

# CARTOON ACTION HOUR

SEASON 3

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## NEWSMAKER

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'Don't panic.  
Don't despair.  
We're going to win!'  
The Crimestrikers'  
message of hope

Hydrera:  
A Decade of Freedom

-Diana Mastron,  
leader of the  
Crimestrikers

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*Crimestrikers*  
Series Book by Mark Lungo



# ***Crimestrikers***

## ***"Armed and Extremely Furious!"***

### **IN MEMORIAM**

To my fan and creator friends who are now working at the Great Studio in the Sky: Chris Barat, Jim Kellogg, Mick Kipp, Kay E. Kuter, Ted Pedersen and Richard Paul Smyers. You all enriched my life. Thanks, guys.

# ***Credits***

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# ***Channel Guide***

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## Series Description

Welcome to Creaturia, the most dangerous world you'll ever love! It's a planet populated by humanoid, intelligent animals whose futuristic civilization blends the exotic and the familiar. Life is good for most of its citizens...

...but no world is perfect, and Creaturia has its criminals. The worst were imprisoned in an underground, ultra-secure reformatory called the Quarry—until a mass escape masterminded by evil genius Vance Coffin, who invited the escapees to join his crime syndicate Outrage. Also, there are plenty of non-Outrage villains spreading chaos and destruction.

Fortunately, **CIPO**, the **Creaturian International Police Organization**, has a special unit called the *Crimestrikers* to deal with these threats. This team of colorful, courageous experts is led by Diana Mastron, who is not only Vance Coffin's equal, but knows him better than anyone else. After all, she almost married him.

## The World of Creaturia

### Crimestrikers Countries

Here's an incomplete guide to Creaturian nations that can be used as settings. The most important are:

#### FREELAND

The Creaturian equivalent of the USA. Its largest city is **Bonita Harbor**, home of the **Creaturian Council** (the local equivalent of the United Nations) and the benevolent world government it runs, including CIPO and the Crimestrikers.

#### NEONDIS

Neondis is a crime-ridden land where corruption and bribery are a way of life. Its capital is **Windfall City**, home of the **Bona Fortuno** (the world's largest casino) and notorious haven for Creaturia's criminals.

#### HYDRERA

The oceanic home of the Hydrerans, a race of fish-like, amphibious humanoids. Its relations with the surface world are in a state of flux, as the Hydrerans are emerging from a period of isolation. Unfortunately, the worst elements on both sides threaten the peace-loving majority. The Hydreran capital, **Sharaneda**, is just west of Bonita Harbor.

Other Creaturian countries include **Albria** (based on England), **Alta Montejo** (Russia and Eastern Europe), **Azania** (South Africa), **Calebernia** (a combination of Scotland and Ireland), and **Norden** (Scandinavia).

### Other Important Locations

#### BONITA HARBOR

The Crimestrikers' home base. Bonita Harbor, located on Freeland's west coast, can be described as San Francisco meets Auckland meets *Tale Spin's* Cape Suzette. Its landmarks include the **University of Bonita Harbor**, the **Bonita Harbor Technical Institute** (aka **Harbortech**), and the **Tower of Tomorrow**. It's the home of the Creaturian Council and CIPO.

#### VANTAGE POINT

Vantage Point was once the headquarters of Mastron Technologies, the company run by Diana's father Walter. When he was arrested, Diana took the skyscraper over and made it the Crimestrikers' home base. It had many features in the TV series (only a few of which appeared in the playset):

- Living quarters for the Crimestrikers
- Proving grounds for testing new gadgets



- Laboratories
- Training rooms
- Storage for weapons and equipment
- “Panic rooms” and other security measures
- A briefing room
- Administrative offices
- Monitors that follow the Crimestrikers on assignment, convey their Bio Beacon data to observers, and show activity all around Creaturia
- Telecommunications sending/receiving equipment
- Holding cells that can be “accessed” by trap doors and other hidden, one-way entrances
- A gymnasium/exercise room
- A recreation area
- A sick bay
- Rooftop hangars for air vehicles
- Street level garages for land vehicles
- Underground hangars for sea vehicles, complete with a tunnel leading to Hydrera
- Repair stations for vehicles
- An observatory with a magnificent view of Bonita Harbor
- Elevators for both passengers and freight
- A ground level reception area
- An environmentally friendly design

### **INCREDIMART**

**“Incredible savings... incredible service... Incredimart!”**

Incredimart, the leading “big box” retailer on Creaturia, is a chain of supermarkets/discount stores that are always open. There’s an Incredimart close to Vantage Point. Sometimes, the Crimestrikers will shop there, and even these mundane excursions can become springboards to adventure. A Crimestriker might spot an Outrage agent in the store. Will our hero stealthily follow the villain, or will a fight ensue that trashes the store? Or maybe a shopper or employee might recognize one of our heroes and plead for the Crimestrikers’ help, leading to a new mission.



### **BIO BEACON**

The Bio Beacon is a tracking chip that is surgically implanted in each team member’s brainstem. It allows CIPO observers to keep tabs on the Crimestriker’s location, and it can’t be easily detected, removed or misplaced. It also monitors the Crimestriker’s health—if the user is injured or killed, headquarters will know instantly.

### **EDU-STRIP**

You know those breath strips they sell in drug stores? What if you could put information on one of those things, and by swallowing it, you absorbed the knowledge? That’s what an edu-strip does. It’s no substitute for study, but if you want to learn the basics of a topic *fast*, it does the job. It can also be used to implant secrets in the user’s mind.

### **GRAVITY GLOVE**

A glove that projects a “suspension beam”, enabling its user to lift and suspend heavy objects for an extended time.

### **HOLOFILE**

A device that projects a hologram of the subject being discussed in mid-air, sometimes with an automated voice reading the data. The information usually isn’t in-depth, but it’s a good start for further research.

### **PACIFIRE**

A hand-held weapon that affects the amygdala, nuclei within the brain that help control aggression and fear (among other things). Anyone hit with a Pacifire will usually become docile in a matter of seconds, although it might not work if the target’s emotions are too powerful.

### SCANSCOPE

This tricorder-ish device looks like a cross between a hand-held periscope and a tricked-out barcode scanner, and it can detect, scan and analyze anything the heroes need it to in each story. It's also a communicator, and it can record and play back video and audio.

### SHRINKSPHERE

One of Esperanza Sixtos' greatest inventions, the Shrinksphere is a hand-held orb whose energy beam shrinks people and objects, then transports them inside the sphere through an aperture (or reverses the process to let them out). Its interior is luxurious (Esperanza wanted her "guests" to feel at home). A hologram of Ranza explains what's happened to the visitors and how they can make themselves comfortable. The Shrinksphere holds five people, although Esperanza is working on making room for more.



## DIANA MASTRON

**Heroic Crimestrikers Leader**

**Affiliation:** Crimestrikers

**Species:** Red Fox

**Background:** The *Crimestrikers* adventure begins with the story of Diana Mastron, whose life has been tragic and extraordinary in equal measure.

Diana was born to wealthy industrialist Walter Mastron and his wife Vanessa. While Diana was close to her mother, her father was too busy running the Mastron empire to spend much time with her, so Diana was raised largely by Vanessa and the servants, particularly a friendly Hydreran family. As a young woman, she was courted by two rising Mastron executives, Blaine Turney and Vance Cof-



fin. Diana was about to accept Blaine's marriage proposal, but then both he and Vanessa died in a car crash (...at least, according to Walter). Devastated beyond words, Diana drew closer to Walter, and impulsively accepted Vance's marriage offer. But her world was shattered (again) when she saw a holo proving that Walter had murdered Vanessa, with the help of Vance, who worked for the crime syndicate Outrage. Once she had recovered from the shock, she contacted her friend Ray Hiltebrand, head of CIPO, and devised a daring plan that brought Walter and Vance to justice. With her old life destroyed, and the family fortune suddenly hers, Diana decided to spare other people the suf-

fering she had endured by joining CIPO. She underwent brutal training and became a top field agent. And when Vance engineered the mass escape from the Quarry, she was ready with a response--the *Crimestrikers*.

**Personality:** Diana grew up with all the advantages anyone could hope for, but lost everything in a series of horrific tragedies. While she emerged as a stronger person, she has paid dearly for it. She blames herself for ever trusting Walter and Vance, and her guilt continues to motivate her. She's obsessively dedicated to her job, sometimes to the point of neglecting her own well-being. Despite (or maybe because of) all this, she's become an exceptional leader. She's brave, charismatic, fair, and compassionate. She works and trains hard, and never asks her teammates to do something she wouldn't do herself. She may be as tough as Batman, but she's as personable as Bruce Wayne (usually). She's earned the respect of her fellow *Crimestrikers*. Also, she looks out for them, and they look out for her.

**Notes:** Diana knows many prominent people through her family, and she sometimes calls on them for favors or information. Usually, they are happy to help.

- Diana has a catchphrase. While she was still an ordinary CIPO agent, she captured a crook who threatened to shoot hostages, then announced, "No one's shooting anyone today!" The incident made her reputation within the agency. Nowadays, people expect to hear "No one's (verb)ing anyone today!" from her, and she sometimes uses the phrase for effect.

- Diana's action figure accessory is a small but powerful jetpack called the **Airvenger**.

- Diana is the only character to appear in every *Crimestrikers* episode.

## HENDRIK ALQUIST

**Tough, Relentless Tracker**

**Affiliation:** Crimestrikers

**Species:** Arctic Fox

**Background:** Hendrik hails from a small village in Norden. He found small-town life dull and ordinary, so he left for the big city of Mount Skypeak. He was soon greeted by a mugger who tried to take all his possessions. Hendrik chased him down, tackled him, and brought him to the police. It was the most fun he'd had in years, and he realized that crime-fighting, being both important and (occasionally) exciting, was his perfect job. Soon, he joined the Mount Skypeak police, where his capture of Gunnar's Gang propelled him into the ranks of CIPO.





There, he often worked with Diana Mastron, and after the Quarry escape he was the very first agent she invited into the Crimestrikers.

**Personality:** Hendrik always wanted to do “something that matters”, and battling supervillains is an ideal opportunity for him. He’s very competitive with the other Crimestrikers, but the one thing he *really* wants to win is Diana’s heart. They’re attracted to each other, but Diana is still recovering from the way Vance Coffin used her. Until she’s ready for a relationship, he’s there when she needs him (and vice versa).

**Notes:** Hendrik is very adept at tracking. He’s patient, persistent, and observant enough to pick up on clues that most people would miss.

- Hendrik’s accessory is the **Skysearcher** flight pack, whose mini-radar system, complete with radar vision goggles, allows him to scan the surface for people and objects.

## ESPERANZA SIXTOS

### Eccentric Genius Inventor

**Affiliation:** Crimestrikers

**Species:** Short-tailed Chinchilla

**Background:** Esperanza’s friends have joked that she was born carrying a tool kit, and they’re not far off--in grade school, she earned money to help her struggling family by fixing broken appliances. Soon, she started designing her own gadgets. She became a top student at Harbortech, where she first met Dolores Dedmond, who tried to steal her research (which resulted in Dolores’ expulsion). After graduating with high honors, she was hired by Mastron Technologies, then quit when she was pressured to create deadly weapons--but not before befriending Diana. Esperanza became a free-lance inventor, working on the Creaturian space



station Stelamiko (where she first met Ray Hiltebrand), appearing on science documentaries, and doing occasional jobs for CIPO, until she accepted Diana’s offer to become one of the original Crimestrikers.

**Personality:** Esperanza is *fun*. She’s friendly, optimistic, compassionate, has a great sense of humor (especially about herself), and is determined not to become cynical despite facing Creaturia’s worst criminals on a regular basis. She’s also eccentric enough to have a lightning bolt-shaped stripe on her dark hair, because “it looks cool and it represents *science*!” Some people dismiss her until they realize that she takes her work *very* seriously. Indeed, when she stops smiling and joking, that’s when the Crimestrikers know they’re facing a worse threat than usual.

**Notes:** Esperanza feels conflicted about having to create weapons and fight. In an ideal world, she

would devote herself to peaceful pursuits. However, Ranza realizes the Quarry escapees are a threat to world peace, so she feels duty-bound to stop them.

- Every weapon Esperanza creates or uses is non-lethal. She tries to ensure that technology is used only for good, unlike the conscience-free Dolores.
- Esperanza was deeply hurt by Dolores' betrayal. However, she knows Dolores became a criminal because she's led a troubled life that has made her bitter and misanthropic, and Ranza has vowed never to let the same thing happen to her. She's aware that she's lucky to have a loving, supportive family (unlike Dolores), and she keeps in touch with them as often as possible.
- Esperanza's accessory is the **Blackout**, which absorbs energy from enemy weapons, then fires it back as a powerful missile.
- Esperanza is good friends with fellow Crimestriker Nyx Marama. She also recruited fellow gearheads G.T. Overley, Darian "DX" Xenos and Tanix Calvo into the team, and helped H.A.M.R. the sentient robot defect from Outrage.
- Esperanza sometimes works through the night on a project. She has a little cot in her lab, so she can take a quick nap when necessary.

## JEFF "TOP" RANKING

### Daring Sky Fighter

**Affiliation:** Crimestrikers

**Species:** Common Kestrel

**Background:** Jeff grew up poor. His parents, who wanted him to have a better life, often told him about Gavin Ranking, a medieval ancestor who defied evil King Krulis and witnessed Krulis' enforcer Forster Burns vanish in a flash of blue light. Inspired by these heroic tales, Jeff became a cop, rose through the ranks quickly, and wound up in



CIPO. When he arrested crime boss Orin Shaddock, he thought it would be the capstone of his career--but then Shaddock joined the mass escape from the Quarry. Soon afterwards, Diana invited Jeff to become one of the first Crimestrikers.

**Personality:** There's never a dull moment when Jeff is around. He's a cocky, wisecracking daredevil who will take any risk or perform any crazy stunt to catch criminals--or impress the ladies, especially his girlfriend Donacina. Jeff is a little *too* proud of his accomplishments and can be abrasive, but he has a keen mind and a caring heart.

**Notes:** Jeff comes from Tamessa, the Creaturian equivalent of London, and he speaks with what we would call a Cockney accent.

- Jeff's accessory is the **Triple Threat**, a chest-pack that features two pivoting mini-lasers and a launching EMP mini-missile.
- "Top" is a nickname that he gave himself as a teenager. No one else has ever used it, despite his best efforts.
- Jeff's humor can be juvenile. When Diana was trying to come up with a name for the Crimestrikers, his suggestion was **Fast Action Response Team**. Diana just smiled at him and said, "So, you're eight years old. Good to know."
- Jeff resents most rich people, but respects Diana for turning her back on her privileged upbringing.
- One of Jeff's inspirations is John Lennon, with whom he shares the working-class upbringing, the cutting wit that can become biting, the underlying decency, and the romance with someone from a radically different background.

## DONACINA

**Dedicated Sea/Surface Emissary**

**Affiliation:** Crimestrikers

**Species:** Hydreran

**Background:** Donacina was a young Hydreran who loved her ocean home, but was also curious about the surface world. Before she got a chance to see it herself, Emperor Rasavanto began his war on the "crawlers" and Dona's parents were among the many imprisoned for defying the "Warlord of the Seas". When Dona learned that the Emperor planned to invade Bonita Harbor, she risked everything to go to the surface for the first time and warn the authorities (including Ray Hilde-

brand). She helped drive Rasavanto's forces away, was reunited with her parents, joined CIPO, and helped capture Rasavanto, who was imprisoned in the Quarry--until the great escape. Soon afterwards, Diana made Donacina one of the original Crimestrikers. She's in a relationship with her high-flying teammate Jeff "Top" Ranking.

**Personality:** Donacina strives to defuse the tension between Hydrerans and "landers" by being a role model for peaceful coexistence. This causes Rasavanto and his followers to deride her as a "race traitor", a label she wears with pride. She's undertaken a big responsibility, but she realizes her work is just beginning. She's usually very nice, but if she gets stressed out she can become self-righteous





and starts lecturing people before snapping back to normal and apologizing. Off duty, she enjoys comic books, cartoons and gaming.

**Notes:** Like most Hydrerans who live on land, Donacina spends some of her free time relaxing in a water tank.

- During extended land missions, Dona sometimes wears a SEALS (**S**ea **E**mulation **A**tmospheric **L**ife **S**upport) helmet that recreates Hydrera's watery environment.

- Both Parch and Rasavanto have targeted Donacina because of her peace efforts. Poor Dona! She's in the eye of the storm, but she's lucky to have the world's best crimefighters at her side.

## NYX MARAMA

### Night Operations Expert

**Affiliation:** Crimestrikers

**Species:** New Zealand lesser short-tailed bat

**Background:** Twenty-some years ago, a group of genetically engineered children lived in a secret Outrage lab, where geneticist Roderick Norco and his assistants tried to give them superpowers and followed their progress. They spent most of their time in suspended animation chambers. The experiment didn't work out. Some of the subjects wound up disappointingly normal, while others became sick or died. Only one child survived with her intended power intact.

It was Nyx Marama, a white-furred young bat whose body could glow in the dark, just as intended. She realized that Norco's scientists would destroy their "failures" unless she saved them, so she used her strength, intelligence and courage to defeat her captors and alert the authorities. Soon, all the survivors were adopted, and the Outrage scientists were arrested--but now what? For a while, Nyx

struggled with how to use her power, but when she realized that CIPO was the arch enemy of Outrage, she offered them her services. She became an excellent field agent, leading Diana Mastron to recruit her to the Crimestrikers. Nyx enjoys being part of the team, and has become especially close friends with Esperanza Sixtos. She also helped form Operation Overnight.

*(Note: Jon Kemerer made suggestions that improved Nyx's backstory. Thanks, Jon!)*

**Personality:** Nyx's adoptive family raised her as lovingly as they could, and it paid off. She is so kind and gentle that someone once told her "You're too nice to be a Crimestriker!" While Nyx doesn't enjoy violence, she realizes that fighting is necessary in her line of work. Still, she puts a lot of effort into neutralizing her opponents as quickly and painlessly as possible.

**Notes:** Nyx can make herself glow for up to an hour at a time. She can also isolate her power so that one part of her body glows. For example, she can light up her hand if she wants to illuminate an object she's holding.

- Nyx has taken advanced stealth training. She works primarily at night, when her power is most useful, but she uses it sparingly. She also uses her ability to fly silently to sneak up on villains. Sometimes, she picks up items with her feet in midair.

- Nyx's accessory is the **Sound Sleeper**, a sonic weapon that can disorient or knock out opponents, among other uses.

- Nyx can also create the **Thunderflash**, a momentary blinding glow accompanied by an intense ultra-sonic noise, that can startle, stun and confuse an enemy. This attack takes a lot out of her, and she must rest a while before doing it again, so she'll only use it once per episode/game session at most. While Nyx's first action figure just glowed in the

dark, her second figure (released as part of the Operation Overnight series) incorporated this feature.

*(Note: The Thunderflash was created by the late Richard Paul Smyers, who took the name from a World War II weapon. Thanks, Richard!)*

- Nyx sleeps upside down when she feels like it.
- Nyx has a meaningful name: "Nyx" is Greek for "night", and "Marama" is Maori for "light".



## G.T. OVERLEY

### High-Speed Pursuit Specialist

**Affiliation:** Crimestrikers

**Species:** Torch Key raccoon

**Background:** G.T. is a backwoods girl who loved fast cars so much that as a teenager, she stole several of them ("not to keep, just to drive!") until she was finally caught. After a stay in juvie, she decided that confinement didn't agree with her and dedicated herself to the straight and narrow. She never lost her need for speed, though, so she joined her local police department as a mechanic.



After various superiors noted her skills at the wheel and behind the wrench, she was continually promoted, eventually joining CIPO and becoming a Crimestriker specializing in high-speed pursuit. There's not a vehicle she can't operate or repair, although her favorite is her own creation, a cycle-like craft called the **Rapid Pulse**.

**Personality:** G.T. is a kind person with a loving, giving spirit. She enjoys a challenge, including friendly competitions with her teammates. ("You think you can do more sit-ups than me? You're on!") Fortunately, she's equally gracious in victory and defeat. Her rural background shows in her backwoods accent, her habit of using affectionate nicknames like "sweet thing", and her delicious home cooking. She's beginning a relationship with communications specialist Darian "DX" Xenos. G.T. is laid-back and easygoing—but when she deals with villains, she's all business.

**Notes:** G.T.'s action figure was available only with the **Rapid Pulse** vehicle.

- G.T. stands for "Gretchen Talulah". She never liked the name, and after her classmates started calling her "Retchin' Gretchen", she went by her initials.
- G.T. feels guilty over what she put her family through as a car thief, but they get along with her very well now, and they are proud of "our little Crimestriker".

## DARIAN "DX" XENOS

### Master of Communications Technology

**Affiliation:** Crimestrikers

**Species:** Wood Mouse

**Background:** Darian was an awkward child who preferred building radios to socializing. His parents and teachers fretted, but when he was diagnosed with high-functioning autism, his withdrawn be-



havior finally made sense. DX (as he had been nicknamed) started practicing his social skills. He also began creating communications equipment, reasoning that until he learned to talk with people, at least he could help them talk with each other. He became an expert in the field, which led to an alliance with Esperanza Sixtos, who not only befriended DX, but collaborated with him on a sensor/communicator called the Scanscope. This brought him to the attention of Ray Hildebrand, who recruited him to CIPO. Before long, Ranza and DX were creating the Bio Beacon and other CIPO gear, both together and separately. Diana Mastron invited DX to join the Crimestrikers, but he had no interest in fighting the Quarry escapees until he was waylaid by Dolores Dedmond. DX surprised everyone (especially himself) by outwitting and defeating the Outrage scientist. Now, when he's not coordinating Crimestriker communications or working in the lab,



he's training hard to become (as he puts it) "Crea-turia's first autistic action hero".

**Personality:** You might not be able to tell that DX is autistic at first, since he's improved in social interaction since his youth. However, if he doesn't know you or share your interests, he'll be friendly but somewhat distant. At parties, he'll read in a corner instead of making small talk with strangers. He'll sometimes miss social cues, relying on his teammates to help him. Conversely, he'll sometimes catch a subtle clue that the others have missed. He'll work in his lab for hours on end, but when he emerges he can often be found hanging out with fellow "gearheads" Esperanza Sixtos, G.T. Overley (with whom he's slowly forming a relationship), H.A.M.R., and Tanix Calvo of Operation Overnight. DX has an odd sense of humor and loves to make his friends groan with his terrible puns. Sometimes he'll talk about one of his interests until he either exhausts his knowledge or is interrupted.

## ADE KHUMALO

**Courageous Crime Scene Investigator**

**Affiliation:** Crimestrikers

**Species:** Transvaal Lion

**Background:** When Ade was growing up in the slums of Azanian coastal city Ikapa, a local mob called the Invisible Kings terrorized the neighborhood, singling out the Khumalos for beatings because they refused to be intimidated. The moment he was old enough, Ade joined Ikapa's police force, learned forensic science, and eventually helped "dethrone" the Kings. But an even bigger challenge lay in store, as Ray Hildebrand recruited Ade to help CIPO fight Outrage. Ade and Ray captured Outrage leader Alvar Coffin together, derailing the organization for years. Ade continued with CIPO, and when Alvar's son Vance led the Quarry escape and revitalized Outrage, Ray appointed the brave lion to the Crimestrikers.

**Personality:** As a child, Ade seethed with helpless rage at the Invisible Kings' injustices, but adult guidance helped him channel his negative emotions constructively. Ray brought him into the Crimestrikers not only for his skills, but because several team members (especially Diana) grapple with anger, fear and guilt, just as Ade once did, and his advice helps them control and confront their



feelings. As a veteran cop, he schools his teammates in advanced forensic and crimefighting techniques. He also knows how to deal with bureaucracy, aiding his friends in everything from dealing with skeptical politicians to getting adequate office supplies. While Ade says he's "on the wrong side of 40", when he's in the field he gives it his all.

**Notes:** Ade speaks with an South African accent (specifically, from the Cape Town area).

- His name is pronounced AH-day koo-MAH-lo. Ade means "crown" or "royal"; Khumalo is the name of an ancient South African clan.
- Ade is a self-described "amateur environmentalist" who always has at least one plant in his office.

## **H.A.M.R.**

### **Robotic Crimefighter**

**Affiliation:** Crimestrikers

**Species:** Sentient robot

**Background:** When the Slaydrones were created, Vance Coffin realized they did their jobs well enough, but also felt they needed guidance. What if they had a "field commander" to issue their orders? Vance mentioned his idea to Dr. Dedmond. The result was H.A.M.R., the **H**eavily **A**rmed **M**odular **R**obot, who was as deadly as the Slaybots, transformed into various modes, *and* thought for himself. However, Dedmond did her job *too* well. H.A.M.R. questioned why Outrage wanted to rule the world when peaceful coexistence was more logical. And when he met the Crimestrikers, he empathized with them. Realizing he couldn't control H.A.M.R., Vance blew him up. However, Esperanza Sixtos salvaged his operating system, and she and her teammates built him a new, improved body within three days. H.A.M.R. is now a Crimestriker.

**Personality:** Despite his vast knowledge, H.A.M.R. doesn't understand his organic creators, which the series plays for both comedy and drama. He wonders why some Creaturians hurt each other instead of cooperating to create a better world. He'll question his teammates' methods, and sometimes even himself. Could he ever hurt his friends? When H.A.M.R. isn't pondering reality, he'll make observations that will lampshade action/adventure cliches, including those used within *Crimestrikers* itself. (However, he'll never break the fourth wall with self-referential jokes.) As his personality develops, he'll even display a dry sense of humor.

**Notes:** H.A.M.R. is a modular robot, so any of his weapons and accessories can be swapped out as the mission demands.

- H.A.M.R. has a vehicular mode in which the characters can ride him, like T-Bob from *M.A.S.K.*
- H.A.M.R.'s EMP shielding protects him from the Crimestrikers' electromagnetic pulse weapons.
- H.A.M.R. doesn't have a humanoid mode yet, but might have this added to his transformations eventually.

## **AUDREY CLAYMORE**

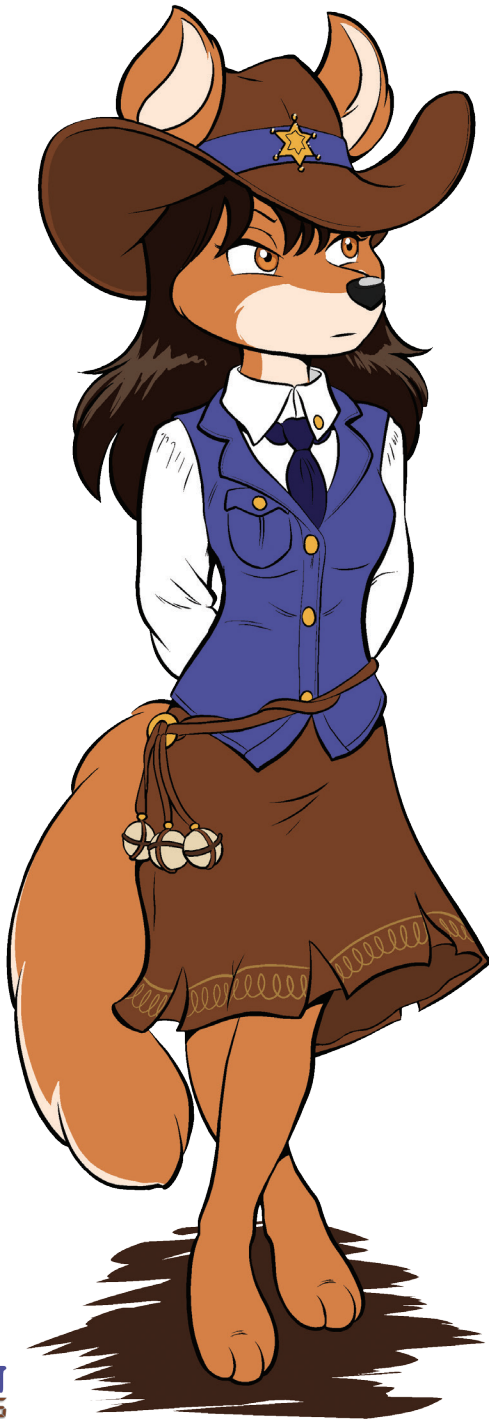
### **Last of the Frontier Era Crimefighters**

**Affiliation:** Crimestrikers

**Species:** Coyote

**Background:** Audrey is a Frontier Era hero accidentally transported to the present. When her father (the sheriff of Vistella, a town in Freeland's Ora Morto\* desert) was killed by outlaws, Audrey courageously captured them. She became the new sheriff, and then a government agent dealing with the Frontier's worst criminals. When Audrey tried to stop her arch enemy "Tombstone Tom" Thornfield from robbing a gold mine, they vanished in a

cave-in that was followed by a mysterious flash of blue light. They had been brought forward in time by Vance Coffin, who enlisted Tom into the Time Terror Team, while the Crimestrikers saved Audrey from Outrage and invited her to join them.



**AIKON**  
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**Personality:** Tough and taciturn, Audrey has a haunted, disoriented air. Back in the Frontier Era, she was lonely and depressed. She lost both parents while young, spent too much time alone, and was criticized for taking on a “masculine” line of work. In the present, she’s still dealing with these issues, but between therapy and the Crimestrikers’ friendship, she’s finally beginning to find happiness.

**Notes:** Audrey is adjusting not just to the present, and the loss of everything she’s ever known, but her status as a legendary hero whose life has been chronicled and fictionalized. She is besieged by scientists who want to study her, historians and reporters who want to interview her, and fans who want to tell her how much she had influenced their lives (...including Diana Mastron and several other Crimestrikers). She struggles to cope with it all, but her fellow Crimestrikers are always there when she needs help. She also studies (and uses the occasional edu-strip) to learn about her new environment.

- Audrey’s accessory is the **Bolanator**, which launches a giant bola that ensnares villains.
- When someone romanticizes the Frontier Era, Audrey points out that it was a lawless, corrupt age and that the present, despite its problems, is a better time to be alive.
- Audrey sometimes uses outdated idioms that she’ll have to explain to people. Also, sometimes modern idioms must be explained to her.
- Audrey has avoided most of the works dealing with her life, but once she amused her fellow Crimestrikers by watching *Audrey Claymore and the Riverboat Raiders* with them and providing running commentary on the movie’s many inaccuracies.
- She’s the subject of the song “The Ballad of Audrey Claymore”, which has been recorded many times. The Wild Guesses had a minor hit with their freakbeat version.



- Audrey uses her unsought fame to do good. She does charitable work and speaks out in an honest, direct manner on the causes she believes in.

\* Ora Morto is Esperanto for “golden death”.

## BEATRIX “TRIX” CONDELLO

### Clever Crook with a Conscience

**Affiliation:** Crimestrikers

**Species:** Carmagnola Grey Rabbit

**Background:** Born to a poor but loving family in the famously corrupt Windfall City, Beatrix turned to petty crime to even the odds. “Trix” learned how to lie, cheat and steal, but always had standards, especially after her parents were murdered. She restricted her crimes to deserving victims, like powerful criminals (including her parents’ killers) and crooked cops, politicians and businesspeople. She always shared her loot with siblings and friends. She avoided fighting when possible, and never considered killing her opponents.

The Windfall City police began noticing Trix, so she reluctantly left Neondis. She became a gifted burglar, con artist and industrial spy, but continued to follow her own moral code. Then, a mysterious client hired Trix to steal several seemingly unrelated components. When the Crimestrikers caught her, she was mortified when they told her that her client worked for Emperor Rasavanto, who was using the components to construct the Terrorcaster, a superweapon that could kill millions in a moment. She helped the Crimestrikers foil Rasavanto’s plot, redeeming herself by destroying the Terrorcaster—a heroic act that nearly killed her. In return, she asked only that her loved ones would be protected from reprisals. Diana was impressed with Trix’s skills, and even more impressed that the thief was willing to risk everything to help save the world. She made Trix an offer: work with the Crimestrikers, don’t commit any more crimes, and receive a full pardon. Trix was as surprised as anyone else when she accepted.

**Personality:** Trix is the *Crimestrikers* equivalent of “rascally rabbits” like Br’er Rabbit and Bugs Bunny, as well as sympathetic thieves like Robin Hood and the Artful Dodger. She’s genuinely nice to good people, while turning her targets’ greed and cruelty against them. If caught, she prefers to talk her way out of trouble (or run), but can fight when necessary. She visits her family and friends, who now live in Bonita Harbor thanks to CIPO. She’s grateful to the Crimestrikers for not only ensuring her siblings’ safety, but making her a better person.

**Notes:** Trix’s accessory is the **Trixter**, a light, maneuverable hovercycle armed with two small lasers and a mini-missile. It’s ideal for quick getaways.





## ARCANA

### Defiant Dragon Defender

**Affiliation:** Crimestrikers

**Species:** Humanoid Dragon

**Background:** Long ago, there were dragons on Creaturia. They were mighty and respected, but a handful of them abused their power, wasting their gifts on conquest and cruelty. Respect became fear, then hatred, then violence. The dragons were hunted to extinction, an entire species paying for the sins of a few. Happily, Creaturia is a world where anything is possible, and even the worst of tragedies may yet be undone...

When Outrage retrieved the last surviving dragon DNA from the Unthinkable Archive, they enlisted Roderick Norco to create a new race of draconic super soldiers. The result was Arcana, who didn't take kindly to being used as a tool of evil. When the Crimestrikers offered her a chance to defect, she gladly accepted, and she's now a proud member of the team.

**Personality:** Arcana is unique among the Crimestrikers, and not only because of her species. While her teammates try to avoid violence, she likes a good fight. (However, she doesn't always get one, since her very appearance can intimidate villains into surrendering the moment they see her!) Also, she can access some of the memories of the dragons she was created from--voluntarily or otherwise. They're not always pleasant, and they influence her behavior both positively and negatively. And then there's the emotional abuse she received from Norco. Because of all this, Arcana has an attitude and is wary of being manipulated. Some members of the Creaturian Council want to reintroduce dragons, but others have their doubts. Therefore, Arcana must learn to live peaceably with others, or there will be no more of her kind, so the future of her entire species depends on her--but no pressure or anything! Fortunately for Arcana, the Crimestrikers give her whatever help she needs.

**Notes:** Arcana has the expected fire breath, but she'll *never* use it on a living thing. (Not that the Crimestrikers would ever ask it of her.)

- Arcana has a kind, compassionate side that is especially evident when she's around children (or as she calls them, "wee ones").
- Arcana speaks with a Scottish accent (specifically, Glaswegian).

# RAY HILTEBRAND

## The Crimestrikers' Benevolent Boss

**Species:** Hovawart dog

**Affiliation:** CIPO/Crimestrikers

**Background:** Ray is chief of the Crimestrikers and the head of the Creaturian International Police Organization, a position he's spent decades earning. During his long career, he's befriended Ade Khumalo (whom he recruited for CIPO) and Esperanza Sixtos (when he solved a crime on Stelamiko), while fighting Vladimir "Steelwing" Kavas, Major Scorn and Alvar Coffin's version of Outrage. Eventually, Ray was appointed leader of CIPO, reporting directly to the Creaturian Council. Soon afterwards, he married Laura, owner of the Harbor Lights Drive-In, and they had a son (and future Crimestriker) named Liam.

A few years later, Ray attended Diana Mastron's wedding to Vance Coffin, cooperating in Diana's plan to expose and arrest Vance and Walter in front of the guests. Afterwards, Diana joined CIPO, with Ray's support. Then came the mass escape from the Quarry. While the Council debated how to respond, Ray backed Diana's idea to form the Crimestrikers, and persuaded CIPO and the Council to go along with it. As the team's mentor, he hands out their assignments, listens to their suggestions and complaints, warns them when they're getting out of line, helps vet potential members, and runs interference with the Council.

**Personality:** Ray is someone you'd want on your side. He's seen and done it all, and has learned the tricks of the trade. The Crimestrikers appreciate his helpful ideas and good advice. He appreciates the new ideas that the Crimestrikers have brought into CIPO, but reminds them while gadgetry is great, old-fashioned detective work has its place. Despite spending his life dealing with both criminals and politicians, he's maintained his moral compass and will always let his team know when they are making a mistake. And despite his age and friendly de-

meanor, he can still fight, whether the opponent is a supervillain or an obstructive bureaucrat.

## OPERATION OVERNIGHT

A subteam within the Crimestrikers, Operation Overnight are the "night shift" whose members, primarily taken from nocturnal species, wear dark outfits. The group was organized by Nyx Marama, who thought the Crimestrikers needed more agents between midnight and sunrise, a time when many Creaturians--especially criminals--are active. The Overnights also function as reinforcements when the main team has its hands full. Their motto is "When the sun goes down, the action heats up!" The members are:

### MAXIM ZALESKI

#### Operation Overnight's Experienced Leader

This enigmatic literal night owl (an Eurasian eagle-owl, to be exact) heads Operation Overnight. He was once a member of Vladimir "Steelwing" Kavas' secret police in Alta Montejo, until his guilt overwhelmed him, and he defected to the resistance. He helped depose Kavas, voluntarily went to prison for his crimes, got released, and joined CIPO to use his skills for good. He's still dealing with his guilt, but his experience has proven very useful to the O:O team. Steelwing has him marked for death, which makes the Overnights' lives a little more interesting.

### LIAM HILTEBRAND

#### Operation Overnight's Determined Detective

A hovawart dog and the son of CIPO leader Ray Hiltebrand, Liam is an excellent Crimestriker, but some of his colleagues (falsely) suspect that he got his job through nepotism. Because of this, Liam continually strives to be "better than the best," but the Overnights know that he's already proved himself many times over, especially Cassandra Dalma. Although some underestimate him as a mere rookie, his skills are already impressive.



## CASSANDRA DALMA

### Operation Overnight's Graceful Stealth Specialist

This black Egyptian mau cat is an expert in silently sneaking around. She prefers diplomacy to violence and tries to solve conflicts peacefully whenever possible. However, when she must fight, her attacks are elegant, unexpected... and utterly devastating. Her accessory is the **Night Flight** stealth jetpack. During the series, "Cassie" and Liam start dating and eventually marry.

## TANIX CALVO

### Operation Overnight's Brilliant Tech Expert

A Darwin's frog and childhood friend of Esperanza's who functions as the Overnights' gearhead. He's quiet and shy, and he admits he's not the best fighter, but he's a mechanical wiz--and his creation the **Nanostrider**, a walking mini-mecha that assembles itself at the touch of a button, does most of his fighting for him.

## BALLARI SAIGAL

### Operation Overnight's Spunky Street Warrior

This striped hyena is the best fighter in Operation: Overnight--and she knows it. Extroverted and a little egotistical, her compassion, morality and ability to get over herself when it counts make her a true hero. Her accessory is the **Disc Jockey**, which launches several different weaponized discs.

## The Villains

## OUTRAGE

## VANCE COFFIN

### Sinister Leader of Outrage

**Affiliation:** Outrage

**Species:** Red Fox

**Background:** Vance and his two siblings were the children of Outrage leader Alvar Coffin, who raised them to be his successors. Spoiled beyond rotten, they competed to impress Alvar, who was deciding which one would take over his criminal empire. After some early stumbles, Vance adapted well to this poisonous environment. His father and siblings should never have underestimated him. (At least he gave them lavish funerals.) With Outrage under his control, Vance strengthened the ties his father had established with Walter Mastron. Soon after, his courtship of Diana Mastron furthered this process, as did his collaboration in the murders of Vanessa Mastron and Blaine Turney. But then Diana learned the truth and sent both Vance and Walter to the Quarry. Vance plotted a mass escape--and you know the rest.

**Personality:** Vance is cultured, well-educated, and so polite and captivating that you won't realize how depraved he is until it's too late. He'll order a murder (or commit it himself) with the same calm, neutral tone he uses to ask for the wine list. Beneath his charming exterior lies a cynical nihilist who believes that civilization is a fraud, morality is a joke and life is an endless struggle for power. That's why he intends to forge a new world where he and a few hand-picked associates will rule forever.



- Vance has a prominent facial scar. Diana gave it to him during the brutal fight that capped off their marriage ceremony. He keeps it to remind himself how dangerous Diana is--and also because Dolores Dedmond thinks it's sexy.

- Vance searches for new Outrage recruits among Creaturia's misfits and outcasts, enticing them with sales pitches: "Hate your life? Join us for wealth, power and vengeance!" He treats them well to insure they stay around until he's ready to drain their life forces and with the LET.

- Vance usually communicates with the outside world through holograms whose signal is dispersed throughout Creaturia so CIPO can't trace the source. When he physically appears somewhere, it's a major event.

- Vance *might* have been a good person once. He was tempted to leave Outrage when he fell in love with a gentle young woman, but Alvar couldn't tolerate losing control over any of his children, so he had the woman killed and framed his most powerful rival. Vance took revenge on the rival, then learned the truth. This tragedy motivated Vance to kill his father and become the power-hungry misanthrope he is today. Diana says that despite his death, Alvar ultimately won the battle with his son, because Vance became the monster that Alvar always wanted him to be.

## WALTER MASTRON

### Malevolent Mastermind of Outrage

**Affiliation:** Outrage

**Species:** Red Fox

**Background:** Walter was the only child of Mastron Technologies founder Marvin Mastron, who left his son to be raised by his equally disengaged wife. This explains why Walter grew up as ambitious--and amoral--as his parents. When Walter

**Notes:** Vance always has several schemes going on at once. (Also, he lets important followers like Roderick Norco run their own operations to keep them happy.) He micromanages most of these plots because Diana caught him unawares once, so he leaves nothing to chance.



Hydreran servants to raise Diana. Still, Walter had it all--and then, through every fault of his own, he lost it all.

Walter installed hidden holo-cameras throughout his company's facilities, and even his homes--which allowed him to learn that Vanessa and Blaine were conspiring to take control of Mastron Technologies, a sin he considered unforgivable. Walter went to Vance, who'd been heading a secret project to create the LET (Life Energy Transfer), a machine that transferred life energy between people.

Walter and Vance lured Vanessa and Blaine to the Mastrons' vacation home, then used the LET to absorb all their life energy, killing them both. They faked a car crash to destroy the bodies, then went on with their lives, not realizing that a friend of Blaine's had the holo of the murders. Eventually, Diana saw it and used it against her father and fiancée, who were sent to the Quarry. Mastron Technologies' corporate charter was revoked, and that was that--until the escape from the Quarry. Today, Walter is Vance's adviser, financier, and confidant. He also devised the madly ambitious plan to transform Creaturia that underlies Outrage's crimes.

**Personality:** Walter is cold and distant. Unlike Vance, he's not skilled at faking the warmer emotions. He loves and respects Diana, but feels betrayed because she never accepted that he was right to murder Vanessa and Blaine. He's an insecure neurotic who's haunted by the fear of loss. He can't stand the idea of losing power, status or (especially) his life, so he goes to ruthless extremes to keep or regain anything he considers his, no matter who gets hurt. He plans to change Creaturia forever by building a gigantic, super-powered LET that will strike from space, killing approximately 99% of its population. (And why not? Most of them are useless eaters anyway!) Walter, his inner circle, and their friends will become nearly immortal superbeings who will rule a tranquil, unchanging

inherited his father's company, he made Mastron Technologies an empire that expanded into high-tech weaponry (Mastron Military) and the hospital trade (Mastron Medical). He brought in fresh talent, including Vance Coffin and his rival, Blaine Turney. He also married Vanessa Terracini and fathered Diana. Walter was as neglectful as his own parents, leaving Vanessa and the Mastrons'



paradise, with robot slaves doing all the work. The only Outrage agents aware of the plan are Vance, Dolores Dedmond and Roderick Norco, all of whom will be among the survivors. The Crimestrikers aren't aware of this horrific scheme--yet.

**Notes:** Walter occasionally uses the LET (the victims are usually Outrage washouts), which causes him to look slightly younger each time.

- Walter has tasked Roderick with creating obedient clones of Vanessa and Diana, so when he gets his new world he'll have a family he can control. He's also enlisted Dolores to download his mind into a robot body as a last resort.

## DR. DOLORES DEDMOND

### Mad Scientist and Weaponeer

**Affiliation:** Outrage

**Species:** Rattlesnake

**Background:** Like Esperanza Sixtos, Dolores was a scientific prodigy, but she had a lousy childhood. She grew up in a brutal orphanage where the other kids often attacked her. She started using her talents to fight back, even fabricating a robot out of "junk" to stop her enemies. At first, she did this to survive, but she came to enjoy the feeling of power she got from hurting others, and she was already amoral and twisted by the time she met Esperanza at Harbortech. She "befriended" Ranza to steal her research, only to be expelled for cheating. Undaunted, Dolores became a criminal scientist. She wound up in the Quarry, where Vance Coffin recruited her, and she has worked for Outrage ever since. She's also personally involved with Vance, although theirs is a tumultuous relationship.

**Personality:** At first, Dolores seems difficult to get along with, but once you get to know her...

she's *extremely* difficult to get along with. She can fake friendliness when she must, but her true arrogance emerges as soon as she gets what she wants. She respects only two people: her rival Esperanza, and Vance, because she's attracted to his power and ruthlessness--and she knows better than to defy him.

**Notes:** Dolores' accessory is her **Venomizer** backpack, which sprays liquid poisons, toxins and corrosives. (As an accessory with Dolores' action figure, the Venomizer simply squirts water.)



## RODERICK NORCO

### Vengeful Genetic Genius

**Affiliation:** Outrage  
**Species:** Somali Goat

**Background:** Roderick was a sickly, sullen youth with few friends. He was frequently picked on by bullies, but was too scrawny to threaten his tormentors. What to do? A relative who worked at the local orphanage complained that one of his charges, Dolores Dedmond, had built a primitive robot to fight attackers. This inspired Rod, who was fascinated with genetic engineering, to create a super-strength serum that worked just long enough for him to retaliate against his tormentors. The side effects were nasty, so he decided never to use it again. Besides, he'd be better off experimenting on *other* people.

Norco focused on improving his subjects, becoming obsessed with the idea of creating super soldiers he could control. This got him fired from many research labs. (As a former colleague explained, "We had ethics, he didn't.") Outrage's Alvar Coffin backed his super-soldier project, which was largely a failure (except for the birth of Nyx Marama). It was also illegal, so Norco wound up in the Quarry until he joined the mass escape. Walter, Vance and Dolores saw him as the ideal candidate to perfect the life-stealing LET device they were planning. Working together, Rod and Dolores are making the LET a hideous reality, but Norco and his staff have plenty of side projects, such as the addictive super-strength drug "smash" (based on his original serum), the Flexiplasm clones, and reviving the extinct dragon species to enslave them.

**Personality:** Norco is brusque and passive/aggressive, but he becomes aggressive if his assistants or subjects displease him. For a victim of bullying, he's a pretty good bully himself. Besides, why bother being nice to his associates? When the LET is switched on, they'll all die anyway...

*(The concept of Norco getting fired, and the line "We had ethics, he didn't," came from Bill Hiers. Thanks, Bill!)*



## KALI KILBRIDE

### Ruthless Crime Queen

**Affiliation:** Outrage  
**Species:** Rough Collie

**Background:** As a child, Moira Kennon was kidnapped by her abusive criminal mother, while her twin sister Blythe remained with their father. Moira learned petty thievery (and coped with her mother's rages) while Blythe enjoyed a normal childhood. Eventually, Moira couldn't take the beatings and shoved her mother down some stairs. The mother's last words: "You should have done that years ago. I'm finally proud of you." Moira was alone and penniless, and crime was all she knew—but she was good at it. She started picking pockets for a local mob which she eventually took over. She left her old name (and the nightmarish memories it held) behind, becoming Kali Kilbride, "Crime Queen of Creaturia". She extended the gang's operations to Freeland, but was humbled when CIPO threw her and her mob in the Quarry. She decided not to lead a gang again—but when Vance Coffin invited her to join Outrage, she accepted and eventually joined in the great escape.

**Personality:** Kali is clever, audacious, and fearless in battle, but she's capable of genuine kindness and tries not to hurt civilians. Off duty, she goes to nightclubs and casinos, often with her boyfriend Willis Grubb, living the high life—and trying to forget her traumatic memories. Behind her facade of partying and violence, she's suffering from clinical depression, and her bravado hides a desire to get caught—or worse. She has one rule: *Don't mess with Blythe*. Kali loves her sister (who lives an ordinary life as a nurse) and protects her when necessary. Although she would love to see Blythe again, she stays out of her twin's life to keep her as safe as possible (another reason for the name change). The one time they met, Kali said that it was too late to leave the criminal life—but Blythe will never give up on her.

## WILLIS GRUBB

### Brutal Mob Enforcer

**Affiliation:** Outrage, Parch  
**Species:** Black and Tan Virginia Foxhound

**Background:** Willis grew up in rural poverty, surrounded by people who looked down on him. He became a rebellious, disobedient child who often got into fights. His father realized he could channel Willis' aggression by training him to be a boxer. Willis discovered that as much as he enjoyed boxing, he *really* liked beating up people outside the ring, where there were no rules. Eventually, he met Kali Kilbride and became her chief enforcer, then her boyfriend. They wound up in the Quarry together, where they joined Outrage and participated in the mass escape.

**Personality:** Willis is unprincipled, unpredictable and unhinged. All his life, people have made him feel weak, unloved, disrespected, and stupid, causing him to get angry and assert himself through force. When he fights, all he cares about is winning, and he doesn't care who gets in the way. Only the lucky few who have earned his loyalty, like Kali and Vance, are (relatively) safe. While Willis is poorly educated, he's streetwise and cunning, he can be charming when he feels like it, and he's always looking for vulnerabilities in his enemies—and himself, because he despises weakness and fear, especially his own.

**Notes:** Willis is a bigot, especially against Hydrerans. In his spare time, he joins Parch's efforts to drive the "sea scum" back into the ocean. Vance and Kali don't like this side of him, but they tolerate it.

- Willis wants to improve his mind. Unfortunately, his favorite authors are conspiracy theorists who rant about how Hydrerans secretly control the government, the economy, the media, etc.





## SLAYDRONES

### Outrage's Robot Army

**Affiliation:** Outrage

**Species:** Non-sentient robots

**Background:** After the Quarry jailbreak, Vance wanted to expand Outrage's ranks as quickly as possible, so he tasked Dr. Dedmond with building an army of deadly robots. She created several bots intended for different environments. Vance decided to use them all, and so the Slaydrones were born.

**Personalities:** The Slaydrones are programmed to destroy, pure and simple. They are not sentient, and they don't speak (although Outrage members can

talk through their holographic projectors). They are non-humanoid, designed to look warlike and intimidating. They exist to blow stuff up and attack the Crimestrikers, and they're actually very good at it. Our heroes never have an easy time defeating them. Sometimes Vance finds the Slaydrones easier to deal with than organic Outrage members—they always follow orders, never think for themselves, and can be deactivated between crimes.

**Notes:** There are four varieties of Slaydrone:

**Overland Destroyer** (land), **Airvalanche** (sky), **Splashacre** (sea; the name rhymes with "massacre"), and **Deep Space Devastator** (space; they are introduced late in the series).

# THE TIME TERROR TEAM

The Time Terror Team are a trio of historical villains whom Vance Coffin has brought into the present, saving them from impending death in the process. There are only three of them, but they create enough mayhem for a small army.

## FORSTER BURNS

**Last of the Royal Assassins**

**Affiliation:** Outrage/Time Terror Team

**Species:** Gray Wolf

**Background:** In Creaturia's Dark Ages, Forster was the deadliest of the Royal Assassins, who terrorized enemies of the evil King Krulis. Krulis was at war with the leadership of the dragons, but the conflict soon devolved into an all-out purge of the entire dragon species. Forster himself killed the last dragon, a helpless civilian, and took great pride in it. Afterwards, Forster's attempt to kill peasant Gavin Ranking (Jeff's ancestor) ended in his pursuing his winged target over a cliff, only to be rescued by Vance Coffin's time machine. Now, Forster serves Outrage, and his medieval armor has been replaced by the **ElimiKnight** battle suit, a powerful war machine that Dolores Dedmond created for him.

**Personality:** Forster may be the worst *Crimestrikers* villain, since he's knowingly guilty of genocide--and completely unrepentant. He's so arrogant that even his teammates can't stand him. When Arcana shows up, the knowledge that even one dragon exists terrifies him. He hides it well, but he fears that in this future, he might finally pay for the evil he's done. And he will, if the Crimestrikers have anything to do with it.

# MORDECAI HACKETT

**Last of the Plundering Pirates**

**Affiliation:** Outrage/Time Terror Team

**Species:** Red-headed Vulture

**Background:** During Creaturia's Age of Piracy, no marauder was more dreaded than Mordecai, the pirate all the other pirates were afraid of. He and his crew cut a bloody swath through the Creaturian oceans, constantly pursued by the world's navies.

The stress caused Hackett to take out his anger on his crew, until they had enough and threw him overboard wrapped in chains. And there the story would have ended, had Vance Coffin not saved him. Now Hackett terrorizes the seas again, armed with a high-tech ship, the **Sea Slasher**, which is crewed by Splashacres.

**Personality:** Hackett does *not* talk or act like the stereotypical pirate. He has no eyepatch, hook hand or peg leg, nor does he say things like "Arrr, me hearties!" He's a well-educated man with an erudite speech pattern, but when he goes into battle, his sudden savagery makes everyone around him run for cover.

**Notes:** When Hackett arrives in the present, he's appalled to see that pirates are regarded as harmless, lovable rogues. In his day, pirates were *terrifying*. He wants to make them scary again, and he's doing a good job of it. However, there's one force that even Hackett fears--the Crimestrikers, who remind him of the best of his naval opponents.

## "TOMBSTONE TOM" THORNFIELD

### Last of the Frontier Era Outlaws

**Affiliation:** Outrage/Time Terror Team

**Species:** North American Cougar

**Background:** "Tombstone Tom" was the worst of the desperados who plagued Freeland's Frontier Era. A victim of abusive parents, Thornfield took out his rage on anyone who crossed his path, first with fists, then with guns. He turned to crime partially for money, but mostly because he enjoyed hurting people. He became known as both a cunning thief and a ruthless sadist. Soon the law came for him, and federal agent Audrey Claymore became his arch enemy. When Tom tried to rob a gold mine, Audrey came to stop him while the encounter was filmed for an early newsreel. Tom caused a cave-in and they both vanished in a flash of blue light. Afterwards, no one could find a trace of either of them. Vance Coffin had brought them both into the present (accidentally, in Audrey's case). While Tom joined the Time Terror Team, Audrey joined the Crimestrikers.

**Personality:** Tom resents people with "book learnin'". He may not know how to spell, but when it comes to planning robberies, he's as clever as he is vicious. He believes the suffering he's endured justifies his crimes. His feelings toward Audrey Claymore are a toxic mix of love and hate.

Meanwhile, Audrey just wants to bring him to justice and get him out of her life. And with the Crimestrikers' help, she might finally do just that...

**Notes:** Tom is the subject of "The Ballad of Tombstone Tom", an answer song to "The Ballad of Audrey Claymore". He wrote it himself.

- Like his teammates, Tom has been provided with high-tech weapons by Dolores Dedmond, including futuristic six shooters and an armored stage-coach-like vehicle, the **Ragecoach**.

## PARCH

### The Anti-Hydreran Terrorist Movement

Not too long ago, the Hydreran government was in bad shape due to its withdrawal from Creaturia's world stage. Eventually, Hydrera's leaders ended this isolation, allowing Hydrerans to live on the land, and even letting surface dwellers move to the undersea realm. While most Creaturians supported these diplomatic efforts, a bigoted, violent minority on both sides began using force to ensure that the two worlds remained divided. On the surface world, the worst of these groups was Parch, a well-armed clan of misfits and degenerates led by the mysterious **Commander Ahab**. Parch members became notorious for assaulting any Hydreran they saw, sometimes with fatal results. The most prominent of their victims was Keldem, the separatist politician who faked his own death and reinvented himself as Emperor Rasavanto.

Ahab has made Parch more dangerous than ever by recruiting soldiers and police, most notably The Righteous One. Some Outrage agents (such as Willis Grubb) have also signed up, although Vance Coffin and his inner circle take a dim view of Parch, regarding Ahab as a troublesome competitor and his acolytes as useful idiots at best. The Crimestrikers do all they can to stop Parch and preserve the peace, and Parch regards them as their most dangerous enemies—especially Donacina, who frequently denounces them.

**Notes:** Commander Ahab's secret identity is **Zane Aschmann** (German shepherd), a producer for controversial talk show host **Wayne Warton** (bald eagle). Warton uses his show, *Warton's World* ("It's Warton's world—you just live in it!"), to attack the Hydreran government and the Creaturian Council while spreading Parch's ideas.

- Parch was originally an acronym. It stood for **People Against Rampaging Criminal Hydrerans**. Over time, the members forgot what the acronym stood for, although the news media occasionally spell the group's name in all caps.



## OTHER VILLAINS

### EMPEROR RASAVANTO

Warlord of the Seas

**Affiliation:** Torrent Troopers

**Species:** Hydreran

**Background:** Rasavanto was once Keldem, a Hydreran politician who took bribes from Marota, a crime boss. The Hydreran government was making overtures to the surface world, but Parch was increasing its racist attacks in response. Keldem tried to convince Marota to go after Parch, but she refused because she had secretly been manipulating them into eliminating her rival gangsters.

Eventually Keldem was betrayed by Marota, who thought he was becoming too unreliable. He was attacked by Parch, left for dead, and hospitalized by a helpful stranger. He had been so disfigured that nobody recognized him. As he recovered, and the government searched for him, Keldem wondered if he wanted to be found. He felt betrayed by the rotten system he had served. He feared his government's attempt to reconcile with the surface world would end in disaster, but he hadn't stopped it. Now he would recreate himself and become the hero Hydrera needed--an exemplar who would remind his people that they were superior beings whose destiny was to rule all Creaturia.

He had a plastic surgeon alter his appearance, faked his death, assumed a new identity, and re-entered politics, taking advantage of Hydrera's societal chaos to rise quickly until he was finally elected Prime Minister. Keldem was dead--long live Rasavanto! He began imprisoning his enemies and attempted an invasion of Bonita Harbor, but his Torrent Troopers were quickly defeated. His followers deserted him, his identity came out, and he wound up in the Quarry--until the mass escape. Now, he's reassembling his forces for another attempt at conquest!



**Notes:** Rasavanto victimized Donacina and her family, and she wants to defeat him more than anyone else. He considers her and the other Crimestrikers his most dangerous enemies.

- “Emperor” is an unofficial title Rasavanto has given himself. The only “empire” he leads is his private army of Torrent Troopers.

- Tensions are increasing between the Hydrerans and the landers—which is exactly what Rasavanto wants, since he thinks if things get bad enough, his people will have to accept his leadership. In effect, he’s offering himself as the only solution to the problems *he* helped cause!

- “Rasavanto” is a portmanteau of two Esperanto words. It means “racial savior”, which is how he sees himself.

## THE RIGHTEOUS ONE

### Vicious Vigilante

**Real Name:** Wyatt Peterjohn

**Affiliation:** None, then Parch

**Species:** California Grizzly Bear

**Background:** Wyatt Peterjohn wanted to be a cop in the worst way. He joined the Bonita Harbor Police Department, and rose so rapidly that his colleagues wondered if he would graduate to CIPO, maybe even the *Crimestrikers*. However, Wyatt hid a dark side. He was arrogant, trigger-happy, ill-tempered, and prejudiced against Hydrerans. When he almost killed an innocent Hydreran civilian, he was fired.

Wyatt struggled till he found work as a lowly rent-a-cop. Humiliated, he decided to clean up Bonita Harbor—his way. Acquiring high-grade weapons and a menacing black outfit, he became The Righteous One, a mysterious vigilante with no qualms about killing criminals, Hydrerans, or anyone he

just didn’t like. The Crimestrikers pursue him (... and they suspect who he really is) but between his police training and his willingness to endanger civilians, he’s always escaped so far.

**Personality:** The “Self-Righteous One” believes his crusade against crime (and Hydrerans) excuses any evil he commits. Also, he’s too proud and stubborn to admit his mistakes. He’s very publicity-conscious. He pays criminals to stage phony crimes, so he can stop them and look good in the process. While he once considered becoming a Crimestriker himself, his prejudice against Hydrerans made him turn against them when Donacina joined the team. He *really* freaked out when Arcana was created, because he thinks the genocide of the original dragons was a good thing. He’s joined the racist terrorist group Parch, and even let Willis Grubb escape when he realized the Outrage agent was also a member.

**Notes:** Vigilantes have often been portrayed as heroes, or admirable anti-heroes, in pop culture. The Righteous One is an attempt to show that a heavily armed warrior whose only restraint is his own flawed conscience may not be the ideal person to deal with crime.

## VLADIMIR “STEELWING” KAVAS

### Cunning Cyborg Tyrant

**Affiliation:** None (formerly government of Alta Montejo, Outrage)

**Species:** Greater Noctule Bat

**Background:** Alta Montejo is a large, politically volatile nation in Creaturia’s Eastern Coalition. A while back, an ambitious, intelligent young Montejan bat named Vladimir Kavas decided that only a strong leader could bring order to the chaos—and he should become that leader. He joined the Montejan army, quickly rose through the ranks, then executed the coup he had been planning all along.



finally appoint a successor who shares his beliefs.

He'll try to ally himself with anyone he thinks can help him, from Outrage to PARCH to Rasavanto to even the Crimestrikers. However, these partnerships never last, because Kavas only cares about the people of Alta Montejo, by which he means himself.

**Notes:** Since he got his cyborg appendages, Kavas has gone by both his real name and the epithet "Steelwing". The wings aren't steel, but he uses the nickname anyway since it sounds more intimidating.

- "Kavas" is not only an eastern European surname and Hungarian village, but the backwards spelling of SAVAK, the Shah of Iran's secret police.

## Episode Seeds

He deposed the civilian government and took over, dealing ruthlessly with his opponents—including peaceful protesters. Eventually, his people turned against him, and he was arrested and imprisoned in the Quarry. There, he approached Vance Coffin, joined Outrage, and became one of the escapees. Vance trusted Kavas enough to guard a third of the DOOM compound, but the dictator tried to hold his share of DOOM hostage. Vance punished this betrayal by trying to kill Kavas, but only got as far as dissolving the bat's wings before the wily traitor escaped. Since then, Kavas has acquired weaponized mechanical wings, and he continues his efforts to overthrow the Montejan government (currently a fledgling democracy) and rule its people—*his* people—once again.

**Personality:** Kavas is obsessed with his belief that he's Alta Montejo's one true leader, and whatever's good for him is good for the country. His only goal is to get back in power, rule as long as possible, and

## It All Began on Doomsday

*Crimestrikers'* pilot establishes the backstory through news reports explaining that Vance Coffin, after leading the Quarry escape and re-establishing Outrage, now threatens all Creaturia. He releases a holo explaining that he's secured three storehouses containing a chemical compound that kills and maims through the **Dissolution of Organic Matter**—hence its nickname, DOOM. DOOM causes any organic substance to crumble into a chalky, powdery mass on contact. Vance demonstrates the compound on Vladimir Kavas, who tried to ransom the DOOM ingredient he was guarding, by calmly dissolving the bat's wings, although Kavas escapes before Vance can kill him. Vance reveals that his Slay-drones will attack all Creaturia with DOOM unless Outrage is paid one *trillion* SIMUs\*. He concludes by warning: "If you fail to meet my terms, then Creaturia will be transformed by an unprecedented

act of worldwide mass slaughter--and history will record that it all began on Doomsday."

CIPO turns to top agent Diana Mastron because she was once close to Vance, she knows how he thinks, and she's already fought him. She chooses Hendrik Alquist, Esperanza Sixtos, Jeff "Top" Ranking and Donacina as the initial members of a new strike force that will deal with the Quarry escapees. Thanks to Kavas, the heroes know that the first DOOM ingredient is in Alta Montejo, where it's now guarded by Roderick Norco and some Airvalanches. The team defeats the flying Slaydrones (with Jeff taking the lead), then secure the first ingredient, but Norco escapes. The second ingredient is in the Ora Morto desert, protected by Kali Kilbride, Willis Grubb and some Overland Destroyers. Diana and Hendrik keep the outlaw couple at bay (until they too escape) while Esperanza leads the other three in battling the land-based Slaydrones. The heroes figure out that the last ingredient is on a Hydreran farm, where Dolores and her Splashacres are in charge. Dona's clever strategy defeats the sea Slaydrones, but then Dolores threatens to kill everyone in the vicinity. What now?

\* **Standard International Monetary Unit**, the most widely accepted currency on Creaturia.

## In Search of Ancient Secrets

In ancient times, much of Creaturia was ruled by tyrants who suppressed any work of art (or artist) they found objectionable. In response, a group of rebels created the Unthinkable Archive, a secret library meant to protect forbidden art and knowledge. There have been several Archives, hidden in different places throughout history, but the last Archive was lost when the only person who knew its location was killed. Archaeologists have searched for the missing Archive for centuries--and by pure chance, it has finally been found.

Now, a group of historians and archaeologists plans to unearth the Archive and share its knowledge with all Creaturia. The Crimestrikers accompany them, because CIPO has learned that both Rasavanto and Parch have sent spies to infiltrate the expedition, report on what they find, and possibly destroy the Archive--and the explorers.

**Story Options:** Recommended Crimestrikers for this story: Diana, of course. Nyx, whose glowing ability is needed inside the dark Archive. Ade, who's familiar with this region of Creaturia. H.A.M.R., who can help with digging, drilling, and archiving the items. Donacina insists on going along, despite the hostile desert environment, since Rasavanto and Parch are involved. She uses her SEALS helmet.

- The lost Archive is in the Senfina\* desert. It's hidden underground, with an entrance/exit large enough for people and objects to fit through. The books, scrolls, etc. Inside are somehow perfectly preserved.
- This episode introduces renowned historian **Dr. Sofia Sahbi** (saluki dog) and adventurer archaeologist **Derek Ranatunga** (saw-scaled viper). Since they are potential recurring characters, neither of them are infiltrators (unless you decide otherwise).
- Neither of the spies is a Hydreran, to Donacina's relief (but again, this is up to you).
- What do the infiltrators want with the Archive? For centuries, Creaturians have argued over who started the first war between surface dwellers and Hydrerans, or whether the whole conflict was a tragic misunderstanding. The Archive holds the solution to this mystery--and the spies will destroy the structure (and everyone inside) if either faction gets an answer it doesn't like.
- Senfina is Esperanto for "endless".



## Lost in Hydrera

The Crimestrikers are assigned to protect a diplomatic conference in Sharaneda that Rasavanto is planning to attack. Some of his Torrent Troopers show up, getting past the guards with devices that temporarily affect the memory, and start wreaking havoc. The Crimestrikers defend the diplomats and capture the Troopers, but when the chaos is over, no one can find Diana! A frantic check on her Bio Beacon shows that she's wandering through Sharaneda with memory loss, although her memories are slowly returning to her. Rasavanto learns of the situation and sends more Torrent Troopers after Diana. The Crimestrikers call in Operation Overnight to look for Diana and give her the antidote--and Hendrik, who's supposed to stay at the conference, joins the search team as well. During the climactic confrontation between the Crimestrikers and the Troopers, a confused, disoriented Diana wonders why all these people are chasing her--and why she's so skilled at defending herself against the ones who want to hurt her.

**Story Options:** What if Diana is helped by a friendly Hydreran cop? What if that cop shows up in future episodes as a recurring character, maybe even a possible Crimestriker?

**World Building:** This story hints at Diana's past (which won't be fully revealed until "I Always Cry at Weddings"), and also gives the audience an extended look at Hydrera. Most of the episode takes place in and around Sharaneda, showing everyday Hydrerans (including a few migrants from the surface) going about their business during the adventure.

**Notes:** As Diana roams through Sharaneda, the things she sees trigger specific memories. An Incredimart reminds her of the Incredimart near Vantage Point, while a sea flower resembles the flowers at her mother's funeral. At the end, Diana realizes that she was subconsciously resisting the more painful memories, but she's still glad she got them back because she wouldn't be herself

without them, and overcoming them has been the source of her strength.

- Fortunately, one of the first things Diana remembers is her fighting skills. Hendrik is impressed: "You beat those guys with half your brain tied behind your back!"

- Donacina relates to what Diana is going through because when she escaped to Bonita Harbor to warn of Rasavanto's invasion, she was similarly disoriented.

- Hendrik tells one diplomat, a compassionate papillon dog named **Miranda Delacort**, that although he's supposed to remain at the conference, he wants to help find Diana because "I kind of love her". Miranda replies "Then I'll make sure you can kind of look for her", calling in some favors to have Hendrik reassigned to the search party.

## A Thing Called Esperanza

Roderick Norco plans to replace world leaders with clones controlled by Outrage, and the Crimestrikers investigate. They find one of Norco's labs. The clues include samples of one of his creations, a quicksilver-like organic substance called "flexiplasm". Norco also left a time bomb, but the heroes escape just as the building explodes, although Esperanza lags because she insists on taking the flexiplasm with her. Afterwards, the team (especially Nyx) notices that Ranza has been a little "off" since the explosion, and they soon discover why--she's a flexiplasm clone, programmed to destroy the Crimestrikers from within.

**Notes:** The real Esperanza is in suspended animation in Norco's current lab. She was captured and replaced by the clone just before the previous lab was destroyed.

- Norco's experiments are in an early stage. He hopes to create clones that are exact duplicates of the originals, but he's not there... yet.

- Esperanza's clone arouses suspicion when she politely but firmly refuses to let **Dr. Calvin Statler**, the team medic, examine her.

- The story ends in a climactic fight between the clone and the Crimestrikers. The clone can stretch, expand and contort her flexiplasmic body in disturbing (and visually spectacular) ways. For example, she engulfs Nyx, and the outline of the bat's face is visible through the plasm as she struggles to breathe. Nyx escapes by using her Sound Sleeper to vibrate an opening in the clone.

- The real Esperanza escapes by herself and joins her friends in the climactic fight, complete with some choice words for her clone.

- In the end, the clone self-destructs when it's clear that she is going to be captured.

- Outrage abandons the "cloning of world leaders" idea because the Crimestrikers are aware of it.

- The next time Esperanza sees Norco, she reminds him of this incident: "So, you made that *thing* with my face that tried to hurt my friends. You've been a bad boy, Rod." In contrast to her usual cheerful demeanor, she says this with a calm, controlled rage that Norco finds terrifying, and from that point on, he avoids her as best he can.

## I.T.T.T.

Before Esperanza was a Crimestriker, she spent some time at the Stelamiko\* space station. One of her friends, security chief **Alinta Kane** (kangaroo), still works there. Now Ranza gets a strange, frantic message from Alinta: "It's in my head! It's taking over the station!" Minutes later, station personnel call back to say that Alinta had a nervous breakdown and there's no real threat. Concerned, Ranza learns that there have been numerous incidents on the station recently. Something's wrong up there, and it's a threat to Creaturian security. She persuades Diana to send some Crimestrikers to the

station. The Stelamiko crew claims that everything is fine, but our heroes aren't convinced--especially when they learn about the **Individual Telepathic Transmitter Terminal**, a mysterious device that allows the residents of the station to communicate with each other telepathically, anywhere, anytime. And they might all be getting messages from someone else--or *something* else...

**Story Options:** Diana and Esperanza bring Dr. Statler with them because his skills will be needed. DX comes along to inspect the station's communications system. Nyx is also a part of the team.

- Nyx compares the I.T.T.T. users to Esperanza's flexiplasm clone from "A Thing Called Esperanza"--they seem normal, but they're "skewed" just enough to worry you, and you're not even sure why.

- The I.T.T.T. is being controlled by the tyrannical government of Kuterax (kyoo-TEHR-ax), an alien planet who want to neutralize any potential threats to their empire.

- When the villains realize they've been discovered, they decide to make their mental slaves destroy Stelamiko! Can our heroes stop them in time?

- The Crimestrikers win with help from dissenters among the Kuteraxians, who have formed a resistance movement. (Both the government and the resistance have representatives disguised as Creaturians on the station.)

- The Crimestrikers' Bio Beacons make them immune to the I.T.T.T.'s effects.

- At the end, the Creaturian Council and CIPO forbid anyone who knows about the I.T.T.T. incident from discussing it publicly. Can't have people panicking about alien invasions, you know. However, CIPO tries to reverse engineer the I.T.T.T. to see if it can be used safely.

\*“Stelamiko” is an Esperanto portmanteau word meaning “star friend”.

**World Building:** Creaturia has an international space station. Space tourism also exists.

## The Apocalypse Signal

The Crimestrikers are following Trix Condello, a professional thief/con artist/industrial spy who’s been stealing mechanical components for a mysterious client. Esperanza warns the components can be used to create a deadly superweapon, which she describes to her teammates. (The details aren’t shared with the audience—yet.) Diana, Esperanza, Donacina, Jeff and Ade capture and question Trix, who doesn’t know what the components are for, but knows better than to ask. The Crimestrikers show Trix (and the viewers) what she’s been helping with--the Terrorcaster, an experimental weapon which broadcasts a signal that deactivates the body’s autonomic nervous system, causing instant death. Trix’s client works for Rasavanto, who plans to use the device to kill everyone in the Bonita Harbor area! Guilt-stricken and horrified, Trix agrees to help the Crimestrikers stop the Emperor’s plan. It all ends in a climactic fight at the transmitter site atop the Tower of Tomorrow, where Rasavanto and his Torrent Troopers intend to use the Terrorcaster to destroy all life in the Harbor area, then take it as their own.

**World Building:** The Tower of Tomorrow is one of Bonita Harbor’s best-known tourist attractions. It has an observatory, a revolving restaurant, and an entertainment complex including a multi-screen cinema, as well as a broadcast facility with at least one antenna on top.

**Notes:** This story introduces Trix Condello (although the players can use another character if they like). She’s a clever, lovable rogue--self-confident, constantly wisecracking, a *little* conceited, but not truly evil. However, when she realizes that

she’s been helping with a weapon that can destroy an entire city, she’s aghast, and she breaks down in tears as the team reassures her that it’s not too late to save Bonita Harbor.

- When Trix agrees to help stop Rasavanto’s scheme, Ade is against it. He wonders if she’s a double agent and her breakdown was just a performance. Diana trusts Trix, but has a contingency plan just in case.

- The Terrorcaster works like the neutron bomb was supposed to, in that it kills people while leaving property untouched.

- Rasavanto is aware that many Hydrerans live in the Harbor area, but considers them traitors who deserve to face his “justice”.

- Rasavanto’s people have shielded the transmitter room from the Terrorcaster’s effects.

- At the climax, Trix destroys the Terrorcaster, almost dying in the process. She survives, but she evolves from an egotistical thief to someone willing to sacrifice herself to save others. Ade is won over and joins his colleagues in welcoming her to the Crimestrikers.

- The epilogue shows Trix accepting Diana’s offer to be pardoned if she joins the Crimestrikers.

## Take a Wild Guess

The original members of The Wild Guesses, a beloved band of The Beat Era, are being kidnapped by **Orin Shaddock**, an aging gangster who has a history with the band. He wanted them to play at his club, and to date the group’s female singer Nora Blaire, but was rejected on both counts. Shaddock was a Quarry escapee, and now that he’s free he’ll have his revenge. He’ll force the Guesses to play a command performance just for him--their farewell performance, because after it’s over he’ll have the band killed! Diana brainstorms a plan to save the

Guesses and recapture Shaddock. It involves having Trix and DX impersonate the lighting director and sound engineer, while Diana, Ballari Saigal and Shaddock's old nemesis Jeff "Top" Ranking wait for the right moment...

**Notes:** The Wild Guesses are **Timothy Cyril "T.C." Clevinger** (cat, vocals and rhythm guitar), **Nora Blaire** (mouse, vocals and lead guitar), **Victor Hayswell** (fox, vocals and bass), **Xander Deason** (bat, keyboards) and **Monica Quinnell** (rabbit, drums). There have been other members, but these are the original five.

- The Beat Era is analogous to the real world's British Invasion of the mid-1960s. The Wild Guesses are based on the tougher British Invasion bands, such as The Rolling Stones, The Who, The Yardbirds, and especially the lesser known but much respected Pretty Things. (Well, except for the whole "having female band members" thing.)

- The Guesses wrote a song taunting Shaddock, "You'll Never Get Me". It's the last thing he hears as the Crimestrikers take him away.

- The publicity from this incident allows the Guesses to resume their career.

- The Guesses once recorded a rock version of "The Ballad of Audrey Claymore". They regard her as a hero, especially Nora. They eventually meet her, and they are a little starstruck.

- Ballari Saigal goes on this mission since she's a Wild Guesses fan. She's made one of their old hits, "Everything's Better at Night", the unofficial anthem of Operation Overnight. (The team's motto is a lyric from the song.) Jeff is also a fan.

## 10 Minutes to Showtime

Laura Hildebrand, Ray's wife and Liam's mother, was the long-time manager of the Harbor Lights Drive-In, a multi-screen theater that she's re-opening tonight. Liam, his colleague/girlfriend Cassandra Dalma, and several other Crimestrikers are invited. Laura and Ray get a call from Ivan Skorniakoff, aka **Major Scorn**, Vladmir Kavas' henchman and an old foe of Ray's. He's sending a fleet of Overland Destroyers to attack the drive-in! Operation Overnight destroys the Destroyers a little too easily. Ray warns that the robots were just a distraction.

Soon, Scorn calls back and reveals that he's concealed a bomb in or near the drive-in, and it'll start counting down when the ten-minute intermission between films begins. When intermission ends, the bomb will detonate! And no one can escape, because Scorn has also placed an invisible force field around the drive-in. The Crimestrikers have ten minutes to find the bomb while trying to keep the search secret from the trapped patrons...

**Story Options:** The first act of the TV episode ends when Scorn tells the Crimestrikers about the bomb, followed by the "10 Minutes to Showtime!" announcement on the screen. The second act takes place in real time, with a digital clock in the corner of the screen counting down the ten minutes.

- Scorn is hiding close to the Harbor Lights so he can watch his plan unfold.

- Scorn's force field doesn't prevent electronic communication between the Crimestrikers inside the drive-in and Operation Overnight on the outside. One poignant scene shows Liam and his parents talking to each other at the drive-in entrance (possibly for the last time), with the barrier between them. While the Crimestrikers look for the bomb, the Overnights look for the force field generator, which Scorn has also hidden.

- When the bomb is found, it can be absorbed into



a Shrinksphere and detonated harmlessly.

**Gaming Options:** There are a couple of ways to make this story more fun for the gamers.

- Create a drive-in atmosphere by playing B-movies and drive-in ads, while serving snacks.
- When the bomb is introduced, hide an object that represents it, set a timer for ten minutes, and challenge the players to find the “bomb” before it “explodes”.

## The Righteous Rock ‘N Roll Rampage

It’s the PLUS festival! **P**eace, **L**ove, **U**nderstanding and **S**afety is a movement resisting the bigotry and paranoia caused by Creaturia’s supervillains and terrorists through events intended to create unity. They are planning a concert in Bonita Harbor’s Harmony Park, but anonymous threats have warned about “nasty surprises” at the gig. Both ordinary police and Crimestrikers are at the show to protect everyone. Also, Esperanza, Nyx, Donacina, Jeff and Ballari are attending as fans, but they are alert for signs of trouble.

Soon, masked attackers rush the stage during a set by punk group Weapons Lab Disaster. As the band fights the intruders, the Crimestrikers and the audience rush to help--and then The Righteous One appears, defeating the terrorists a little too easily. “It’s as if the whole fight was choreographed”, Diana muses. One of the Weapons, Vanilla Lite Bombsite, confirms this with a recording of the attackers telling Righteous “Not so hard, man. That wasn’t supposed to be a real punch!” The Weapons return to the stage, play the recording, denounce Righteous as a fraud, and resume their set as the crowd cheers. An informer tells the Bonita Harbor police that The Righteous One is out to kill the Weapons as revenge, so they

are placed under protective custody with the Crimestrikers...

**Notes:** Weapons Lab Disaster are vocalist/guitarist **Vanilla Lite Bombsite** (aka Linda Barnley; reindeer, cream-colored fur), guitarist/vocalist **Artie Apocalypse** (aka Arthur Kelner; mouse, bright pink fur), bassist **Bonnie Has Green Fur (And You Don’t Mess with Her)** (aka Darla Vassell; rabbit, neon green fur) and drummer **Typhooniac** (aka Martranko; Hydreran, multicolored skin). The band members have given themselves unnatural fur/skin colors and wear labcoats and gas masks as part of their act onstage, although they remove the masks early in the lifespan of the show.

- As the Crimestrikers guard the Weapons, there is mutual mistrust. The band thinks the Crimestrikers represent the arbitrary authority they are rebelling against, while the Crimestrikers think the band are naive and unrealistic. As the two factions get to know each other, they come to value and appreciate each other’s viewpoints.

- PLUS is based on the real-life organization Rock Against Racism and its successor Love Music Hate Racism.

- Other bands performing at the PLUS Festival include Chainsaw Carnival, Purple Crawling Things, Spasmacademy, Success in the Music Industry, The Wild Guesses (from “Take a Wild Guess”), and Works of Art. *(Note: Bill Hiers helped me plot this story. Thanks, Bill!)*

## I Always Cry at Weddings

In a lengthy flashback, Diana remembers how she almost married Vance, but ended up putting him (and her father) in the Quarry and joining CIPO instead. Young Diana was being courted by two rising Mastron executives, Blaine Turney and Vance Coffin. Diana and her mother Vanessa are both leaning toward Blaine, but Walter prefers Vance, and Vance’s charms--and determination to get

what he wants--can't be underestimated. Then Vanessa and Blaine die mysteriously. Devastated, Diana rushes into Vance's arms, but then comes an even worse shock. A friend of Blaine's leaves a holo for Diana at the Mastrons' summer home, showing Walter and Vance murdering Vanessa and Blaine with a LET! After a major freak-out, Diana recovers and decides "I have to stop them. I'm the only one who can." She can't go to the police because her father has too much influence with them. Instead, she contacts her friends Esperanza Sixtos and Ray Hildebrand for help. Diana already has a plan which involves her seeming to go through with the wedding—until she exposes both Vance and Walter as murderers during the ceremony!

**Notes:** The flashback is framed by a present-day scene where Liam and Cassandra announce they are getting married.

- Young Diana is girlish, naive, and long-haired. She's very different from Diana today.
- At the wedding, Diana serves Vance and Walter drinks as she shows "home holos". The drinks include a drug that causes temporary paralysis (they used it on Vanessa and Blaine), so the killers watch helplessly as the holo of their murders is shown to the wedding party.
- The moment the drug wears off, Vance viciously attacks Diana, who knocks him to the floor, then throws a punch bowl on him so forcefully it shatters, covering him with bright red punch and scarring his face. CIPO agents (who had been disguised as the catering staff) arrest the murderers.

**Story Options:** Perhaps the holo of the murders isn't seen or heard by the viewers until it's viewed at the wedding, to intensify the reveal.

- How are Creaturian weddings similar to--and different from--our own? Feel free to come up with interesting answers.

## Shrunk and Disorderly

Kali Kilbride and Willis Grubb have been spotted at the Bona Fortuno. Diana, Hendrik, Esperanza and Jeff head to the casino to capture them, with Trix (disguised as a casino employee) smuggling them inside using a Shrinksphere. However, a malfunction stops the beaming out process prematurely, causing our heroes to get stuck at 15cm (6") tall!

And then, they're discovered! Now, the mini-Crimestrikers must escape a casino full of criminals in their shrunken state. Can they rendezvous with Trix, get back to normal, and complete their mission before their enemies crush them?

**Gaming Options:** The players can have a lot of fun coming up with "shrunken characters" gags, especially using the casino setting. The Crimestrikers could get trapped on a roulette wheel, with the giant ball threatening them, or dodge a barrage of poker chips. Maybe they could tamper with the gaming devices from the inside. Be creative!

**Story Options:** Trix helps defeat the villains with her con artist skills.

**Notes:** Diana is determined to get herself and her team back to normal and fulfill the mission: "After all we've been through, it's not gonna end like this. My epitaph is *not* gonna read, 'Here lies Diana Mas-tron. Somebody stepped on her!'"

- In a meta joke, the Crimestrikers become 15cm/6" tall because that's the size of their action figures.

## Evil from the Past

The Crimestrikers discover an abandoned Outrage base near an Albrian hamlet, Clifford Cove. They soon find a similar base elsewhere in Albria, at a coastal town called Seagoers' Haven, along with traces of a mysterious element that none of the team recognizes. When Esperanza examines the element at Vantage Point, she realizes that it makes time travel possible! (It also emits a distinctive blue

light when it's used.) She tells Diana: "I know how crazy this sounds, but I think Outrage is building a time machine." They already have, and Vance is using it to bring historical villains to the present.

The heroes realize this when Jeff mentions a link between the Albrian villages: the evil knight Forster Burns (who tried to kill Jeff's ancestor Gavin) disappeared near Clifford Cove and the pirate Mordecai Hackett vanished near Seagoers' Haven, both accompanied by the element's blue light. H.A.M.R. adds that the same blue light disappearance happened to outlaw "Tombstone Tom" Thornfield and his nemesis, federal agent Audrey Claymore, at a gold mine in the Ora Morto desert, and this incident was really captured on film. The Crimestrikers rush to the gold mine, where Vance and Dolores have just retrieved Tom and Audrey, and Audrey could really use their help...

**Notes:** Vance was the first one to realize the link between the disappearances of the historical villains, which led to his organizing the "Time Terror Team".

- Vance has three reasons for bringing the Time Terror Team to the present: 1. As far as the timestream is concerned, he's already done it. 2. He regards these hardened killers, whom he's always admired, as kindred spirits. 3. The chaos they cause will distract the Crimestrikers while Outrage works on its super-LET project.

- When Forster and Mordecai arrive in the present, we see it from their point of view, with Vance and Dolores greeting them in period surroundings (a castle, a tavern) dressed in appropriate clothing. They wear Frontier Era outfits to greet Tom.

- The time travel project is so important that Vance appears at the sites in person, not as a hologram.

- Esperanza names the time travel element "Tempestium", since it came from a meteor that landed near a town in the Ora Morto desert called Tempest.

- The story ends with the Creaturian Council and CIPO deciding that time travel is dangerous and confiscating all the Tempestium on Creaturia—that they're *aware* of...

## Whatever happened to the Dragons?

Ray Hildebrand tells the Crimestrikers that the Un-thinkable Archive held one secret that hasn't been revealed. There's dragon DNA on three artifacts, enabling the long-extinct species to be resurrected—but they've been stolen. The first item is with Steelwing, who plans to auction it off at the Bona Fortuna. The second is with Forster Burns, who has allied with Parch to destroy all the samples. The third is with Roderick Norco. The Crimestrikers (including Operation Overnight) divide into three groups to retrieve the artifacts. (As they do this, they discuss the ethical dilemma of what to do with the samples.) The first two teams stop Steelwing and Burns, retrieving the samples. The third team finds Norco, but he can't hand over the samples—because he's already used them to create Arcana! Now, the first dragon in a thousand years must decide whether she'll help conquer Creaturia, or help protect it...

**Notes:** Arcana is already an excellent fighter. Norco confines her to his hideout, and he won't let her leave until she agrees to join Outrage. Arcana realizes she can't trust Norco, and he's having a hard time controlling her.

- The Crimestrikers appeal to Arcana's better nature. They stress that their organization is built on teamwork and friendship, while Outrage is based on brutality and cynicism. Specifically, Audrey bonds with Arcana because they are both trapped in a strange place and time.

- Finally, Audrey takes a desperate gamble: she surrenders, leaving her fate up to Arcana, who doesn't know how to react. Her teammates follow her lead.

Furious, Norco commands the dragon to destroy the heroes, *or else*. Arcana immediately joins the Crimestrikers and helps them capture Norco and destroy his Slaydrones.

- The episode ends with the Crimestrikers introducing Arcana to the world on live television. She gets a standing ovation. For the first time, she smiles.

## Museum of Madness

Bonita Harbor hosts a peace conference between the surface world and Hydrera, with the Crimestrikers guarding the diplomats. The VIPs go to the Bonita Harbor Museum of History to see an exhibit featuring statues of heroes from Creaturian history. Parch has replaced these figures with lookalike killer robots--and when the diplomats arrive, the statues come "alive" and attack them with hidden weapons! Can the Crimestrikers save the diplomats, stop the robots, protect the museum, *and* find the original statues?

**Notes:** This is Arcana's first assignment as a Crimestriker. She's angry that one statue turned killer robot is based on a respected dragon warrior, and she destroys the "abomination" with her fire breath.

- Audrey Claymore fights a robot of herself!
- Parch replaces the statues by infiltrating the museum staff, "damaging" the statues (while in fact hiding them), then replacing them with the robot duplicates. (*Rich Chew came up with this plot detail. Thanks, Rich!*)
- One of the diplomats is Miranda Delacort from "Lost in Hydrera".



These are *Crimestrikers* stories that aren't fully developed yet, but can be turned into fun role-playing scenarios.

## Abandoned

Willis Grubb overdoses on Smash, Roderick Norco's super strength serum, and mutates into a hulking monster! Norco stashes him in a spooky old house where he imprisons other "Smashoids". Both Kali Kilbride and the Crimestrikers come looking for him, only to find that Willis is trying to become leader of the Smashoids, leading them to civil war! Can Kali get Willis back, and can the Crimestrikers arrest them both and help the victimized Smashoids?

## Forest of Fear

A family that has hurriedly returned from a camping trip tells the Crimestrikers that the forest was filled with monsters--and they can prove it, since a tiny, relatively harmless mutant rode home with them, hiding on the bumper of their RV. The team checks out the forest and finds that Roderick Norco is experimenting with Smash, turning trees, plants and flowers into deadly mutations. Can the Crimestrikers escape the terrifying forest and restore everything to normal?

## A Friendly Little Town

Outrage seizes control of Pleasant Valley, a small Freelandian town that's the only source of a material they need. Everything seems normal, but the townspeople live in fear of the invaders. Still, some Pleasant Valley residents have started a small resistance movement, and the Crimestrikers send Trix Condello and H.A.M.R. to help them out.



## The Hydreran Plague

Parch uses bio-engineering to create a contagious, life-threatening disease that affects only Hydrerans. Can the Crimestrikers save Hydrera? Can Dr. Statler and his allies find a cure before somebody dies? Can Donacina help her people without catching the plague herself?

## I.T.T.T. Followed Me Home

In this sequel to "I.T.T.T.", Alinta Kane has returned to Creaturia and is living a normal life--until she hears the I.T.T.T. signal again. The Crimestrikers confiscated the mind control device last time, but someone has built a new one! One of Alinta's colleagues is still controlled by the alien machine--but is this person another victim, or a willing traitor?

## My Sister, My Enemy

Kali Kilbride plays a major role in Outrage's latest scheme, and the group seems on the verge of victory until it turns out the Crimestrikers were on to them all along. Why? Because for half the episode, Kali was being impersonated by her twin sister Brigid, with neither her Outrage teammates nor the audience realizing it! (The real Kali has finally been captured--or does she escape and come for her sister?)

## The Owl, the Pussycat and the Assassin

"The Owl and the Pussycat", *Crimestrikers*-style. Our heroes protect two soon-to-be-married philanthropists, a male owl and a female feline, who have been targeted by Forster Burns. Maxim and Cassandra from Operation Overnight impersonate the couple.

## Schemata

H.A.M.R. discovers that he has a secret program hidden in his database that he can't access (and/or a gap in his memory) that could help the Crimestrikers foil Outrage's latest scheme. How will the robot and his friends retrieve the secret data--and once they find it, what then?

## Welcome to Crimestrikers Academy

This episode breaks format by following several promising cadets as they train to become Crimestrikers, facing unique challenges along the way, with the established characters as their instructors.

## When the Sun Goes Down... (Part 1)/...The Action Heats Up! (Part 2)

The Operation Overnight team is introduced, helping the main Crimestrikers when Outrage tries to hold Bonita Harbor's energy supply hostage. When the established Crimestrikers are incapacitated, the new heroes must save the day by themselves!



## HEROIC VEHICLES

### BUZZSAW

Esperanza created this round vehicle that looks like a gigantic punk rock spiked bracelet on tank treads. In battle mode, the Buzzsaw's midsection spins rapidly, allowing the spikes to cut through obstacles. Includes two side-mounted freeze rays and a roof-mounted missile launcher.

### FLAMING SWORD

The Crimestrikers' mobile headquarters includes a Barricade Blaster missile, rotating machine gun and high-intensity laser cannons. The interior is an ultra-secure computer command center featuring weapon storage, radar scanners and communications equipment.

## PRAIRIE PROTECTOR

Audrey Claymore's hovercycle has dual sonic stunners, a long-range laser cannon and a launching Prairie Fire missile.

## RAPID PULSE

G.T. Overley's creation is an enclosed cycle that includes a front-mounted grappling hook that can halt enemy vehicles, reciprocating energy cannons, a swiveling laser, and a long-range Magna-Melt EMP missile that magnetically locks onto its targets. (Inspired by *Visionaries'* Lancer Cyle and *Shadow Strikers'* Smokescreen.)

## STRATOCEPTOR

The Crimestrikers' maneuverable stealth VTOL attacks adversaries with its launching heat-seeking missiles, particle beam blasters, and an EMP bomb.

## SUBTERFUGE

The Crimestrikers' stealth submarine patrols the seas of Creaturia. Its rotating turbines power its deep-sea pursuits, while its launching torpedoes, aquatic cannons and mega-harpoon make short work of underwater invaders.

## THRILLSEEKER

Propelled by powerful turbo thrusters, this sky cycle converts from land to air mode in a flash, while its EMP blasters, metal-cutting lasers and launching "Don't Go Away Mad!" missile send the Crimestrikers' enemies running for cover.

## VILLAINOUS VEHICLES

## HARDLINER

Rasavanto's amphibious war machine converts from a submarine to a tank. The aqua thrusters become turbo thrusters, while the launching Vengeance torpedoes and Seafire blasters heat things up for the Crimestrikers.

## INTIMIDATOR

Outrage's tank-like monstrosity features a launching "Coffinator" missile, reciprocating repulsars, and the Power Grabber, a giant claw that can grasp people and objects in a vise-like grip.

## MOB MOBILE

Kali and Willis' ordinary-looking sedan has hidden weapons that transform it into the terror of the freeway. Beware its spinning machine gun, EMP lasers, wheels with shredding blades, and launching Bank Breaker missile.

## RAGECOACH

"Tombstone Tom" Thornfield's armored stagecoach is armed with a spinning Six Shooter missile launcher, dual reciprocating sand blasters, and rear-mounted vibro-cannon.

## SEA SLASHER

Mordecai Hackett's vile vessel has laser-guided Cannonball missile launchers, depth charges and firing torpedoes.

## STOMPER

Outrage's "crime walker" consists of two mechanical legs separated by a driver's pod with opening canopy. As the legs walk, the oval-shaped feet crush anything in their path. The driver's pod, which can be raised or lowered along grooves on the inner legs, is armed with two movable laser cannons.

# GAME STAT SECTION

Until now, we have kept the 'game stat' talk to a bare... err... *bare* minimum. This is so that people who aren't gamers can read about the setting and characters without having to scratch their heads in confusion. The following section contains information about creating your own Crimestrikers characters in Cartoon Action Hour: Season 3 and presents stats for all the characters and vehicles mentioned earlier in the book.



## PC Guidelines



### Star Power: 3

**Tier & Trait Points:** Human to low Superhuman; 22. Player Characters should only have 1-3 Traits with a rating at 5 or 6. Other than that, the cap of 4 for ratings still applies, except for raises taken in "Step Five" during character creation.

All ratings above 4 must also be explained as coming from elite training, cutting-edge tech, gadgets or gear, and/or be taken as the character's Action Feature.

### Other Rules:

- **Required Trait:** Each PC must have CIPO AGENT or CIPO ASSOCIATE or an equivalent thereof as a Trait.

Note that the Trait CIPO AGENT will be frequently used for most PCs. This Trait is assumed to always include many of the things an agent will be routinely expected to do when on duty, standard tasks like running, climbing, leaping over obstacles, shooting, driving, piloting a helicopter, procedural work, police-related desk work, and interrogation skills. (For anyone wondering, it probably does not include skillfully ordering donuts.) So, you should just use that Trait when the character does not have an explicit *DRIVING*, *PILOTING*, *RUNNER*, *GUN USAGE*, or *DO ROUTINE OFFICE WORK* Trait.

**Required Trait:** Each PC must have a Trait that represents police or secret agent-type training, at least one special skill or area of knowledge, and one useful and/or quirky accessory. The latter Trait will also be given the "Accessory" Special Rule rather than the "Action Feature" one. Sometimes though, a "superpower" or similar ability is taken instead of the accessory.

**Note:** The Crimestrikers' and bad guys' vehicles are not assigned to individual characters, and listed in their separate section (after all the characters). Use them freely as required by the locations of the Episode.



## DIANA MASTRON

Star Power: 3

### Qualities

- ☐ ☐ Noble Founder and Figurehead of the Crimestrikers
- ☐ Legal heir to the Mastron family empire
- ☐ Motivated by guilt
- ☐ Obsessively dedicated to her job
- ☐ "No one's (verb)ing anyone today!" (Catchphrase)

### Traits

POLICE LEADERSHIP 5  
CUSTOM-MADE JETPACK "AIRVENGER" 4 (Accessory, +2 to make fast escapes, +2 when rescuing an innocent citizen)  
CIPO AGENT 4  
HANDGUN HOTSHOT 4  
INNER-CITY KNOWLEDGE 3 (Situational Setback: DN is +2 when not directly related to crimefighting or stealth missions)  
PILOT SKILLS 3 (+2 when linked with the "AIRVENGER" Trait)  
HIGH-RISK DRIVING 3  
BUSINESS KNOWLEDGE 2  
SMALL POLICE SIDEARM 1 (Accessory)

**Notes, Vehicles and other information:** This version of Diana Mastron was built on 26 Trait Points before Steps 4 and 5 of character creation. This is a mere four points more than the other characters get as a default. It shows Diana at the very height of her abilities, toward the end of the series' run.

For a 22-point version of the same character, simply use POLICE LEADERSHIP 4, CIPO AGENT 3 and PILOT SKILLS 2. Still an outstanding hero, so there's nothing to worry about.

## HENDRIK ALQUIST

Star Power: 3

(Base Oomph +1)

### Qualities

- ☐ ☐ Observant Protector
- ☐ From a small village in Norden
- ☐ Stumbled into police work by accident
- ☐ Romantically attracted to Diana Mastron

### Traits

SKYSEARCHER FLIGHT-PACK 5 (Accessory, Advantage – Comes with radar-vision goggles; these work like a separate, unrelated Trait at the same rating of 5)  
EXPERT TRACKER 5  
RESILIENT BRAWLER 3 (+2 when he has taken two or three Setback Tokens)  
CIPO AGENT 3  
COUNTRY-BOY KNOWLEDGE 3  
STEALTHY 3  
RUSTIC CHARM 2  
SMALL POLICE SIDEARM 1 (Accessory)

*Upgrades taken: #3, #4, #6*

**Notes, Vehicles and other information:** This character write-up uses 22 Trait Points plus bonuses from "Step 4" of character creation. This has been the standard for the PCs in this supplement, as you will notice in the following stat blocks.

Villains enjoy the usual "villain benefit" of getting Trait ratings above and beyond the PCs' point limits.



## ESPERANZA SIXTOS

Star Power: 3

### Qualities

- ☐ ☐ Eccentric Genius Inventor
- ☐ Harbortech Graduate
- ☐ Superstar Scientist
- ☐ Super-Optimistic
- ☐ Workaholic

### Traits

THE BLACKOUT (ANTI-WEAPONS WEAPON) 4 (Accessory, Advantage – Any amount subtracted from another Trait by this Trait's "Deplete" Special Rule is temporarily added to the Blackout's own rating, lasting for one scene or until Esperanza decides not to use it, if the scene is not yet over; Deplete – used vs. any enemy weapon Traits, kinetic or other)  
OMNI-TOOL BOX 4 (Accessory; Versatile: *ADJUSTIBLE LOCK PICKS* [Situational Boost: +2 in scenes without any violent action or combat]; CHAMELEON CLOAK; 3 undefined slots)  
TECHNOLOGICAL TRAILBLAZER 4  
CIPO AGENT 3  
WEAPONS TECHNOLOGY 3  
PERFORM TECH REPAIRS 2

**Notes, Vehicles and other information:** Technically, this version of Esperanza Sixtos includes a few Trait Points and Standard Qualities more than a typical beginning PC for Crimestrikers. This was a decision made to reflect her original description in this supplement with all her vast training and experience. If you really think that this write-up makes the character "unbalancing" (she won't be... not by much), you can drop "Versatile" from the OMNI-TOOL BOX, and cut the last two Standard Qualities.

## JEFF "TOP" RANKING

Star Power: 3  
(Base Oomph +1)

### Qualities

- ☐ ☐ Daring Sky Fighter
- ☐ Masterful wisecracker
- ☐ Major Risk-taker
- ☐ Donacina is his girlfriend

### Traits

EMP MINI-MISSILE 6 (Area, Devastating; Disadvantage – permanently tied to the "TRIPLE THREAT" Trait, so it is unusable, Depleted or Deactivated when the TRIPLE THREAT is, One-Shot)  
"TRIPLE THREAT" CHEST-PACK 5 (Accessory, Area; Disadvantage – This accessory takes a few rounds to put on or take off [the GM should roll 1d12 and divide the result by 4 to get the number of rounds, so 1-3 means 1 round, 4-6 means 2 rounds, etc.]; as an alternative Disadvantage only, this accessory should lower his flying or agility-based Traits by 2 each)  
DAREDEVIL FLYER 5  
CIPO AGENT 4  
GREAT WITH WORDS 3  
"THIS IS HOW WE DO THINGS IN TAMESSA" 2  
COMPLICATED BITING WIT 1

*Upgrades taken: #1, #4, #6*

**Notes, Vehicles and other information:** None

## DONACINA

Star Power: 3

### Qualities

- ☐ ☐ Dedicated Sea/Surface Emissary
- ☐ Has a personal vendetta against Emperor Rasavanto
- ☐ Comicbook-reading and gaming nerd
- ☐ Jeff "Top" Ranking is her boyfriend

### Traits

EXTREME SWIMMING 5 (Action Feature)  
KNOWLEDGE OF THE OCEANS 5  
KNOWLEDGE OF HYDRERAN CULTURE 4  
UNDERWATER STEALTH 4  
CIPO AGENT 3  
BURSTS OF MORAL LECTURING 2 (Oomph-Powered)  
DIPLOMAT 2  
SMALL SERVICE PISTOL 1 (Accessory)  
VIDEO GAME PLAYING 1

*Upgrades taken: #1, #2, #4*

**Notes, Vehicles and other information:** None

## NYX MARAMA

Star Power: 3

### Qualities

- ☐ ☐ Night Operations Expert
- ☐ Night-time person
- ☐ Sole survivor of a criminal genetic engineering project

### Traits

GLOW-IN-THE-DARK BODY 5 (Action Feature, Advantage – Can be switched on and off as well to help her improve her stalking or make surprise strikes and illuminations)  
THUNDERFLASH 6 (Area; One-Shot)  
SOUND SLEEPER (SONIC WEAPON) 6 (Accessory)  
STALKING FOR THE RIGHT CAUSE 5  
CIPO AGENT 3  
FLY GRACEFULLY 2

*Upgrades taken: #3, #1, #1*

**Notes, Vehicles and other information:** None

## G.T. OVERLEY

Star Power: 3

### Qualities

- ☐ ☐ High-Speed Pursuit Specialist
- ☐ From the backwoods
- ☐ Former car thief and juvenile delinquent
- ☐ Competitive in a friendly way

### Traits

NEED FOR SPEED 5 (Oomph-Powered)  
DRIVE ANYTHING 5  
POLICE ENGINEER 4  
RIDE MOTORCYCLE 4  
AUTOMOTIVE MECHANIC 3 (+2 when linked with  
POLICE ENGINEER, creating a total of 6 with this  
Trait as the primary one)  
CIPO AGENT 3  
BIG OLD WRENCH 1 (Accessory)  
SERVICE PISTOL 1 (Accessory)  
HOME COOKING 1

*Upgrades taken: #4, #2, #1*

**Notes, Vehicles and other information:** G.T. Overley is almost always seen with the Rapid Pulse cycle close by, or riding it on a mission. It is considered her personal property, very unusual for vehicles used by CIPO.

## DARIAN "DX" XENOS

Star Power: 3  
(Base Oomph +1)

### Qualities

- ☐ ☐ Master of Communications Technology
- ☐ High-functioning autistic person
- ☐ Committed to all forms and means of communication
- ☐ Frequently collaborates with Esperanza Sixtos

### Traits

BUILD COMMUNICATIONS DEVICE 5  
REPAIR AUDIO-VISUAL EQUIPMENT 5  
ASSOCIATE WITH OTHER GEARHEADS 3  
CIPO ENGINEER 3  
BAD PUNNING 2  
CIPO AGENT 2  
SUBTLE SOCIALIZING 2  
TALK INCESSANTLY ABOUT HIS HIGHLY DETAILED  
INTERESTS 2  
STUNNER PISTOL 1 (Accessory)  
QUICK 1

*Upgrades taken: #6, #1, #4*

**Notes, Vehicles and other information:** None

## ADE KHUMALO

Star Power: 3

### Qualities

- ☐ ☐ Courageous Crime Scene Investigator
- ☐ Plant-loving environmentalist
- ☐ Popular veteran cop of the force
- ☐ Long history of fighting Outrage

### Traits

CAREFULLY CHanneled RAGE 6  
ENHANCED STUN GUN 5 (Accessory)  
MASTER OF FORENSIC SCIENCE 4  
CIPO AGENT 3  
GRUFF DEAMEANOR 3  
FIERCE 2  
PAW STRIKE 2  
PLANT KNOWLEDGE 1  
POLITICAL CLOUT 1

*Upgrades taken: #4, #1, #2*

**Notes, Vehicles and other information:** None

## H.A.M.R.

Star Power: 3

### Qualities

- ☐ ☐ Robotic Crimefighter
- ☐ As a police robot, he always stands out a bit among Creaturians
- ☐ Originally came from Vance Coffin's Outrage organization

### Traits

HEAVILY ARMORED FRAME 6 (Action Feature, +2 when hit with one the Crimestrikers' electromagnetic pulse weapons)  
MODULAR BODY 5  
PHYSICALLY STRONG 5  
EXTENDIBLE ARMS 3 (+2 when linked w/ PHYSICALLY STRONG, Fickle)  
ROLL AROUND FAST 3

CIPO AGENT 2

ROBOT COMMANDER 2

BUILT-IN ENERGY GUN 1

*Upgrades taken: #1, #2, #3*

**Notes, Vehicles and other information:** You can expect H.A.M.R.'s stats to change and fluctuate quite a bit throughout the lifespan of the series, always coming out around 25 to 30 Trait Points including all Upgrades. He goes from being a cup-board-sized clunky box that talks to being a tank or a helicopter or a big humanoid late in the series, and changes appearance within Episodes, and two to four times within a single Season. (This is not strictly speaking *Transbots*-style instant transformation, though. H.A.M.R. disappears for at least a Scene or two and may reappear in a noticeably different form, or with a handy new accessory.) He spends a considerable amount of time, story-wise, in his vehicular mode carrying the Crimestrikers from location to location.

For vehicular H.A.M.R., you can, for example, use his HEAVILY ARMORED FRAME and ROLL AROUND FAST Traits unchanged, and use the rating of 5 from MODULAR BODY or PHYSICALLY STRONG for maneuverability, also. About a half dozen Crimestrikers characters can hop in and ride in H.A.M.R., with a skilled driver assisting with controls, or with the robot simply driving himself (usually defaulting to the "STRONG" Trait in most situations).

Another full write-up for H.A.M.R. as a vehicle appears later in this book, under Vehicles.



## AUDREY CLAYMORE

Star Power: 3

### Qualities

- ☐ ☐ Last of the Frontier Era Crimefighters
- ☐ Time-displaced female sheriff from the "old days"
- ☐ The Crimestrikers are now her true family
- ☐ Her life from the Frontier Era has meanwhile been massively fictionalized

### Traits

DOUBLE FIREARM GUNPLAY 4 (Action Feature)  
BOLANATOR 5 (Accessory, Area)  
FRONTIER TOWN SHERIFF 4  
CIPO AGENT 3  
HISTORIAN BY FATE 3  
RIDING 3  
ACTIVIST FOR VARIOUS CHARITIES 2  
NATURAL CURIOSITY 2

*Upgrades taken: #4, #3, #1*

**Notes, Vehicles and other information:** None

## BEATRIX "TRIX" CONDELLO

Star Power: 3

(Base Oomph +1)

### Qualities

- ☐ ☐ Clever Crook with a Conscience
- ☐ Has a history as a non-violent lawbreaker
- ☐ A true "Robin Hood" kind of nature
- ☐ Pardoned and reformed thanks to CIPO

### Traits

BURGLAR 4  
KNOWLEDGE OF VIGILANTE TACTICS 4  
LOVABLE RASCAL 4  
CIPO ASSOCIATE 3  
CON ARTIST 3  
ESPIONAGE WORK 3  
SILENT 3  
WINDFALL CITY NATIVE 2

*Upgrades taken: #4, #1, #6*

**Notes, Vehicles and other information:** As an accessory, Trix uses the armed hovercycle known as the Trixter. This is her personal property, not officially sanctioned or controlled by CIPO, and the Trixter is only useful to her.

## ARCANA

Star Power: 3

### Qualities

- ☐ ☐ Defiant Dragon Defender
- ☐ Stubborn and proud
- ☐ Last of her species (...and least currently)
- ☐ Haunted by visions and memories of many other dragons
- ☐ Has a hard time finding suitable or "worthy" opponents

### Traits

RAPID CLAW STRIKES 5 (Action Feature)  
FIRE BREATH 7 (Area, Big Attack; Oomph-Powered)  
LARGE SIZE 5  
ANCIENT DRAGON LORE 3  
CIPO AGENT 2  
LONG SCALY BODY 1  
MIGHTY WINGS 1  
SPIRIT OF A WARRIOR 1

*Upgrades taken: #4, #4, #3*

**Notes, Vehicles and other information:** Naturally, due to her sheer physical size, proportions and appearance, Arcana cannot hold or use normal Creature-sized tools and weapons without crushing or breaking them. Also, she would not usually ride or fly in the Crimestrikers' vehicles. She can just rely on her dragon wings and fly to places herself. Her natural weapons like huge claws, tail strikes, horn strikes, dropping down from the sky, picking up and hurling large objects or boulders, and of course, breathing some fire, more than make up her apparent lack of a super-weapon or accessory.

## RAY HILTEBRAND

Star Power: 3

### Qualities

- ☐ ☐ Benevolent Boss of the Crimestrikers
- ☐ Masterful investigator with decades of experience under his belt
- ☐ Friendly fatherly nature
- ☐ Known for his moral compass

### Traits

VETERAN POLICE OFFICER 5  
ADMINISTRATIVE WORK 4  
CIPO AGENT 4  
INNER CITY KNOWLEDGE 4  
POLITICAL CLOUT 3  
UNARMED FIGHTING 3  
WIDELY TRAVELED 3  
SERVICE PISTOL 1 (Accessory)

*Upgrades taken: #4, #2, #1*

**Notes, Vehicles and other information:** While his job is mostly considered administrative and political at this point in his career, Hildebrand has access to basically all the relevant CIPO facilities, labs and the fleet of vehicles. He occasionally goes out on important missions with the team he has built and trained, and thus can be seen riding or flying in any of the Crimestrikers' many vehicles. He sometimes uses an inconspicuous standard car with average stats.

## MAXIM ZALESKI

Star Power: 2 (3)

### Qualities

- ☐ ☐ Operation Overnight's Experienced Leader
- ☐ Formerly a member of Vladimir Kavas' secret police in Alta Montejo
- ☐ Dealing with his guilt
- ☐ Wanted by Vladimir "Steelwing" Kavas

### Traits

VETERAN POLICEMAN 5  
ENIGMATIC 4  
LEADERSHIP SKILLS 4  
CIPO AGENT 3  
ALTA MONTEJO KNOWLEDGE 3  
INTERNATIONAL RELATIONS KNOWLEDGE 2  
POLITICS 2  
POLICE BATON 1 (Accessory)  
SERVICE PISTOL 1 (Accessory)

*Upgrades taken: #4, #1*

**Notes, Vehicles and other information:** All the members of the Operation Overnight sub-team are presented as supporting characters with Star Power 2 here. They each can be "promoted" to Star Power 3 (with all the usual rules changes) for specific Episodes, or used as Star Power 3 characters throughout if the group prefers them that way.

## LIAM HILTEBRAND

Star Power: 2 (3)  
(Base Oomph +1)

### Qualities

- ☐ ☐ Determined Detective
- ☐ He is Ray Hildebrand's son
- ☐ Experienced and calm for his young age
- ☐ Still feels he has to prove himself

### Traits

FIREARMS EXPERT 4  
OPERATION OVERNIGHT MEMBERSHIP 4  
CIPO AGENT 3  
HACKING AND ANTI-HACKING TECHNIQUES 3  
HANDSOME LAD 3  
PARCOURS-STYLE AGILITY 3  
RUGGED 3  
SERVICE PISTOL 1 (Accessory)

*Upgrades taken: #4, #6*

**Notes, Vehicles and other information:** Each of the members of Operation Overnight can simply have their Star Power increased from 2 to 3 if the Episode calls for that, or if the GM prefers it that way.

## CASSANDRA "CASSIE" DALMA

Star Power: 2 (3)

### Qualities

- ☐ ☐ Graceful Stealth Specialist
- ☐ Peacemaker
- ☐ Fond of diplomacy and talking things over

### Traits

NIGHT FLIGHT (STEALTH JETPACK) 6 (Accessory)  
CATLIKE AGILITY 4  
CIPO AGENT 4 (+2 when linked w/ OPERATION  
OVERNIGHT MEMBERSHIP, +2 when using de-esca-  
lating tactics)  
COMBAT PILOT 4  
ELEGANT 3  
OPERATION OVERNIGHT MEMBERSHIP 3  
SERVICE PISTOL 1 (Accessory)

*Upgrades taken: #1, #3*

**Notes, Vehicles and other information:** Each of the members of Operation Overnight can simply have their Star Power increased from 2 to 3 if the Episode calls for that, or if the GM prefers it that way.

## TANIX CALVO

Star Power: 2 (3)

(Base Oomph +1)

### Qualities

- ☐ ☐ Brilliant Tech Expert
- ☐ Shy personality
- ☐ The guy-at-the-screen for Operation Overnight

### Traits

NANOSTRIDER (CALVO'S WALKING MINI-MECHA) 5  
(Accessory, +2 to swiftly assemble or disassemble  
itself, +2 to resist physical attacks)  
TECHNOLOGY WIZ 5  
OVERSIZED REMOTE CONTROL 4 (Accessory)  
ROBOTICS EXPERT 3  
VEHICLE MECHANIC 3  
CIPO AGENT 2  
SERVICE PISTOL 1 (Accessory)  
SMALL BOX OF ELECTRICIAN'S TOOLS 1 (Accessory)

*Upgrades taken: #3, #6*

**Notes, Vehicles and other information:** Each of the members of Operation Overnight can simply have their Star Power increased from 2 to 3 if the Episode calls for that, or if the GM prefers it that way.



## BALLARI SAIGAL

Star Power: 2 (3)

### Qualities

- ☐ ☐ Spunky Street Warrior
- ☐ Brash
- ☐ Slightly self-centered

### Traits

DISC JOCKEY (LAUNCHER-TYPE WEAPON) 5 (Accessory, Area)  
THE WAYS OF THE STREETS 4 (+2 when linked w/  
FAST ESCAPE, creating a total of 7)  
FIRE RANGED WEAPONS 4  
CIPO AGENT 3  
CITY KNOWLEDGE 3  
FAST ESCAPE 3  
GIFTED WEAPONSMITH 3

*Upgrades taken: #1, #3*

**Notes, Vehicles and other information:** Each of the members of Operation Overnight can simply have their Star Power increased from 2 to 3 if the Episode calls for that, or if the GM prefers it that way.



## VANCE COFFIN

Star Power: 4

### Qualities

- ☐ ☐ Sinister Leader of Outrage
- ☐ Criminal mastermind
- ☐ Utterly ruthless
- ☐ Self-centered
- ☐ Well-connected

### Traits

ADMINISTRATIVE WORK 7  
CRIME LORD 6 (+2 to come up with a grand detailed back-up plan)  
FEIGN EMOTION 6  
ILLEGALLY MODIFIED HANDGUN 5 (Accessory, Area, Deplete – used vs. armor and toughness-related Traits on both vehicles and people)  
CHARMING EXTERIOR 5  
ERUDITE BUSINESS TYCOON 5  
HOLOGRAM TECHNOLOGY 5  
PERSUASIVE 4  
SMOOTH 4  
GUN USAGE 3 (+2 vs. police and security guards)

**Notes, Vehicles and other information:** Vance Coffin is so rich and powerful that he easily has access to any of the Outrage bad guys' vehicles and inventions, as well as any regular vehicles of the series (cars, helicopters).

## WALTER MASTRON

Star Power: 3

### Qualities

- ☐ ☐ Malevolent Mastermind of Outrage
- ☐ Cold and distant
- ☐ Dreams of a worldwide robot-assisted civilization
- ☐ Criminal “ideas man”

### Traits

BUSINESS ADMINISTRATION 6  
FEARSOME EXTERIOR 6  
TECHNOLOGY WIZ 6  
ILLEGALLY MODIFIED HANDGUN 5 (Accessory, Area)  
CRIME LORD 5  
ELECTRO-SHOCK WEAPON 4 (Accessory)  
ROBOT-CONTROLLING DEVICE 4 (Accessory)  
GUN USAGE 3 (+2 vs. police and security guards)  
EXPERTISE IN ROBOTICS 3

**Notes, Vehicles and other information:** Walter Mastron is so rich and powerful that he easily has access to any of the Outrage bad guys’ vehicles and inventions, as well as any regular vehicles of the series (cars, helicopters). He often employs his resources and his knowledge of advanced robotics to use an almost self-driving car, and has robotic co-pilots and enhancements built in almost everywhere he goes.

## DR. DOLORES DEDMOND

Star Power: 3

### Qualities

- ☐ ☐ Mad Scientist and Weaponeer
- ☐ Weapons expert
- ☐ Scientific prodigy
- ☐ High-ranking member of Outrage
- ☐ Shaky relationship with Vance Coffin

### Traits

VENOMIZER (POISON-SPRAYING BACKPACK) 6  
(Accessory, Area, Deplete – affects all strength-, health- and agility-based physical Traits, Deplete – affects any metal objects or armor such as those of robots and armored vehicles, +2 vs. unarmored targets)  
WEAPON-MAKING 6  
SPARE DART GUN 5 (Accessory, Fickle)  
WEAPONSMaster 5 (+2 with any ranged, electronic, or remote-controlled weapon)  
TOXICOLOGY 5  
WALKING WEAPON ENCYCLOPEDIA 5  
ALL-PURPOSE ENGINEERING 4  
ROBOTICS 4  
STOLEN PISTOL 3 (Accessory)  
FEIGN FRIENDSHIP 3

**Notes, Vehicles and other information:** None

## RODERICK NORCO

Star Power: 3

### Qualities

- ☐ ☐ Vengeful Genetic Genius
- ☐ Rough childhood and upbringing
- ☐ Obsessed with the super-soldier project
- ☐ Passive-aggressive
- ☐ Loyal to Outrage

### Traits

TOP-NOTCH LAB EQUIPMENT 6 (Accessory; Dis-  
advantage – This Trait represents a large number  
of small items, a fully equipped lab, various boxes,  
cases, crates, vaults, and a lot of stationary equip-  
ment that is partially vulnerable and cannot be eas-  
ily moved from location to location; Norco cannot  
usually bring it with him into another scene)

MEAN PERSONALITY 6

GENETICIST 5

GENIUS-LEVEL BIOLOGIST 5

PHARMACOLOGIST 5

CRIMINAL PLOTTING 4

WELL-CONNECTED 4

CRIMINAL UNDERWORLD CONTACTS 3 (+2 before  
taking any Setback Tokens; Fickle)

SMALL HANDGUN 3 (Accessory)

SHADY BUSINESS CONTACTS 3

WORK TIRELESSLY AT A COMPUTER 3

**Notes, Vehicles and other information:** Roder-  
ick Norco is usually seen in his genetics lab or any  
sort of similar high-tech, well protected science  
facility. It is in his lab where he feels most at home.  
He doesn't care much for riding around in cool  
vehicles, nor does he use a gun very often. He has  
so many allies and underlings to do that for him.  
When he needs to get someplace fast, he can easily  
find a driver, or rides shotgun with another villain  
from Outrage.

## KALI KILBRIDE

Star Power: 3

### Qualities

- ☐ ☐ Ruthless Crime Queen
- ☐ Shaped by a terrible childhood
- ☐ Suffers from depression
- ☐ Member of Outrage
- ☐ Protective of her sister Blythe
- ☐ In a relationship with Willis Grubb

### Traits

CAREFULLY PLANNED THIEVERY 5

PICK-POCKET 5

STREET CRIMINAL 5

BURGLARY 4

FEARLESSNESS 4

INNER CITY KNOWLEDGE 4

STREET-SMART 4

CRIMINAL UNDERWORLD CONTACTS 3 (+2 before  
taking any Setback Tokens)

FIGHT UNARMED 2 (+2 vs. males, +2 vs. any physi-  
cally bigger opponent, +2 after taking her second  
Setback Token)

HOLDOUT PISTOL 1 (Accessory)

**Notes, Vehicles and other information:** None

## WILLIS GRUBB

Star Power: 3

### Qualities

- ☐ Brutal Mob Enforcer
- ☐ Rural "hillbilly" upbringing
- ☐ Member of Outrage
- ☐ Member of PARCH
- ☐ Bigoted towards Hydrerans
- ☐ In a relationship with Kali Kilbride

### Traits

EX-BOXER 5 (Action Feature, this represents a quick "double-punch" action on the action figure)  
MERCILESS 5  
PHYSICALLY STRONG 5  
STREET CRIMINAL 4  
COUNTRY WISDOM 3 (Fickle)  
OBNOXIOUS REBEL 3  
STREETWISE 3  
QUOTE CONSPIRACY THEORIES 2  
SUPPRESSED CHARM 2

**Notes, Vehicles and other information:** Nothing is known about Willis Grubb preferring a specific Outrage vehicle or gadget. He could ride in any of the crime organization's vehicles or use a standard car.

## FORSTER BURNS

Star Power: 3

### Qualities

- ☐ Last Royal Assassin
- ☐ Time-displaced radical
- ☐ Time Terror Team membership
- ☐ Hatred of dragons

### Traits

ELIMI-KNIGHT BATTLE SUIT 7 (Action Feature, +2 against dragons or large serpents)  
CUSTOM-MADE BROADSWORD 6 (Accessory, +2 against dragons or large serpents)  
ANTI-DRAGON FIGHTER 6  
LOOK COOL IN ARMOR 6  
SKILLFUL ASSASSIN 5 (+2 when linked w/ CUSTOM-MADE BROADSWORD Trait)  
KNIGHTLY DISCIPLINE 5  
KNIGHTLY FIGHTING 5  
ETIQUETTE 3  
RIDING 3  
STAND GUARD 3

**Notes, Vehicles and other information:** None



## MORDECAI HACKETT

Star Power: 3

### Qualities

- ☐ ☐ Plundering Pirate
- ☐ Time-displaced freebooter
- ☐ Quiet and well-educated man outside of battle
- ☐ Time Terror Team membership

### Traits

MASTRON TECH FALCHION 7 (Accessory, Advantage – If a success has been rolled with this Trait or any combination including this Trait, the losing side suffers 2 Setback Tokens instead of one)  
HIDDEN DAGGER 6 (Accessory, +2 to resist if someone is making a specific search for it)  
BRUTAL EVEN FOR A PIRATE 6  
COMMAND A SHIP 6  
EXTRA SWORD 5 (Accessory, +2 vs. any opponent without armor or super-toughness)  
KNOWLEDGE OF THE SEAS 5 (+2 when used to enhance his fighting or navigation-related checks)  
NAVIGATE 5  
FIGHT LIKE A MANIAC 4 (+2 when linked with MASTRON TECH FALCHION, +2 after taking two Setback Tokens)  
BOATING 4  
GENTLEMANLY MANNERS 3  
INTIMIDATING PRESENCE 3

**Notes, Vehicles and other information:** Hackett uses the modern-day pirate ship Sea Slasher as much as possible, and commands a crew of Outrage Splashacres. He has little use for other Slaydrones. He very rarely appears on other ships and yachts in episodes that take place at least partially at sea, or in a harbor.

## “TOMBSTONE TOM” THORNFIELD

Star Power: 3

### Qualities

- ☐ ☐ Frontier Era Outlaw
- ☐ A legend in his time
- ☐ Brutal desperado
- ☐ Sadistic streak
- ☐ Big ego
- ☐ Time Terror Team membership

### Traits

GUNSLINGER 6  
HEAVY LONG-BARRELED REVOLVER 5 (Accessory)  
EXPERT RIFLEMAN 5  
KNOWLEDGE OF THE OLD FRONTIER COUNTRY 5  
RIDING 5  
LASSO 4 (Accessory)  
OUTDOORSMAN 4  
ROPE TRICKS 4  
PAIR OF FUTURISTIC SIX-SHOOTERS 3 (Accessory, Advantage – If a success has been rolled with this Trait or any combination including this Trait, the losing side suffers 2 Setback Tokens instead of one, +2 if a previous success with this Trait has been scored in the same scene)  
BRAWLER 3  
GUERRILLA TACTICS 3

**Notes, Vehicles and other information:** None

## EMPEROR RASAVANTO

Star Power: 4

### Qualities

- ☐ ☐ Warlord of the Seas
- ☐ Has created his own larger-than-life identity
- ☐ Racially biased and aggressive (against "landers")
- ☐ Extensive underworld contacts

### Traits

MYSTERIOUS AURA 7 (Oomph-Powered)  
COMMAND TORRENT TROOPERS 6  
CEREMONIAL STAFF 5 (Accessory)  
FORMER POLITICIAN 5  
TORRENT TROOPER TRAINING 5  
CRIME LORD KNOWLEDGE 4  
ETIQUETTE 4  
OCEAN LORE 4  
TRICKERY 4  
WELL-CONNECTED 3 (+2 when he is the main villain of the episode, +2 when anywhere near the sea or near other Hydrerans)  
HYDRERAN CULTURE 3

### Notes, Vehicles and other information:

Rasavanto (formerly known as Keldem) is currently so royal and aloof that he always uses ship captains, assistants, underlings and various staff to get him from place to place. He always has a cadre of Torrent Troopers nearby, so he can find someone to steer a sea-going or undersea vehicle for him. If need be, Rasavanto could also use his OCEAN LORE or HYDRERAN CULTURE Trait to steer a water vehicle.

## SLAYDRONES

The Slaydrones of the Outrage organization are generally treated as Goons in the game. They have the following game stats:

### Overland Destroyer (land)

Goon Rating 2  
Hard to Defeat, Special Attack

### Airvalanche (sky)

Goon Rating 2  
Special Attack, Specialist (Stealth, Fast Flight)

### Splashacre (sea; the name rhymes with "massacre")

Goon Rating 1  
Easily Led, Specialist (Seafaring, Ocean Knowledge)

### Deep Space Devastator (space; they're introduced late in the series)

Goon Rating 2  
Easily Led, Hard to Defeat

## COMMANDER AHAB from PARCH

Star Power: 3

### Qualities

- ☐ ☐ Leader of PARCH
- ☐ Secret identity is "Zane Aschmann"
- ☐ Life of organized crime
- ☐ Ties to Vance Coffin's Outrage organization
- ☐ Sinister
- ☐ Hatred of Hydrerans

### Traits

TERRORIST MASTERMIND 6  
BUSINESSMAN 6  
SMALL ENHANCED PISTOL 5 (Accessory, Area)  
SEAFARING KNOWLEDGE 5  
ANTI-HYDRERAN TACTICS 4  
TELEVISION PRODUCER 3 (+2 when linked w/ BUSINESSMAN)

FIRE GUNS 3  
OCEANOGRAPHY 3  
POLITICKING 3

**Notes, Vehicles and other information:** Uses generic ships, boats, speedboats, and occasionally submarines as the situation demands. Through his wealth and contacts, he has got access to many vehicles, but none of them are particularly enhanced. As Zane Aschmann, this villain also owns at least one personal yacht.

The terrorists of PARCH are Goons with the following game stats:

**Generic Horde of Parch Members**, used in the city or on land:  
Goon Rating 1  
Easily Led, Vicious Assault

**Well-Trained Parch Squad**  
Goon Rating 2  
Easily Led and/or Vicious Assault; or use Goon Rating 1 with Hard to Defeat

**Parch Squad at Sea**  
Goon Rating 2  
Easily Led, Hard to Defeat, Specialists (Seafaring, Boating, Communications)

## THE RIGHTEOUS ONE

Star Power: 3

### Qualities

- ☐ ☐ Vicious Vigilante
- ☐ Uncompromising loner
- ☐ Irrational hatred of Hydrerans
- ☐ Publicity-conscious

### Traits

THE RIGHTEOUS GUN 6 (Action Feature, Devastating)  
PHYSICALLY STRONG 6  
VIGILANTE TACTICS 5 (+2 against Hydrerans, +2 against CIPO Agents)  
STEALTHY 5  
ELITE COP TRAINING 4 (+2 when used for raw violent action, shooting, or explosions)  
BONITA HARBOR AREA KNOWLEDGE 4  
CRIMINOLOGY 4  
HEAVY WEAPONS EXPERT 3  
MEAN-SPIRITED 3  
WEAPONS ASSORTMENT 3 (Accessory, Advantage – The GM can define and re-define a small number of handheld weapons for every episode; the character simply carries whatever looks cool and best suits the adventure or “mission;” any swords, axes, clubs, sticks, knives)

**Notes, Vehicles and other information:** None

# VLADIMIR "STEELWING" KAVAS

Star Power: 3 (4)

## Qualities

- ☐ ☐ Cunning Cyborg Tyrant
- ☐ Longs to rule the nation of Alta Montejo
- ☐ Former Commander of DOOM
- ☐ Completely and utterly self-centered
- ☐ Believes that all other leaders are beneath him

## Traits

POWERFUL MECHANICAL BAT-WINGS 7 (Action Feature)  
POLITICAL LEADER 6 (+2 when he has shown obvious military or criminal success)  
MILITARY OFFICER 5 (+2 when dealing with any similarly minded villains including Goons; +2 to other side's DN when dealing with democratic Montejans)  
SCHEMING GENIUS 5 (Fickle)  
AGGRESSIVE POLITICKING 5  
HARDENED 4  
NOCTURAL 4  
UNTIRING 3 (+2 when working towards a vile and selfish purpose)

**Notes, Vehicles and other information:** Steelwing is generally a typical major bad guy at Star Power 3. His Star Power should however be raised to 4 if he is the only lead bad guy of the Episode, and/or if the PCs are currently on a mission in Alta Montejo. If another powerful villain or villainous leader shows up in the same story or even in the same Scene, Vladimir's Star Power drops back to 3. His Trait ratings and other stats are not affected by this.



## HEROIC VEHICLES/PLAYSETS

### BUZZSAW

Esperanza created this round vehicle that looks like a gigantic punk rock spiked bracelet on tank treads. In battle mode, the Buzzsaw's midsection spins rapidly, allowing the spikes to cut through obstacles. Includes two side-mounted freeze rays and a roof-mounted missile launcher.

- ☐ ☐ Attack Tank
- ☐ Whirring Rotating Spikes
- ☐ Destructive

INCREDIBLY DURABLE 6  
"BUZZSAW" 5 (Big Attack)  
ROOF-MOUNTED MISSILE LAUNCHER 3 (Area, Devastating, One-Shot)  
SIDE MOUNTED FREEZE RAY 3 (Area, Deplete: Movement and Motion-based Traits)  
TANK TREAD TRAVEL 3 (Mode of Travel: Land)

### FLAMING SWORD (Playset)

The Crimestrikers' mobile headquarters includes a Barricade Blaster missile, rotating machine gun and high-intensity laser cannons. The interior is an ultra-secure computer command center featuring weapon storage, radar scanners and communications equipment.

HIGHLY RESISTANT TO DAMAGE 7  
BARRICADE-BLASTER MISSILE 6 (Big Attack, One-Shot, Action Feature)  
ULTRA-SECURE COMMAND CENTER 5  
HI-TECH COMPUTERS 4  
ROTATING MACHINE GUN 3 (Area)  
HI-INTENSITY LASER CANNONS 3 (+2 to Long-



Range Attacks)  
COMMUNICATIONS EQUIPMENT 3  
RADAR SCANNERS 3  
WEAPON STORAGE 3  
MOBILE 1 (Mode of Travel: Land)

## H.A.M.R. (vehicle mode)

H.A.M.R. is a heavily modified and armored fighting robot that now assists and protects the other heroes of the Crimestrikers team. Since he can change into a vehicular form, or is rebuilt with his robot brain in a Crimestrikers vehicle several times in the series, he was also given vehicle-like stats here. He is unlikely to appear as both a humanoid-sized character and as a vehicle in the same episode, as is made clear by some of his Qualities below.

To bring H.A.M.R. in line with the other vehicles in this supplement, you can use the following version or create a similar block of stats based on this one.

Technically, vehicles don't have their own Star Power and have to rely on a character (PC or GMC) to control them, but the rest of the stats remain pretty much in place.

- ☐ ☐ Robotic Crimefighting Transport
- ☐ Originally came from Vance Coffin's Outrage organization
- ☐ High-maintenance contraption
- ☐ No instant transformation (not in mid-scene, not unassisted)

HEAVILY ARMORED FRAME 6 (+2 when hit with one of the Crimestrikers' electromagnetic pulse weapons)  
PHYSICALLY STRONG 5  
TANK TREAD TRAVEL (or TRUCK WHEELS) 5 (Mode of Travel: Land)  
EXTENDIBLE ARMS 3 (+2 when linked w/ PHYSICALLY STRONG, Fickle)  
DETAILED MANEUVERABILITY 3  
CIPO EQUIPMENT 2 (Advantage – Can be used as an accessory like a walkie-talkie, blue light, tracer, first aid kit, and others)

ROBOT BRAIN WITH FULL MEMORY 2  
DETACHABLE ENERGY GUN 1

## PRAIRIE PROTECTOR

Audrey Claymore's hovercycle has dual sonic stunners, a long-range laser cannon and a launching "Prairie Fire" missile.

- ☐ ☐ HOVERCYCLE
- ☐ SMALL AND MANEUVERABLE
- ☐ WIND IN THE HAIR

PRAIRIE FIRE MISSILE 5 (Big Attack; After the first usage in a Scene, roll 1d12 for "Fickle" for each additional use)

DUAL SONIC STUNNERS 4 (Devastating, Deplete: Any Communication or Trait that requires sound/hearing)

ADVANCED HOVER GYROMETRIC FLIGHT 4 (Mode of Travel: Air)

## RAPID PULSE

G.T. Overley's creation is an enclosed cycle that includes a front-mounted grappling hook that can halt enemy vehicles, reciprocating energy cannons, a swiveling laser, and a long-range Magna-Melt EMP missile that magnetically locks onto its targets.

- ☐ ☐ Enclosed Battle-Cycle
- ☐ Limited Visuals
- ☐ Designed for Vehicular Combat

LONG-RANGE MAGNA-MELP EMP MISSILE 7 (One-Shot, Devastating)

VEHICULAR GRAPPLING HOOK 5 (Big Attack, Deplete: Any Vehicular "Mode of Travel" Traits)

HEAVILY ARMORED 5

RECIPROCATING ENERGY CANNONS 4 (Area)

HI-TORQUE GROUND MOVEMENT 3 (Mode of Travel: Land, +2 when Linked with any Vehicular attacks)

SWIVELING LASER 3 (+2 to Long-Range Attacks)

## STRATOCEPTOR

The Crimestrikers' maneuverable stealth VTOL attacks adversaries with its launching heat-seeking missiles, particle beam blasters, and an EMP bomb.

- ☐ ☐ Stealth VTOL
- ☐ Lightly Armored
- ☐ Sleek

EMP BOMB 7 (One-Shot, Devastating, +2 vs Electronics)

STEALTH MODE 5

VTOL 5 (Mode of Travel: Air)

PARTICLE BEAM BLASTERS 3 (Big Attack)

HEAT-SEEKING MISSILES 3

## SUBTERFUGE

The Crimestrikers' stealth submarine patrols the seas of Creaturia. Its rotating turbines power its deep-sea pursuits, while its launching torpedoes, aquatic cannons and mega-harpoon make short work of underwater invaders.

- ☐ ☐ Stealth Submarine
- ☐ Sleek and Narrow
- ☐ Highly-Specialized

MEGA-HARPOON 7 (One-Shot)

TORPEDOES 5 (Big Attack; Disadvantage: Can only be fired every other round)

GO FAST 5 (Mode of Travel: Underwater)

STEALTH-MODE 5

AQUATIC CANNONS 4 (Fickle)

HIGH-TECH RADAR 3

AIR SUPPLY 2

## THRILLSEEKER

Propelled by powerful turbo thrusters, this sky cycle converts from land to air mode in a flash, while its EMP blasters, metal-cutting lasers and launching "Don't Go Away Mad!" missile send the Crimestrikers' enemies running for cover.

- ☐ ☐ Convertible Sky-Cycle
- ☐ Powerful Turbo Thrusters
- ☐ Versatile

"DON'T GO AWAY MAD" MISSILE 7 (One Shot, Area, Big-Attack)

MADE FOR THE STREETS 5 (Mode of Travel: Land; Situational Setback: +2 to opponent when on rough terrain)

MADE FOR THE SKY 5 (Mode of Travel: Air)

HIGHLY MANEUVERABLE 4

EMP BLASTERS 3 (+2 vs Electronics)

LASERS 3 (+2 vs Metal)

## VILLAINOUS VEHICLES/PLAYSETS

### HARDLINER

Rasavanto's amphibious war machine converts from a submarine to a tank. The aqua-thrusters become turbo thrusters, while the launching Vengeance torpedoes and Seafire blasters heat things up for the Crimestrikers.

- ☐ ☐ Amphibious War-Machine
- ☐ Unsubtle
- ☐ Loud

HEAVILY ARMORED 6

VENGEANCE TORPEDOES 5 (Big Attack; Disadvantage: Can only be fired every other round)

SEAFIRE BLASTERS 4 (Area)

THRUSTERS 4

AMPHIBIOUS 3 (Mode of Travel: Underwater; Mode of Travel: Land)

### INTIMIDATOR

Outrage's tank-like monstrosity features a launching "Coffinator" missile, reciprocating repulsors, and the Power Grabber, a giant claw that can grasp people and objects in a vise-like grip.

- ☐ ☐ Tanklike Monstrosity

- ☐ Terrifying
- ☐ Intimidating

POWER GRABBER 6 (Area, Deactivates Motion- and Movement-Based Traits)

HIGHLY ARMORED 6

"COFFINATOR" MISSILE 5 (Big Attack, Devastating; One-Shot)

RECIPROCATING REPULSORS 4 (Area)

ALL-TERRAIN MOVEMENT 3 (+2 over rough terrain)

## MOB MOBILE

Kali and Willis' ordinary-looking sedan has hidden weapons that transform it into the terror of the freeway. Beware its spinning machine gun, EMP lasers, wheels with shredding blades, and launching Bank Breaker missile!

- ☐ Villainous Sedan
- ☐ Hidden Weapons
- ☐ Unassuming Terror of the Freeway

BANK BREAKER MISSILE 7 (Big Attack, One-Shot)

SPINNING MACHINE GUN 4 (Area)

EMP LASERS 3 (Devastating, +2 vs Electronics)

AMPLE ROOM INSIDE 3

PERFECT FOR THE PAVEMENT 3 (Mode of Travel: Land)

REFLECTIVE PAINT 3

SHREDDING BLADE WHEELS 3 GOOD HANDLING 1

## RAGECOACH

"Tombstone Tom" Thornfield's armored stagecoach is armed with a spinning "Six Shooter" missile launcher, dual reciprocating sand blasters, and rear-mounted vibro-cannon.

- ☐ Armored Stagecoach
- ☐ Rickety
- ☐ Quaint

SIX-SHOOTER MISSILE LAUNCHER 6 (Area)

DUAL-RECIPROCATING SAND BLASTERS 4 (Deplete - Any Vision and Vision-based Traits)

REAR-MOUNTED VIBRO CANNON 4

ARMOR PLATED 3

ROOM FOR PASSENGERS 3

SURPRISINGLY QUICK 3 (Mode of Travel: Land)

## SEA SLASHER

Mordecai Hackett's vile vessel has laser-guided Cannonball missile launchers, depth charges and firing torpedoes.

- ☐ Vile Vessel
- ☐ Leaks Sludge
- ☐ Small and Maneuverable

TERROR OF THE OPEN WATER 5 (Mode of Travel: Water)

TORPEDOES 4 (Big Attack; Disadvantage: Can Only be Used Every Other Round)

DEPTH CHARGES 4 (Devastating)

LASER-GUIDED CANNONBALL MISSILE LAUNCHERS 4

HIT THE WAVE 1 (Mode of Travel: Air)

## STOMPER

Outrage's "crime walker" consists of two mechanical legs separated by a driver's pod with opening canopy. As the legs walk, the oval-shaped feet crush anything in their path. The driver's pod, which can be raised or lowered along grooves on the inner legs, is armed with two movable laser cannons.

- ☐ Mini-Mech
- ☐ Open Canopy
- ☐ Crime-Walker

STOMP 4 (Devastating)

DUAL LASER CANNONS 4

MECHANICAL LEGS 4 (Mode of Travel: Land)

SPRINT 3

LIGHTLY ARMORED CANOPY 2

LEAP 1 (Mode of Travel: Air)

WALL-CLIMB 1 (Mode of Travel: Vertical Surfaces)



# Also Available!

