized with the computers. This will require a Computers Action Check of 9 to succeed, and failure may result in all sorts of amusing things to appear in thin air in front of the players.

Once the imager is properly installed, read or paraphrase this to the players.

Just as the imager comes online, all of the lights in the room turn to red, and you hear an alarm going off in the building. The imager activates, and the image of a spinning globe appears in the air in front of you. A pulsing red dot appears in Egypt, as General Cannon walks through the door.

"Heads up, Brigade. It seems that our link with the UN computers has picked up something." He walks over to the computer bank, and starts punching in commands. The globe zooms in on the pulsing dot, showing the Nile river area.

"According to the computers, it seems that ghouls have been spotted in the Valley of the Kings, in Egypt. Also, an eyewitness described two creatures that sound like the Haunter and Lord Syn. The Secretary-General is asking for our help to deal with the ghouls. We'd better investigate."

General Cannon will turn to the highest ranked person in the room (Lightning Claw will be his first choice, if that character is being played).

"Take the Icarus and a couple of ground vehicles with you, and look into this. Find out what Syn is planning, and stop him. I'll stay here to monitor the situation and keep in contact with the Secretary-General."

With that, Cannon departs. Allow the Brigade PCs to make any reasonable requisitions of equipment (probably backed up with a few Resources Action Checks), and be on their way. A C.A.D.B.O.T. and weapons for everyone are a really good idea.



Arrival at KV5

The flight from New York to Egypt goes uneventfully, and the characters drive to Luxor (originally Thebes). From there, they drive across the desert to the Valley of the Kings, arriving just before dusk. Read or paraphrase the following.

The Valley of the Kings is a vast array of desert dunes just west of the Nile River. There are a few roads around the area, and a few of the dunes have entrances leading to the depths within. As you travel the cooling dunes as night approaches, you notice that one of them has a number of strange looking men standing around, wearing khaki shorts and pith helmets.

If anyone uses binoculars or makes a good Perception Action Check, they discover that the men are actually ghouls, dressed up like British explorers. They stand perfectly still, but do not let anyone near the dune. There's not a lot of cover around, but the characters might be able to sneak past the ghouls if they're particularly creative (a Stealth Action Check might be acceptable, at around a 10 difficulty), or they can simply try to beat them up - they count as one mob with a Goon Factor of 5.

Either way, once they get past the ghouls, read or paraphrase the following.

Buried in the cool sand is a stone entrance, with a set of stairs leading downwards. Next to the entrance is a simple stone slab with the letters "KV5" engraved on it. Nearby the dune are a couple of jeeps, and standing in front of it are a horde of ghouls, all dressed in khaki shorts and pith helmets. Right by the entrance are Lord Syn and some of his generals!

Syn Goes for the Eye

There should be two less Generals than there are PCs. In order, the generals will be the Hunter, Duchess Lillith, Commander Warfang, and Scratchy Nose. As soon as the players make their presence known, Syn will command the ghouls and his generals to attack as he disappears into KV5, alone.

The ghouls act as one mob for each PC, with a Goon Factor of 6. Each of the generals will fight to delay or repulse the Dark Brigade - once each general loses half of his Hurt Points or more, he or she will attempt to retreat to the jeeps. The characters should soon be able to get past the guards and into KV5.

The Mummy Awakens

As the players enter KV5, read or paraphrase the following.

The stairs lead down to a large room shrouded in darkness. There are pillars every few feet to hold up the ceiling. At the far end of the room is a stone door, with a large eye engraved into the rock.

A Detective Action Check at 8 will reveal that the dust around the door has been disturbed recently, as if someone had opened and then closed the door in the recent past. The door is heavy (requiring a Body Action Check of 10 for one person get it open,

although two or three with a Body of 1 or higher can get it open), and leads into another chamber.

The door beyond is a simple chamber. On the left side is another stone door, with an ankh (the Egyptian symbol of life) engraved on it. In the center is a diamond the size of a fist set on a pedestal. A small hole in the back wall lets a thin ray of moonlight shine onto the diamond, lighting the room in a frenzy of refracted color, far brighter than the moonlight itself. The gem's powers to amplify energy must be staggering! Behind the pedestal is Lord Syn. He laughs. "Fools! You are too late! The Eye is mine!" With that, he picks up the diamond, and a thunderous grinding sound fills the chamber. The side door collapses onto the pedestal, and out stumbles a mummy. Syn laughs as the wall behind him crumbles, revealing a staircase leading out. He quickly changes into his bat form and flies away with the diamond in his claws, as the rubble and the mummy block your way.

The players have a couple of options to get past the mummy and follow Syn:

- *Fight the mummy.* The mummy's statistics are at the end of this episode. The mummy is blind, so he isn't able to distinguish between the thief and the heroes. If his Hurt Points reach 0, he will turn to dust.
- *Talk to the mummy.* If someone tries to convince the mummy that they are not the thieves, they discover that the mummy can speak telepathically. His name is Mumishu the Wise, and he simply wishes the Eye returned so that he can rest. If asked, he will offer to join the heroes in the reclamation of the Eye. If they haven't already figured it out, Mumishu will explain the Eye's power to focus the rays of the sun into a powerful energy beam.

Where Did They Go?

Once the mummy has either been defeated or reasoned with, they go up the staircase, only to discover that Syn and his cronies are gone. The Brotherhood has relocated to one of the pyramids near Cairo, which has the nearly completed Death Ray sitting atop it. The Brigade can discover this in a number of ways:

- *Reasoning.* If the characters start thinking of ways that Syn could use the Eye, have them make Detective Action Checks. The person who rolls the highest can figure out that they would probably find high ground so they could use the Eye on the unsuspecting people of Egypt. The pyramids of Cairo would be a great place to start looking!
- *Ask Mumishu.* If they ask Mumishu, he will concentrate for a few moments, and then state that he can feel the Eye. He will lead them to Cairo.
- *Contacting the Egyptian government.* If the characters think to contact the Egyptian government, they will be suspicious, but coop-



erative. They will mention that one of their patrols just reported some unusual activity on the peak of one of the pyramids in Cairo.

- **Call Headquarters.** If they call back to Cannon at DBHQ, he'll relay to them that some sort of artillery has been seen being constructed on the top of one of the pyramids in Cairo. If the group is really stuck, Cannon can contact them with the information.

Stop That Death Ray!

As they arrive in Cairo, read or paraphrase the following.

As you look on the pyramids of Giza, the Great Pyramid of Khufu has a strange glint on it from the coming dawn. It looks like there is some sort of strange platform on top of the pyramid, with a large gun atop it. There is a floating zeppelin near the pyramid - the Death From Above, the Brotherhood's portable base! At the base of the pyramid are some jeeps, more ghouls, and some of Lord Syn's generals.

There are no stairs up the pyramid, and there isn't time to try to airdrop from the *Icarus*. The characters have a few options for this scene.

- **Get the drop on Syn.** If the characters somehow find a way to get airdropped onto that platform, Syn and Dr. Gorecraft will see the aircraft coming and escape to the *Death From Above*, abandoning the Eye and the Death Ray. There is only one Goon mob of ghouls on the platform, with a Goon Factor of 5. The Death Ray will be easily dispatched, and the Eye recovered.
- **Defeat the villains at the base.** There's one Goon squad of ghouls at the base of the pyramid (Goon Factor 6), and the generals from "Syn Goes for the Eye" (they've healed a quarter of their Hurt Points back). If the generals reach five or less Hurt Points, they will attempt to escape, either by the jeeps or by trying to reach the *Death From Above*. Once the PCs defeat the guards at the base, though, they still have to find a way up.
- **Climb the pyramid.** If the characters attempt to climb the pyramid, its rough edges make it fairly easy (if very long) to climb - they should make three Athletics Action Checks at difficulty 8 to climb each third of the pyramid. A failed Action Check means that they haven't progressed, or maybe even slide back down! Each section of the pyramid takes roughly three turns to climb - hey, it's a cartoon!

- **Ask Mumishu for help.** If they ask Mumishu for help, he will spend three turns concentrating. After the third turn has passed, on his initiative he will gesture towards the Eye, and it will send out an intense flare of light, doing vehicle class damage at a DR of 10. This will do double damage to vampires, and should render the Death Ray totally inoperable. This can only be done once - afterwards, Mumishu will collapse in exhaustion.

The players may come up with other creative plans. Be flexible! The main goal is for the Eye to be recovered, the Death Ray destroyed, and most (if not all) of the Brotherhood to escape.

MUMISHU THE WISE

"Ancient Mummy Protector of the Eye of the Nile"

Oomph: 2 **Stunt Points:** 1
Hurt Points: 60 **Size:** Medium

Story Hooks

Blind - Major
Susceptible to fire - Moderate
Unable to speak - Moderate

Traits

Athletics -1, Body 4(5), Coordination -1, Stealth -1, Unarmed Combat 4(2), Knowledge - Supernatural (Egypt and the Eye) 0/4, Science -1, Willpower 4(3), Appearance -2

Special Abilities

Telepathy (MiscSA, Power Level: Medium)

Range: Long

Bonus: Advantage, Minor (works in any language)

Restriction: Disadvantage, Minor (can only broadcast and receive speech)

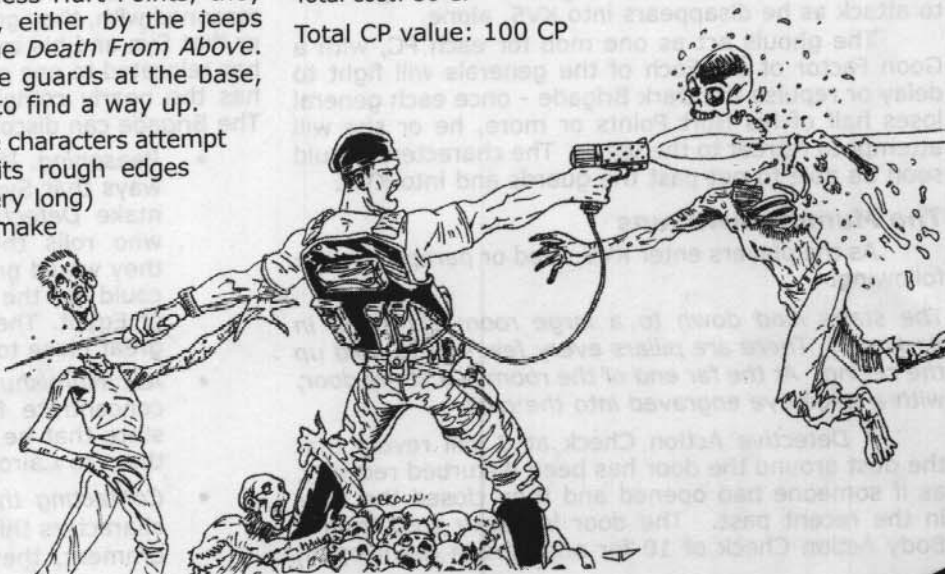
Total cost: 8 CP

Tough Body (DSA, Power Level: Medium)

Protection 13

Total cost: 50 CP

Total CP value: 100 CP



Appendix One:

RECOMMENDED SOURCES

CARTOONS

G.I. Joe - (Marvel/Sunbow/Claster, 1983-1987) - The paramilitary cartoon everyone knows. If you've never seen it, do whatever you can to watch a few episodes. YO JOE!

Inhumanoids - (Marvel / Claster / LBS, 1986) - One of the darker cartoons of the time, complete with a cast of creepy monsters!

Men in Black - The Animated Series (Amblin/Columbia Pictures, 1997-2001) - Admittedly it's not an 80's cartoon, but the same feel of "secret government agencies and weird science" from the movie is present in spades in the cartoon. Well worth a look.

Night Warriors - (Viz Video) - This is actually an anime OAV (mini-series) based on the Nightstalkers video game, but it does show lots of creative monster characters.

Spiral Zone - (Atlantic-Kushner-Locke, 1987) - A surprisingly horrific and apocalyptic series, where a small, UN-sponsored squad of well-equipped heroes is all that stands against a plague-wielding evil and viral mind-control of the planet.

The Real Ghostbusters - (DIC, 1986-1992) - Science tackles the supernatural in this successful cartoon spin-off that actually dealt with other supernatural creatures besides ghosts. Who ya gonna call?

COMICS

G.I. Joe - Much grittier and militaristic than the cartoon, but just about any incarnation of this comic (from the older Marvel version to the new one from Devil's Due) is worth a read.

MOVIES

Dog Soldiers (Artisan, 2002) - A graphic British action/horror movie about six soldiers who are trapped by a group of werewolves during a routine exercise. If you can stand blood and guts, this is a must-see.

John Carpenter's Vampires (Columbia Pictures, 1998) - A slightly campy vampire movie about a team of vampire hunters in Mexico, this is perfect inspiration for any General Cannon wannabes in your group.

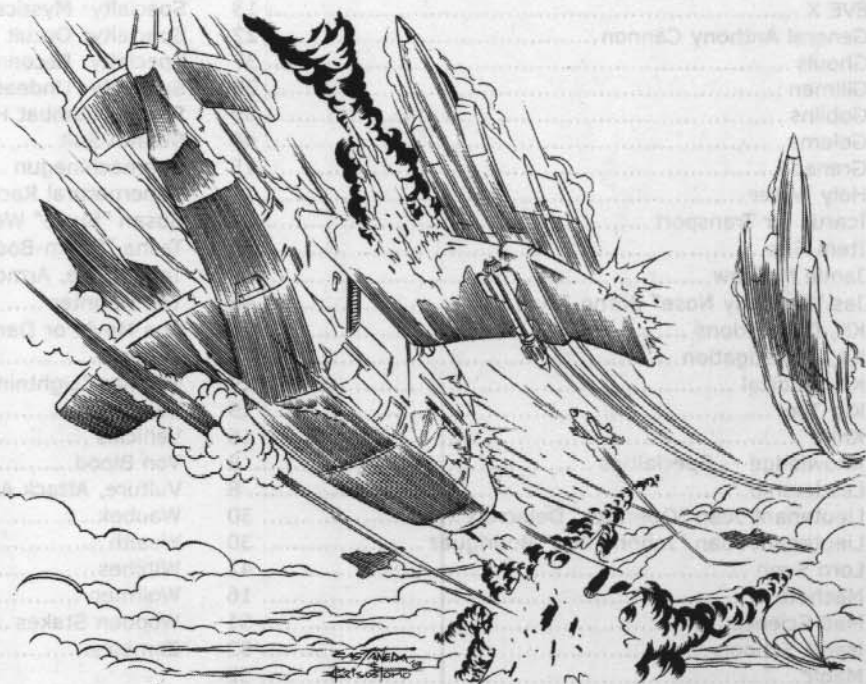
Men in Black and Men in Black II (Amblin Entertainment, 1997 and 2002) - Government agencies using super-science to protect the earth from an unknown race of creatures, packed with action and tons of one-liners. Sound familiar? Although not a direct inspiration for *Darkness Unleashed*, this movie's style does have a lot of the right feel to it.

Reign of Fire (Touchstone Pictures, 2002) - An apocalyptic future where dragons devastate the earth. Matthew McConaughey portrayal as Van Zan is just begging to be made into a Brigadier.

ROLE-PLAYING GAMES

Delta Green (Pagan Publishing, 1996-97) - This unfortunately out-of-print supplement for Chaosium's Call of Cthulhu details government agencies fighting the supernatural... wait, where have I heard that before? Although Delta Green is horror to *Darkness Unleashed's* action/adventure, it's still a great resource, and just a damned good book all around.

The Compendium of Contemporary Weapons (Palladium Books, 1993) - While there might be more accurate or up-to-date sourcebooks out there on firearms, this has a really good cross-section of global weaponry for the mid to late 80's, and is relatively light on game mechanics.



Adjusting the Controls	32	Medals	13
Alberti, Frank	6	Memory	8
Aquastrike Combat Speedboat	20	Mood	31
Automatic Pistol, Large	15	Mummies	40
Automatic Pistol, Small	15	New Traits	8
Binoculars/Motion Detector	18	Nikita V.	24
Bison Armored Personnel Carrier	20	Normal Weapons	15
Blappo Toys	6	Order of Charr	36
Brotherhood of Death, History	35	Order of the Peaceful Dragon	13
Brotherhood of Death, Ranks	36	Pac	50
Brotherhood of Death, Structure	36	Perception	8
Bushhog Armored ATV	20	Pow! Animation	6
C.A.D.B.O.T.	18	Psychology	8
Character Creation Guidelines	7	Quartermaster Private Lynn Harris	30
Cheetah Intercept Vehicle	21	Quick Character Creation	9-10
Christopher "Sharky" Malone	26	Rank and File	33
Comm Unit	18	Reinforced Airpocket Wetsuit	19
Commander Warfang	43	Reinforced Neck Protector	19
Dark Brigade Extreme	6	Rifle	16
Dark Brigade Headquarters	13-15	Sergeant Allen "Sarge" Collins	30
Dark Brigade, History	11	Sergeant Michelle Thomas M.D.	30
Dark Brigade, Mission Protocols	12	Shotgun	16
Dark Brigade, Ranks	12	Shroeder, John	6
DB-12 "Fairy Dust" Silver Nitrate Grenade	17	Silver Bullets	18
DB-25 "Sun Gun" UV Pulsing Laser Rifle	17	Skullsplitter, Anti-Personnel Tank	41
DB-32 "Hot Shot" Heat Intensification Pistol	17	Special Abilities	51
Deacon Death	45	Special Ammunition	17
Death From Above, Mobile Airbase	40	Special Equipment	18
Disguise Mask	18	Special Weapons	17-18
Dr. Gorecraft	50	Specialty: Animal Control and Utilization	9
Dr. Stephen Volkhardt	30	Specialty: Close Combat	9
Dragon's Breath Shotgun Shells	17	Specialty: Criminal Investigation	9
Duchess Lillith	44	Specialty: Explosive Ordnance Disposal	9
Electro Gills	18	Specialty: Heavy Weapons	10
Episodes	54-57	Specialty: Infiltration	10
Equipment	8, 51	Specialty: Machine Upkeep and Repair	10
Erronadu the Wise	50	Specialty: Medical	10
EVE X	13	Specialty: Mystical	10
General Anthony Cannon	22	Specialty: Occult Research	10
Ghouls	37	Specialty: Reconnaissance	10
Gillmen	38	Specialty: Undead Extermination	10
Goblins	39	Spitfire Combat Helicopter	21
Golems	40	Stealth Suit	19
Grenade	15	Submachinegun	16
Holy Water	17	Supernatural Races	37
Icarus Air Transport	21	Susan "Suzie" Watanabe	27
Item SAs	8	Tasha "Boom-Boom" Brendikov	29
Jamie McGraw	28	Terrorcycle, Armored Motorcycle	41
Jas "Scratchy Nose" Borno-Dhull	48	The Hunter	46
Kit, Demolitions	18	The Movie or Darkness Unleashed	58-60
Kit, Investigation	19	Themes	31
Kit, Medical	19	Thomas "Lightning Claw" Dobbs	23
Kit, Tool	19	Vampires	38
Knife	16	Vehicles	20-21, 40-41
Knowledge -- Specialties	8	Von Blood	47
Leadership	8	Vulture, Attack Aircraft	41
Lieutenant Jean "Operator" Delacroix	30	Waubok	49
Lieutenant Juan "Johnny Rod" Rodriguez	30	Wealth	8
Lord Synn	42	Witches	39
Machete	16	Wolfmen	39
Mad Science	51	Wooden Stakes	17
Magic Schools	52	Zombies	37
Magic	52		





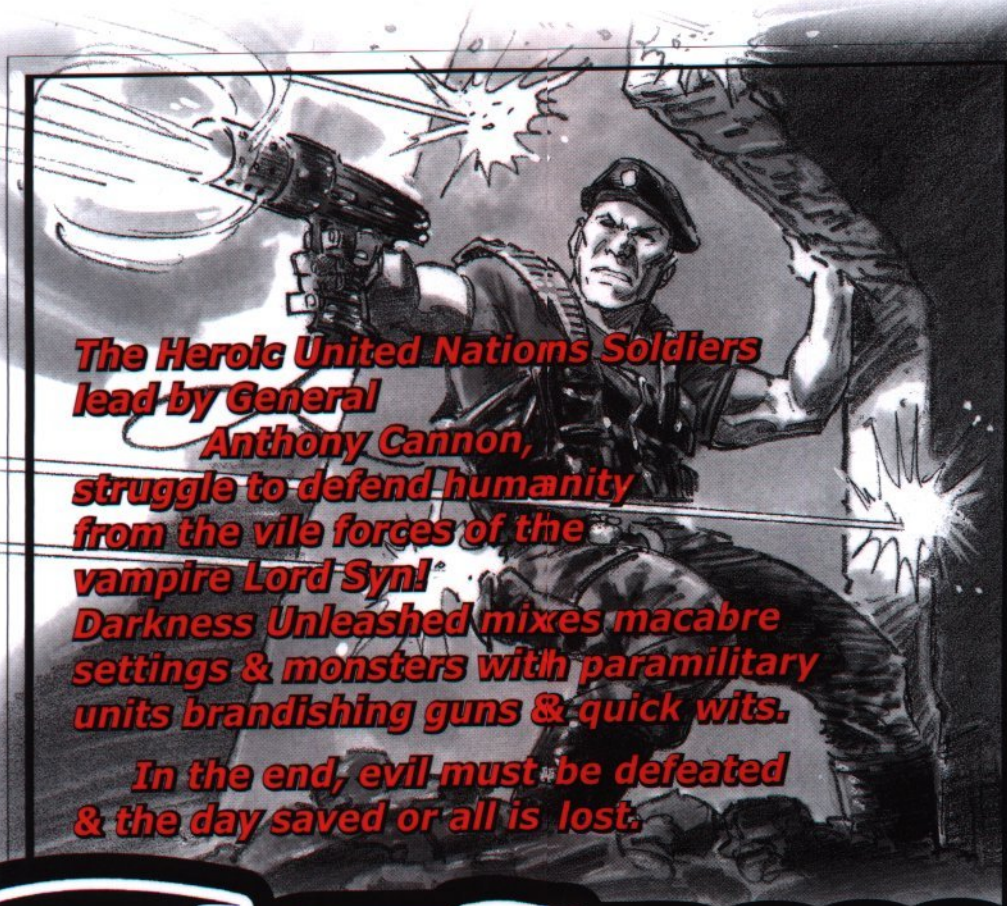
Darkness Unleashed is the first Series Book for the *Cartoon Action Hour* game, set in the militant setting of the "Dark Brigade" cartoon series from the *Cartoon Action Hour* rulebook

The Heroic United Nations Soldiers lead by General Anthony Cannon,

struggle to defend humanity from the vile forces of the vampire Lord Syn!

***Darkness Unleashed* mixes macabre settings & monsters with paramilitary units brandishing guns & quick wits.**

In the end, evil must be defeated & the day saved or all is lost.



DARKNESS UNLEASHED

INSIDE YOU WILL FIND

- Extensive information on the background of the setting!
- Guidelines for creating Dark Brigade characters!
- Information on the various races of monsters that make up the Brotherhood of Death!
- Ready-to-go stats and descriptions for the weapons, gear, and vehicles used in the Dark Brigade's fight against Lord Syn!
- Lots of advice for running Dark Brigade games!
- Full stats and bios for all the major players in the global conflict between good and evil!
- And more!

BROUGHT TO YOU BY

ZMAN
Games

CARTOON ACTION HOUR

SPECTRUM

