

The cover art features a dynamic, low-angle shot of four superheroes standing on a rooftop against a city skyline. From left to right: a character in a blue hooded suit with a white mask and visor; Captain America in his iconic red, white, and blue suit with a star on the chest; a woman with long red hair wearing a green and white patterned bodysuit; and a character in a red and black suit with a mask, holding a sword. In the upper right, a large, imposing golden robot with blue glowing lines on its armor looms over the scene. The title 'CITY OF HEROES' is rendered in large, bold, blue and white 3D block letters, with 'OF' in smaller letters between 'CITY' and 'HEROES'. Below the title, 'ROLEPLAYING GAME' is written in a white, italicized, sans-serif font. The entire scene is framed by a yellow border.

CITY OF HEROES

ROLEPLAYING GAME

QUICKPLAY PACK

City of Heroes and City of Villains are trademarks or registered trademarks of Cryptic Studios, Inc. and NCsoft Corporation. Cryptic Studios and all associated Cryptic Studios logos and designs are trademarks of Cryptic Studios, Inc. All Rights Reserved. Used under license from Cryptic Studios, Inc. and NCsoft Corporation. © 2005 Eden Studios, Inc. All Rights Reserved.

Welcome to the *City of Heroes* RPG Quickplay Pack. With the information provided here, you can sample of the game and play through an introductory adventure. Find out more about the *City of Heroes* RPG at www.cohrpg.com.

THE PACKAGE

The *City of Heroes* Quickplay Pack contains three sections. None are intended for players so if that's you, get outahere.

This first section covers the important rules of play. The second part presents a ready to run adventure following from the events in the Outbreak tutorial featured in the online game. The last section sketches out the members of the Vindicators Super Group. These should be handed around to your players. Don't worry if you have fewer than six; just play with who you and the players want. If you have more than six, you can copy one or more of the sheets and some folks will have to play the same character.

THE BASIC ROLL

In the **Unisystem**, players use dice to generate a random number when their characters try to do something important. You tell them when to roll, what values are at issue, and what modifiers are appropriate. Dice represent luck and chance, but are significantly influenced by the character's super powers, skills, and natural abilities. The better those abilities are, the more likely the character will succeed.

Unlike the player's Heroes, Adversaries and Support Personnel get few rolls. They use a fixed value or Score for maneuvers, super powers, and skills instead. Simply compare that to the Hero's result to determine who hit whom, etc.

Nearly all Unisystem rolls include an Attribute level. In any given situation, you will need to designate the applicable Attribute.

BASIC ROLE

D10 + Total Modifiers

Minimal Success: 9

BASIC ROLE LEGEND

D10: A ten-sided die. Rolling high is better.

Total Modifiers: This value represents the character's innate abilities (Attributes, skills, Security Level bonuses, or a constant) plus any situational modifiers (positive for things like shooting at a stationary target, or negative for complications like darkness). The die roll result is added to these values.

Minimal Success: The adjusted total of the roll must equal nine or more to declare the attempt a success. If the total result is eight or less, the action fails. Degrees of success may also be possible. Those are measured by Success Levels. In many cases, a total of nine is not sufficient, especially if the action is being opposed or resisted by someone else.

ATTRIBUTE ROLLS

When a roll involves Attributes only, choose from the following.

Attribute (doubled): This type of Attribute roll is used for relatively easy things—a character lifting an object using her entire body, for example. Unless special circumstances are present, the Monitor should choose this type of Attribute roll.

Attribute (not doubled): This type of roll is much more challenging and should be used sparingly—only when something keeps a character from bringing the full effects of her Attribute to bear. Examples include lifting something while off balance or with only one hand (Strength), balancing with an inner ear infection (Dexterity), remembering a formula while groggy from lack of sleep or drugs (Intelligence), or fighting through exhaustion when seriously depressed (Willpower). These internal inhibitions to performance should be distinguished from external circumstances, which are handled with circumstantial roll modifiers. You have the ultimate call when a circumstance is internal or external.

Two Attributes: This type of Attribute roll is necessary when you decide that a single Attribute doesn't adequately simulate the abilities at issue. Standard examples are Consciousness and Survival rolls, which are modified by Constitution and Willpower.

SKILL ROLLS

Skills rolls are modified by a character's skill level. These rolls come into play when a learned ability is relevant. The usual notation is Attribute + skill, such as Perception + Notice when an awareness of a character's surroundings is important.

Sometimes, a character tries to do something without training. Unskilled attempts should incur a penalty, but naturally gifted people may be able to succeed. Use the appropriate Attribute (not doubled) modifier and add zero for the skill level. The Monitor should then impose a minimum -2 penalty (in addition to any other circumstantial modifiers). Furthermore, no more than two Success Levels are possible (the modified roll result is unaffected for purposes of resisted rolls, but potential Success Levels are capped at two).

Some skills require so much training and preparation that untrained people have little chance of success. These rolls incur a minimum penalty of -6 to -10. For example, a character who tries to perform surgery without the Medicine skill should roll with a -10 penalty. Alternatively, the Monitor may rule that the attempt automatically fails.

ACCURACY ROLLS

Accuracy rolls are used to determine if a maneuver or super power use succeeds. In the case of a maneuver, it's a skill roll involving the appropriate Attribute and skill. In the case of a super power, the Accuracy roll is modified by an Attribute, the character's Security Level Bonus, or a constant. Maneuvers may be attempted by the unskilled; super powers cannot be employed without some measure of the Security Level Power.

ROLL MODIFIERS

Other than Attribute, skill, or Security Level Bonus modifiers, any number of circumstantial factors may add bonuses or penalties to a roll. Easy tasks gain bonuses; complex ones suffer penalties.

In the case of positive modifiers, always consider whether to dispense with rolling at all. Once an action becomes sufficiently routine (such as walking down a clean, dry alley with plenty of light), no roll is necessary.

BASE SUCCESS MODIFIERS TABLE

MODIFIER	DESCRIPTOR
+5	Easy
+3 to +4	Moderate
+1 to +2	Average
+0	Challenging
-1 to -2	Difficult
-3 to -5	Very Difficult
-6 to -9	Epic
-10 or more	Mythic

OPPOSED OR RESISTED ROLLS

Certain actions are specifically resisted by an opposing character. This is most true in the case of combat (the attacker is trying to strike the defender while the defender tries to get out of the way). Other examples include a character attempting to sneak by another (a Dexterity + Crime skill roll vs. a Perception

+ Notice skill roll), two wrestlers fighting for position (resisted Strength (doubled) rolls), and a battle of wits (opposing Intelligence (doubled) rolls). You determine when an action is being actively opposed and what rolls or Scores are used.

If two Heroes or a Hero and a major villain are opposing each other, both sides roll and add their modifiers. As with any other action, the result has to be a nine or greater for success. If one combatant's adjusted roll achieves a minimal success and the other does not, the succeeding character carries the contest. If both adjusted rolls are nine or greater, the one with the higher total overcomes the lower. In case of a tie, the defender (whoever is resisting the attempted action) wins; otherwise (if it is a contest of some sort), it is just a tie. As mentioned, non-Heroes typically use a fixed Score instead of a roll (see p. [?]); the Hero must beat those Scores to succeed in an attack, or beat or tie those Scores on defense. You decide whether a non-Hero uses Scores or rolls for outcomes.

SUCCESS LEVELS

Sometimes, it's important to gauge how well a character succeeds. In that case, check the adjusted roll result against the Success Level Chart. The higher the number of Success Levels, the better the character did.

Success Levels are also used when a task takes time. You can set a cumulative number of Success Levels, depending on the nature of the task at issue, necessary to finish all aspects of the attempt. Until the character gathers that number of successes, the job remains incomplete.

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS	OUTCOME
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very Good
17-20	5	Excellent
21-23	6	Extraordinary
24+	7+	Mind-boggling

TURN PROCESS

When the time frame is tight, generally during combat, Action Sequences kick into gear. Time is broken down into discrete five-second units called Turns. When a character acts, how far she moves, what exactly she does—all these are important, particularly when an evil-doer is attempting to inflict harm on her. For the most part, the remaining guidelines in this chapter address the details of Action Sequences.

To keep things flowing smoothly during Action Sequences, the following Turn Process should be followed. Once all combatants are either incapacitated, absent (due to beating feet or teleporting to the hospital), or have ceased taking Actions, the Action Sequence and the Turn Process cease.

TURN PROCESS

1. Determine initiative
2. Perform first Action set and apply effects
3. Repeat until all Actions are used up
4. Resolve non-Action events
5. Begin new Turn

INITIATIVE

Common sense should be the first determinant of initiative. What are the circumstances of the fight? If it's an ambush, the ambushers conduct their Actions first. In a meeting engagement (a Super Group faces off with a collection of Clockworks, for example), characters with Fast Reaction Time act first and get to perform one Action. The "Fast Reaction" set of Actions are resolved (roll to hit, damage imposed, effects applied, and so on) before anyone else acts. Assuming there are no special initiative circumstances, have the Heroes perform their Actions first, followed by the bad guys. Innocents and other Support Personnel go last. Reactions are performed as needed, in response to attacks.

Alternatively, each player can roll a D10 and add their Dexterity (plus any Fast Reaction Time bonuses) to determine initiative order. In place of Dexterity, you should use 3 for minions, 9 for lieutenants, and 10 for bosses and archvillains (or simply set the Support Personnel's Dexterity as desired). The character with the highest total goes first, second highest next, and so on until everyone has acted for that Action set.

ACTIONS AND REACTIONS

Every character in an Action Sequence, not surprisingly, gets to perform Actions. Each can perform a certain number each Turn (marked on the character sheet).

Actions occur in sets. All participants in the Action Sequence use one Action per set. Immediate effects (such as damage) are applied right away (which could mean that a later-acting character is taken down and loses any remaining Actions that set). Lasting effects (such as Disorient or Sleep) do not kick in until everyone finishes that Action set (assuming they still have Actions available).

After the first Action set is over and effects from it have been applied, any character able to do so can perform a second Action (those who have no more Actions are skipped). Once this set of Actions is complete (and any effects kick in), those with third Actions perform them (again, characters without third Actions available are ignored except for Reactions). Action sets are repeated until everyone has exhausted all their available Actions in that Turn.

Maneuvers: Most maneuvers count as an Action. A character can perform the same maneuver repeatedly in a Turn as long as she has Actions available and circumstances don't prevent it (can't launch a Jump Kick if she just got knocked down, for example). Attack maneuvers generate one Accuracy roll total or Score.

Super Powers: For the most part, super powers use one Action. You cannot use the same super power more than once in a Turn; once its used the character must rely on other super powers or maneuvers until the next Turn. Attack super powers generate one Accuracy roll total or Score.

Non-Action Attacks: Some super powers "attack" any foe that comes into or stays in range. An Accuracy roll or Score may be required but these attacks do not count against any character's Action total.

Reactions: Characters defend against attacks with Reactions. Reactions are either defensive moves to avoid getting hit by an attack, or resistance rolls to avoid the non-lethal effects of an attack or super power. Reactions do not count as Actions, and do not interfere with any Actions being performed that Turn.

Defensive Reactions avoid attacks—these are moves like Parries, Dodges, and the like. If the Reaction roll or Score (after all modifiers are applied) is equal or greater than the attack's roll or Score, the character successfully defends, and the attack doesn't affect the character in any way.

Resistance Reactions apply when an effect that can be resisted "hits" the character. This can happen if the character fails to defend or if the effect cannot be "dodged" but only resisted. If the Reaction roll or Score (after all modifiers are applied) is equal or greater than the effect's roll or Score, the character is not affected by the power.

BIFF, POW, BAM: Security Level 2 Minx attacks with her *Slash* super power. The player rolls a 4 and adds Minx's Dexterity and Security Level Bonus for a total of 12. The bad guy's defensive Reaction (his Action Score) is 12 so Minx misses. Neither the damage nor defense debuff of the *Slash* attack occur. If Minx's player had rolled over a 4, the attack would have succeeded, and the bad guy would suffer both damage and a -1 to his defensive Reactions for the remainder of that Turn and the entire next Turn. The bad guy's resistances (Mind or Physical Scores) are irrelevant.

Security Level 26 Swan sees Ms. Liberty about to be overwhelmed by Warwolves. She triggers a Repulsion Bomb centered on her ally. Swan rolls a 7 and the bomb's Accuracy total is 28. Each Warwolf within 5 yards of Ms. Liberty first compares its Physical Score against that 28 to determine if it is knocked back. Each Warwolf also compares its Mind Score + 1 against that 28 to determine if it is disoriented. The Warwolves' dodge abilities (or Action Scores) are not used.

Security Level 10 Luminary fires her Energy Torrent at Dire Wolf, a do-gooder gone bad. Her player rolls a 5 and adds 14 (Dexterity and Security Level Bonus, plus 2) for a total of 19. Dire Wolf is the same Security Level and has the same Dexterity, and rolls a 7 on his Dodge maneuver. Because of the cone modifiers (-2 to Dodge), Dire Wolf fails to avoid the attack. He immediately suffers Energy/Smashing damage but it is not sufficient to leave him at zero Hit Points (tough bummer). Because his Dodge failed, he rolls his Physical Resistance maneuver against the Knockback effect, but adds 3 due to Energy Torrent's specific modifiers. With that bonus, and removing the cone Dodge penalty, Dire Wolf succeeds and ignores the secondary effect. If his initial Dodge had been successful, he would have taken no damage and would not have needed to resist the Knockback effect.

Effects: Certain effects take place immediately after the attack succeeds (usually damage and knockback/knockdown). Other effects are ongoing disabling conditions (Disorient, Hold, Immobilize, etc.). They are applied at the end of the Action set, so the affected character still gets to perform whatever Action she was attempting during that set with no ill effects. Effects are defined more precisely later.

NON-ACTION EVENTS

Depending on the super powers used in a combat, participants may gain special per-Turn regeneration or recovery or other bonuses that do not require the use of an Action to implement. Aura and other super powers attack on their own without using an Action. In those cases, the super powers take effect at the end of the Turn, just before a new one is started (or when otherwise specified).

SPECIFIC CIRCUMSTANCES

A number of circumstances can change the way Action Sequences are handled. You are the final judge on whether these circumstances are present and how they affect outcomes. Some suggestions follow.

Attacking from Behind: An unaware opponent cannot use Reactions against attacks. Targets with Situational Awareness are the exception; they can defend, but at a -2 penalty (on top of any other modifiers applicable). At your discretion, other victims may get a Perception + Notice roll before they are struck; in that case, they use available defensive Reactions with a -2 penalty.

Cover: It's your call whether a vehicle, wall, or other meaningful cover is available. Cover grants a +4 bonus to defensive (not resistance) Reactions. Damage beyond that needed to destroy the cover is ignored (other than nifty FX visuals).

Drawing a Weapon: Normally, drawing or equipping a weapon counts as an Action. Readyng a weapon as part of using a super power does not count as an Action separate from the super power use.

Full Defense: Going fully defensive gives the character a +3 bonus to all defensive (not resistance) Reactions. No attack Actions are allowed during any Turn the character goes into Full Defense.

Full Offense: The berserker gains a +2 bonus on all attacks on that Turn, but cannot defend against any attacks (no defensive Reactions are possible so any Accuracy roll or Score over nine is successful).

Multiple Opponents: When two or more melee combatants attack a single target, they each get a +1 bonus to all attacks. Things get a mite crowded if more than four attackers gang up on one person so the bonus tops out at +4. Still, up to eight characters can launch melee strikes against one defender, each gaining +4 to their attacks. In ranged combat, multiple opponents get a flat +1 bonus (no more) each if more than two attackers engage the character. Ranged combatants don't aid each other in the same way melee attackers do.

Prone: Knockbacks send a character flying a certain distance; knockdowns drop her in place. In either case, the character winds up prone and loses an Action (she skips her next Action). As long as the character is on the ground, attacks and defenses incur a -4 penalty. Getting up without a roll requires an Action but no roll is necessary. A Dexterity + Acrobatics roll with a -2 penalty allows the character to stand up without using up an Action.

MOVEMENT

During a Turn, characters can move in a number of different ways. Here are some details.

Leaping: The Jump Table indicates how high and how far a character of any given Strength can travel in a single jump Action. With a good running start (counts as a separate Action), double those distances. A Strength + Acrobatics roll (or the Action Score) increases the character's jumping distance by either one foot per Success Level vertically or one yard per Success Level lengthwise.

JUMP TABLE

STRENGTH	HIGH JUMP	LONG JUMP
1-2	1 foot	2 yards
3	2 feet	3 yards
4-5	4 feet	5 yards
6	5 feet	6 yards
7-8	7 feet	8 yards
9-10	10 feet	10 yards
+1	+2 feet	+1 yard

Sprint: A character can run for all or part of a Turn. Running for an entire Turn takes all her Actions, and the character cannot make any defensive Reactions (resistance Reactions are conducted as normal). If running for part of a Turn, each sprint Action moves the character as indicated on her character sheet.

Lifting: The Strength Table notes Lifting Capacity, the amount a character of any given Strength can dead lift without much effort. This load can be carried around for a relatively long period of time but such a load halves movement rates and makes rolls involving Dexterity much more difficult (-3 to -5 modifier). A character's maximum lifting weight—for brief periods—is equal to double the Lifting Capacity. Such an effort requires a Strength (doubled) roll (or use the Physical Score). If successfully lifted, such weight can be held for a period of minutes equal to the Success Levels of the roll. Moving with any weight over Lifting Capacity (up to maximum lifting weight) consumes all Actions during a Turn, and covers one yard per level of Dexterity and Constitution. During Action Sequences, lifting counts as an Action.

STRENGTH TABLE

STRENGTH	LIFTING CAPACITY
1-5	50 lbs x Strength (Strength 5: 250 lbs)
6-10	200 x (Strength - 5) + 250 lbs (Strength 10: 1,250 lbs)
11-15	500 x (Strength - 10) + 1,500 lbs (Strength 15: 4,000 lbs/2 tons)
16-20	1,000 x (Strength - 15) + 5,000 lbs (Strength 20: 10,000 lbs/5 tons)
21-25	1 ton x (Strength - 20) + 5 tons (Strength 25: 10 tons)
26-30	2 ton x (Strength - 25) + 10 tons (Strength 30: 20 tons)

Climbing: A Strength + Acrobatics roll (or the Physical Score) is used to simulate climbing ability. You apply a modifier depending on the condition of the vertical surface. No modifier is needed where good hand-holds are available (climbing up a pipe bolted to the wall); -6 would be reserved for rain slicked close-fitted brick. Some surfaces—say, wet glass—just aren't climbable. During Action Sequences, each climbing Action covers a distance of one yard per the Success Level of the roll (or Score).

MANEUVERS AND SUPER POWERS

Other than movement, most activities performed during Action Sequences are maneuvers or super powers. Maneuvers can be attempted by any character, super-powered or not. The great advantage of maneuvers over super powers is that they cost no endurance to use—they can be an exhausted character's last resort. Super powers may only be employed by characters with Security or Threat Levels.

All maneuvers and super powers use one Action unless otherwise stated in the Effect entry.

Maneuver and super powers are defined by one or more of the following features.

NAME AND DESCRIPTION

Each maneuver or super power has a name and a short description. This gives some idea of what the action entails.

ACCURACY

The basic modifiers to any roll needed to execute the maneuver or super power successfully are listed here. All maneuvers have an Accuracy entry. Some super powers do not. They are listed as **Automatic** and require no roll.

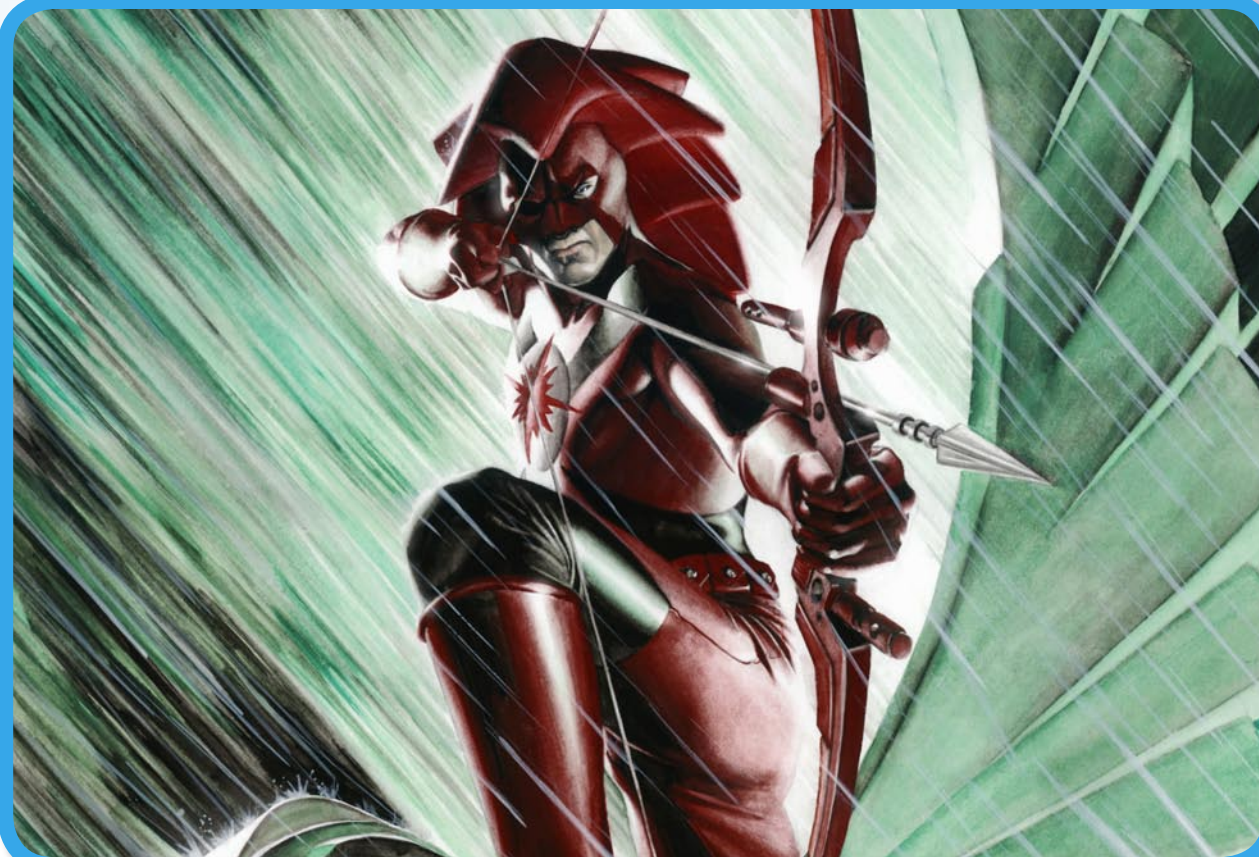
Accuracy rolls (or Action Scores used for attacks) are opposed by defensive and resistance Reactions.

END COST

This entry indicates how many Endurance Points must be spent to activate a super power. Maneuvers never have an End Cost.

Toggle super powers are marked **Continuous** in the End Cost entry. As long as a Continuous super power is active, the effect remains and the character's Endurance is reduced by the super power's End Cost. It takes one Action to activate a toggle super power and one Action to deactivate it. Active toggle powers cannot be "activated" again to stack their benefits.

Super powers with no Endurance Point cost are permanent features of the character. Their effects are always on and applicable.



RANGE

How far the maneuver or super power can reach without penalty. This is generally listed as a number of yards. The ability can reach up to 150% of the Range entry but suffers a -2 penalty. Up to double the Range entry, attacks suffer a -4 penalty. Cone effects reach no farther than the Range entry distance.

If two entries are separated by a slash, the second entry applies to the secondary effect.

Melee: The maneuver or super power reaches to close combat distance, generally one yard.

Self: This maneuver or super power affects the character herself. Some super powers emanate from the user; if so, an area of effect is given in the Range entry.

TARGET

This entry shows who or what is affected by the maneuver or super power. If two entries are separated by a slash, the second entry applies to the secondary effect.

1 target: The effect centers on one individual or object as designated by the user. If **incapacitated** is designated, the target must be unconscious or dead. If **(not self)** appears, the user cannot be targeted.

Area: The maneuver or super power affects an area X yards in radius. Aura super powers are designed (**aura**). Positive super power effects (like healing) only apply to allies within the area of effect; negative super power effects (like damage) only impact foes within the area of effect. Maneuvers with an area of effect impact all (friend or foe) without discrimination. Dodge maneuvers suffer a -2 penalty against area attacks.

Cone: This maneuver or super power affects all in an arc in front of the character. The width of the cone ranges from two to five yards. Cone effects are only important when enemies are tightly packed. Otherwise, it works just like any other ranged attack. Dodge maneuvers suffer a -2 penalty against cone attacks.

Self: Only the character is targeted by the effect.

EFFECT

Maneuver and super power effects vary widely. From damage to defense to grappling to lasting conditions like Hold and Disorient, each maneuver and super power lists its results. Some super powers have a primary and secondary effect.

Resisted: Most non-damage effects can be resisted by the target; if so, the notation (**resisted**) is inserted, often with a modifier to the target's resistance maneuver roll or Score. If a

resistance designation is not given, no resistance Reaction is applied (only a dodge maneuver may avoid the effect).

Duration: Many maneuvers and super powers affect the target and are done. Some last over a course of time. For the most part, lasting negative effects continue for two Turns (this default feature is part of the effect description). No duration is given for these effects. If an effect has a different duration or is positive, a duration is specified. When counting Turns for duration purposes, the Turn in which the effect arises is included (a two-Turn duration would last the remainder of the Turn in which it began and the entirety of the next Turn).

Aura: Aura effects extend from a character and affect her and those around her. An aura “attacks” all targets in range when it is triggered (triggering uses an Action). An already triggered aura attacks as soon as a target comes into range (whether the result of a target’s movement or the movement of the aura wielder), or during the non-Action events step of each Turn (for those who stay within range the entire Turn). The same aura attack may only affect each target once per Turn. Aura attacks do not use Actions. They can be dodged or resisted, or avoided entirely by moving out of the area of effect (takes one Action).

Stacking: Several super powers in *CoH* grant bonuses to defensive rolls, damage resistances, and other enhancing abilities. Unless otherwise indicated, all abilities “stack” with each other, so a super power that grants a +2 Defense combined with a super power that grants a +3 Defense give a total bonus of +5. Super powers that provide identical benefits are exceptions—being invisible twice really shouldn’t help that much, for example.

Recharge: At best, super powers can be used once every Turn. Some super powers take longer than one Turn to “charge.” They are designated **long recharge**. In that case, a character cannot use the super power again for one minute or the remainder of the combat (whichever is longer; you determine when a combat finishes). Maneuvers can be used as often as the character has Actions remaining in a Turn. They never have a recharge time.

EFFECT LIST

Accuracy: The target’s Accuracy rolls or Action Scores are modified as specified. This is a lasting effect.

Confuse: The target is blinded to the truth and directs her hostility at former allies. If no former allies are present, the target is treated as if under the effects of Sleep. This effect turns off any engaged toggle powers. This is a lasting effect and, when able to be resisted, is opposed by the Mental Resistance maneuver. At your option, the effect can be negated if one of the user’s allies attacks the confused person before the normal two-Turn duration has expired.

Damage: The effect inflicts damage on the target in either Hit or Endurance Points. If Hit Points are decreased, the type of damage (Cold, Energy, Fire, Lethal, Neg Energy, Psionic, Smashing, Toxic) is also designated. For super powers, damage

is expressed as a flat number (base damage) plus an amount based on the Security Level (or Threat Level) of the attacker.

Damage Mod: A character under this effect adds a bonus or penalty to her Security Level/Threat Level for damage purposes. So, a Security Level 5 character with Damage Mod +2 inflicts damage as per a Security Level 7 character. One with a Damage Mod –2 damages as a Security Level 3 Hero. This is a lasting effect and, when negative and able to be resisted, is countered by a Physical Resistance maneuver.

Damage Resist: When damage is done to the target, Damage Resist decreases it, possibly to zero but no further. If an attack consists of two different types of damage, and the Damage Resist only affects one of them, reduce the value of the Damage Resist by half (round down). This is a lasting effect and can reduce the damage from an attack to zero.

Defense: The target’s defensive Reactions are modified as designated. This modification applies to any relevant attacks for the duration of the super power. This effect may be limited to close combat, ranged combat, area of effect attacks, cone attacks, or to attacks that inflict a certain type of damage (attacks combining covered and non-covered types of damage are not affected). This is a lasting effect and, when negative and able to be resisted, is countered by the Physical Resistance maneuver.

Disorient: The target may perform one movement Action and can conduct Reactions normally. No other Actions may be taken. This effect turns off any engaged toggle powers. This is a lasting effect and, when able to be resisted, is countered by the Physical Resistance maneuver.

Heal: The target gains Hit or Endurance Points as specified. This effect cannot increase the target’s maximum amount. A character at or below zero Hit Points cannot be healed using super powers (Inspiration points, resurrection super powers, or the Medicine skill must be used).

Hold: The target cannot perform any Actions or Reactions. This effect turns off any engaged toggle powers. This is a lasting effect and, when able to be resisted, is opposed by the Mental Resistance maneuver.

Immune: The target cannot be affected by the designated attacks or effects. This is a lasting effect.

Knockback: The target is driven away from the user D10 + 2 yards. The target is rendered prone. When able to be resisted, this effect is countered by the Physical Resistance maneuver.

Knockdown: The target is rendered prone. When able to be resisted, this effect is countered by the Physical Resistance maneuver.

Sleep: The target cannot perform any Actions or Reactions until damaged or otherwise awoken. This effect turns off any engaged toggle powers. This is a lasting effect and, when able to be resisted, is countered by the Mental Resistance maneuver.

Slow: The character loses one or more Actions per Turn as specified in the super power description (to a minimum of one

Action per Turn). A Slowed character loses Initiative on the next Turn of the effect and acts after all non-slowed characters Actions have been performed and their effects applied. Unless the effect states otherwise, full-Turn movement is reduced by 25% per Action lost. Slow is a lasting effect and, when able to be resisted, is countered by the Physical Resistance maneuver.

Taunt: The target must attack the user. This is a lasting effect and, when able to be resisted, is countered by the Mental Resistance maneuver.

INSPIRATIONS

Heroes often reach deep inside to find strengths and capacities they never knew they had. These inspirations come in the form of breakthroughs, advantages, or situational bonuses that increase a character's capacity for a short time. Inspiration effects are triggered by spending Inspiration Points (usually just when they are needed), affect a Hero's abilities (sometimes for a period of time), and then are gone.

The Inspiration Type Table runs down their uses and what each effect costs. Heroes don't hold specific Inspiration types (as they do in the CoH online game); they choose which effect they desire at the time the Inspiration Points are spent. Spending Inspiration Points and triggering one effect counts as an Action.

INJURY

When an attack damages a character, subtract the damage inflicted from her Hit Points. As Hit Points are depleted, the character risks unconsciousness or death.

Damage Type: Whenever damage is noted, a type is specified. Cold and Fire damage result from extremes in temperature. Energy and Negative Energy (Neg Energy) are products of electricity, radiation, or the realm of darkness. Smashing damage creates blunt trauma, while Lethal damage cuts, chops, or punctures. Psionic damage is created by mind super powers, and Toxic damage derives from chemicals or other poisons.

Wounds: Characters reduced to ten Hits Points or below are severely wounded—all action rolls suffer a -2 penalty. If reduced below five Hit Points, this penalty increases to -4.

Consciousness Tests: When reduced to zero Hit Points or below, a character loses all Endurance and effects (both positive and negative). Unconsciousness or incapacitation is also possible. The character must make a Constitution + Willpower roll, with a penalty of -1 for every Hit Point below zero. If roll is a success, she may act with the usual -4 wounded penalty (but has no Endurance Points). If she fails, she passes out and is usually teleported to the nearest hospital to be revived in a matter of minutes.

Survival Tests: Any character that suffers damage bringing her to -10 Hit Points or lower may die. A Survival Test is required (separate from any Consciousness Test necessary); use Constitution + Willpower (and any Hard to Kill bonuses) with a -1 penalty for every ten points below zero (i.e., a character reduced to -32 Hit Points would have a -3 penalty). Super-powered characters add their SL Bonus to Survival Tests. The Survival Test must be attempted as soon as the character's damage reaches the threshold level.

Falling: Any fall from more than one yard inflicts three points of Smashing damage per yard. A Dexterity + Acrobatics roll (or the Action Score) reduces the fall's effective distance by one yard per Success Level.

RECOVERY

Endurance Points recover normally at the rate of 5 x Constitution points per minute.

Paragon City Heroes all regenerate a number of Hit Points equal to 5 x Constitution every ten minutes (if above zero Hit Points or under non-Mediport Matrix medical care). At your discretion, super-powered Adversaries should be treated the same. Regular folks heal at the rate of one Hit Point per Constitution level every day spent under medical care.

An injured character may be healed by super powers, as long as she remains above zero Hit Points (at zero or below, healing super powers no longer work). No matter what the character's current level of Hit Points (as long as a Survival Test has not been failed), an Intelligence + Medicine roll restores a number of Hit Points equal to the Success Levels.

Inspiration Points may be used for revival or to restore Hit Points or Endurance Points. This may occur even if the character has gone below zero Hit Points, or failed a Consciousness or Survival Test (a result of their super-human metabolisms).

Unconscious characters with a Medicom patch who are within the range of the local Mediport Matrix (any place in Paragon City; otherwise as you determine) may be transported to the nearest Matrix hospital (takes no Action). Conscious characters who are below zero Hit Points may trigger their Medicom patch and teleport by using an Action. Players may also delay any character's Matrix teleportation to use Inspiration Points (requiring an Action and thus not available to unconscious or dead characters) or for another to use resurrection super powers on them (but Survival Tests may be called for while they wait). Once triggered, the Mediport Matrix only transports the incapacitated character (others cannot "hitch a ride"). At the Matrix hospital, the character is immediately stabilized (no further Survival Tests needed) and restored to full health in a matter of minutes.

THE CURE

PLOT SYNOPSIS

A recent outbreak of drug-related insanity and rioting has finally been brought under control. Following the brave actions of a few heroes, a cure was developed for the Contaminated victims . . . or so it seemed. In actuality, the cure only controlled the symptoms of the outbreak temporarily. What's worse, it was never intended as a cure.

A Vahzilok agent planted the cure for the police to find. The cure's true intent is to mutate the original Contaminated victims so that they would manifest super-powers. Once the Contaminated manifest their powers, the Vahzilok intend to abduct them and use their parts to create super-powerful zombies called Abominations.

Stopping the super-powered Contaminated from tearing up the city is only job one. The Heroes must also prevent the Vahzilok from preying on the unwitting berserkers. Both these tasks are complicated by two facts: the Contaminated are beginning to work together, and the Vahzilok agent is still undercover-and very nearby.

ACT ONE: INTRODUCTION

RETURN OF THE CONTAMINATED ACTION

The Vindicators have been called by Officer Parks to meet with Sergeant Hicks. It's assumed that the Vindicators handled the prior Contaminated problem and established a relationship with all the Outbreak NPCs. Other than indicating that there's more problems with the Contaminated, Parks defers all questions to Hicks.

The following events should play out to give each player some combat experience. If there are few players, they can all meet up with the Mighty Mart employee/Contaminated. If you have a full group, split them into twos and have them each meet a Contaminated. Pair up a front line fighter with a support character (Ms. Liberty and Malaise, Inferno and Luminary, Mynx and Swan are good teams). Throw in an endangered innocent bystander or two to complicate things.

Attention Contaminated Shoppers: The action begins at a Mighty Mart, where the Heroes have discovered a deranged figure hurling shoppers through food displays and shouting threats at everyone. What makes this thug unusual (besides his behavior) is his glowing green eyes and his Blazing Aura. He's also wearing a mighty Mart name tag.

BACKGROUND: THE "OUTBREAK" TUTORIAL MISSION

This Issue follows up on events from the "Outbreak" tutorial mission in the *City of Heroes* online game. The following is a summary of those events.

Officer Flint was the first to bring the Contaminated problem to the attention of the city's supers. He told the heroes that some thugs had unwittingly taken an experimental drug that made them go berserk and start a riot. Flint asked the supers to deliver a blood sample he'd collected from a Contaminated thug to Dr. Miller at Rivera Medical Center, in the hope that Miller could create an antidote.

Dr. Miller was grateful for the blood sample and started researching a cure. In the meantime, he sent the heroes back to Flint, who then introduced them to Officer Parks.

Officer Parks was concerned that the rioting was getting out of control. He sent the heroes to take down a couple of Contaminated thugs. Once this was done, Parks introduced the heroes to Sergeant Hicks.

Sergeant Hicks, a former super who lost his powers before the Rikti War, sent the heroes to defeat four more Contaminated. Then he referred the heroes to a super known as Coyote.

Coyote reported that he'd located the abandoned office that was the source of the drug that caused all this mad rioting. The drug was in fact a Rikti mutation drug. Dr. Miller said he could create a cure for it if someone would bring him the formula. Coyote reasoned that the formula would be stored on a computer somewhere in the office building. He asked the heroes to locate the formula, and once they did, Dr. Miller began producing the cure.

The Contaminated employee, Tommy, barely seems to know what's going on around him. He is homicidal and enraged, but not about anything in particular.

Taking Tommy down should be easy but messy. After all, collateral damage is a way of life for super heroes. The store manager thanks the Heroes, and says he and Tommy were watching a fire-wielding super from the front of the store when Tommy went nuts.

Note that if the Heroes search Tommy (or any other Contaminated thug) this early in the story, they find little of note. A Perception + Notice success with a -8 penalty reveals something odd about Tommy's right pinky. Further examination shows at a medical center shows it to be cybernetic.

CONTAMINATED DIALOGUE

The Contaminated aren't great conversationalists. Still, though they don't make a lot of sense, they do love to talk. Here are some examples of their attempts to communicate.

- "I WILL KILL YOU ALL!"
- "I'M TAKIN' EVERYBODY WITH ME!"
- "I CAN'T TAKE IT ANYMORE!"
- "DIE . . . DIE!"
- "I FEEL KINDA . . . INVINCIBLE!"
- "I'LL LEVEL THIS BLOCK!"
- "THE SPIDERS! THEY'RE ALL OVER ME!"

Carjacking Gone Wild: A stolen car rockets through a residential area with a Contaminated driver behind the wheel and a terrified old man in the passenger seat. This thug seemed fine when he hijacked the car from the old man--his eyes weren't glowing or anything--but after an on-foot super hero tried to stop him, the Contamination returned. The thug ran over the super and sped away, barely in control of the vehicle.

Bad Day For A Mugging: A particularly overconfident Contaminated thug takes on a pair of Hellions in the park. Nearby, a downed super lies unconscious. (He's not FBSA-registered.) Witnesses report that the Hellions were mugging a man when the super arrived. Shortly after the super blasted one of the Hellions, the mugging victim's eyes started to glow, and then he fired identical blasts right back at the super. Then he turned on the muggers and said, "Your turn!" As the heroes arrive, one of the Hellions is down and the other is fleeing.

The Briefing: When the police arrive (fashionably late), Sergeant Hicks introduces himself and explains that there's been a series of incidents like this one. Anyone who makes an Intelligence + Knowledge roll recognizes Hicks and remembers

that he used to be a super hero before he lost his powers a few years ago. (Heroes possessing the Qualities Former Criminal, Journalist/Photographer, or Law Enforcement have a +1 to this roll.)

Hicks provides any necessary background info on the original outbreak (summarized in the sidebar), and asks for the Heroes' help in subduing this new wave of super-powered thugs and hauling a few back to Rivera Medical Center for study.

In addition, Hicks asks the Heroes to "watch out for my brother Bobby." Hicks mentions that his younger brother was always a bit of a screw-up and often ended up on the wrong side of the law. It was a typical example of his bad timing that Bobby's first experience with drugs was with the batch that created the Contaminated. Hicks had hoped to find him at his apartment, or even at Zigursky Penitentiary (aka "the Zig") where super-powered suspects are stored, but Bobby hasn't turned up yet. (We'll see more of Bobby Hicks in Act Two.)

Witnesses: Witnesses literally run up to the Heroes and thank them for their help. Then, while the Heroes are blushing with pride, let the witness throw in a few more details they might have missed about the scene. The highlight is the triggering of Contaminated through contact with supers.

No, He's Mine: After Hicks is done with his briefing, the heroes are called out to a new fight as a group. The final cure relapse of the day takes place on a playground, where one of the Contaminated is fighting a group of Vahzilok (equal in number to the Heroes' party, and including one Mortificator Lieutenant and the rest Cadavers). The Vahzilok are trying to drag the Contaminated man into a storm drain and carry him away under the city streets.

If the heroes engage the combatants, the Contaminated tries to flee while the Vahzilok stand and fight.

If the Heroes decide to let the Vahzilok capture their Contaminated prey with the intention of following them back to their lair, let them track their undead adversaries for just a short while before losing them in the unfamiliar subterranean tunnels. Then reward them for their cleverness with an Inspiration Point each and the observation that they're underneath the medical center when the trail runs cold.

ACT TWO: CONFLICT

THERE'S A NEW GANG IN TOWN

ACTION

Now that the Contaminated thugs' "relapse" is under control, the Heroes may have questions about the failed cure, or may even want to help find a real cure. These topics can best be investigated at either the Outbreak Zone police station or Rivera Medical Center. If the team doesn't think to look into the problem any deeper, have one of the characters below contact them. Perhaps Sergeant Hicks asks for help locating his brother, or Officer Parks complains that the medical center staff is bound to botch this cure, too.

There are over 100 Contaminated individuals, all of whom received the cure. Several were recovered by the police before the adventure began, and a few more can be tracked down at their home addresses, but most are impossible to find until the Contamination returns and they cause a scene. If the Heroes are really eager, they can track down a dozen or so at their home addresses, in addition to the ones who become violent in the scenes below. That will still leave plenty of Contaminated folk at large for later Acts.

Visiting the Police Station: At the local police station, the Heroes can talk to Officer Flint, Officer Parks, and Sergeant Hicks about their experiences (either from the original Outbreak case or the recent relapse). They can also meet Captain Badowski, the officer in charge of the station.

Captain Badowski thanks the Heroes for their help. He is a big supporter of super heroes in general, and mentions that he's especially proud that one of his officers, Sergeant Hicks, is a former super himself. Badowski also says that he's concerned about the recent increase in Vahzilok sightings in the area, and that fact makes him even more grateful to have super heroes operating nearby.

Officer Flint is confident that Dr. Miller and Dr. Dillon, the two pharmacology specialists at Rivera Medical Center, will be able to develop a cure that works better than the last one.

Officer Parks is not so sure about that. He thinks the medical center has made a mess of things by botching the first cure, and that they should call in a more competent scientist like Professor St. John-Smythe. He won't say that in front of the Captain however.

CALLING PROFESSOR ST. JOHN-SMYTHE

The Heroes may want to take Officer Parks's advice and call in Professor St. John-Smythe (p. [?]) to work on a new cure for the Contaminated. If the team contacts the professor, he says he's hesitant to interfere in a fellow scientist's work unless the situation is desperate. St. John-Smythe is familiar with Dr. Miller's reputation as a diligent researcher, and has confidence that he can perfect the cure on his own. If the Heroes ask Dr. Miller if he needs help, Dr. Dillon interjects and persuades Miller that they can come up with a new cure without outside assistance.

Sergeant Hicks is grateful for the Heroes' assistance, but he's still worried about his younger brother, Bobby. The appearance of the Vahzilok has given him another concern, too--what if they've abducted his brother like they tried to do with the other Contaminated man earlier?

Talking to Coyote: Those familiar with the Outbreak scenario may want to consult with Coyote, the super who delivered the Rikti mutation drug formula to Dr. Miller. Coyote is currently on a mission in New Mexico, though if necessary Captain Badowski or Sergeant Hicks can reach him by radio. Coyote will obligingly recap his role in the Outbreak mission. If the Heroes mention that the cure led to the Contaminated gaining super powers, that leads Coyote to comment that the drug formula was found on a computer with rather lax security. At the time, he thought it was because the Contaminated weren't bright enough to manage anything better. Now, though, he wonders if the formula was *intended* to be found. But who would stage such a thing, and why? If the team is stuck on what to do next, Coyote could suggest they talk to the personnel involved in the original Outbreak case, or see if they can help the staff at Rivera Medical Center (where the cure was developed).

Visiting the Contaminated Office Building: The Heroes may want to look for clues at the abandoned office building where the original Rikti drug formula was found. The building is truly abandoned now, and the only noticeable thing it contains besides dust and rubble is the computer where the drug formula was stored. A successful Intelligence + Computers roll tells the Heroes that the computer's security was rigged to be easily defeated--after a user enters just a few failed passwords, the security algorithm shuts itself down and lets the user in as if she's cracked it. If the Heroes search the building, have them roll Perception + Notice, with success telling them that there are signs of a battle here: scuff marks mar the dust on the floor, and a handful of poison darts are scattered among the building's debris (it seems the Vahzilok have been here too). For details on what happened here, see the sidebar **The Mortificator's Background** in Act Three.

Visiting Rivera Medical Center: This small medical complex provides laboratory and office space for five doctors and two dozen technicians and clerical staff. Rivera is the site where the original Contamination cure was developed, and today the staff is busier than ever as they work overtime to determine what went wrong. The two doctors heading the center's efforts are the pharmacology specialists, Dr. Miller and Dr. Dillon.

Dr. Miller is busy, but he'll take time out to talk to any Heroes who approach him. He seems to blame himself for the failure of the cure, because he didn't fully understand the lab analysis of the original Rikti drug formula. Miller is pushing himself hard, working long hours to come up with a new cure. He is glad to have the help of such a respected scientist as Dr. Dillon—even though Dillon's stubbornness can make him difficult to work with. If any Heroes mention misgivings about Dillon at any time, Dr. Miller dismisses them. He is confident that Dillon is an excellent scientist who is the medical staff's best hope for producing a true cure for the Contaminated. Should it come to combat, Dr. Miller is mostly an innocent victim.

Dr. Dillon is willing to speak to the Heroes, too, but he tends to ask more questions than he answers. He wants to know what kinds of powers the Contaminated have gained, how they acquired them, what their behavior patterns are like, and similar information. Dillon gives the impression that he doesn't get out in the field often, spending almost all his time in the lab.

Dr. Dillon's true stats appear in Act Three. If challenged before then, he acts like a combat-clueless medical researcher and calls on the aid of his colleagues at the center (especially Dr. Miller). He flees the area as soon as possible if confronted physically. Use Dr. Miller's stats for his "weak researcher" persona.

Interviewing minor staff members reveals that everyone sees Dr. Miller as friendly, smart, and highly skilled. Dr. Dillon, who has only been at the center for a few months (he started not long before the original Outbreak incident), is not as outgoing and tends to keep to himself. Dillon often has differences of opinion with Miller, and at those times he comes out of his shell and is not afraid to speak his mind.

If any Heroes seem suspicious of anyone at the medical center, Dr. Dillon arranges to speak with them privately. Dillon says that Miller is a good man, but that he rushed his original cure too much. Still, Dillon seems convinced that he and Miller will be more successful this time, thanks to the new data they've gathered from the recaptured Contaminated subjects. "I just wish," he says, "that I could talk Dr. Miller into getting more rest. He really is working himself to death, and I would hate for it to jeopardize our work."

If the Heroes want to search some or all of the medical center before they've encountered the Contaminated Gang (which happens in the next scene), make it clear that they can't conduct an effective search during business hours. The team's best bet is to return in the evening when there aren't so many doctors and

assistants buzzing around. Before that happens, interject the scene following this one, **A New Gang In Town**. Then proceed with the search as described in **Searching the Medical Center**.

A New Gang In Town: The next day brings another encounter with the Contaminated. This time, though, several of them are working together, something that any police officer in the area can point out has never happened before. When the Heroes are directed to the scene, this "Contaminated Gang" is on top of WPOW, a local radio station. They've just torn down the station's massive antenna, which tumbles off the side of the building and plummets toward the pedestrians below.

The combatants are ten Contaminated Minions, plus a Contaminated Lieutenant. The Lieutenant has more of his wits about him than the other Contaminated, and during the fight he encourages his men with such orders as "Free their minds!" and "Free the Doctor!" If time grows short, add Power Ray to the mix in one big combo battle.

Even after these Contaminated Gang members are defeated, other small groups (each with a Lieutenant) engage in similar activities over the next day. All of the encounters involve attacks on massive antennas, large satellite dishes, groups of Vahzilok, or police officers. It's not necessary to involve the Heroes in each incident, so long as they learn what kinds of targets the Contaminated Gang focuses on.

If the staff at Rivera Medical Center are questioned about the Contaminated Gang, Dr. Miller says there's nothing in the data he's gathered from analyzing the Contaminated to suggest they are capable of such cooperation. Dr. Dillon disagrees, likening the phenomenon to a pack of wolves—each individual is animalistic, but throw them together and one will rise to the role of pack leader. Dillon also mentions that, regretfully, this new gang behavior will make it more difficult to apprehend the Contaminated individuals.

The Heroes may try to locate the leader of the Contaminated Gang. They don't get any information from the gang members, who don't even know they're in a gang. The Lieutenants are only slightly more helpful, making vague comments about "the Boss," mentioning that he has "many powers," and revealing that his orders are to "fight aliens" or "stop mind control." The team's best bet is to lure the Contaminated Boss into the open by presenting him with an irresistible target, such as an enormous antenna or satellite dish. If they come up with such a plan, proceed to **Confronting The Contaminated Boss** in Act Three.

Searching the Medical Center: At some point, the Heroes may become suspicious of someone at Rivera Medical Center and decide to search the place. Even if they perform their search at night, Dr. Miller is in his lab (he's either working late, or he came back in to check up on something). However, Dr. Miller is too busy to interfere with the Heroes' investigation.

Let any searching characters make Perception + Notice rolls and combine their Success Levels. The more Success Levels

SEARCHING THE CONTAMINATED

If the Heroes search one of the Contaminated, a Perception + Notice roll with a -8 penalty reveals that he has had his left little finger replaced by a cybernetic duplicate. If they have some clue what they are looking for, or if it's done in a medical lab, the penalty drops to -3. This turns out to be true of all the Contaminated. Heroes with technical skills (including Engineering, Knowledge, Medicine, or Science) can analyze the device using Intelligence and their relevant skill. The Monitor may wish to allow a +1 bonus to the roll if the Hero possesses the Devices power set.

- 1: The fake finger conceals some sort of short-ranged tracking beacon.
- 2: The tracking beacon's range is limited to a few city blocks.
- 3: It transmits not only locational information, but biochemical readings as well (such as pulse rate, body temperature, and adrenaline levels).
- 4: The technology used in this fake finger resembles Vahzilok cybernetics.
- 5+: One of the tracking beacon's components (a miniaturized radio frequency transmitter) is only manufactured at a company in New York called DynaTech.

Investigating DynaTech reveals no wrongdoing on that company's part, but DynaTech's records show a shipment of RF transmitters to Rivera Medical Center, care of Dr. Dillon.

the team gets, the more they learn. (Each level includes all the information at lower levels.) If the team is specifically searching Dr. Dillon's lab or office, add +1 to their total roll.

- 1: A document (either hardcopy or computer file, depending on how the Heroes go about their search) indicates that Dr. Dillon ordered the "cured" Contaminated subjects to be released earlier than Dr. Miller's recommended date.
- 2: Two cybernetic fingers are hidden in a box of pencils in Dr. Dillon's office. (See the sidebar **Searching the Contaminated** for more details about the fingers.)
- 3+: A Vahzilok Cadaver bursts out of a hidden panel in Dr. Dillon's closet! The Cadaver acts as Dillon's bodyguard and security system, ready to attack anyone who threatens Dillon—or searches his closet too closely.

Confrontations: There are two confrontations that can be made at this point—one with the Contaminated Boss and one with Dr. Dillon. Whichever one the players pursue first, proceed to the appropriate section in the next act.

ACT THREE: CLIMAX UNMASKINGS

Confronting the Contaminated Boss: If the Heroes manage to draw out the Contaminated Boss, he appears wearing a super hero costume in "sun burst" pattern, his eyes glowing green through his mask. Heroes who remembered in Act One that Sergeant Hicks used to be a super hero recognize this as his costume. The Contaminated Boss even goes by the same

name, "Power Ray," and demonstrates has at least some of the same powers: Power Blast and Energy Torrent, and

Heroes may initially believe this is Sergeant Hicks, having somehow regained his powers. In actuality, it's not Hicks at all—at least, not *Sergeant* Hicks. It's Bobby Hicks, his younger brother.

Bobby Hicks is the leader of the Contaminated Gang. The Contamination cure had a slightly different effect on him than on the rest of the Contaminated, giving him the powers his brother had (because they had been dormant in Bobby's DNA all his life, only waiting for a catalyst to activate them). Another effect of Bobby's special DNA is that the Contamination only warped his mind instead of completely fracturing it. He is not enraged or homicidal, but he does experience delusions. Bobby seems convinced that he is his older brother, and he has taken on Hicks's old "Power Ray" super hero identity in order to lead his band of "Sidekicks" (the Contaminated) to fight alien invaders (the Vahzilok) intent on occupying Paragon City. He has led the gang to destroy radio antennas and satellite dishes in an attempt to disrupt the "alien mind control" that makes the police attack his Sidekicks. (The Contaminated Gang is one step short of wearing aluminum foil on their heads.)

The first thing Bobby tries to do when he sees the Heroes is get them to join him—even if they've already attacked him. (He seems to know enough about supers to realize that such misunderstandings happen all the time between heroes.)

"Join me, brothers!" he says. "Together we can defeat the alien invaders!" Bobby encourages the Heroes to shake off the effects of the alien mind control that is obviously affecting them, and urges them to join him in freeing a "great man" from the enemy's clutches. This great man, Bobby explains, is Dr. Dillon,

who Bobby believes is an agent of the “resistance,” pretending to work for the mind-controlled police while secretly using his super-serum (the cure) to return the Sidekicks to action. The Heroes can either fight Bobby (and his Contaminated Minions), try to bring him back to sanity, or even go along with him and let him lead the way to Dillon.

Confronting Dr. Dillon: Once the Heroes have searched the medical center, or confronted Dr. Dillon directly, it's time to reveal the bad guy.

Dr. Dillon caused the original Outbreak, and he's responsible for the “failure” of the cure. Dillon is actually a Mortificator, working for Dr. Vahzilok. His plan all along was to acquire an ample supply of the raw materials needed to create Abominations: super-powered body parts. Since dead supers are difficult—and

risky—to obtain, Dillon used a special drug to try and turn normal people into supers so he could harvest their parts. The drug didn't work the first time, but after modification Dillon got pretty much the effect he wanted. (See the sidebar for more details.)

What Dillon didn't know was that Bobby Hicks's DNA was harboring latent super powers. The Contamination worked normally on Bobby, but the cure had a different effect. If the Heroes have encountered and unmasked Bobby (the Contaminated Boss), then they already know this. Otherwise, Bobby (as Power Ray) shows up soon after the Heroes confront Dillon, attempting to “rescue” him from alien mind control.

If the team confronts Dillon directly, or their questions start getting too hard for him to answer, he shouts a command to his concealed allies. Concealed under the floor in Dillon's lab (and in

THE MORTIFICATOR'S BACKGROUND

Dillon originally found the Rikti mutation drug down in the sewers while on another mission for Dr. Vahzilok. His analysis led him to believe the drug would turn normal people into supers—supers he could then harvest for parts in order to create Abominations. Dillon mixed the Rikti drug with a recreational drug and made a deal with a gang to sell it on the streets of Outbreak (claiming he needed a distribution network). The gang set up a makeshift headquarters in an abandoned office building, and within a week all the criminals in the neighborhood had used the drug. Unfortunately, instead of giving its users powers, it turned them into the Contaminated, after which they started rioting.

In his day job at Rivera Medical Center, Dillon involved himself in the police efforts to contain the Contaminated, which gave him the opportunity to study them without suspicion. He asked his police contacts to send a few supers into the containment area to obtain blood samples for his research. Once this was done, Dillon discovered that a mutation occurred when the Contaminated were exposed to super powers. (The mutation was only triggered by super powers from Science and Mutation Origins, though Dillon didn't know that). The mutation didn't quite grant the Contaminated super powers, but it did modify their DNA enough that another drug—a sort of “super-booster shot”—could finish the job.

Using the mutated blood samples, Dillon synthesized a revised drug designed to finally give super powers to the Contaminated. While local supers continued to fight the Contaminated (and trigger their mutations), Dillon returned to his “drug distribution network headquarters” (the abandoned office building) and loaded a computer with the formula for the Rikti mutation drug. While he was doing this, some of his former associates—now Contaminated—attacked him and he had to eliminate them with his weapon of choice: a poison dart gun.

Dillon led his colleague, Dr. Miller, into figuring out that the drug formula might be in the office building that was at the heart of the containment area. Miller told Coyote, who sent nearby supers to locate the formula. Once the formula was secured, Dillon helped Miller analyze it and develop a “cure”—making sure to alter it for his own purposes behind Miller's back. Miller started out with limited trials on animals to test the cure's effects, but at Dillon's urging (and with genuine pressure from the police to get a cure out ASAP), they started injecting the Contaminated with the new drug rather quickly.

The cure took a day to dampen the obvious Contamination effects (glowing eyes, murderous rage, and hallucinations). The medical center held each cured subject for a few days, during which time Dillon replaced each subject's left little finger with his cybernetic duplicate. Miller ordered the subjects to be kept for another week, but Dillon—worried that a super would wander by and trigger a subject's power manifestation—undermined him and released them to their former lives right away.

Dillon got a few Cadavers ready and began monitoring his homing tracker for signs of a subject's powers activating. (Subjects whose powers activate send a unique biochemical signal to the tracking device.) About two weeks after administering the first cure, the first of the Contaminated subjects triggered Dillon's tracker due to the manifestation of his super powers. Dillon ordered his Cadavers to capture the subject. In the following days, he sent Cadavers (and Reapers, whenever they were available) to the locations of homing beacons that registered power manifestations. Dillon managed to retrieve five Contaminated subjects before the Issue began, and started assembling his first Abomination in his spare time.

his home, in case the Heroes confront him there instead) are four Cadavers and a partially-completed Abomination.

The Abomination is a work in progress, a collection of parts that Dillon has managed to harvest from the Contaminated so far. It is missing patches of hair and skin and, more importantly, both arms. Also, due to its Contaminated heritage, the Abomination has glowing green eyes and a Blazing Aura (inherited from Tommy, the first Contaminated thug the Heroes met).

The undead creatures burst forth and defend their master. During the fight, Dillon tries to occupy the Heroes with his undead long enough to try a risky tactic--injecting himself with an overdose of what he calls his "super-serum." Taking such a high dose not only gives him more super powers than normal (copied from *any and all* Heroes who use a power near him), it gives him exaggerated rage and hallucinations. (Also, in grand super villain tradition, it grants him the desire to give a speech about his master plan.)

During all this commotion, wouldn't this be a terrible time for Bobby Hicks to show up?

Dillon is confident at the beginning of the fight, after taking his super-serum. He taunts the team and gloats about how he deceived everyone for so long. He also tosses away his dart gun and other Mortificator weapons, relying only on his new powers in combat. If the Abomination is defeated, though, or things start to look bad for Dillon otherwise, he shuts up and tries to escape into the sewers. If Dillon escapes, he returns in Act Four. If he is defeated, a quick search of his body uncovers a concealed tracking device that can be used to track down the rest of the Contaminated via their finger beacons.

This final attack is by the Vahzilok--two Cadavers and one Embalmed Cadaver for each Hero, each at Power Level 2. If Dillon escaped in the previous scene, he heads up the attack, furious at the Heroes who are trying to destroy his plans. Otherwise, the attack is led by a Reaper (similarly furious, because he's a friend of Dr. Dillon's). The Heroes must protect the lab while the scientists complete their cure.

Once the cure is ready, Dr. Miller asks for the team's help in finding one of the Contaminated to test it on. This task is easy with the use of Dillon's tracking device, and even easier if they have Bobby Hicks or Dr. Dillon present to test the cure on.

The cure works. It finally returns the Contaminated to normal, ridding them of their berserker tendencies as well as their super powers. It also restores sanity to both Bobby Hicks and Dr. Dillon, but at the cost of their powers.

ACT FOUR: RESOLUTION

THE CURE, REVISITED ACTION

In the aftermath of the Heroes' battle with Dillon, Dr. Miller learns of his former colleague's villainy. Miller is shaken by this revelation, and announces that he can't come up with a cure on his own. He thought he was close to a cure, but now that he knows the reason for the original Contamination, he realizes he needs help from a specialist in super hero metabolism.

If the Heroes don't have anyone else to recommend, Miller asks them to summon Professor St. John-Smythe from SERAPH. The work will still need to be done at Rivera Medical Center, where Miller already has all his materials, samples, notes, and computer files.

The professor (or other scientific Contact the Heroes choose) agrees to help, and without Dillon around to secretly disrupt the work, the two scientists make rapid progress toward the cure. When they are almost finished, the lab comes under assault.

INSPIRATIONS

Heroes often reach deep inside to find strengths and capacities they never knew they had. These inspirations come in the form of breakthroughs, advantages, or situational bonuses that increase a character's capacity for a short time. Inspiration effects are triggered (usually just when they are needed), affect a hero's abilities (sometimes for a period of time), and then are gone. These special bonuses are created by spending Inspiration Points.

Inspiration Points can be used to heal, affect super powers, enhance resistance, or a number of other things. The Inspiration Type Table runs down their uses and what each effect costs. Given the large amount of damage dished out at the higher levels, heroes should endeavor to preserve one Inspiration Point (for Awaken) at all times.

Spending Inspiration Points and triggering one effect counts as an Action.

INSPIRATION TYPE TABLE

Name	Cost	Effect
Respite	1 point	Recover one-quarter (round down) of maximum Hit Points
Dram Improve	2 points	Recover one-third (round down) of maximum Hit Points
Resurgence	3 points	Recover one-half (round down) of your maximum Hit Points
Advantage	1 point	Increase all defensive Reactions by +1 for six Turns
Good Advantage	2 points	Increase all defensive Reactions by +2 for six Turns
Phen Advantage	3 points	Increase all defensive Reactions by +3 for six Turns
Insight	1 point	Increase all Accuracy rolls or Action Scores by +1 for six Turns
Keen Insight	2 points	Increase all Accuracy rolls or Action Scores by +2 for six Turns.
Uncanny Insight	3 points	Increase all Accuracy rolls or Action Scores by +3 for six Turns.
Enrage	1 point	+1 to Security Level for purposes of calculating damage for six Turns.
Focused Rage	2 points	+2 to Security Level for purposes of calculating damage for six Turns.
Righteous Rage	3 points	+3 to Security Level for purposes of calculating damage for six Turns.
Break Free	1 point	Removes any debilitating effect, adds +1 to resistance for six Turns
Catch a Breath	1 point	Recover 25 Endurance Points
Take a Breather	2 points	Recover 35 Endurance Points
Second Wind	3 points	Recover 50 Endurance Points
Awaken	1 point	If below zero Hit Points, regain one-quarter (round down) maximum Hit Points, no Endurance is granted and the character suffers Disorient for four Turns
Bounce Back	2 points	As Awaken, but regain one-third (round down) Hit Points and Disorient is two Turns.
Restoration	3 points	As Awaken, but regain one-half (round down) Hit Points and the Disorient is two Turns

INITIAL RAMPAGE

Name: Might Mart Contaminated Thug

Scores: Action 15; Mind 13; Physical 16

Hit Points: 100

Endurance Points: 10

Abilities: 2 actions per Turn

Maneuvers/Super Powers

Name	Score	Cost	Range	Effect
Brawl	15	—	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Blazing Aura	17	10	Self	Damage Fire 28/3 during non-Action events

Name: Carjack Contaminated Thug

Scores: Action 15; Mind 13; Physical 16

Hit Points: 100

Endurance Points: 10

Abilities: 2 actions per Turn

Maneuvers/Super Powers

Name	Score	Cost	Range	Effect
Brawl	15	—	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
P. Force Field	Auto	2 (Con)	Self	Defense +5 and Damage Resist 60 (can't attack when toggled)

Name: Contaminated Thug

Scores: Action 15; Mind 13; Physical 16

Hit Points: 100

Endurance Points: 10

Abilities: 2 actions per Turn

Maneuvers/Super Powers

Name	Score	Cost	Range	Effect
Brawl	15	—	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Neutrino Bolt	17	5	70	Damage Energy 22/3 and Defense -1

NO HE'S MINE

Name: Contaminated Thug

Scores: Action 15; Mind 13; Physical 16

Hit Points: 100

Endurance Points: 10

Abilities: 2 actions per Turn

Maneuvers/Super Powers

Name	Score	Cost	Range	Effect
Brawl	15	—	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Healing Aura	Auto	10	Self	Heal Hit Points 70/10

Name: Mortificator

Scores: Action: 17; Mind: 17; Physical: 15

Hit Points: 200

Endurance Points: 10

Abilities: 2 Actions per Turn

Maneuvers/Superpowers

Name	Score	Cost	Range	Effect
Bone Saw	17	3	Melee	Damage Lethal 35/5
Dodge	17	—	Self	Defensive Reaction
Cleaver	17	6	Melee	Damage Lethal 70/10
Dart Gun	17	3	55	Damage Toxic 28/4 and Slow (-1 Action)

Name: Cadaver

Scores: Action: 15; Mind:12; Physical: 16

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Abilities: Damage Resist Smashing/Lethal/Toxic 20, Resist Sleep/Fear/Immobilize +3, 1 Action per Turn

Maneuvers/Superpowers

Name	Score	Cost	Range	Effect
Brawl	15	2	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Vomit	15	5	40	Damage Toxic 75/10

A NEW GANG IN TOWN

Name: Contaminated Lieutenant

Scores: Action 17; Mind 15; Physical 17

Hit Points: 200

Endurance Points: 15

Abilities: 2 Actions per Turn

Maneuvers/Super Powers

Name	Score	Cost	Range	Effect
Brawl	17	—	Melee	Damage Smashing 46/6
Dodge	17	—	Self	Defensive Reaction
Pistol	17	3	25	Damage Lethal 35/5
Blaz Aura	17	10	Self	Damage Fire 28/3 each Turn
Fire Blast	19	3	80	Damage Fire 75/10

Name: Contaminated Thug

Scores: Action 15; Mind 13; Physical 16

Hit Points: 100

Endurance Points: 10

P. Force Field

Auto 2 (Con) Self

Defense +5 and Damage Resist 60/10 (can't attack when toggled)

Hit Points: 100

Endurance Points: 10

P. Force Field

Auto 2 (Con) Self

Defense +5 and Damage Resist 60/10 (can't attack when toggled)

Hit Points: 100

Endurance Points: 10

Neutrino Bolt

17 5 70

Damage Energy 22/3 and Defense -1

Hit Points: 100

Endurance Points: 10

Neutrino Bolt

17 5 70

Damage Energy 22/3 and Defense -1

Hit Points: 100

Endurance Points: 10

Lightning Bolt

15 5 80

Dam Energy 75/10 and Dam End 15

Hit Points: 100

Endurance Points: 10

Lightning Bolt

15 5 80

Dam Energy 75/10 and Dam End 15

Hit Points: 100

Endurance Points: 10

Mental Blast

15 5 90

Dam Psionics 28/4 and Slow (-1 Action)

Hit Points: 100

Endurance Points: 10

Mental Blast

15 5 90

Dam Psionics 28/4 and /Slow (-1 Action)

Hit Points: 100

Endurance Points: 10

Mental Blast

15 5 90

Dam Psionics 28/4 and Slow (-1 Action)

Hit Points: 100

Endurance Points: 10

Mental Blast

15 5 90

Dam Psionics 28/4 and Slow (-1 Action)

Abilities: 2 actions per Turn

Maneuvers/Super Powers

Name	Score	Cost	Range	Effect
Brawl	15	—	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Pistol	15	3	25	Damage Lethal 35/5

CONFRONTING THE CONTAMINATED BOSS

Name: Bobby Hicks (aka the Contaminated Boss, aka Power Ray)

Scores: Action 14+D10; Mind 13+D10; Physical 15+D10 (roll, don't use Scores)

Hit Points: 300

Endurance Points: 55

Abilities: 3 Actions per Turn

Maneuvers/Superpowers				
Name	Acc	Cost	Range	Effect
Brawl	14+	2	Melee	Damage Smashing 46/6
Dodge	14+	—	Self	Defensive Reaction
Power Blast	14+	5	80	Dam En/Smash 70/10 and Knockback (resisted at +4)
En Torrent	16+	7	40	Dam En/Smash 23/3 and Knockback (resisted at +3), cone (3-yards wide)
Power Thrust	16+	5	Melee	Dam En/Smash 24/3 and Knockback (resisted)
Energy Punch	14+	10	Melee	Dam En/Smash 45/5 and Disorient (resisted at +5)

Name: Contaminated Thug

Scores: Action 15; Mind 13; Physical 16

Hit Points: 145

Endurance Points: 10

P. Force Field Auto 2 (Con) Self Defense +5 and Damage Resist 60/10 (can't attack when toggled)

Hit Points: 145

Endurance Points: 10

P. Force Field Auto 2 (Con) Self Defense +5 and Damage Resist 60/10 (can't attack when toggled)

Hit Points: 145

Endurance Points: 10

Neutrino Bolt 17 5 70 Damage Energy 22/3 and Defense -1

Hit Points: 145

Endurance Points: 10

Neutrino Bolt 17 5 70 Damage Energy 22/3 and Defense -1

Hit Points: 145

Endurance Points: 10

Lightning Bolt 15 5 80 Dam Energy 75/10 and Dam End 15

Hit Points: 145

Endurance Points: 10

Lightning Bolt 15 5 80 Dam Energy 75/10 and Dam End 15

Hit Points: 145

Endurance Points: 10

Mental Blast 15 5 90 Dam Psionics 28/4 and Slow (-1 Action)

Hit Points: 145

Endurance Points: 10

Mental Blast 15 5 90 Dam Psionics 28/4 and Slow (-1 Action)

Hit Points: 145

Endurance Points: 10

Mental Blast 15 5 90 Dam Psionics 28/4 and Slow (-1 Action)

Hit Points: 145

Endurance Points: 10

Mental Blast 15 5 90 Dam Psionics 28/4 and Slow (-1 Action)

Abilities: 2 actions per Turn

Maneuvers/Super Powers				
Name	Score	Cost	Range	Effect
Brawl	15	—	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Pistol	15	3	25	Damage Lethal 35/5

CONFRONTING DR. DILLON

Name: Dr. Dillon, Mortificator

Scores: Action 15+D10; Mind 16+D10; Physical 14+D10 (roll)

Contaminated Scores: Action 17+D10; Mind 15+D10; Physical 16+D10 (roll)

Hit Points: 510

Contaminated Hit Points: 650

Endurance Points: 50

Abilities: 3 Actions per Turn

Maneuvers/Superpowers

Name	Score	Cost	Range	Effect
Bone Saw	15+/17+	3	Melee	Damage Lethal 35/5
Brawl	15+/17+	2	Melee	Damage Smashing 46/6
Cleaver	15+/17+	6	Melee	Damage Lethal 70/10
Dart Gun	15+/17+	3	55	Damage Toxic 28/4 and Slow (-1 Action)
Dodge	15+/17+	—	Self	Defensive Reaction
Rez Zombie	Auto	7		Restore Cadaver/Abomination fully

Name: Incomplete Abomination

Scores: Action: 18; Mind: 13; Physical: 20

Hit Points: 250

Endurance Points: 10

Abilities: Damage Resist Smashing/Lethal/Toxic 20, Resist Sleep/Fear/Immobilize +3, 1 Action per Turn, Physical Disability (Missing Arms)

Maneuvers/Superpowers

Name	Score	Cost	Range	Effect
Blazing Aura	18	10	Self	Damage Fire 20 each Turn; 10 yard radius
Dodge	18	—	Self	Defensive Reaction
Kick	17	—	Melee	Damage Smashing 58/8
Vomit	18	5	40	Damage Toxic 75/10

Name: Cadaver

Scores: Action: 15; Mind: 12; Physical: 16

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Hit Points: 145

Endurance Points: 10

Abilities: Dam Resist Smash/Lethal/Toxic 20, Resist Sleep/Fear/Immobilize +3, 1 Action

Maneuvers/Superpowers

Name	Score	Cost	Range	Effect
Brawl	15	2	Melee	Damage Smashing 46/6
Dodge	15	—	Self	Defensive Reaction
Vomit	15	5	40	Damage Toxic 75/10

MYNX

LEGAL NAME: Katherine Stevens
SUPER GROUP: Vindicators
SECURITY LEVEL: 6

ARCHETYPE: Scrapper
ORIGIN: Science
SECURITY LEVEL BONUS: 5

ATTRIBUTES

STR	4	INT	3	HP	394	CURRENT
DEX	6	PER	3	EP	140	
CON	5	WILL	3	IP	4	

ACTIONS 3 per Turn

SPRINT (per Turn/per Action): 45 yards/9 yards

SKILLS

ACROBATICS	6	LANGUAGES	0
ART	0	MEDICINE	2
BRAWLING	5	MELEE	1
COMPUTERS	0	NOTICE	6
CRIME	5	OCCULTISM	0
DRIVING	2	PILOTING	0
ENGINEERING	0	SCIENCE	1
INFLUENCE	3	TARGETING	0
KNOWLEDGE	2	WILD CARD	0



QUALITIES

Acute Vision/Smell/Taste (+3 to Perception rolls with those senses)

Contact (Synapse) 4 (He's out of town)

Fast Reaction Time (acts first in combat)

Hard to Kill 7

Situational Awareness (+2 bonus to any Perception rolls to sense trouble or danger, and when resisting stealthy Crime rolls)

POWERS

Mediport Matrix Access (teleports to hospital when injured)

Inhuman Shape

DRAWBACKS

Bad Luck 2 (Monitor may apply up a -2 penalty on one roll, or -1 penalty on two rolls, each day)

Emotional Problems (Fear of Commitment)

Mental Problems (Severe Reckless)

VULNERABILITIES

Weakness (Confuse) 3 (-3 penalty to resistance)

Reactions against Confuse)

PRIMARY POWER SET: Claws

TOTAL POWERS MANIFESTED: 5

SECONDARY POWER SET: Super Reflexes

TOTAL POWER POOLS AVAILABLE: 1

MANEUVERS

NAME	ACCURACY	RANGE	EFFECT
Dodge	10	—	Defensive Reaction
Kick	8	Melee	Damage Smashing 10
Mental Resist	6	—	Defensive Reaction
Physical Resist	8	—	Defensive Reaction
Punch	9	Melee	Damage Smashing 8
Spin Kick	7	Melee	Damage Smashing 12
Sweep Kick	8	Melee	Damage Smashing 4 and Knockdown (resisted)

SUPER POWERS

NAME: STRIKE

ACCURACY: 12

END COST: 3

RANGE: Melee

TARGET: 1 target

EFFECT: Damage Lethal 75/10.

ENHANCEMENT: Accuracy +1

NAME: SLASH

ACCURACY: 12

END COST: 7

RANGE: Melee

TARGET: 1 target

EFFECT: Damage Lethal 72/10 and Defense -1.

ENHANCEMENT: Accuracy +1

NAME: FOCUSED FIGHTING

ACCURACY: Auto

END COST: 2 (Cont)

RANGE: Self

TARGET: Self

EFFECT: Defense Melee +2. This does not apply to ranged, area, or cone attacks.

NAME: FORCED SENSES

ACCURACY: Auto

END COST: 2 (Cont)

RANGE: Self

TARGET: Self

EFFECT: Defense Ranged +2. This does not apply to ranged, area, or cone attacks.

NAME: SPIN

ACCURACY: 12

END COST: 7

RANGE: Melee

TARGET: Area (2-yard radius)

EFFECT: Damage Lethal 58/8.

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS/DAMAGE BONUS	OUTCOME
9-10	1/2	Adequate
11-12	2/4	Decent
13-14	3/6	Good
15-16	4/8	Very Good
17-20	5/10	Excellent
21-23	6/12	Extraordinary
24+	7+/14+	Mind-boggling

Luminary

LEGAL NAME: —
SUPER GROUP: Vindicators
SECURITY LEVEL: 6

ARCHETYPE: Blaster
ORIGIN: Technology
SECURITY LEVEL BONUS: 5

ATTRIBUTES

STR	3	INT	3	HP	374	CURRENT
DEX	6	PER	3	EP	130	
CON	5	WILL	3	IP	4	

ACTIONS 3 per Turn

SPRINT (per Turn/per Action): 55 yards/11 yards

SKILLS

ACROBATICS	4	LANGUAGES	0
ART	0	MEDICINE	0
BRAWLING	2	MELEE	0
COMPUTERS	2	NOTICE	3
CRIME	0	OCCULTISM	0
DRIVING	1	PILOTING	1
ENGINEERING	2	SCIENCE	2
INFLUENCE	0	TARGETING	2
KNOWLEDGE	3	WILD CARD	0



QUALITIES

Contact (Positron) 4 (He's out of town)
 Fast Reaction Time (acts first in combat)
 Hard to Kill 8
 Resources (Well-off)
 Good Luck 2 (may apply up a +2 bonus on one roll,
 or +1 bonus on two rolls, each day)

DRAWBACKS

Emotional Problems (Fear of Rejection)
 Honorable (Serious—will not engage in deceptive behavior)
 Outcast (Unfamiliar with human society)

POWERS

Armor Value 5 (subtract 5 from all damage)
 Mediport Matrix Access (teleports to hospital when injured)
 Robot

VULNERABILITIES

PRIMARY POWER SET: Energy Blast
TOTAL POWERS MANIFESTED: 5

SECONDARY POWER SET: Energy Manipulation
TOTAL POWER POOLS AVAILABLE: 1

MANEUVERS

NAME	ACCURACY	RANGE	EFFECT
Aiming	4	—	+1 per Success Level on following ranged attack; takes 2 Actions
Dodge	10	—	Defensive Reaction
Mental Resist	5	—	Defensive Reaction
Physical Resist	6	—	Defensive Reaction
Punch	8	Melee	Damage Smashing 6

SUPER POWERS

NAME: POWER BLAST

ACCURACY: 11 **END COST:** 5 **RANGE:** 80 yards **TARGET:** 1 target
EFFECT: Damage Energy/Smashing 80/10 and Knockback (resisted at +4).
ENHANCEMENT: Damage +1.

NAME: ENERGY TORRENT

ACCURACY: 13 **END COST:** 7 **RANGE:** 40 yards **TARGET:** Cone (3 yards wide)
EFFECT: Damage Energy/Smashing 26/3 and Knockback (resisted at +3).
ENHANCEMENT: Damage +1.

NAME: POWER THRUST

ACCURACY: 13 **END COST:** 5 **RANGE:** Melee **TARGET:** 1 target
EFFECT: Damage Energy/Smashing 27/3 and Knockback (resisted).
ENHANCEMENT: Damage +1.

NAME: BUILD UP

ACCURACY: Automatic **END COST:** 2 **RANGE:** Self **TARGET:** Self
EFFECT: Accuracy +1 and Damage Mod +3. Both effects last 2 Turns. Long recharge.

NAME: HOVER

ACCURACY: Automatic **END COST:** 1 (Cont) **RANGE:** Self **TARGET:** Self
EFFECT: Hover and Defense +1. Per-Turn and per-Action Hover speeds are 5/1.

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS/DAMAGE BONUS	OUTCOME
9–10	1/2	Adequate
11–12	2/4	Decent
13–14	3/6	Good
15–16	4/8	Very Good
17–20	5/10	Excellent
21–23	6/12	Extraordinary
24+	7+/14+	Mind-boggling

SWAN

LEGAL NAME: Lena Elliot
SUPER GROUP: Vindicators
SECURITY LEVEL: 6

ARCHETYPE: Defender
ORIGIN: Magic
SECURITY LEVEL BONUS: 5

ATTRIBUTES

STR	2	INT	2	HP	309	CURRENT
DEX	4	PER	3	EP	130	
CON	4	WILL	5	IP	4	

ACTIONS 2 per Turn

SPRINT (per Turn/per Action): 25 yards/5 yards

SKILLS

ACROBATICS	6	LANGUAGES	1 (French)
ART	0	MEDICINE	1
BRAWLING	3	MELEE	1
COMPUTERS	0	NOTICE	7
CRIME	0	OCCULTISM	0
DRIVING	1	PILOTING	0
ENGINEERING	0	SCIENCE	1
INFLUENCE	4	TARGETING	2
KNOWLEDGE	3	WILD CARD	0



QUALITIES

Attractiveness +3 (+3 bonus to social interactions)
 Contact (Manticore) 3 (He's out of town)
 Fast Reaction Time (acts first in combat)
 Hard to Kill 8
 Resources (Middle Class)
 Good Luck 2 (may apply up a +2 bonus on one roll, or +1 bonus on two rolls, each day)

DRAWBACKS

Mental Problems (Severe Obsession—find her parents)
 Teenager

POWERS

Mediport Matrix Access (teleports to hospital when injured)

VULNERABILITIES

PRIMARY POWER SET: Force Field
TOTAL POWERS MANIFESTED: 5

SECONDARY POWER SET: Psychic Blast
TOTAL POWER POOLS AVAILABLE: 1

MANEUVERS

NAME	ACCURACY	RANGE	EFFECT
Aiming	4	—	+1 per Success Level on following ranged attack; takes 2 Actions
Dodge	7	—	Defensive Reaction
Mental Resist	5	—	Defensive Reaction
Physical Resist	6	—	Defensive Reaction
Punch	3	Melee	Damage Smashing 4

SUPER POWERS

NAME: PERSONAL FORCE FIELD

ACCURACY: Auto **END COST:** 2 (Cont.) **RANGE:** Self **TARGET:** Self
EFFECT: Defense +5 and Damage Resist 60/10. While it is active, the user can only use super powers that affect herself. Cannot be used with the Rest Maneuver.
ENHANCEMENT: Defense +1.

NAME: INSULATION SHIELD

ACCURACY: Auto **END COST:** 6 **RANGE:** 80 yards **TARGET:** 1 target (not self)
EFFECT: Defense Cold/Energy/Fire/Neg Energy +3. The shield lasts 12 Turns. More than one Insulation Shield applied to one target extends the duration to 12 Turns after the most recent use. Long recharge.

NAME: FORCE BOLT

ACCURACY: 11 **END COST:** 4 **RANGE:** 90 yards **TARGET:** 1 target
EFFECT: Damage Smashing 18/4 and Knockback (resisted).
ENHANCEMENT: Accuracy +1.

NAME: MENTAL BLAST

ACCURACY: 12 **END COST:** 5 **RANGE:** 100 yards **TARGET:** 1 target
EFFECT: Damage Psionics 28/4 and Slow (-1 Action).
ENHANCEMENT: Accuracy +1.

NAME: PSIONIC LANCE

ACCURACY: 14 **END COST:** 10 **RANGE:** 160 yards **TARGET:** 1 target
EFFECT: Damage Psionics 140/15 and Slow (-1 action). This super power takes 2 Actions to aim and 1 Action to trigger. If the attacker is damaged before she fires, this super power fails immediately.

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS/DAMAGE BONUS	OUTCOME
9-10	1/2	Adequate
11-12	2/4	Decent
13-14	3/6	Good
15-16	4/8	Very Good
17-20	5/10	Excellent
21-23	6/12	Extraordinary
24+	7+/14+	Mind-boggling

INFERNAL

LEGAL NAME: K'Varr D'Shall
SUPER GROUP: Vindicators
SECURITY LEVEL: 6

ARCHETYPE: Tanker
ORIGIN: Magic
SECURITY LEVEL BONUS: 5

ATTRIBUTES

STR	5	INT	2	HP	475	CURRENT
DEX	5	PER	3	EP	140	
CON	5	WILL	3	IP	4	

ACTIONS 2 per Turn

SPRINT (per Turn/per Action): 50 yards/10 yards

SKILLS

ACROBATICS	6	LANGUAGES 1 (B'Beniz)	
ART	0	MEDICINE	2
BRAWLING	5	MELEE	6
COMPUTERS	0	NOTICE	4
CRIME	0	OCCULTISM	3
DRIVING	0	PILOTING	0
ENGINEERING	0	SCIENCE	0
INFLUENCE	2	TARGETING	0
KNOWLEDGE	1	WILD CARD	0



QUALITIES

Contact (Numina) 2 (She's out of town)

Fast Reaction Time (acts first in combat)

Hard to Kill 10

Situational Awareness (+2 bonus to any Perception rolls to sense trouble or danger, and when resisting stealthy Crime rolls)

Good Luck 4 (may apply up a +4 bonus on one roll, or divide the bonus on up to four rolls, each day)

DRAWBACKS

Attractiveness -2 (-2 penalty to social rolls)

Honorable (Minimal—will not engage in deceptive behavior toward his friends)

Mental Problems (Severe Obsession—find brother)

Outcast (Unfamiliar with human society)

POWERS

Mediport Matrix Access (teleports to hospital when injured)

Inhuman Shape

VULNERABILITIES

PRIMARY POWER SET: Fiery Aura
TOTAL POWERS MANIFESTED: 5

SECONDARY POWER SET: Battle Axe
TOTAL POWER POOLS AVAILABLE: 1

MANEUVERS

NAME	ACCURACY	RANGE	EFFECT
Dodge	7	—	Defensive Reaction
Feint	6	—	+1 per Success Level on next melee attack
Melee (Axe)	7	Melee	Damage Lethal 20
Mental Resist	5	—	Defensive Reaction
Parry	7	—	Defensive Reaction, +3 vs unarmed attacks
Physical Resist	8	—	Defensive Reaction
Punch	7	Melee	Damage Smashing 10

SUPER POWERS

NAME: FIRE SHIELD

ACCURACY: Auto

END COST: 2 (Cont.)

RANGE: Self

TARGET: Self

EFFECT: Damage Resist Fire/Lethal/Smashing 35/5, Damage Resist Cold 21/3, and Immune to Disorient.

ENHANCEMENT: Damage Resist +1

NAME: CHOP

ACCURACY: 10

END COST: 3

RANGE: Melee

TARGET: 1 target

EFFECT: Damage Lethal 52/6 and Knockback (resisted at +4).

ENHANCEMENT: Damage +1

NAME: GASH

ACCURACY: 11

END COST: 3

RANGE: Melee

TARGET: 1 target

EFFECT: Damage Lethal 34/4 and Knockback (resisted at +5).

ENHANCEMENT: Damage +1

NAME: BLAZING AURA

ACCURACY: 10

END COST: 10 (Cont)

RANGE: Self

TARGET: Area (aura)

EFFECT: Damage Fire 23/3.

NAME: TAUNT

ACCURACY: 13

END COST: 0

RANGE: 25 yards

TARGET: Area (5-yard radius)

EFFECT: Taunt (resisted).

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS/DAMAGE BONUS	OUTCOME
9-10	1/2	Adequate
11-12	2/4	Decent
13-14	3/6	Good
15-16	4/8	Very Good
17-20	5/10	Excellent
21-23	6/12	Extraordinary
24+	7+/14+	Mind-boggling



LEGAL NAME: Megan Duncan
SUPER GROUP: Vindicators
SECURITY LEVEL: 6

ARCHETYPE: Scraper
ORIGIN: Natural
SECURITY LEVEL BONUS: 5

ATTRIBUTES

STR	5	INT	3	HP	369	CURRENT
DEX	6	PER	3	EP	140	
CON	4	WILL	4	IP	4	

ACTIONS 3 per Turn

SPRINT (per Turn/per Action): 50 yards/10 yards

SKILLS

ACROBATICS	6	LANGUAGES	0
ART	0	MEDICINE	0
BRAWLING	5	MELEE	0
COMPUTERS	0	NOTICE	4
CRIME	0	OCCULTISM	0
DRIVING	1	PILOTING	0
ENGINEERING	0	SCIENCE	0
INFLUENCE	5	TARGETING	0
KNOWLEDGE	2	WILD CARD	2
		(Administration)	



QUALITIES

Attractiveness +1 (+1 bonus to social rolls)
 Charisma +1 (+1 bonus to social rolls)
 Contact (Statesman) 1 (He's out of town)
 Fast Reaction Time (acts first in combat)
 Good Luck 2 (may apply up a +2 bonus on one roll, or +1 bonus on two rolls, each day)
 Hard to Kill 8
 Situational Awareness (+2 bonus to any Perception rolls to sense trouble or danger, and when resisting stealthy Crime rolls)
 Status (Ms. Liberty is well known as the leader of the Vindicators and spokesperson for the Freedom Corps)

POWERS

Mediport Matrix Access (teleports to hospital when injured)
 Liberty Belt (Heal Endurance 5 per Turn)
 Excalibur's Scabbard (Heal Hit Points 5 per Turn)

DRAWBACKS

Honorable (Serious—will not engage in deceptive behavior)
 Emotional Problem (Humorless)
 Mental Problems (Severe Obsession—live up to her legacy as Statesman's granddaughter)

VULNERABILITIES

PRIMARY POWER SET: Martial Arts
TOTAL POWERS MANIFESTED: 5

SECONDARY POWER SET: Invulnerability
TOTAL POWER POOLS AVAILABLE: 1

MANEUVERS

NAME	ACCURACY	RANGE	EFFECT
Dodge	10	—	Defensive Reaction
Feint	7	—	+1 per Success Level on next melee attack
Kick	9	Melee	Damage Smashing 10
Mental Resist	8	—	Defensive Reaction
Parry	10	—	Defensive Reaction; -3 vs. Weapons
Physical Resist	6	—	Defensive Reaction
Punch	10	Melee	Damage Smashing 8
Spin Kick	8	Melee	Damage Smashing 14
Sweep Kick	9	Melee	Damage Smashing 5 and Knockdown (resisted)

SUPER POWERS

NAME: STORM KICK

ACCURACY: 12

END COST: 5

RANGE: Melee

TARGET: 1 target

EFFECT: Damage Smashing 90/10.

ENHANCEMENTS: Damage +2, Accuracy +1

NAME: COBRA STRIKE

ACCURACY: 13

END COST: 5

RANGE: Melee

TARGET: 1 target

EFFECT: Damage Smashing 16/2 and Disorient (resisted).

ENHANCEMENTS: Accuracy +1

NAME: RESIST PHYSICAL DAMAGE

ACCURACY: AUTO

END COST: 0

RANGE: Self

TARGET: Self

EFFECT: Damage Resist Lethal/Smashing 18/3.

NAME: FOCUS CHI

ACCURACY: AUTO

END COST: 2

RANGE: Self

TARGET: Self

EFFECT: Accuracy +1 and Damage Mod +3. Both effects last for 2 Turns. Long recharge.

NAME: MANEUVERS

ACCURACY: AUTO

END COST: 10 (CONT)

RANGE: Self

TARGET: Area (20-yard radius)

EFFECT: Defense +2.

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS/DAMAGE BONUS	OUTCOME
9-10	1/2	Adequate
11-12	2/4	Decent
13-14	3/6	Good
15-16	4/8	Very Good
17-20	5/10	Excellent
21-23	6/12	Extraordinary
24+	7+/14+	Mind-boggling

MALAISE

LEGAL NAME: Jean-Pierre Lourdin
SUPER GROUP: Vindicators
SECURITY LEVEL: 6

ARCHETYPE: Controller
ORIGIN: Mutant
SECURITY LEVEL BONUS: 5

ATTRIBUTES

STR	2	INT	3	HP	173	CURRENT
DEX	3	PER	4	EP	130	
CON	3	WILL	6	IP	4	

ACTIONS 2 per Turn

SPRINT(per Turn/per Action): 30 yards/6 yards

SKILLS

ACROBATICS	5	LANGUAGES	0
ART	5	MEDICINE	1
BRAWLING	3	MELEE	0
COMPUTERS	1	NOTICE	4
CRIME	6	OCCULTISM	0
DRIVING	1	PILOTING	0
ENGINEERING	0	SCIENCE	0
INFLUENCE	6	TARGETING	0
KNOWLEDGE	2	WILD CARD	0



QUALITIES

Artist (he's gifted)
 Charisma +2 (+2 bonus to social rolls)
 Contact (Sister Psyche) 2 (She's out of town)
 Fast Reaction Time (acts first in combat)
 Former Criminal
 Resources (Well-off)
 Hard to Kill 6

DRAWBACKS

Mental Problems (Mild Conspicuousness)
 Mental Problems (Severe Cruelty)
 Mental Problems (Mild Recklessness)
 Mental Problems (Mild Obsession—painting pictures in others' minds)

POWERS

Mediport Matrix Access (teleports to hospital when injured)

VULNERABILITIES

PRIMARY POWER SET: Illusion Control
TOTAL POWERS MANIFESTED: 5

SECONDARY POWER SET: Kinetics
TOTAL POWERS POOL AVAILABLE: 1

MANEUVERS

NAME	ACCURACY	RANGE	EFFECT
Dodge	7	—	Defensive Reaction
Mental Resist	10	—	Defensive Reaction
Physical Resist	5	—	Defensive Reaction
Punch	5	Melee	Damage Smashing 4

SUPER POWERS

NAME: SPECTRAL WOUNDS

ACCURACY: 11

END COST: 5

RANGE: 80 yards

TARGET: 1 target

EFFECT: Damage Psionic 54/6. During non-Action events step, the target recovers 24/3 Hit Points.

ENHANCEMENT: Damage +1.

NAME: DECEIVE

ACCURACY: 12

END COST: 5

RANGE: 80 yards

TARGET: 1 target

EFFECT: Confuse (resisted at -1).

ENHANCEMENT: Accuracy +1, Resist Confuse -1

NAME: TRANSFUSION

ACCURACY: 11

END COST: 6

RANGE: 60 yards

TARGET: 1 target

EFFECT: Damage Endurance 12.

SECONDARY EFFECT: Heal Hit Points 42/4. This affects attacker and allies only if they are within secondary effect radius of the target.

NAME: FLASH

ACCURACY: 11

END COST: 10

RANGE: Self

TARGET: Area (10-yard)

EFFECT: Hold (resisted). Long recharge.

NAME: REPEL

ACCURACY: 10

END COST: 5 (Cont)

RANGE: Self

TARGET: Area (aura)

EFFECT: Knockback (resisted at +1). Each target repelled drains 5 Endurance Points.

SUCCESS LEVEL CHART

ROLL RESULT	SUCCESS LEVELS/DAMAGE BONUS	OUTCOME
9-10	1/2	Adequate
11-12	2/4	Decent
13-14	3/6	Good
15-16	4/8	Very Good
17-20	5/10	Excellent
21-23	6/12	Extraordinary
24+	7+/14+	Mind-boggling

BACKGROUND ON MYNX

I've always had a knack for being in the wrong place at the wrong time. The king of all screw-ups was when I volunteered for a Crey research project while I was still back at Paragon University-or good old PU as I always call it. I thought I was just gonna do some reflex tests and whatnot, but when the Crey research scientists realized that I had no family or close friends, they decided to have some real fun with me. One Fizzy Lifting Drink later and here I am-the crazy cat girl. Crey considered me a failure because, in their words, I couldn't be controlled. They were going to put me down, which didn't sound too appealing, so I busted free. I left the mad scientist that did this to me with some wicked facial rearrangement to remember me by.

I don't remember when people started calling me Mynx, but it was definitely while I was living on the streets after getting the hell out of that Crey lab. I was living hand to claw-which isn't easy to do in P.C. by the way-when Synapse tracked me down. I'm still not too sure how he did it. I think he heard something about me while he was giving some Paragon Protectors a super-speed beating. Anyway, he found me and helped me control of my souped-up reflexes. He says I'm still kinda undisciplined and overconfident, which I don't agree with at all, but he stuck by me when no one else would and that's what matters most. He's the one that hooked me up with Statesman's sidechick, Ms. Liberty.

ROLEPLAYING MYNX

You're quick to anger and slow to trust. It takes time for you to believe in someone, and for good reason. Even before Crey got ahold of you, life had a way of kicking you around. The process those monsters put you through was nothing short of torture. Synapse is the only person you have found who can understand . . . because he went through the same thing. He's the only one you truly trust to be on your side. You wouldn't even be here with these Vindicators unless he had sent you.

Swan seems pretty cool. She is calm and determined and you can definitely understand the grudge she has against those 5th Column (now Council) yahoos. You are pretty sure there is something fishy about that Malaise character though.

You are keenly aware that all the Vindicators have a chip on their shoulder about something. That should make it easy to convince them to help you bring down Crey once and for all.

QUOTE

"We can take these punks! Are we going to stand around and talk about it, or get off our tails and do something?"

BACKGROUND ON LUMINARY

I am not Jeanette Rafter, nor am I Kit Rafter and yet . . . I am both. The powers granted to me by Positron are quite similar to those of the original Luminary, Kit Rafter. He retired from the Freedom Phalanx in 1995 to become the spokesperson for Hero Corps. Still, my form and mind were modeled on those of his wife, Jeanette. Positron crafted me to honor his friends. I read an article in the Paragon Times archives that referred to me as the ultimate wedding present.

I have spoken to Citadel of how troubling I find this information, but he tells me that it matters more where I am going, not where I came!

Lately I find myself thinking more and more of what Jeanette must have felt when she was a child. I do not truly understand these thoughts, as I was never a child. Citadel has overseen many tests on my systems but he has no clear insights on this problem.

The rest of the Vindicators are emotional, driven individuals. Citadel says working with them will give me many insights into the workings of the human mind. At the same time, he says that I must use my innate nobility to help guide them. I believe I understand what he seeks of me but sometimes I wonder if I can even fully guide myself.

ROLEPLAYING LUMINARY

Your programming is clear, your future is not. More and more frequently, you find yourself questioning what you truly are. You were crafted to honor a great hero and to carry on his legacy. This makes for a strange family, however. Positron created you, and that makes him a father figure. He is always happy to try and work out any bugs in your systems. You can see that he is proud, but you are unsure if he could ever really understand what he has made in you. In many ways, the Rafterers are more like parents. They have always sought you out and conversed with you about their lives. Something has been troubling Kit lately about his work but he has given few details.

From the first time you spoke to Ms. Liberty, it was clear that more was expected from you than the other members of the Vindicators. Humans often equate good programming with experience. You know better.

So far you haven't shared your doubts, or dreams, with anyone. Soon, you think you will need to do so to gain some human insight.

QUOTE

"Paragon City must be protected from the villainous influences that have overrun the streets."

BACKGROUND ON SWAN

From the moment of my birth on the Vernal Equinox, my mother has said I was touched by magic. My life has seemed almost charmed—I grew up in a happy home, did well in school, and loved my parents very much. Everything I tried, I succeeded at. It wasn't until later that I learned the real reason for all my good fortune. Both my parents were powerful mystics, and performed a ceremony to bless my birth.

I suppose all good things come to an end. Or perhaps it's just that nothing comes without a price. Shortly after my 16th birthday the luck ran out. My parents were caught in the middle of a conflict between the Circle of Thorns and the 5th Column. Both groups were seeking a pair of rings that had been in our family for generations. Of course, they were on my parents' fingers at the time. I hadn't really mastered my powers but I did my best to protect myself and my parents.

That was when Manticore showed up. The odds were against him, but he just kept firing arrow after arrow. Just as it looked like he was going to get overwhelmed, something snapped inside and I lashed out with my psychic abilities, stunning lots of the villains. Manticore mopped up the rest, but not before the 5th Column managed to escape with my folks.

Manticore offered me the chance to fight at his side. I wasn't sure why back then, but I jumped at the opportunity. He helped me create the identity of Swan and I have helped him in his relentless war against the 5th Column. Neither of us is sure what impact the Council takeover will have on our mutual enemy, but I will never stop searching for my parents.

Recently, Manticore introduced me to Ms. Liberty and suggested that I work with a new Super Group she has formed, the Vindicators. The bowman hasn't steered me wrong yet, so I'm game.

ROLEPLAYING SWAN

You are constantly amazed that everyone thinks of you as the mellow one. Inside your guts are churning over what happened to your parents. Maybe it's just that you know the others are counting on you, but somehow you maintain your composure.

You are a team player and despite how Manticore acts sometimes, he encourages you to stay that way. Not that he doesn't expect you to question and keep tabs on your teammates, even little Ms. Red, White, and Blue. You believe that although everyone in the Vindicators has issues, they are all heroes and deserve the benefit of the doubt.

QUOTE

"You can give up now, or you can wake up in the Zig with the worst headache of your life."

BACKGROUND ON INFERNAL

I am K'Varr D'Shall, demon binder in the Order of the Crimson Lotus. I am from a place Numina calls Infernal Earth—an alternate world. My order binds demons into our weapons and armor in order to keep our world from being overrun by them. The blood of demons flows through my veins, something that is both a blessing and a curse when dealing with their ilk. My order had helped to establish an uneasy peace on my world, until my sworn brother T'Keron succumbed to the temptation of the demons he controlled. They whispered in his mind about power beyond his imagining. T'Keron attempted to bind Valmaz, Lord of Demons, but lost control of the ceremony. I fought my way to my brother's side, but it was too late. T'Keron, Valmaz, and I were all drawn through a dimensional rip caused by the binding ceremony onto Primal Earth, this Earth. T'Keron and the Demon Lord were bound together by the potent mystic forces. I have vowed to find them and separate them.

The ways of this world are strange to me, but Numina is assisting me in becoming acclimated and beginning my search for the unholy fusion of T'Keron and Valmaz. I hope my newfound Vindicator comrades will assist me in returning my brother in arms to me.

ROLEPLAYING INFERNAL

Primal Earth makes little sense to you. You are a stranger in a strange land. Your appearance frightens many of the people around you and you are judged before you can prove yourself through your actions.

The demons that lend power to your weapons and armor make things no easier. They are constantly fighting to be free or worse, to take you over and become your master. You have been investigating the Circle of Thorns since your arrival. Recently you have heard rumors about them summoning a powerful female demon called Lilitu. For some reason the name sounds familiar to you.

QUOTE

"I have faced far worse than you, villain. Taste the power of demonic fire!"

BACKGROUND ON MS. LIBERTY

Being a third generation super-powered hero isn't always easy. If you weren't aware, my mother is Miss Liberty and my Grandmother Maiden Justice. Mom really didn't want me to take up her mantle but the way I see it, I really didn't have much of a choice. The Rikti War almost tore the heart out of Paragon City. The swarms of villains that followed after certainly would have finished the job if no one had stepped up to the aid of the Freedom Phalanx. So I formed the Vindicators—someone has got to help and it might as well be us. Besides what else was I supposed to do with this magical Liberty Belt that Grandmother gave me? Would be a shame to let it go to waste.

When I first started out it seemed like I couldn't even fight a single Skull without Statesman showing up to watch over me. I think he has come to respect me more since then. I will be the first to admit that it's sometimes hard to tell with him. At least when we do team up these days, it feels more like we are working together than him babysitting me.

I have the feeling that he isn't always happy with the more inclusive direction that I am pushing Freedom Corps. On the flip side, Mom just doesn't understand that sometimes violence needs to be met with violence. I honestly believe that increasing funds to the enforcement Longbow division is our best bet to take back our city.

ROLEPLAYING MS. LIBERTY

You are determined to accomplish great things in you life. After all, you have a long legacy of heroism to live up to. Your Grandmother helped form the Freedom Phalanx and you are known in most places as Statesman's sidekick.

You wear the Liberty Belt, a gift from your mother and grandmother. It grants you Attribute boosts and recovery powers, but you know that as you grow into your powers, it will grow with you. You also carry the sword Excalibur, a gift from the Furies. Although destined for Hero 1, he was unable to secure it before he led the doomed Omega Team to the Rikti homeworld. You may not draw the blade but you do benefit from the scabbard's regeneration powers.

You have gathered the Vindicators together in part because you know the whole is greater than the sum of its parts. Even so, you also feel very strongly that each of the members has something they need help from the group, as well as something they can to contribute. You know as well as anyone that the Freedom Phalanx can't do it all.

QUOTE

"If we work together, this fight will be over in no time."

BACKGROUND ON MALAISE

Hero or villain, what's in a name?

I started out my "career" in Europe, using my ability to paint glorious images in the minds of others to help me liberate certain art treasures from captivity. To be fair, I call my images glorious; others find them horrifying for reasons that are simply beyond me. Although I felt my actions were perfectly justified, many others disagreed—and some of them were in law enforcement. It is amazing how many rich and selfish patrons of

I caught wind that some gentlemen from Interpol wanted to speak to me about my artistic endeavors and it seemed a vacation in Paragon City was in order. There I first encountered the lovely and talented Sister Psyche. She was in the body of Aurora Scott at that time, but I am certain everyone is familiar with that tragic tale. It seems that the good Sister felt I was a bit too harsh with the mind portraits I was choosing to share. We had a bit of a battle of wills, as people of our ilk often do. I must admit, she came out the better in that contest. She gave me a stern psychic tongue lashing and requested strongly that I put my powers to more productive use. She spoke to the authorities on my behalf and, since then, I have ably assisted her several times with ongoing crises in Paragon City.

Recently Sister Psyche returned to her original body, the fiery Shalice Tilman. Without the tempering influence of Aurora, I have concerns that Shalice and I can work together quite as well. So I decided to give Ms. Liberty and the Vindicators a shot. With Aurora Borealis as her new "special project," I doubt Sister Psyche will even miss me.

ROLEPLAYING MALAISE

You are viewed very differently by yourself than you are by others. Not all agree that beauty can be found in your art. Some even go so far as to say that you are disturbed. Everyone's a critic. It is clear to you that one way or another, your artistic gift is meant to be shared.

You are very much at a crossroads. Even you aren't sure how much influence Sister Psyche exerted on you. You helped Paragon City at a time when it was needed most. The authorities, both here and abroad, have given you a clean slate for now. What you choose to do from here is really up to you. You know that painting images of the mind is not something you have a choice about, it simply is. The limits Sister Psyche placed upon you are difficult but not unmanageable. It is daunting to think that you may never be able to unleash your full creative streak again, but not being hounded by the police has its merits as well. One thing you are sure about, you do not want to be under anyone's mental thumb.

Sister Psyche had you talk with Ms. Liberty when the Vindicators were first formed. You never had much interest previously in teaming up with other supers, but until you decide your final path, this is as good a group as any to be with.

QUOTE

"Allow me to create my latest masterpiece . . . in your mind!"