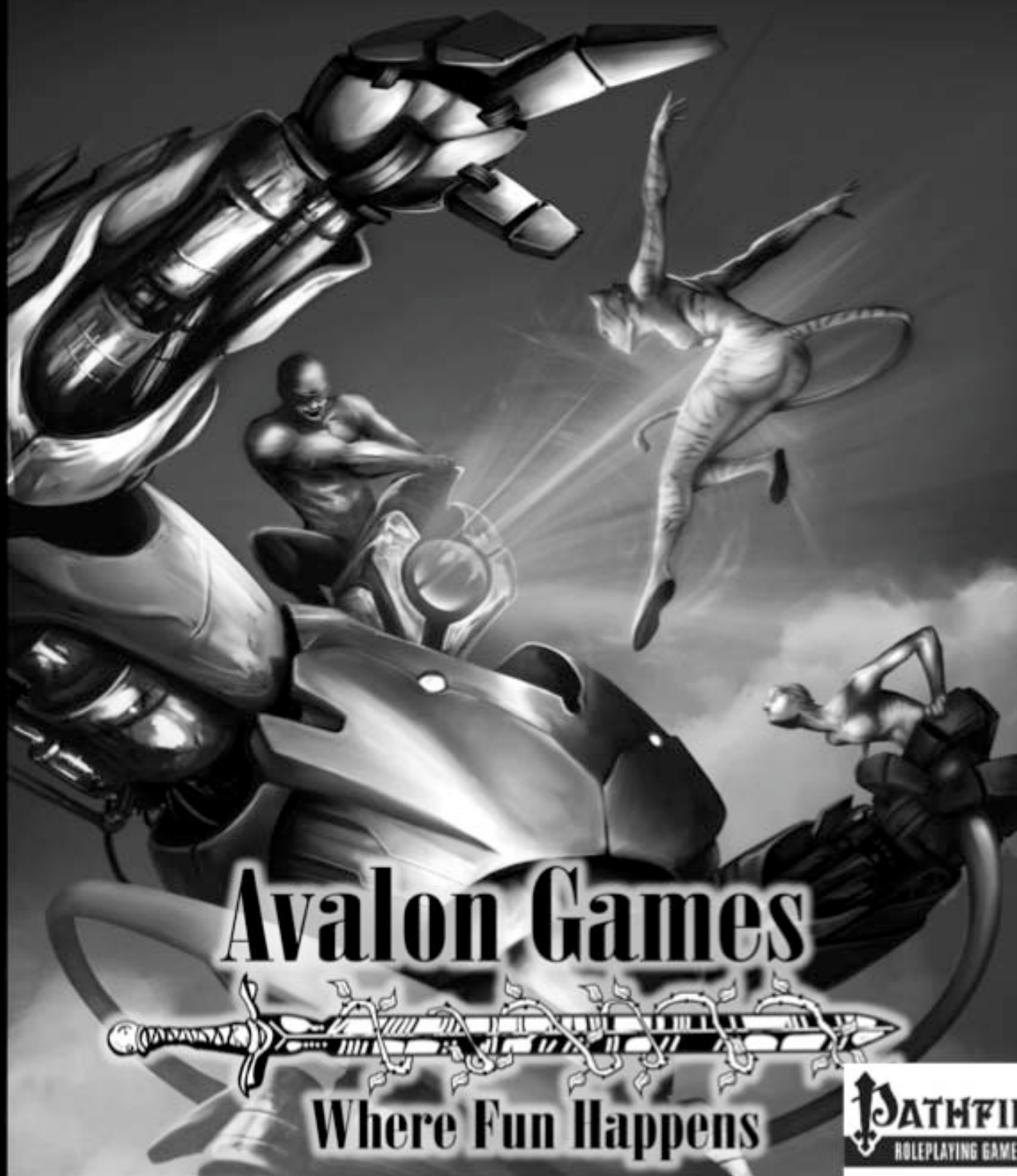


Comic Book Adventures



Avalon Games



Where Fun Happens

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Introduction

Comic Book Adventures strives to give a single player the ability to run an RPG without a GM and thus to enjoy a solo game in their favorite comic book genre. This version of the system offers a comic book genre using Avalon Game's Heroes Wear Masks RPG.

Preparation

Comic Book Adventures begins with the Player making up a single superhero character using the Heroes Wear Masks system and the core Pathfinder RPG rules. The Player can make use of any official book of the Heroes Wear Mask or Heroes Weekly series while doing so.

The character that the Player makes should be of a suitable level for the selected mission book. The Player can select a lesser or greater level for the character to make it harder or easier, but it is not recommended that a Player adjust the level of the characters by more than two either way, as any more can greatly upset the balance of the game.

Before making characters, the Player will begin the game by reading Chapter I of the selected mission book, which will introduce the Player to the adventure and will likely also begin that adventure's story (though some adventures may hold off until later to begin their story). The Player will return to the Patrol Book for that setting as soon as a mission is completed or an investigation has been finished.

While a game of Comic Book Adventures is governed by the Base Rulebook, the Patrol rules and the selected mission book - Comic Book Adventures is organized in such a way as to greatly minimize the amount of switching that must be done between these books. The Base Rulebook governs the overall rules needed to play, the Patrol rules governs the time spent in-between the adventures, and the Mission Book details the encounters that might be met during an adventure.

Game Play

Time and Record Keeping

Use the record sheet to keep track of the current issue (the Heroes Wear Masks version of Comic Book Adventures uses issues instead of days, so as to keep the comic book feel.) Scenes within an issue may take hours or days of time. Only after an issue has been completed can a character record earned experience (Exp.) and gain levels, even if the change of issues is between any adventures. You will be directed as to when an issue ends.

As a general rule, at the start of a new issue you will roll once on the Patrol Chart to find any events, which will take place during that issue, or you may continue a current investigation to seek a conclusion to a mission or take on a new mission.

Title and Ranks

During the course of the game you will earn various points, which will be used to increase, or even lower, the character's rank in set titles. These titles will affect many aspects of the game and need to be accurate for consistent game play.

Lead Character

You will be required to make several skill checks throughout the process of running your game. If you have more than one character active, you need to pick one of those characters as your lead character. The lead character's skill ranks are used when a skill check is called for and the character's title ranks are used to determine whether they know a contact or informant.

Super Allies and Super Teams

As the character advances in the adventures, they may have a chance to gather up super allies and even start a super team. When an ally is gained, make note of the ally and the strength of that friendship. (i.e. their rank) When an ally reaches 5 points in rank they may be invited by you to join up full time as a partner or to start a super team.

After the partnership or super team has been formed, thereafter the characters will work together whenever possible. They will not, however, assist in any personal life encounters should one be rolled. You will roll only once on the Patrol Chart for the team from this point on

and not for individual heroes. (You may always play the lead character as a solo hero and not take allies along with you, but then said allies will not gain any Exp.)

When the partnership or team is formed you may play the new super heroes as if they were your own.

While a part of a super team, all characters gain the same amount of experience awarded for an encounter. When a skill roll is required, you must use the skills of but a single character, which is chosen at the beginning of a mission or event session. Different lead characters can be chosen in a game, but only between Patrol Chart rolls or missions.

Ranks in titles are also recorded for each character, and the lead character's ranks are always used when determining access to contact and informants. Remember, if the lead character does not have a high enough rank in a selected title, they cannot accept missions from that contact or informant.

After a super team has been formed, it is important to continue to collect ranks with the allies within your team. As the heroes progress in ranks their ability to work together will improve, as shown on the chart below.

Ally's Class

Ally's Rank	Acrobat	Brick	Combat Expert	Detective	Energy Manipulator	Super Human
1-5:	None	None	None	None	None	None
6-8:	None	None	None	None	None	None
9-10:	+1 AC Within 10'	+1 Fort Save within 10'	+1 Base Attack within 10'	+1 Will Save within 10'	+1 Reflex Save within 10'	+1 Initiative within 10'
11-12:	+1 AC Within 20'	+1 Fort Save within 20'	+1 Base Attack within 20'	+1 Will Save within 20'	+1 Reflex Save within 20'	+1 Initiative within 20'
13-14:	+2 AC Within 10'	+2 Fort Save within 10'	+2 Base Attack within 10'	+2 Will Save within 10'	+2 Reflex Save within 10'	+2 Initiative within 10'
15-16:	+2 AC Within 20'	+2 Fort Save within 20'	+2 Base Attack within 20'	+2 Will Save within 20'	+2 Reflex Save within 20'	+2 Initiative within 20'
17 -18:	+3 AC Within 10'	+3 Fort Save within 10'	+3 Base Attack within 10'	+3 Will Save within 10'	+3 Reflex Save within 10'	+3 Initiative within 10'
19-20:	+3 AC Within 20'	+3 Fort Save within 20'	+3 Base Attack within 20'	+3 Will Save within 20'	+3 Reflex Save within 20'	+3 Initiative within 20'
21+:	+4 AC Within 10'	+4 Fort Save within 10'	+4 Base Attack within 10'	+4 Will Save within 10'	+4 Reflex Save within 10'	+4 Initiative within 10'

Hero Points

At various points in the game you will be awarded Hero Points. Collect these as they are awarded and record them on your Adventure Sheet.

Hero Points can be spent in several ways

1. Any time your hero or super team is defeated in a battle you may spend a Hero Point to alter the outcome.
2. At the start of a new issue-unless otherwise instructed-roll once on the Patrol Chart to find a new event. You may spend a Hero Point to instead pick an event of your choice.
3. You may spend a Hero Point to also have any one ally arrive at full hit points ready to save the day once a battle has started. Said ally arrives immediately and may enter the battle right away.

When altering an outcome of a battle, unless otherwise stated, spending one Hero Point heals all heroes within your control to 1/2 their full hit points. All the characters can also escape the battle at the last moment through some unforeseen burst of luck.

Once a Hero Point has been spent it is lost and your total Hero Points must be adjusted to reflect this spent cost.

Healing

As a general rule, with a change in issue, a character will be allowed to fully heal any damage they have taken. This may also occur during a switch in scenes. You will be direct as to when a character may rest and heal.

Character Death

Should a character die, they are lost. If this was an ally, then the ally is lost. If the character that died is your main character, then you have lost the game and need to make a new character.

Missions

A mission is, at heart, a task. A one-time job that the character and his or her allies takes up-whether they are hired to do it, ordered to do it, or simply take it up on their own, the mission is the adventure the hero seeks. Completion of that task is accomplished by resolving whatever objectives make up said task. If the task is completed successfully, the party then receives a reward for its completion.

Different missions will offer different rewards, but they will all, generally speaking, also provide the character(s) Experience Points and increases in one or more of their ranks.

Each NPC within the mission book will have its own list of missions available. The character(s) will have a single outcome, although many missions will be linked to other missions and require that the heroes first complete an earlier mission in the series before more advanced mission in the series can be taken on.

Experience points gained during a mission are gained by all characters, including allies. This includes experience awards for successful skill check and defeating foes.

Some missions are linked together and require that you complete one mission in the tree before you can continue on to the next mission in the tree. If you are unable to complete a mission for whatever reason, the rest of the missions in the tree will be closed and unplayable.

Events

While keeping track of the current issue, preset events may occur within a set adventure book. These events take place whether you engage in them or not. You never have to engage in an event, but failing to do so will result in a reduction of Reputation by -1. You might also miss out on important plot points and missions.

Combat Maps

It is highly recommended that the Player make use of combat maps while playing a Comic Book Adventures adventure.

Once combat occurs, the first thing to do is determine the battlemat. In any combat found within a mission, the choice of battlemat will already be determined by the mission. For other combats, the battlemat is up to you and you may play on any set you want.

The 6 Zones

Battlemat of a Comic Book Adventures may be divided into a grid of six zones. This grid is used to determine where a group starts on the map.

During every fight, each side will be assigned to a zone. The Player can arrange their characters in any manner, as long as all characters remain within the selected zone. Any opposing forces will start in a different zone from the hero characters, and the arrangement of their forces is determined randomly.

Arrangement

The Player can arrange their characters on the battlemat in the determined zone in any way that the Player sees fit. In almost all cases, though, the Player will have to place the characters before placing the opposing forces. This is to ensure that the resulting combat plays out as similarly to a Gamemaster's hand-tailored encounter as possible. The heroes will sometimes have a chance to move into a more advantageous position later in the encounter. Should the encounter result in the heroes ambushing an opponent, for instance, they will be given a couple of free rounds in which to prepare for the ambush.

The opposing force(s) are placed within their starting zone using random tables. Their initial facing will almost always be toward the player characters.

Strategies

All foes in the game will be given a set strategy in a fight, which they will follow. The Player should, to the best of their ability, try to have the combatants follow this strategy as closely as possible.

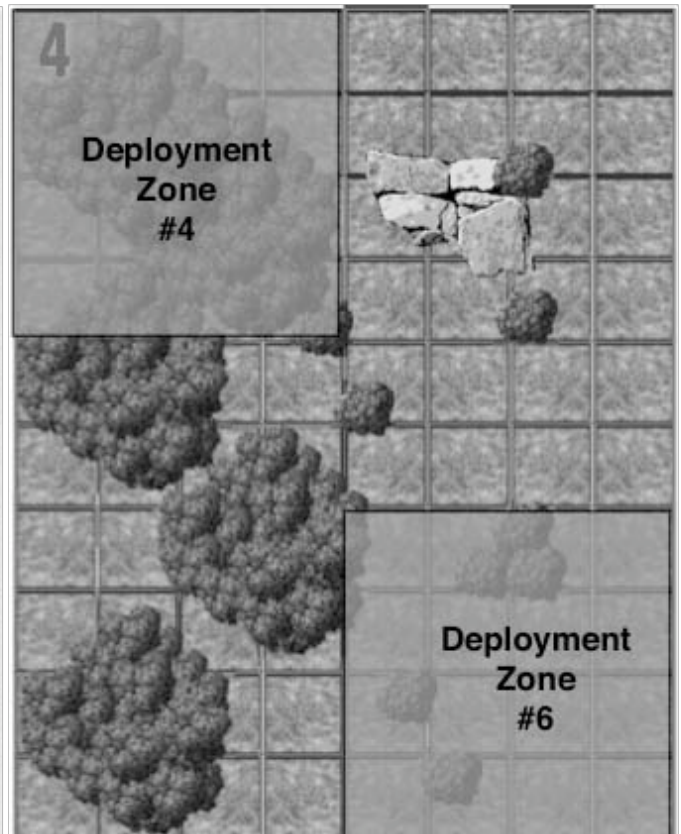
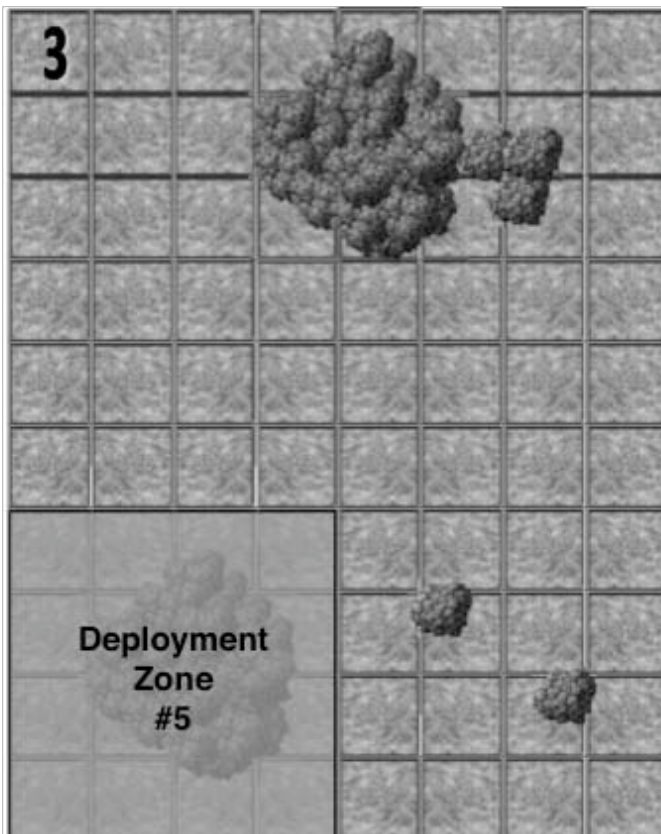
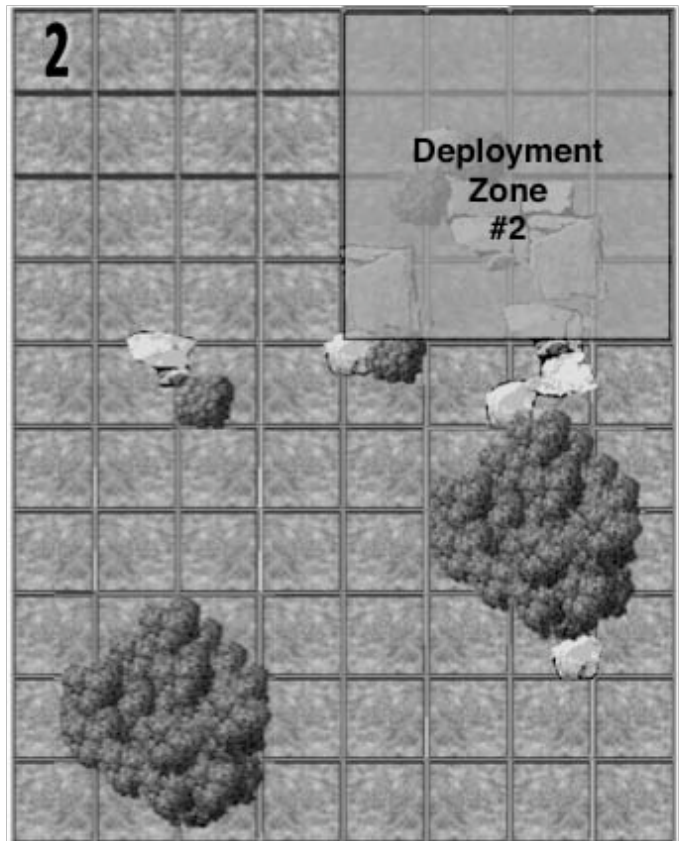
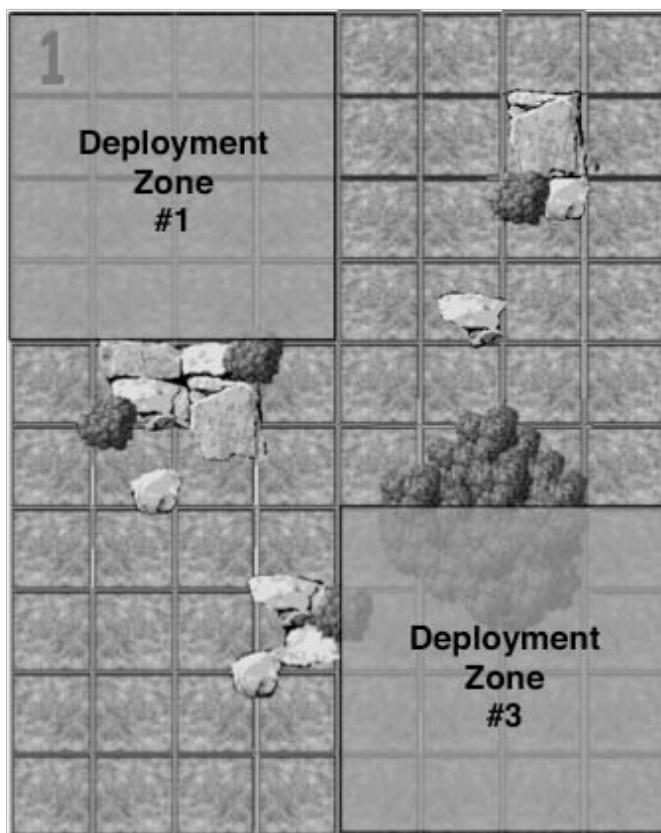
Boxer: The character will move up to the strongest foe possible within a stand move distance and then engage in melee combat.

Charge: The character will charge forward and attack the closest opponent they can reach. If they are unable to reach a foe, then they will continue this action on their next round. Once they have reached a foe they will continue to attack said character until the foe is defeated; they will then charge the next closest opponent.

Gang Up: The character will move to engage a foe that is already engaged in melee with an ally. Once that foe is defeated, the character will move toward the next closest target and attack once more.

Sharp Shooter: The character will remain in the square they are currently in and fire at the most powerful character in the opposing group. If they cannot determine a target, they will fire at the closest foe. If they cannot trace a good line of sight to a target they will move until they can find a valid target to fire on. Once engaged in close combat, the sharp shooter will attack using melee attacks until their opponent has been defeated and then return to ranged attacks as before.

Sneak: The character will sneak about the edges of the battle waiting to find the right time to attack. They will make a move action each round, using Stealth or stealthy powers if possible, until they reach the rear facing of a target. They will then attack for surprise, if possible. Once engaged in melee, they will continue to fight that foe, and then return to sneaking about once that foe is defeated.



When creating a battle mat, use four tiles to generate the battlefield, which four tiles is up to you, or based on the location you think the scene takes place. If no objects or terrain is shown on a battlemat, you may place whatever bits and odd ends you want to make the battle fun.

Experience Points

Your character and his or her allies will receive experience points at various junctures in the game. When the character(s) fight and defeat a foe or a group of foes, total the experience points for those foes and split the amount among the total number of hero characters involved in the battle. At the end of a mission, all character involved in the mission will receive an equal amount of bonus experience points as a reward.

Characters may only increase their level at the end of a mission and at the end of an issue.

Skill Checks

When a skill check is called for, only the lead character may use their skills ranks to determine the success or failure of the required skill check. If the character fails the skill check, unless otherwise stated, they may try again, but this time with a +3 added to the difficulty level of the skill check. Failure a second time means the character failed the skill check miserably and they may not try again.

A single hero ally may aid in the roll to determine whether a skill check was successful or not, adding a one-time bonus to the attempt at the skill check (This bonus may not be used a second time if the first attempt was a failure.)

If the aiding character has a rank in the skill the aiding hero may add a bonus to the skill check as follows.

Ally's Skill Rank in Skill to be Attempted: Bonus to Skill Check:

1-2:	+1
3-4:	+1
5-6:	+2
7-8:	+3
9-10:	+4
11+:	+5

Powers and Skill Checks

If the lead character has a super power that might affect a skill check then they may make a Power Activation skill check (at the normal DC of 12) to add a bonus to the skill check in question. If the Power Activation skill check is successful, then a bonus to the skill check in question may be added. What power or powers that might affect the skill check is up to you; use common sense to determine if given power will affect a skill check. Only one power may be used to gain this bonus.

Example:

Ted needs to make a Stealth skill check and his lead character has the invisibility power at level 2. As this will aid in him sneaking about, a bonus is applied to the skill check.

Power's Level: Skill Check Bonus:

1-2:	+1
3-4:	+2
5-6:	+3
7-8:	+4
9-10:	+5

The bonus gained from a power may only be used on the first attempt to achieve a success on a skill check, never on the second try.

Allies never use their powers to aid in a skill check.

Patrol Roll

At the start of a new issue-unless otherwise instructed-roll once on the Patrol Chart to determine any random events.

Lead Character

You will be required to make several skill checks throughout the process of running your game. If you have more than one character active, you need to pick one of those characters as your lead character. The lead character's skill ranks are used when a skill check is called for.

Roll once on the Patrol Chart at the start of a new issue unless otherwise instructed.

Patrol Chart:

Roll 1D20

1-3: Quiet Night, No Encounter

4-5: Personal Life

6: Police

7-8: Street Crime

9-12: Informants, Allies, and Contacts

13-15: Investigation

16: Street Gang

17: Organized Crime

18: City Corruption

19: Disaster

20-21: Super Villain

22-23: Arch-Foe

24+: Archenemy

Roll 1D20 adding the adventure's modifier.

Patrol Encounters

Perform all of the activities listed for the encounter, and update the time track as directed.

Missions

Based upon your rank in certain areas, you gain the following contacts and allies.

If you don't have the listed ally or contact, you may not take a mission from that contact. You must also meet all listed prerequisites to take on the missions listed.

Once a mission has been completed you may gain any benefits listed from its completion.

Only one mission may ever be taken at a time, and only one per issue may be completed.

If a result of an event on the Patrol Chart roll states that you may continue with the issue, you may either take on a mission if one has yet to be taken, or you may work on an ongoing investigation.

Super Villains Encountered

Once a villain has been encountered, add them to your list of foes. When they have been encountered three times, they become an arch-foe. Whichever villain is first encountered 10 or more times becomes an Archenemy.

You must roll on the chart below to find the type of super villain encountered.

Roll 1D20, adding the adventure's modifier.

Roll 1D20:

1-15: Roll a random new villain

16-19: Pick one of your arch-villains (Roll to see which is encountered)

20+: Your Archenemy is encountered.

You do not have to engage the villain who is rolled, but failing to do so will result in a -1 to your Reputation rank. If you battle the villain rolled, then regardless of whether you win or lose the battle you gain a +1 to your Reputation rank. If you defeat the villain, then increase your Reputation by another +1.

If you battle the villain, regardless of whether you win or lose the battle, you gain the Exp. awarded for that villain.

If you defeat the villain, roll on the chart below to find what can be done with them.

Roll 1D20:

1-5: At the last moment they escape and flee the scene.

6-12: You hand them over to the authorities, but they break out of jail soon after.

13-20: You hand them over to the authorities, who take them off to a super jail for safekeeping.

Fighting a super villain is a full-issue event and takes the whole issue. The hero may heal after the fight before the next issue's events are rolled.

New Villain Encountered

Roll on the charts below to find a new villain to encounter. If you roll one that you have already encountered, ignore the roll and re-roll to find a new result.

Roll on the Chart Below:

Add the current Danger Level and any modifiers gained from the Patrol Chart to the roll.

Roll 1D20 adding the adventure's modifier.

Low-Level Adventure

Roll 1D20

1-10: Single Low Level Villain

11-12: Mid-Level Villain

13-15: Low-Level Villain Partnership

16-17: Mid-Level Partnership

18+: Low-Level Super Villain Team

Roll 1D20, adding the adventure's modifier.

Mid-Level Adventures

Roll 1D20:

1-14: Single Low-Level Villain

15-16: Single Mid-Level Villain

17-18: Low-Level Villain Partnership

19: Single High-Level Villain

20: Mid-Level Villain Partnership

21: Low-Level Super Team

22: High-Level Villain Partnership

23: Low-Level Super Team

24: Mid-Level Super Team

25: High-level Super Team

Roll twice on the same chart for partnerships.

Heroes Wear Masks Villains Charts:

Low-Level Villains

Roll 1D20:

1-2: Professor of Crime (Heroes Weekly Vol 1, Issue #22)

3-4: Electro

5-7: Phantasm (Heroes Weekly Vol 4, Issue #10)

8-10: Photon (Character Book 1)

11-13: Speed Demon (Character Book 3)

14-15: Green Dragon (Character Book 3)

16-17: Red Rocket (Character Book 4)

18-20: The Hammer (Character Book 4)

Mid-Level Villains

Roll 1D20:

1-3: The Brute (See Core Book for stats)

4-6: Snow Blind (See Core Book for stats)

7-9: Devil Wind (See Core Book for stats)

10-11: Doctor Mutation (Heroes Weekly Vol 1, Issue #14)

12-13: Tankasaurus ((Heroes Weekly Vol 2, Issue #1)

14-15: Storm Queen (Character Book 2)

16-17: Battle Droid Mark X (Character Book 4)

18-20: Man Hater (Character Book 3)

High-Level Villains

Roll 1D20:

1-5: Absinthe (Heroes Weekly Vol 3, Issue #22)

6-10: Gorgana (Heroes Weekly Vol 4, Issue #18)

11-15: Colonel Khaos (Character Book 1)

16-17: Mechenon (Character Book 4)

19-20: Master Mayhem Character Book 4)

Low-Level Villains Super Team

Roll 1D20:

1-14: Doctor Maniacal and Friends (See Core Book for stats)

15-20: Professor Bug (Character Book 3)

Mid-Level Villains Super Team

Roll 1D20:

1-6: Halloween Gang (See Core Book for stats)

7-14: Fearsome Four (Brute, Snow Blind, Speed Demon, Photon)

15-20: Masters of Terror (Ace of Spade plus several terror troopers)

Arch-Villains and Archenemies Results

Challenge

The villain calls you out, trying to get you to accept a challenge to your vaulted skills. The villain hopes you will fail and your reputation become damaged as a result, and thus everyone will see that the villain is the better man/woman/robot/alien... whatever.

If you fail to accept the challenge, then the villain goes on a rampage (see Super Villain result of the same name and play it out). Your Reputation suffers a drop by -2 for your cowardice. If you fail to defeat the villain after they rampage about the city, then your Reputation is reduced by another -1 as everyone blames you for the trouble and traffic jams.

If you accept the challenge, then roll in the chart below to find the challenge and the results.

Roll 1D20:

1-5: Solve the Riddle

6-10: Race against Time

11-15: Prove your Bravery

16-20: Challenge to your Skills/Powers

Solve the Riddle

Make the following skills checks against the indicated DCs to solve the riddle and find the location of the villain.

Investigation DC: 12 Exp: 50, Re-Roll DC: 15 Exp. 25

Perception DC: 15 Exp: 50, Re-Roll DC: 18 Exp. 25

If you are successful on both rolls you find the villain's hideout and can confront them in a battle.

Race against Time

Make several skills checks against the indicated DCs using the City Chase Charts. If you are able to reach the end of the Chase Cart, you find the villain's hideout. You may re-roll any failed Chase skill check, but must add a +2 Mod to the next roll.

If you are successful on rolls you find the villain's hideout and can confront them in a battle.

Prove your Bravery

Make the following skill checks against the indicated DCs to prove how brave you are and find the location of the villain.

Climb DC: 12 Exp: 50, Re-Roll DC: 18 Exp. 25

Survival DC: 15 Exp: 50, Re-Roll DC: 18 Exp. 25

Acrobatics DC: 18 Exp: 50, Re-Roll DC: 20 Exp. 25

If you are successful on all the rolls, you find the villain's hideout and can confront them in a battle.

Challenge to your Skills/Powers

Make the following skills checks against the indicated DCs to prove your abilities and find the location of the villain.

Power Activation DC: 12 Exp: 50, Re-Roll DC: 15 Exp. 25

Disable Device DC: 15 Exp: 50, Re-Roll DC: 18 Exp. 25

Power Activation DC: 18 Exp: 50, Re-Roll DC: 20 Exp. 25

Profession DC: 20 Exp: 50, Re-Roll DC: 22 Exp. 25

If you are successful on all the rolls you find the villain's hideout and can confront them in a battle.

Benefits:

Gain 200 Exp. Add +2 Reputation.

Roll 1D20 and on a roll of 10+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20, and on a result of 15+ it is covered by the media; add or reduce your Reputation by another +/- 1.

Involved in Another Event

The villain has become involved in another event that the hero is currently trying to solve. Roll on the Patrol Chart once more and halfway through the event have the villain show up and start a fight. If you defeat the villain, then add their Exp. to the total awarded for the event.

If the villain defeats you, then you fail the event as well.

Ambush

The villain ambushes you. Start a battle as normal but the villain gains a free turn of activities before the battle begins.

Kidnapping

The villain has kidnapped an important person, be it the mayor, some heiress, or a corporate mogul. If you have a Public Identity, then the hostage is your sidekick, or a friend, loved one, what-not. Whoever it is, the villain says they will kill the hostage if you do not show up to fight them.

First, you have to find out where the villain is hiding out. Make either an Investigation or Intimidation skill check vs. DC 18. If successful, you find the hideout. Fail and you are unable to find the hideout until the cops do, making things more difficult on your part.

Benefits:

Gain 100 Exp. if you find the hideout on your own. Otherwise, you gain 25 Exp.

Once the hideout is found, you can move in to rescue the hostage first, making sure they are safe, or go right in and battle the villain.

If you try to save the hostage first, make a Stealth skill check vs. DC 18 to find them, then a Disable Device skill check vs. DC 18 to free them. Next, attempt an Escape Artist skill check vs. DC 18 to remove the hostage to safety. Fail any of these and the villain discovers you and the battle is on, with the hostage right in the middle of it all.

Benefits:

Gain 100 Exp. if you get the hostage out safely. If you fail, you gain only 25 Exp.

If you jump right into the fight then work out the battle as normal, but place the hostage in the middle of the battle scene. The villain can at any time attack the hostage and then try to escape. Roll 1D20 at the start of each turn. On a roll of 15+ the villain attacks the hostage, hurting them, and then flees. This will also take place if you have tried to save the hostage first but was caught by the villain.

If this event takes place, you can either leave the hostage to their fate and go after the villain (continue the battle), or stay and save the hostage while the villain escapes for good.

If the hostage is known to you, you may not abandon them, not matter what the cost.

If you go after the villain, then roll 1D20. On a roll of 10+ the hostage dies of their wounds.

Benefits:

Gain 100 Exp. and +1 Reputation.

If the hostage was known to you, then reduce your Personal Life rank by -2. If they are harmed as a result of this event, reduce your Personal Life rank by -4.

If you defeat the villain, then you also gain the Exp. award for said villain and +1 Reputation.

If you are defeated by the villain, then you gain 1/4 the Exp. award for said villain but your Reputation is reduced by -1.

If the Hostage is harmed but lives, you gain no extra Exp. for the event.

If the Hostage dies, your Reputation is reduced by -2 and you gain no Exp. for any of the actions for this event.

If the Hostage is hurt or dies, but you still capture the villain, then your Vigilante rank increases by +2.

Calls You Out

The villain calls you out to a public brawl.

If you accept, then increase your Reputation by +1 but reduce your Do Gooder rank by -2. Conduct the fight as normal.

If you refuse, then increase your Do Gooder rank by +1 but reduce your Reputation by -1.

Increase the rank of the villain by 2 instead on the normal one.

Benefits:

Gain 100 Exp. plus the villain's Exp. award if you win; 1/2 of this total if you lose the fight.

Roll 1D20, and on a roll of 6+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 10+ it is covered by the media; add or reduce your Reputation by another +/- 2.

City Corruption

You suspect that corruption has seeped into your city, a silent evil that saps the will and good spirit from your beloved home. You will flush out this corruption and bring it in to the light of justice.

First off, roll to see just what sort of corruption is involved.

Roll 1D20:

1-10: Corporate Cops

11-15: Cops

16-18: City Official

19-20: Judge

Next, roll to find the type of corruption.

Roll 1D20

1-5: Backroom deals and kickbacks

6-10: Insider trading and shady financial deals

11-15: Bribes

16-17: Extortion

18-19: Embarrassment

20: Murder and cover-ups

Then roll to find the base difficulty of the corruption.

Roll 1D20 adding the adventure's modifier.

Roll 1D20:

1-10: DC 12

11-12: DC 15

13-15: DC 17

16-18: DC 20

19: DC 22

20+: DC 25

Unless otherwise stated, continue with the current issue you may take on a mission from those open for play or work on an ongoing investigation.

Once you know the basics of the corruption involved, you may pick one of the following directions to confront the issue.

Sneak about and gather evidence

You sneak around, gathering up evidence and building the case so you can bring those involved to justice.

Make the following skill checks, each at the base DC of the corruption level.

First, make a Climb skill check. Next make a Sneak skill check, and finally perform a Disable Device skill check.

If you fail one skill check, you may re-roll that skill check at +3 to the DC. Fail a second time and the investigation fails; you are unable to gather the needed evidence. If you fail a second skill check, the investigation ends as well. If the investigation fails, you suffer a -1 drop in your Reputation.

There are no modifiers to this second skill roll should you fail the first.

Benefits:

Gain 150 Exp. if you solve the case.

Make a Perform skill check vs. DC 15 to make a big media splash when the case is solved to increase your Law and Order rank by +1. Make the same skill check, but at DC 20, to increase both your Reputation and Law and Order ranks by +1.

Set up a sting operation

A second option is to set up a sting operation and catch the corrupted officials in the act.

Make the following skill checks, each at the base DC of the corruption level.

First, make a Disguise skill check. Next, make a Knowledge (Local) skill check, and finally perform a Bluff skill check.

If you fail one skill check, you may re-roll that skill check at +3 to the DC. Fail a second time and the investigation fails; you are unable to gather the needed evidence. If you fail a second skill check, the investigation ends as well. If the investigation fails, you suffer a -1 drop in your Reputation.

There are no modifiers to this second skill roll should you fail the first.

Benefits:

Gain 150 Exp. if you solve the case.

Make a Perform skill check vs. DC 15 to make a big media splash when the case is solved and increase your Do Gooder rank by +1. Make the same skill check, but at DC 20, to increase both your Reputation and Do Gooder ranks by +1.

Confront those involved and force a confession

This option is a bit more direct, but satisfying.

Make the following skill checks, each at the base DC of the corruption level.

First, make an Intimidation skill check. Next make a Power Activation skill check, and finally perform a Diplomacy skill check.

If you fail one skill check, you may re-roll that skill check at +3 to the DC. Fail a second time and the investigation fails; you are unable to gather the needed evidence. If you fail a second skill check, the investigation ends as well. If the investigation fails, you suffer a -1 drop in your Reputation.

There are no modifiers to this second skill roll should you fail the first.

Benefits:

Gain 150 Exp. if you solve the case.

Make a Perform skill check vs. DC 15 to make a big media splash when the case is solved to increase your Vigilante rank by +1. Make the same skill check, but at DC 20, to increase both your Reputation and Vigilante ranks by +1.

Disaster

You are confronted with some sort of disaster or dangerous event. You immediately take action to aid those in need and possibly prevent further danger.

Roll 1D20:

1-6: Jay Walker

7-12: Car Wreck

13-15: Fire

16: Escaped Zoo Animal

17: Riot

18: Run Away Train/Truck

19: Gas Main Explosion

20: Flood/Earthquake and Hurricanes

Unless otherwise stated, continue with the current issue-you may take on a mission from those open for play or work on an ongoing investigation.

Disaster Results

Jay Walker

You stop some unaware pedestrian from being killed while walking across the street.

Make an Acrobatics skill check vs. DC 15. If you are successful, you save the pedestrian's life; add +1 to your Reputation. If you fail you may make a second skill check using Power Activation vs. DC 18. If you are successful you still save the day, but are hit by the car and suffer wounds that equal 1/2 your hit points. You also gain a +1 to your Reputation.

Fail both skill checks and you are unable to save the unlucky man or woman. If you have a Public Identity, suffer a -2 to your Reputation.

Benefits:

Gain 100 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1. If you have a Secret Identity, make a single skill check vs. DC 20 using Bluff, Diplomacy, or Disable Device. If you are successful on the skill check you save your identity and it remains secret for now. Reduce your Personal Life rank by -1.

If you fail the skill roll then roll on the chart below.

Roll 1D20:

1-10: Everyone knows who you really are. You no longer have a Secret Identity; reduce your Reputation -2 and your Personal Life by -1.

11-15: Your significant other learns about your hidden life. Reduce your Private Life by -1.

16-20: A close friend learns the truth. Reduce your Personal Life by -1.

Car Wreck

There is a horrific car wreck and you have the opportunity to save a child from the burning wreckage just before it explodes. Make a Power Activation skill check vs. DC 15. If successful, you save the day and rescue the child. If you fail the skill check, make an Escape Artist skill check vs. DC 20 to once again try to save the child. If you are successful you are hurt (Lose 1/2 your hit points), but save the day anyways. If you fail the second skill check the child dies. If you have a Public Identity, suffer a -2 to your Reputation.

Benefits:

Gain 150 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1. If you have a Secret Identity, make a single skill check vs. DC 20 using Bluff, Diplomacy, or Disable Device. If you are successful on the skill check you save your identity and it remains secret for now. Reduce your Personal Life rank by -1.

If you fail the skill roll then roll on the chart below.

Roll 1D20:

1-10: Everyone knows who you are. You no longer have a Secret Identity; reduce your Reputation -2 and your Personal Life by -1.

11-15: Your significant other learns about your hidden life. Reduce your Personal Life by -1.

16-20: A close friend learns the truth. Reduce your Personal Life by -1.

Fire

A building is on fire and people are trapped inside. Make an Acrobatics, Power Activation, or Survival skill check vs. DC 18 to save these people. If you fail the skill check, make an Escape Artist, Disable Device, or Power Activation skill check vs. DC 22 to once again attempt to save the day. If you are successful, you are hurt (Lose 1/2 your hit points), but save the day anyways. If you fail the second skill check, some people die before you can save them. If you have a Public Identity, suffer a -1 to your Reputation.

If you are successful on any of the skill checks, increase your Reputation by +2.

Benefits:

Gain 200 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1. If you have a Secret Identity, make a single skill check vs. DC 20 using Bluff, Diplomacy, or Escape Artist. If you are successful on the skill check you save your identity and it remains secret for now. Reduce your Personal Life rank by -1

If you fail the skill roll, then roll on the chart below.

Roll 1D20:

1-10: Everyone knows who you are. You no longer have a Secret Identity; reduce your Reputation -2 and your Personal Life by -1.

11-15: Your significant other learns about your hidden life. Reduce your Personal Life by -1.

16-20: A close friend learns the truth. Reduce your Personal Life by -1.

Escaped Zoo Animal

Some dangerous zoo animal escapes and is on the rampage. Behind bars and moats the animal was cute but when close up they appear deadly. Make an Intimidate, Power Activation, or Handle Animal skill roll vs. DC 15 to capture the animal, unharmed, and return it to the zoo before anyone gets hurt.

If you fail the skill check, make an Escape Artist, Disable Device, or Ride skill check vs. DC 18 to once again attempt to save the day. If you are successful you are hurt (lose 1/2 your hit points), but save the day anyways. If you fail the second skill check the animal has to be put down by the police. If you have a Public Identity, suffer a -1 to your Reputation.

If you are successful on any of the skill checks, increase your Reputation by +1.

Benefits:

Gain 100 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1.

Riot

A protest against super-hero vigilantism turns into a full riot. You can walk away and let the police deal with it all, or jump in and try to save the day.

If you get involved, you can either use force to stop the riot or try to talk everyone down and solve the issue with a peaceful ending.

If you use a peaceful approach, make a Diplomacy, Bluff, or Intimidation skill check vs. DC 20. If you are successful, the riot ends as you gather everyone's attention.

Benefits:

Gain 150 Exp. and add +3 to your Reputation.

If you fail the skill roll the media blames you for the riot, reduce your Reputation by -3.

If you choose to stop the riot by force, make a Power Activation skill check vs. DC 15. If you are successful the riot ends as everyone runs for cover in fear of you and your powers.

Benefits:

Gain 100 Exp. and add +3 to your Law and Order rank, but reduce your Reputation and Do Gooder ranks by -1 each.

End the issue and heal if needed.

Run Away Train/Truck

You must stop a runaway truck or train containing explosives as it heads toward a bus of screaming school children.

Make a Disable Device or Drive skill check vs. DC 18. If you are successful you save the day; add +2 to your Reputation. If you fail you may make a second skill check using Power Activation vs. DC 22. If you are successful you still save the day, but suffer wounds that take 1/2 your hit points. You also gain a +2 to your Reputation.

Fail both skill checks and you are unable to save the kids. If you have a Public Identity suffer a -3 to your Reputation.

Benefits:

Gain 200 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1. If you have a Secret Identity, make a single skill check vs. DC 20 using Bluff, Diplomacy, or Disable Device. If you are successful on the skill check you save your identity and it remains secret for now. Reduce your Personal Life rank by -1.

If you fail the skill roll then roll on the chart below.

Roll 1D20:

1-10: Everyone knows who you are. You no longer have a Secret Identity; reduce your Reputation -2 and your Private Life by -1.

11-15: Your significant other learns about your hidden life. Reduce your Personal Life by -1.

16-20: A close friend learns the truth. Reduce your Personal Life by -1.

Gas Main Explosion

A gas main explodes, sending flames everywhere.

Buildings are on fire and people are in danger all over the place. Make an Acrobatics, Power Activation, or Disable Device skill check vs. DC 20 to save these people. If you fail the skill check, make an Escape Artist, Survival, or Power Activation skill check vs. DC 25 to once again try to save the day. If you are successful, you are hurt (Lose 1/2 your hit points) but save the day anyway. If you fail the second skill check, some people die before you can save them. If you have a Public Identity, suffer a -1 to your Reputation.

Notes:

If you are successful on any of the skill checks, increase your Reputation by +2.

Benefits:

Gain 200 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1.

If you have a fire-based super power, roll 1D20. On a roll of 15+ the media blames you for the fire and your Reputation is reduced by -1.

Flood/Earthquake or Hurricanes

Some great natural disaster hits the city. While you are unable to stop the event itself, you can still save lives.

Make a Survival or Power Activation skill check vs. DC 20. If you are successful, you save the day; add +2 to your Reputation. If you fail you may make a second skill check using Power Activation vs. DC 25. If you are successful you still save the day but suffer wounds equal to -1/2 your hit points. You also gain a +2 to your Reputation.

Fail any of the rolls and no one noticed your failure.

Benefits:

Gain 250 Exp.

Make a Perform skill check vs. DC 15 to make a big media splash when you save the day to increase your Do Gooder rank by +1.

End the issue and heal if needed.

Informants, Contacts and Allies

You have the time to visit one of your allies, informants or contacts.

You may pick any of those allies, informants or contacts that you have a rank of one or more in and see if they have a mission for you.

See the different missions open to you with the adventure you are playing.

You may, instead of taking the mission, increase the rank of any one title by +1.

You may as an alternative ignore this event and work to solve an ongoing investigation.

Investigations

You can solve the crime. This may take several issues to solve so keep track of the ongoing results.

Type of Investigation:

Roll to see the type of crime being investigated.

Roll 1D20:

- 1-10:** Robbery (+0)
- 11-15:** Blackmail (+1)
- 16-18:** Extortion (+2)
- 19-20:** Murder (+3)

Once the type of investigation has been found, roll to see the duration of the investigation, in issues. Add the type Modifier to this roll.

Roll 1D20:

- 1-10:** One issue, no limit
- 11-13:** One issue, two-issue limit.
- 14-15:** Two issues, no limit
- 16:** Two issues, three-issue limit
- 17:** Two issues, four-issue limit
- 18:** Three issues, no limit
- 19:** Three issues, four-issue limit
- 20:** Three issues, five-issue limit
- 21:** Three issues, six-issue limit
- 22+:** Four issues, no limit.

The issue duration is the number of successful Investigation skill checks you will be requires to complete (one per issue) before the investigation is completed and the crime solved. If you fail an investigation check, then you must add one to the final duration,

Example: Silent Night, the world's best detective, has a three-issue investigation, and has completed two Investigation skill checks over the last two issues. He fails the third skill check, though, and so must wait until the next issue before he can have another chance to solve the crime.

Some crimes have a limited time in which they can be solved before time runs out and they become unsolvable. If the investigation runs out of time, the investigation is a failure and the hero suffers a -1 Reputation on top of any other penalties suffered.

Once the type of crime and its time frame has been determined, see to the complexity of the crime.

Roll 1D20:

- 1-10:** Easy (Starting DC of 10)
- 11-15:** Difficult (Starting DC of 13)
- 16-19:** Near impossible (Starting DC of 16)
- 20+:** Impossible. (Starting DC of 18)

Be sure to add the investigation type Modifier to this roll.

Each issue of duration adds a +1 to the Solve DC check number.

Example: The hero Silent Night has a three-issue investigation with a start DC of 13. This first Investigation DC check is 13. The next time the investigation is looked into, the DC becomes 14, and then the final check will be 15.

Benefits:

Each time you are successful on an Investigation skill check, gain 100 Exp. You must then end the issue and can continue on with the investigation when allowed by the results of new Patrol Chart rolls.

If you are successful and complete all the Investigation skill checks, you solve the crime and gain an extra 100 Exp. and +1 to your Reputation. You may also add one to any of the following ranks.

Make a Perform skill check vs. DC 15 to make the investigation results public, adding +1 to your Do Gooder rank.

Make a Diplomacy skill check vs. DC 15 to hand over your results of the investigation to the authorities and add +1 to your Law and Order rank.

Take the criminal down in your own way. Add +1 to your Vigilante rank.

Organized Crime

Many heroes dedicate their careers to stopping the mob families that have taken over the city. When this event occurs, roll on the chart below to find out which mob event takes place.

Roll 1D20, adding the adventure's modifier.

- 1-5:** Smuggling
- 6-12:** Drug Deal/Shipment
- 13-16:** Robbery
- 17:** Extortion
- 18:** Mob Hit
- 19:** Mob War
- 20+:** Mob-Hired Super Villain

You may, of course, set up a battle with the forces of the mob should you care to work out the encounter. Follow the directions given in Mob Battle section.

Unless otherwise stated, continue with the current issue-you may take on a mission from those open for play or work on an ongoing investigation.

Organized Crime Results

Smuggling

You find a group of low-level mobsters bringing in illegal goods or drugs. While stopping the flow of these goods will do very little to hurt the Mob, it will sting them a little.

1. Make a Knowledge (Local) skill check vs. DC 17 to find the location of the smuggler's drop. If you are successful, you stop the shipment and prevent the Mob from making a profit on the goods in question. If you fail the skill check you gain nothing.

Benefits:

If you are successful on the skill check you gain 100 Exp. and increase your Reputation rank by +1. Make a Stealth skill check vs. DC 17 to sneak up on the bad guys). If successful you may capture some or all the mobsters. Then you may turn them in to the authorities. Add +1 to either your Law and Order or Mob rank. If you fail the skill check you gain nothing.

2. You may instead make an Intimidation skill check vs. DC 17. If you are successful you gain a mobster as an informant and may increase your Mob rank by +1.

Benefits:

Gain 100 Exp. and add to your Mob rank by +1.

3. Beat up the mobsters as judgment for their crimes and then turn them over to the police.

Benefits:

Gain 100 Exp. and increase your Vigilante rank by +2.

Drug Deal/Shipment

You come upon a drug deal by the Mob or the Mob moving drugs into the city.

1. Make a Climb skill check vs. DC 18 (to catch all the mobsters). If you are successful, you stop the drug deal/shipment and prevent the Mob from making a profit on the drugs. If you fail the skill check you gain nothing.

Benefits:

If you are successful on the skill roll you gain 200 Exp. and increase your Reputation rank by +1. Make a Disable Device skill check vs. DC 18 to capture some or all the mobsters (you disarm the alarm and security systems to the location where the deal is being made). If you are successful you may turn them over to the authorities. Add +1 to either your Law and Order or Mob rank. If you fail the skill check you gain nothing.

2. You may instead make a Diplomacy skill check vs. DC 19. If you are successful you gain a mobster as an informant.

Benefits:

Gain 200 Exp. and add to your Mob rank by +1.

3. Beat up the mobsters as judgment for their crimes and then turn them over to the police.

Benefits:

Gain 200 Exp. and increase your Vigilante rank by +2.

Robbery

You find out the Mob means to rob a local bank or jewelry store. You can stop them and put a dent in their operation.

1. Make a Stealth skill check vs. DC 18 (to sneak up on the bad guys). If you are successful, you prevent the Mob from robbing the bank or store. If you fail the skill check you gain nothing.

Benefits:

If you are successful on the skill roll you gain 150 Exp. and increase your Reputation rank by +1. Make an Appraisal skill check vs. DC 18 (to identify what the Mob wanted and why). If successful you are able to capture some or all the mobsters. Then you may turn them in to the authorities. Add +1 to your Law and Order, Mob, or Vigilante rank. If you fail the skill check you gain nothing.

2. You may instead make a Diplomacy skill check vs. DC 19. If you are successful you gain a mobster as an informant.

Benefits:

Gain 150 Exp. and add to your Mob rank by +1.

3. Beat up the mobsters as judgment for their crimes and then turn them over to the police.

Benefits:

Gain 150 Exp. and increase your Vigilante rank by +2.

Mob Hit

You get word that the Mob means to kill a fellow mobster. You can stop them and maybe bring some of them down at the same time.

You must first reach the target of the hit before you can save them. Make a Drive, Acrobatics, or Power Activation skill check vs. DC 15 to reach the target before they are killed. If successful you may then continue on with this event. If you fail the skill roll, you gain nothing but find the body of the target dead in the street.

Benefits:

Gain 100 Exp. If you passed the skill check you may increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

If you are successful and reach the target of the hit, you may now make a Climb, Survival, or Power Activation skill check vs. DC 18 to stop the hit from being carried out. If you fail the skill roll, you gain nothing and stand over the body of the target as they lay dead in the street.

Benefits:

Gain 100 Exp. If you passed the skill check you may increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

If you stop the hit you can try to catch the hitman. Make a Knowledge (Local), Intimidation, or Disguise skill check vs. DC 20 to catch the hitman. If you fail the roll they get away.

Benefits:

Gain 150 Exp. and increase your Reputation rank by +1. You may make a Perform skill check vs. DC 18 to increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Make a Diplomacy skill check to increase your Mob rank by +2 and the victim thanks you for their life with information and aid in stopping the Mob's future activities.

If you catch the hitman, you can turn them in to the authorities, adding +1 to your Do Gooder or Law and Order rank. Otherwise, you can kill them, increasing your Vigilante rank by +1.

Extortion

You gain word that the mob is blackmailing a noted scientist, political figure, cop, or corporate figure. You must seek out what the Mob has on this person and gain the evidence.

Make an Investigation skill check vs. DC 15. If you are successful you find out what the Mob has on the figure and where that information is hidden. If you fail you gain nothing and your Reputation is reduced by -1.

Benefits:

Gain 100 Exp. If you passed the skill check you may increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Make a second skill roll, this time a Stealth skill check vs. DC 16, to sneak in and take the evidence the Mob has. If you fail you gain nothing and your Reputation is reduced by -1.

Benefits:

Gain 100 Exp. If you passed the skill check you may increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Now you may either give the evidence back to the blackmail victim, or hand it over to the correct authorities. If you give it to the victim, then increase your Reputation by +1. If you hand it over to the authorities, then increase your Law and Order or Vigilante rank by +1.

Benefits:

Gain 100 Exp.

Mob War

Two or more Mob families are at war and the streets are red with mobster blood. While this event is in play reduce your Reputation rank by -1. This event will continue each issue. Roll 1D10 at the start of each new issue. On a roll of 9+ the war ends.

While active you may try to keep the violence down, or even aid one of the sides. At the beginning of any new issue, instead of rolling on the Patrol Chart, you may go directly to this event.

1. You can try to work with the different sides to bring the war to an end. Make a Diplomacy skill check vs. DC 20. If you are successful, the war ends and the different sides go back to robbing the city and not killing each other. If you fail you gain nothing and your Reputation is reduced by -1. Continue with the Mob war for another issue.

If you are successful, the Mob war ends and you increase both your Reputation and Do Gooder ranks by +1 each.

Benefits:

Gain 100 Exp.

2. You can try to prevent some of the worst violence and seek to keep the streets as safe as you can. Make a Power Activation skill check vs. DC 20. If you are successful, the war continues but you save some lives. If you fail you gain nothing. Continue with the Mob war for another issue.

If you are successful increase both your Reputation and Law and Order ranks by +1 each.

Benefits:

Gain 100 Exp.

3. You can aid one side over another. You figure one mob family is less evil than the other so you will help the lesser of two evils. Make an Intimidation skill check vs. DC 20. If you are successful, war continues but you help one side begin to win. If you fail you gain nothing. Continue with the Mob war for another issue.

If you are successful increase your Mob rank by +1, and on the next issue when you roll to see if the Mob war continues, add +1 to the roll.

Benefits:

Gain 100 Exp.

4. You just kill as many mobsters as you like. When the thugs are all dead, the streets will be safer. Make a Survival skill check vs. DC 20. If you are successful, the war continues but you have weakened both sides, as they have fewer men to fight with. If you fail you gain nothing. Continue with the Mob war for another issue.

If you are successful, increase your Vigilante rank by +1, and on the next issue when you roll to see if the Mob war continues, add +1 to the roll.

Benefits:

Gain 100 Exp.

Mob-Hired Super Villain

The Mob has hired a super villain for a nasty job.

Go to the Super Villain section for details on who you encounter and where.

Benefits:

Gain 100 Exp.

Additional Benefits:

Make a Knowable (Supers) skill check vs. DC 15 to increase your Reputation by +1. You may make a second skill check using Escape Artist vs. DC 20 (to escape the death trap of the villain). If successful, you may increase your Mob rank by +1. If you fail the skill check you gain nothing.

Mob Battle

Once you have decided to work out the battle with the forces of organized crime, use the charts below to set up the battle.

Location

Roll 1D20:

1-10: Warehouse

11-16: Docks

17-18: Park

19-20: City Street

Next find the number and type of mobsters encountered.

Number of Mobsters

Roll 1D20

1-2: 1D4 Thugs (All 1st Level)

3-4: D4 Thugs, X1 Thug (2nd Level)

5-6: 1D4 Thugs (All 1st Level) and x1 Mobster (1st Level)

7-8: 1D4 Thugs, X1 Thug (2nd Level) and x1 Mobster (1st Level)

9-10: 1D4 Thugs, X1 Thug (3rd Level)

11-12: 1D4 Thugs (All 1st Level) and x1 Mobster (2nd Level)

13-14: 1D4 Thugs, X1 Thug (3rd Level) and x1 Mobster (2nd Level)

15-16: 1D4 Thugs, X1 Thug (2nd Level) and x1 Thug (3rd Level)

17-18: 1D4 Thugs (All 1st Level) and x1 Mobster (3rd Level)

19-20: 1D4 Thugs, X1 Thug (3rd Level) and x1 Mobster (3rd Level)

Personal Life

Some event in your non-heroic life is taking over.

First, the hero has to either have a secret identity or a public identity. Roll on the appropriate chart for the results.

Personal Life Rank

Once your Personal Life rank reaches three or higher, the relationship shifts to a more permanent affair, steady dates, as the two of you become a couple. Should the rank drop to one once more, the two of you split up and you are again single.

Once the Personal Life rank reaches five or more, you can become engaged to be married.

At rank seven or higher, you can have children in the marriage. Per three ranks after 7th, another child can be born.

While there are no charts for this event, you can have fun with it. Maybe the relationship is with another super hero...or a villain. Do they know you are a hero if you have a secret identity? Children... will they be born with your powers? Become one of your sidekicks?

If the Personal Life rank ever drops below four, there is trouble in the marriage and you two split up amicably until the rank reaches five or higher once more. At rank 2, divorce is in the winds, and if it drops to rank one the divorce becomes finalized and you are single once more.

Roll 1D20

Secret Identity

1-2: Ill Relative

3-4: Love Life

5-6: Secret Identity Exposed

7-8: Work Sucks

9-10: Money

11-12: Jury Duty

13-14: Publicity

15-16: Training Day

17-18: Sick

19-20: Super Villain

Public Identity

Roll 1D20

1-2: Publicity

3-4: Charity Work

5-6: Endorsement Deal

7-8: Love Life

9-10: Sick

11-12: Training Day

13-14: Money

15-16: Day Off

17-18: Lawsuit

19-20: Super Villain

Unless otherwise stated, continue with the current issue; you may take on a mission for those open for play or work on an ongoing investigation.

Personal Life Results

Charity Work

The hero is asked to participate in a charity event or is somewhere in support of one of their own charities.

Either way, you are able to do some good and improved your image. Increase your Do Gooder rank by +1.

You may also make a Perform skill check vs. DC 15 (as you ham it up for the media and socialites in attendance). If you are successful, you may add +1 to your Reputation rank. Fail the skill check and you gain none of the benefits of this action.

You may ignore this event and work on your Personal Life instead, increasing your Personal Life rank by +2.

Instead of these increases, you may instead either start a new charity with your name attached to it or improve one you already have.

To start a charity the hero must spend three resource points and then end the issue. You may heal at the end of this issue as normal.

Name the charity or label it for clarity and start it at rank 1. If you already have a charity, you may increase its rank by one instead of creating a new one. Only one charity may be improved this way within an issue.

When you next roll this result, you may increase your Reputation and your Do Gooder ranks by +1 each for each charity you control, or by +2 in both for each charity you control that is rank 3 or higher.

Benefits:

Gain 60 Exp.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

Day Off

Your hero takes the day off. Heal as you need and increase your Personal Life rank by +1.

End the issue at this point.

Benefits:

Gain 40 Exp.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

Endorsement Deal

You are offered an endorsement deal, which will bring you some wealth and popularity. Increase your Resource Points gained each level by +1 and your Reputation by +1.

Villains, on the other hand, hate it when they see their hero foe's face all over the TV and billboards around the city. Increase all your Villain foes' ranks by +1.

You may ignore this event and work on your Personal Life instead, increasing your Personal Life rank by +2.

Benefits:

Gain 40 Exp.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

Jury Duty

Your secret identify is summoned for Jury Duty. You, of course, serve.

Roll on the chart below.

Roll 1D20:

1-10: Found the defendant guilty because he or she was.

Benefits:

Gain 40 Exp.

11-15: The defendant was a super villain, brought to justice by your super hero identity. You saw what happened and know they are guilty.

Roll 1D20 and add the Villain's level.

1-15: They are sent to jail, but vow vengeance on the hero that caught them (you). Increase that Villain's rank by +1.

Benefits:

Gain 60 Exp.

16+: They get off on a technicality. Reduce your Hero's Reputation by -1.

Benefits:

Gain 60 Exp.

If the defendant gets off on a technicality you as a super hero may perform an investigation (DC: 22) to find new evidence to bring the case back to the courts.

If you are successful on the skill check you may increase your Reputation by +1 and bring the evidence to the courts (also gain +1 to your Law and Order rank).

Benefits:

Gain 200 Exp. if you are successful on the skill roll. Otherwise gain 40 Exp.

If you make the skill check you may instead keep the evidence to yourself and bring the villain to justice on your own, beating up the defendant or offering some other form of justice. If this is the case, increase your Vigilante Rank by +1.

Benefits:

Gain 200 Exp. if you are successful on the skill check. Otherwise gain 40 Exp.

18-20: The defendant was innocent but found guilty. You as a super hero may perform an Investigation (DC: 25) to find new evidence to bring the case back to the courts.

If you make the skill roll you may increase your Reputation, Law and Order, and Do Gooder ranks by +1.

Benefits:

Gain 200 Exp. if you are successful on the skill check. Otherwise gain 40 Exp.

Lawsuit

Life as a super hero can be dangerous and messy. Buildings get destroyed, cars thrown about, innocent bystanders hurt. While you saved the city you have also been sued for injuries suffered by another; heck, even a super villain tried to sue you once.

Make a Bluff or Diplomacy skill check vs. DC 18. If you are successful you win the lawsuit. Fail the roll and your Reputation is reduced by -3

Regardless if you win the suit or not, all these depositions and trials take time and effort. Reduce your Personal Life rank by -1 and end the issue. You may heal as needed.

Benefits:

Gain 60 Exp. if you are successful with the skill roll; otherwise, gain 20 Exp.

Love Life

Life as a super can be hard, especially on relationships. Add +2 to your Personal Life rank.

If this is the first time you rolled this event, you have met someone special and gone on your first date. Increase your Personal Life rank by +2 each time you roll this event. Continue with the issue.

Benefits:

Gain 40 Exp.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

Money

You have come into some money. Increase your Resource points by +1 each time you roll this event. Continue with the issue.

You may make Profession skill check vs. DC 20 to increase the bonus to your Resources by +2 instead of the standard +1. If you fail the skill check you gain none of the benefits of this action.

You may ignore this event and work on your Personal Life instead, increasing your Personal Life rank by +2.

Benefits:

Gain 40 Exp.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

Money Troubles

You are having money troubles. Reduce any saved Resource points by _ and continue with the issue.

Benefits:

Gain 60 Exp.

Publicity

You have come into the limelight once more. For good or bad, being a hero has made you famous.

Make a Bluff or Diplomacy skill check vs. DC 15. If you are successful add +3 to the roll below. If you fail reduce the roll by -3.

You may ignore this event and work on your Personal Life instead, increasing your Personal Life rank by +2.

Roll once on the chart below:

Roll 1D20:

1-8: Poor publicity. You receive a poor review in Hero Beat magazine. Reduce your Reputation by -1.

9-12: Poor publicity. One of your arch-foes shows up on a talk show and bad mouths you on live TV. Increase your Arch-Foe rank for one enemy by +1.

13-14: Poor publicity. Some local politicians use you to scare their opponents. Reduce your Reputation by -1.

15-16: Good publicity. Reputation by +1.

17-18: Good publicity. Nice footage of you saving a kitten from a tree shows up on the local news. Increase your Do Gooder rank by +1.

19+: Good publicity. You are honored by the Mayor for great heroics and good deeds. Increase your Reputation by +1.

No matter what you roll, continue the issue. You may heal at this point.

Benefits:

Gain 60 Exp.

Secret Identity Exposed

There is a chance your secret identity has become exposed. Make a single skill check vs. DC 20 using Bluff, Diplomacy, or Escape Artist. If you are successful on the skill check you save your identity and it remains secret, for now. Reduce your Private Life rank by -1.

If you fail the skill roll then roll on the chart below.

Roll 1D20:

1-10: Everyone knows your secret name and identity.

You no longer have a secret identity and reduce your Reputation -2 and your Personal Life rank by -1.

11-15: Your significant other learns about your hidden super life. Reduce your Personal Life by -1.

16-20: A close friend learns the truth. Reduce your Private Life by -1.

Benefits:

Gain 100 Exp.

Sick

You get a cold. End the issue, but you may not heal.

Reduce your Reputation by -1 as you have not been all that active of late.

Benefits:

Gain 40 Exp.

Super Villain

You encounter a super villain in your regular life. You may either confront them as a hero or remain out of sight and out of danger (reduce Reputation by -2).

If you confront them and have a secret identity, after the battle you must go to the Secret Identity Exposed section and follow the directions given there.

Go to the Super Villain section for details on who you encounter and where.

End the issue after the event; you may heal as needed.

Training Day

Spend the time training. You work out extra hard on skills and tricks that are less than perfect.

Benefits:

Gain 200 Exp.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

You may ignore this event and work on your Personal Life instead, increasing your Personal Life rank by +2.

Work Sucks

Your life as a super hero might be great and exciting, but your day-to-day job is a bore. The boss is on your tail all day long and there never seems to be enough time to get things done.

Results:

Reduce your Personal Life rank by -1.

Police

Being a super hero, you are often brought into close contact with the authorities and the local police force.

When this event is rolled use the chart below to find out the exact event and play out its results.

Roll 1D20 adding the adventure's modifier.

Roll 1D20:

1-4: Quiet Night with the Folks in Blue

5-8: Aid Street Cops

8-15: Help Cops Out in an Investigation

16-17: Save Cop's Life

18: Corrupt Cops

19: Aid in Stopping Suicide Attempt

20: Aid in Stopping Robbery

21: Aid in Stopping Hostage Takeover

22+: Super Villain

Unless otherwise stated, continue with the current issue-you may take on a mission for those open for play or work on an ongoing investigation.

Police Results

Quiet Night with the Folks in Blue

Seems it's a quiet night for once in the city. A few doughnuts and coffee with the folks in blue speeds the time.

Benefits:

Gain 40 Exp.

Additional Benefits:

Make a Knowledge (Local) skill check vs. DC 15 (as you talk about the nationhood). If successful, you increase your Reputation, Do Gooder, Law and Order, or Vigilante rank by +1. If you fail the skill check you gain nothing.

End the issue. You may heal as needed.

You may as an alternative ignore this event and add +1 to your Personal Life rank.

Aid Street Cops

Your presence allows the cops to stop a minor crime, and makes the streets that much safer.

Benefits:

Gain 60 Exp.

Additional Benefits:

Make a Perception skill check vs. DC 15 (as you point out criminal activities in the nationhood). If successful, you increase your Reputation, Do Gooder, Law and Order, or Vigilante rank by +1. If you fail the skill check you gain nothing.

End the issue. You may heal as needed. gather evidence). If successful, you increase your Reputation, Do Gooder, Law and Order, or Vigilante rank by +1. If you fail the skill check you gain nothing.

End the issue after the investigation is completed, unless otherwise instructed. You may heal as needed.

Help Cops Out in an Investigation

You become involved in a police investigation.

See Investigations for more details.

Benefits:

Besides what you gain for the investigation itself, also gain 30 Exp.

Additional Benefits:

Besides what you gain for the investigation itself, also make an Escape Artist skill check vs. DC 15 (as you gather evidence). If successful, you increase your Reputation, Do Gooder, Law and Order, or Vigilante rank by +1. If you fail the skill check you gain nothing.

End the issue after the investigation is completed, unless otherwise instructed. You may heal as needed.

Save Cop's Life

You save a street cop's life and catch the criminal to boot.

Benefits:

Gain 60 Exp.

Additional Benefits:

Make an Acrobatics skill check vs. DC 15 (to jump to push the cop out of the way). If successful you increase your Reputation, Do Gooder, Law and Order, or Vigilante rank by +1. If you fail the skill check you gain nothing.

Corrupt Cops

You gather information on some corrupt cops on the police force.

Roll on the chart below to find out what sort of corruption is taking place.

Roll 1D20:

1-8: Small-time extortion of street thugs. (DC: 14)

9-12: Taking bribes to look the other way on small crimes in the area. (DC: 16)

13-14: Dealing drugs (DC: 18)

15-16: Paid off by the mob (DC: 20)

17-18: Political corruption working for others higher up in the police force or city government. (DC: 22)

19-20: Super Villain Informant. (DC: 25)

You may do one of several actions based upon this information.

1. Seek out more evidence and then turn them in. Make an Investigation skill check vs. the indicated difficulty level as shown on the Corrupt Cop Chart. If you are successful in the skill check, you gather enough evidence to turn them in. If you fail you may keep this as an open investigation, but the DC increases by +2 each time you fail to solve the case.

Benefits:

Gain 100 Exp. if you solve the case.

If you fail gain only 20 Exp.

Additional Benefits:

If you solve the case you may make a Stealth skill check vs. DC 15 (as you sneak around gathering evidence). If successful, you increase either your Reputation, Do Gooder, Law and Order, or Vigilante rank by +1. If you fail the skill check you gain nothing.

End the issue. If you solve the case, you may heal as needed .

2. You may attempt to solve the case and also try to gather information and evidence on any other possible police involvement or outside the control of the corrupt cops. Make an Investigation skill check vs. the indicated difficulty level as shown on the Corrupt Cop Chart, but add +2 to the difficulty. If you are successful in the skill check you gather enough evidence to turn in the crooked cops and also gain some leads on higher-up involvement by others. If you fail, you may keep this as an open investigation but the DC increases by +2 each time you fail to solve the case.

End the issue here. You may heal as normal. If you are successful in finding more people involved, you may, in the next issue, continue the investigation. Add +4 to the difficulty level of the initial investigation and make another skill roll.

If you are successful, you solve the case and bring evidence on everyone involved. If you fail you may keep this as an open investigation but the DC increases by +2 each time you fail to solve the case.

Benefits:

Gain 200 Exp. for both investigations.

Additional Benefits:

Make a Disable Device skill check vs. DC 15 (as you open a safe to gather evidence) to increase your Reputation by +1. You may make a second skill check using Disguise vs. DC 20 (to sneak around and gather more evidence). If successful, you increase your Law and Order or Vigilante rank by +2. If you fail the skill check you gain nothing.

End the issue. You may heal as needed.

Aid in Stopping Suicide Attempt

You aid the police in stopping a distressed man or woman from jumping to their death.

Benefits:

Gain 100 Exp.

Additional Benefits:

Make a Climb skill check vs. DC 15 (to reach the top of the building) to increase either your Reputation by +1. You may make second skill check using Acrobatics vs. DC 20 (to catch the leaper before they die). If successful you may increase either your Do Gooder or Law and Order rank by +1. If you fail the skill check you gain nothing.

End the issue. You may heal as needed.

Aid in Stopping a Robbery

You stop a robbery that the cops stumbled upon. With your aid no one got hurt and the crooks were caught.

Benefits:

Gain 100 Exp.

End the issue. You may heal as needed.

Aid in Stopping Hostage Takeover

You are able to aid the police in a hostage situation, bringing the hostages to safety.

Benefits:

Gain 100 Exp.

Additional Benefits:

Make a Sense Motive skill check vs. DC 15 (figure out the target's next move). If successful, you may increase your Reputation by +1. You may make second skill check using Survival vs. DC 20 (to find the hostages). If successful, you may to increase either your Do Gooder or Law and Order rank by +1. If you fail the skill check you gain nothing.

End the issue. You may heal as needed.

Super Villain

The Police run into a super villain and need your help.

Go to the Super Villain section for details on who you encounter and where.

Benefits:

Gain 100 Exp.

Additional Benefits:

Make a Knowable (Supers) skill check vs. DC 15 to increase your Reputation by +1. You may make second skill check using Escape Artist vs. DC 20 (to escape the death trap of the villain.) If successful, you may increase either your Law and Order or Vigilante rank by +1. If you fail the skill check you gain nothing.

End the issue. You may heal as needed.

Quiet Night

It appears it is a quiet night in the city and while you have patrolled the streets, nothing seems to be happening. Taking an opportunity, you may perform any one of the following actions.

Whatever course of action you take, you may continue with the current issue and take on a mission if open for play or work on an ongoing investigation.

1. Take the rest of the night off, get a good night's sleep, study or watch a show on the T.V. Heck, you could even spend some time with a significant other.

Benefits:

Gain 40 Exp. and increase your Personal Life rank by +1.

You may, as an alternative, ignore this event and take on one of the missions from those listed from the adventure you are playing, or work to solve an ongoing investigation.

2. Take the time to look in on your various informants and see what they might have to offer. You may seek out some of your informants and press them for any news or rumors.

Make an Intimidation skill check vs. DC 15 (as you push your sources for information). If you are successful with the skill roll and have a Mob rank of three or more, you may take on one of the missions from those listed under Mob missions, which are open for play from the adventure you are playing. Fail the skill check and you gain none of the benefits of this action.

Benefits:

Gain 40 Exp. and increase your Mob rank by +1.

3. Spend the time training. You work out extra hard and improve on skills and tricks that are currently less than perfect.

Benefits:

Gain 100 Exp.

4. Spend the time with some of your super allies, trading shoptalk and gathering insider information.

Benefits:

Gain 40 Exp. and increase your rank with any one super ally by +1.

5. Investigate an old case. You spend the time going over your files and re-examining clues to an old case. Pick one investigation you have yet to complete and make a single Investigation skill roll at the given DC, gaining a +1 to the skill check. If you are successful, add one rank to that investigation's solution. Fail the skill check and you gain none of the benefits of this action.

Benefits:

Gain 50 Exp. and whatever benefits a completed investigation offers.

Street Crime

Crime, it seems, never sleeps and that's why you never sleep either. While on patrol you come upon a crime and you have to step in and see that it stops, of course.

Roll once on the chart below, adding the adventure's modifier.

Street Crime Chart

Roll 1D20

1-2: Graffiti

3-5: Mugging

6-7: Car Theft

8-10: Store Robbery

11: Super Villain

12-13: Assault

14-15: Gang Fight

16-17: Police Chase

18-19: Killer

20: Super Villain

21: Super Villain (+1 to level roll)

22: Super Villain (+2 to level roll)

23: Super Villain (+3 to level roll)

24: Super Villain (+4 to level roll)

25: Super Villain (+5 to level roll)

Street Crime Results

Graffiti

Not all crime is violent and sometimes you just catch some dumb kid spray painting graffiti on the wall. It would not be so bad if the wall was not part of a church and the kid could spell your super hero name right.

Whatever course of action you take, continue with the current issue; you may take on a mission for those open for play or work on an ongoing investigation.

After you stop the kid you can do any one of the following.

1. Turn him loose with a warning. Make an Intimidation skill check vs. DC 15. If you are successful, the kid gets the message. If the skill check is failed the kid runs off into the night and no benefits of this action are gained.

Benefits:

Gain 40 Exp. and +1 to your Do Gooder rank.

Results:

Make note of your lenient ways. If you roll the graffiti result again, roll 1D20 and on a roll of 10+ you catch the

same kid. If this is the case, reduce your Reputation rank by -1. You then have no choice but to hand him over to the authorities, but you gain no further benefits from this encounter, including experience points.

2. Turn him loose with a warning and make him one of your informants. Make a Diplomacy skill check vs. DC 15. If you are successful, you make the kid an informant. If the skill roll fails, the kid runs off into the night and no benefits of this action are gained.

Benefits:

Gain 40 Exp. and add +1 to your Law and Order, Mob, or Vigilante rank.

3. Slap the kid with his spray paint can and then set him loose as a warning to other criminals that you are not to be made to look a fool.

Benefits:

Gain 40 Exp. and increase your Vigilante rank by +1.

Results:

The streets where you patrol will no longer be littered with graffiti as the taggers fear you and your wrath. From this point on, as long as your Vigilante rank remains 2 or higher, you can ignore Graffiti results and re-roll this event.

4. Grab the kid by the shirt tails and drag him to the police.

Benefits:

Gain 40 Exp. and increase your Law and Order, Mob or Vigilante rank by +1.

You may, as an alternative, ignore this event and take on one of the missions from those listed from the adventure you are playing, or work to solve an ongoing investigation.

Mugging

As you make your rounds you hear a call for help. Taking action you find a lone man being robbed by knife point. It was little effort to stop the mugger and hand back the victim's wallet.

This event takes only a single scene; continue with the current issue.

After stopping the crime you may perform any one of the following actions.

1. After the victim of the mugging leaves, you turn the mugger loose with a warning and make him one of your informants. Make an Intimidation skill check vs. DC 17. If you are successful you gain the Thug as an informant. If the skill roll is failed the mugger runs off into the night and no benefits of this action are gained.

Benefits:

Gain 100 Exp. and add +1 to either your Mob or Vigilante rank.

Results:

Any time you roll a mugger result and set the mugger loose with a warning; you may increase your Mob or Vigilante rank by +1.

If you roll the mugger result again, roll 1D20 and on a roll of 15+ you catch the same mugger. If this is the case reduce your Reputation Rank by -3. You then have no choice but to hand him over to the authorities, but you gain no benefits from this encounter, including experience points. You also reduce your Street Thug rank by -3.

2. Slap the mugger around and then set him loose as a warning to other criminals that you are on patrol and no crime is allowed in your city.

Benefits:

Gain 100 Exp. and increase your Law and Order, Mob, or Vigilante rank by +1.

Results:

You can just beat him up enough to have him surrender, which has no real effect other than making it easy to hand him over to the authorities. You could actually give him a real beating before you hand him over, which will increase your Vigilante by +1.

3. Grab the mugger by the scruff of his neck and drag him into the police.

Benefits:

Gain 100 Exp. and increase your Law and Order, Do Gooder, or Vigilante rank by +1.

4. Beat up the mugger as judgment for his crimes and then turn him in to the police.

Benefits:

Gain 100 Exp. and increase your Vigilante rank by +2.

Car Theft

As you go about your patrol, you come upon a car thief.

Roll on the chart below.

Roll 1D20:

1-10: Gives up when you confront them.

11-15: They try to run away, but you catch them with little effort.

16-20: They try to run. Use the City Streets Car Chase. If you catch them, then proceed to results below. If you fail, they get away.

Modifiers to this roll.

If you have a movement power, add +2 to the roll.

If you have a super car or vehicle, add +5 to the roll.

This event takes only a single scene; continue with the current issue.

After stopping the crime you may perform any one of the following actions.

1. After you stop the crime you can turn the car thief loose with a warning and make him one of your informants. Make an Intimidation skill check vs. DC 15. If you are successful, the Thief gets the message. If the skill roll fails, the kid runs off into the night and no benefits of this action are gained.

Benefits:

Gain 60 Exp. and add to your Mob rank by +1.

Results:

Any time you roll a car thief result and set the thief loose with a warning, you may increase your Mob rank by +1.

If you roll the car thief result again, roll 1D20 and on a roll of 15+ you catch the same car thief. If this is the case, reduce your Reputation Rank by -1. You then have no choice but to hand him over to the authorities, but you gain no benefits from this encounter, including experience points. You also reduce your Street Thug rank by -2.

2. Slap the thief around and then set him loose as a warning to other criminals that you are on patrol and no crime is allowed in your city.

Benefits:

Gain 60 Exp. and increase your Law and Order or Vigilante rank by +1.

Results:

You can just beat him up enough to have him surrender, which has no real effect other than to make sure other criminals notice the bruises. You could, however, give him a real beating before letting him go, which will increase your Vigilante +1.

3. Grab the thief by the pants and drag him into the police.

Benefits:

Gain 60 Exp. and increase your Law and Order, Do Gooder, or Vigilante rank by +1.

4. Beat the thief as judgment for his crimes and then turn him into the police.

Benefits:

Gain 60 Exp. and increase your Vigilante rank by +2.

Results:

You can just beat him up enough to have him surrender, which has no real effect other than to make it easy to hand him over to the authorities. You could, however, really give him a serious beating before you hand him over, which will increase your Vigilante +1.

You may as an alternative, ignore this event and take on one of the missions from those listed from the adventure you are playing, or work to solve an ongoing investigation.

Store Robbery

As you go about your patrol you see that a small store is being robbed by some hooded thug. You swoop in and take the gun from the thug with little effort and save the day.

This event takes only a single scene; continue with the current issue.

After you stop the robbery you may perform any one of the following actions.

1. After you stop the crime and escort the thug outside, you turn the thief loose with a warning and make him one of your informants. Make an Intimidation skill check vs. DC 17. If you are successful you gain the Thug as an informant. If the skill roll fails the mugger runs off into the night and no benefits of this action are gained.

Benefits:

Gain 100 Exp. and add to your Mob rank by +1.

Results:

Any time you roll a Store Robbery result and set the thief loose with a warning, you may increase your Mob rank by +1.

If you roll the store robbery result again, roll 1D20 and on a roll of 14+ you catch the same thief. If this happens reduce your Reputation Rank by -2. You then have no choice but to hand him over to the authorities, but you gain no benefits from this encounter, including experience points. You also reduce your Street Thug rank by -2.

2. Slap the robber around and escort the thug outside to turn him loose with a warning to other criminals that they are not safe in your city.

Benefits:

Gain 100 Exp. and increase your Mob or Vigilante rank by +1.

Results:

You can just beat him up enough to have him surrender, which has no real effect other than to make sure other criminals notice the bruises. You could, however, give him a real beating before letting him go, which will increase your Vigilante +1.

3. Grab the thief by the leg and drag him complaining to the police.

Benefits:

Gain 100 Exp. and increase your Law and Order, Do Gooder, or Vigilante rank by +1.

4. Beat the thief up as judgment for his crimes and then turn him into the police.

Benefits:

Gain 100 Exp. and increase your Law and Order, Mob, or Vigilante rank by +2.

You can just beat him up enough to have him surrender, which has no real effect other than to make it easy to hand him over to the authorities. You could, however, give him a real beating before you hand him over, which will increase your Vigilante +1.

Assault

You hear a scream and come upon a dark alley. There a man is assaulting a woman.

You step in and stop the assault, sending the woman on her way with some kind words and a warning not to be out at night alone.

This event takes only a single scene; continue with the current issue.

After you stop the crime you may perform any one of the following actions.

1. After you stop the crime and send the woman home, you turn the assailant loose with a warning and make him one of your informants. Make an Intimidation skill check vs. DC 17. If you are successful you gain the thug as an informant. If the skill check fails the thug runs off into the night and no benefits of this action are gained.

Benefits:

Gain 100 Exp. and add to your Mob rank by +1.

Results:

Any time you roll an Assault result and set the criminal loose with a warning, you may increase your Mob rank by +1.

If you roll the Assault result again, roll 1D20 and on a roll of 14+ you catch the same thug. If this is the case reduce your Reputation Rank by -2. You then have no choice but to hand him over to the authorities, but you gain no benefits from this encounter, including experience points. You also reduce your Mob rank by -1.

2. Slap the thug round and then turn the thug loose with a warning to other criminals that they are not safe in your city.

Benefits:

Gain 100 Exp. and increase your Mob or Vigilante rank by +1.

Results:

You can just beat him up enough to have him surrender, which has no real effect other than to make sure other criminals notice the bruises. You could, however, give him a real beating before letting him go, which will increase your Vigilante +1.

3. Grab the assailant by the leg and drag him complaining to the police.

Benefits:

Gain 100 Exp. and increase your Law and Order, Do Gooder, or Vigilante rank by +1.

4. Beat the assailant up as judgment for his crimes and then turn him into the police.

Benefits:

Gain 100 Exp. and increase your Law and Order, Do Gooder, or Vigilante rank by +1.

You can just beat him up enough to have him surrender, which has no real effect other than to make it easy to hand him over to the authorities. You could really give him a beating, however, before you hand him over, which will increase your Vigilante +1.

Gang Fight

Seems you have come upon a street turf war between two rival gangs.

This event takes only a single scene; continue with the current issue.

You can perform any one of the following actions.

1. Let them fight it out-less street trash for you to deal with.

Benefits:

Gain 40 Exp. and drop your Do Gooder rank by -1.

Results:

Funny enough, crime drops in the area for a few weeks thereafter and your image for keeping the city safe increases your Reputation rank by +1.

2. Step in and beat them all up until they run way. Those that can't run away you turn over to the cops.

Benefits:

Gain 80 Exp. and increase your Law and Order rank by +1.

Results:

Funny enough, crime drops in the area for a few weeks thereafter and your image for keeping the city safe increases your Reputation rank by +1.

3. Step into the fray, stop the fight, and then try to get them to make peace-you seek new ways to mediate their dispute. Make a Diplomacy skill check vs. DC 20. If you are successful, the gang war ends for a time. Increase your Reputation by +1.

Fail the skill check and nothing happens.

Benefits:

Gain 80 Exp. and increase your Do Gooder and Law and Order rank by +1.

Police Chase

You come upon a police pursuit and it looks like the boys in blue could use your help.

First roll to see what sort of chase it is-on foot or by car.

Roll 1D20:

1-14: On foot

15-20: By car

If on foot, use the City Streets Foot Chase to find the results.

If by car, then use the City Streets Car Chase to find the results.

Either way, if you catch the crooks you gain 100 exp. and +1 to your Reputation rank.

This event takes only a single scene; continue with the current issue.

Killer

You find a murder victim. After your report the crime you can perform an investigation into what happened. See the Investigation section for details on how to run this event. Use the Murder results for the type of investigation.

Whatever you choose to do, your Reputation is reduced by -2 until you solve this crime.

Super Villain

You run into a super villain while on patrol. Being a super villain, no doubt they are up to no good.

Go to the super villain section for details on who you encounter and where. End the issue and heal if you need to.

Street Gang

Not all crime is committed by super villains. Most of it is small-time offenses conducted by thugs and street hoods. Gangs are rife in the inner city and you can spend a career as a super hero just confronting these young thugs.

When this event is rolled, use the chart below to find the event to be played out.

Unless otherwise stated, continue with the current issue-you may take on a mission from those open for play or work on an ongoing investigation.

Roll 1D20 adding the adventure's modifier.

Roll 1D20:

1-10: Street Thugs

11-14: Drug Dealers

15-16: Street Robbery

17-18: Car-Jacking

19-20: Street Brawl

21-22: Drive-By

23+: Street War

Street Gang Results

Street Thugs

While they may not be breaking the law, these punks are making the nationhood unsafe and intimidating the locals-old women are afraid to leave their apartments, kids cannot play in the park, and it's all because of these thugs.

You can take any one of the following actions when this event is encountered.

1. You will just keep an eye on them, in case they do something wrong; then, you can take action. After all, there is no law against them just standing around on the street corner.

Benefits:

Gain 20 Exp. Increase your Do Gooder, Law and Order, or Vigilante rank by +1.

Results:

You gain a +1 on your next skill check when dealing with a Street Gang event (make note of this special bonus). Make a Perception skill check vs. DC 16. If you are successful, increase the bonus to a skill roll to +2.

2. Swoop in and let these punks know you are watching them.

Make an Intimidation skill check vs. DC 14. If you are successful, you cow them with your superpowers and costume.

Benefits:

Gain 40 Exp. if you were successful with the skill roll. Increase your Do Gooder, Law and Order, or Vigilante rank by +1.

Results:

You gain a +1 on your next skill check when dealing with a Street Gang event. (Make note of this special bonus) Make a Sense Motive skill check vs. DC 16 to increase your Mob rank by +1.

3. Step in and beat these thugs up. They may not be breaking the law right now, but they will soon enough.

Benefits:

Gain 60 Exp. Increase your Do Gooder, Law and Order, or Vigilante rank by +1.

Results:

You gain a +2 on your next skill check when dealing with a Street Gang event (make note of this special bonus). Make a Knowledge (Local) skill check vs. DC 16 to also increase your Vigilante rank by +1.

You may as an alternative ignore this event and take on one of the missions from those listed in the adventure you are playing, or work to solve an ongoing investigation.

Drug Dealers

You watch as the thugs make drug deals off the corner of the street.

You can take any one of the following actions when this event is encountered.

1. You will just keep an eye on them and see if you can figure out where their source of drugs is coming from. Make a Sense Motive skill check vs. DC 16 to increase your Mob rank by +1.

Benefits:

Gain 20 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

You gain a +1 on your next skill roll when dealing with a Street Gang event (make note of this special bonus). Make a Perception skill check vs. DC 18. If you are successful you determine the source of the drugs and can shut down the drug flow from this source, either by telling the authorities where the drugs are being stored or taking them out yourself. To take out the drug warehouse you will need a successful Climb skill check vs. DC 18.

If your Perception skill check is successful you gain an extra 50 Exp. If you take out the warehouse of drugs then you also gain a +1 Reputation.

2. Swoop in and let these punks know you are watching them by beating a few of them up. This sends them all running and shuts down sales on this corner for the day. You might even catch one or two of them as they flee.

Make a Stealth skill check vs. DC 16. If you are successful, you catch a few of the street thugs and question them, adding +2 to your Vigilante rank.

Benefits:

Gain 60 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

If you make the skill check you gain a +1 on your next skill roll when dealing with a Street Gang event (make note of this special bonus). Make an Intimidation skill check vs. DC 15. If you are successful, you find out the source of the drugs and can shut down the drug flow, either by telling the authorities where the drugs are being stored or by taking them out yourself. To take out the drug warehouse you will need make a successful Survival vs. DC 17.

If your Intimidation skill roll is successful, you gain an extra 50 Exp. If you take out the warehouse of drugs on your own, then you also gain a +1 Reputation.

3. Step up and beat these thugs to send a message to all the local thugs in town.

Benefits:

Gain 60 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

You gain a +2 on your next skill roll when dealing with a Street Gang event (make note of this special bonus).

Street Robbery

Seems these punks are out to raise some hell, stealing and beating up people for fun and profit.

You may do one of the following.

1. Step up and beat these thugs up.

Benefits:

Gain 60 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

Gain a +1 to your Law and Order rank with a successful Concentration skill check vs. DC 16.

2. Step up and beat these thugs up-kill a few, even-to send a message to the other members of the gang.

Benefits:

Gain 60 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

You increase your Vigilante rank by +1 with a successful Power Activation skill check vs. DC 16.

Car Jacking

The thugs steal a car from an elderly lady. You, of course, cannot stand by and let that happen.

You may do one of the following.

1. Go after the thugs and catch them. Make a Drive, Power Activation, or Flying skill check vs. DC 16. If you are successful you catch these thugs.

When you catch them, you turn them into the authorities.

Benefits:

Gain 50 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

Gain a +1 to your Law and Order or Reputation rank with a successful Drive skill check vs. DC 16.

2. Go after the thugs and catch them. Make a Drive, Power Activation, or Flying skill check vs. DC 16. If you are successful you catch these thugs.

When you catch them, you beat them up, and then turn them over to the authorities.

Benefits:

Gain 50 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

Gain a +1 to your Reputation rank with a successful Sense Motive skill check vs. DC 16.

3. Go after the thugs and catch them. Make a Drive, Power Activation, or Flying skill check vs. DC 16. If you are successful you catch these thugs.

When you catch them, you beat them up to send a message to the other thugs in the city.

Benefits:

Gain 50 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

Gain a +1 to your Vigilante rank with a successful Bluff skill check vs. DC 16.

Street Brawl

Seems you have come upon a street turf war between two rival gangs.

You can perform any one of the following actions.

1. Let them fight it out-less street trash for you to deal with.

Benefits:

Gain 40 Exp.

Results:

Funny enough, crime drops in the area for a few weeks thereafter, and your image for keeping the city safe increases your Reputation rank by +1.

2. Step in and beat them all up until they run away. Those that can't run you turn over to the cops.

Benefits:

Gain 80 Exp. and increase either your Law and Order or Vigilante rank by +1.

Results:

Funny enough, crime drops in the area for a few weeks thereafter, and your image for keeping the city safe increases your Reputation rank by +1.

3. Step into the fray, stopping the fight, and then try to get them to make peace-you seek new ways to mediate their dispute. Make a Diplomacy skill check vs. DC 20. If you are successful the gang war ends for a time. Increase your Reputation by +1. Fail the skill roll and nothing happens.

Benefits:

Gain 80 Exp. and increase your Do Gooder or Law and Order rank by +1.

Drive-By

As you patrol the street, a car full of gangbangers drives by and fires shots at rivals hanging out on the corner.

Nothing brings terror to the city more than such random crime and mayhem. You can perform one of the following actions.

Roll on the chart below.

Roll 1D20:

1-10: Gives up when you confront them.

11-15: They try to run away, but you catch them with little effort.

16-20+: They try to run. Use the City Streets Car Chase. If you catch them, then proceed to results below. If you fail they get away.

Modifiers to this roll.

If you have a movement power then add +2 to the roll.

If you have a super car or vehicle, then add +5 to the roll.

This event takes only a single scene; continue with the current issue.

After stopping the crime you may perform any one of the following actions.

1. Beat the criminals up and hand them over to the authorities.

Benefits:

Gain 80 Exp. Increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +1.

Results:

You can just beat them up enough for them to surrender, which has no real effect other than to make it easier to hand them over to the authorities and increase your Reputation by +1 rank. Or you could really give them a beating before you hand them over, which will increase your Vigilante rank +1.

2. Grab the thugs by the pants and drag them into the police.

Benefits:

Gain 80 Exp. and increase either your Do Gooder or Law and Order rank by +1.

3. Beat the thugs up real bad as judgment for their crimes, and then turn them into the police.

Benefits:

Gain 80 Exp. and increase your Vigilante rank by +2.

Street War

A war between two gangs grows hot and the bodies are stacking up about the city.

At the start of each issue, roll 1D20 and on a roll of 15+ the street war ends.

You can try to end the war, or let it be.

If you let it go thinking the street thugs will kill each other off and that's the best thing you could hope for, then the war continues for another issue, but reduce your Reputation by -2. Continue to reduce your Reputation each turn until the street war ends.

If you try to stop it, then pick one of the options below.

1. Go out and try to broker a deal to end the fighting.

Make a Diplomacy skill check vs. DC 20. If you are successful the war ends for now.

Benefits:

Gain 50 Exp. and increase your Reputation rank by +1.

2. Go out and beat up the thugs. They can't hurt others if they are in the hospital. Make an Intimidation skill check vs. DC 25. If you are successful the war ends for a while.

Benefits:

Gain 50 Exp. and increase your Vigilante rank by +1.

3. Go out and patrol the streets day and night trying to stop the street battles as they start, bringing in the thugs to the authorities as you grab them.

Benefits:

Gain 100 Exp. and increase your Do Gooder, Law and Order, Mob, or Vigilante rank by +2, but drop your Personal Life rank by -1.

Super Villain

A crazed super villain is on the loose and committing crimes; you, of course, have to stop them.

Roll on the chart below to find the type of crime about to be committed and what you have to do to stop them.

Roll 1D20, adding the adventure's modifier.

Roll 1D20:

1-5: Common Crimes and General Mayhem

6-10: Bank Robbery

11-12: Stealing Expensive Lab Equipment and Supplies

13-14: Kidnapping

15-16: On a Rampage

17-18: Stealing High-Tech Weapons from the Military

19-20: Series of Crimes

21+: Holding the City Hostage

End the issue after the encounter and heal as needed.

Super Villain Results

Common Crimes and General Mayhem

The villain is just out to have some fun, stealing jewels and robbing ATMs.

Roll up a random villain based upon your level and have at it.

Benefits:

Gain 200 Exp.

Roll 1D20, and on a roll of 10+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 15+ it is covered by the media-add or reduce your Reputation by another +/- 1.

Add the Villain to your list of known enemies.

Bank Robbery

It's a common thing for villains to rob a bank or two to finance their evil plots and plans.

Roll up a random villain based upon your level and have at it.

Benefits:

Gain 250 Exp.

Roll 1D20, and on a roll of 8+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 12+ it is covered by the media-add or reduce your Reputation by another +/- 1.

Add the Villain to your list of known enemies.

Stealing Expensive

Lab Equipment and Supplies

The villain either wants the stuff for their own needs or has been hired to steal it for someone else. Either way, you are there to stop them.

Roll up a random villain based upon your level and have at it.

Benefits:

Gain 250 Exp.

Roll 1D20, and on a roll of 10+ the super battle ends up in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 15+ it is covered by the media; add or reduce your Reputation by another +/- 1.

Add the Villain to your list of known enemies.

Kidnapping

The villain has kidnapped an important person, be it the mayor, some heiress, or a corporate mogul. Whoever it is, you have come to the rescue.

First you have to find out where the villain is hiding out. Make either an Investigation or Intimidation skill check vs. DC 15. If successful, you find the hideout. Fail, and you are unable to find the hideout until the cops do, making things more difficult on your part.

Benefits:

Gain 100 Exp. if you find the hideout on your own. Otherwise, you gain 25 Exp.

Once the hideout is found you can move in to rescue the hostage first, making sure they are safe, or go right in and battle the villain while the hostage is still tied up somewhere.

If you try to save the hostage first, make a Stealth skill check vs. DC 15 to find them, then a Disable Device skill check vs. DC 15 to free them. Next, an Escape Artist skill check vs. DC 18 allows you to remove the hostage to safety. Fail any of these, and the villain discovers you and the battle is on with the hostage right in the middle of it all.

Benefits:

Gain 100 Exp. if you get the hostage out safely. If you fail, you gain only 25 Exp.

If you jump right into the fight then work out the battle as normal, but place the hostage in the middle of the battle scene. The villain can, at any time, attack the hostage and then try to escape. Roll 1D20 at the start of each turn. On a roll of 15+ the villain attacks the hostage, hurting them and then flees. This will also take place if you tried to save the hostage first but failed and were caught by the villain.

If this event takes place you can either leave the hostage to their fate to go after the villain (continue the battle), or stay and save the hostage while the villain escapes for good.

If you go after the villain, then roll 1D20. On a roll of 10+ the hostage dies of their wounds.

Benefits:

Gain 100 Exp. and +1 Reputation.

If you defeat the villain, then you also gain the Exp. award for said villain and +1 Reputation.

If you are defeated by the villain, then you gain 1/4 the Exp. award for said villain but your Reputation is reduced by -1.

If the Hostage is harmed but lives, you gain no extra Exp. for the event.

If the Hostage dies, your Reputation is reduced by -2 and you gain no Exp. for any of the actions for this event.

If the Hostage is hurt or dies but you still capture the villain, then your Vigilante rank increase by +2.

Add the Villain to your list of known enemies.

On a Rampage

The villain is on a rampage, mad as hell and taking it out on the city.

Roll up a random villain based upon your level and have at it.

Benefits:

Gain 200 Exp.

Roll 1D20, and on a roll of 10+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 15+ it is covered by the media-add or reduce your Reputation by another +/- 1.

Add the Villain to your list of known enemies.

Stealing High-Tech Weapons from the Military

The villain either wants the stuff for their own needs or has been hired to steal it for someone else. Either way, you are there to stop them.

Roll up a random villain based upon your level and have at it.

Benefits:

Gain 250 Exp.

Roll 1D20 and on a roll of 10+ the super battle comes into the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 15+ it is covered by the media; add or reduce your Reputation by another +/- 1.

Add the Villain to your list of known enemies.

Series of Crimes

The villain is committing a series of crimes for some greater goal or as a crazy means to an end. You have to figure out what they are up to and stop them if you can.

First roll to find out how many crimes are involved in the series.

Roll 1D20

1-10: Three separate crimes.

11-18: Four crimes

19-20: Five crimes

For each crime, make an Investigation skill check vs. the following DC levels.

1st Crime, DC: 12 Exp. 100

2nd Crime, DC: 15 Exp. 100

3rd Crime, DC: 18 Exp. 100

4th Crime, DC: 20 Exp. 100

5th Crime, DC: 22 Exp. 100

You must solve each crime, in order, to follow the villain's trail correctly. Fail any one DC check and you may re-try, but at +3 to the DC target number. Fail a second time and the trail goes cold, the crimes unsolved by you (your Reputation suffers a -2 to its rank).

If you solve the crime on the first skill check you gain the listed Exp., and if you fail but are successful on the second try, you gain 25 Exp.

If you solve all the crimes, you discover the hidden lair of the villain and may confront them in a super battle. Roll up a random villain based upon your level and have at it.

Benefits:

Gain 100 Exp. if you complete all the solutions to the crimes and add +1 to your Reputation.

Roll 1D20, and on a roll of 18+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 15+ it is covered by the media; add or reduce your Reputation by another +/- 1.

Add the Villain to your list of known enemies.

Holding the City Hostage

The villain is holding the city hostage to their mad plots and schemes. You must find the hidden bomb or device, or deactivate the rampaging giant robot, experimental monster, or other what-not that the villain is using to terrorize the city.

Make a Perception skill check to find the location of the hidden control box that is being used to control the bomb/monster/robot. When it is found you may make a Disable Device to deactivate the control device. Then you can confront the villain as they try to flee.

Roll up a random villain based upon your level and have at it.

Benefits:

Gain 300 Exp.

Roll 1D20 and on a roll of 10+ the super battle is in the public view. If you win the battle, increase your Reputation by +1. If you are defeated, reduce your Reputation by -1. If you have a Public Identity, then add or subtract one extra point of Reputation for the result.

If the battle is in the public eye, roll 1D20 and on a result of 15+ it is covered by the media, add or reduce your Reputation by another +/- 1.

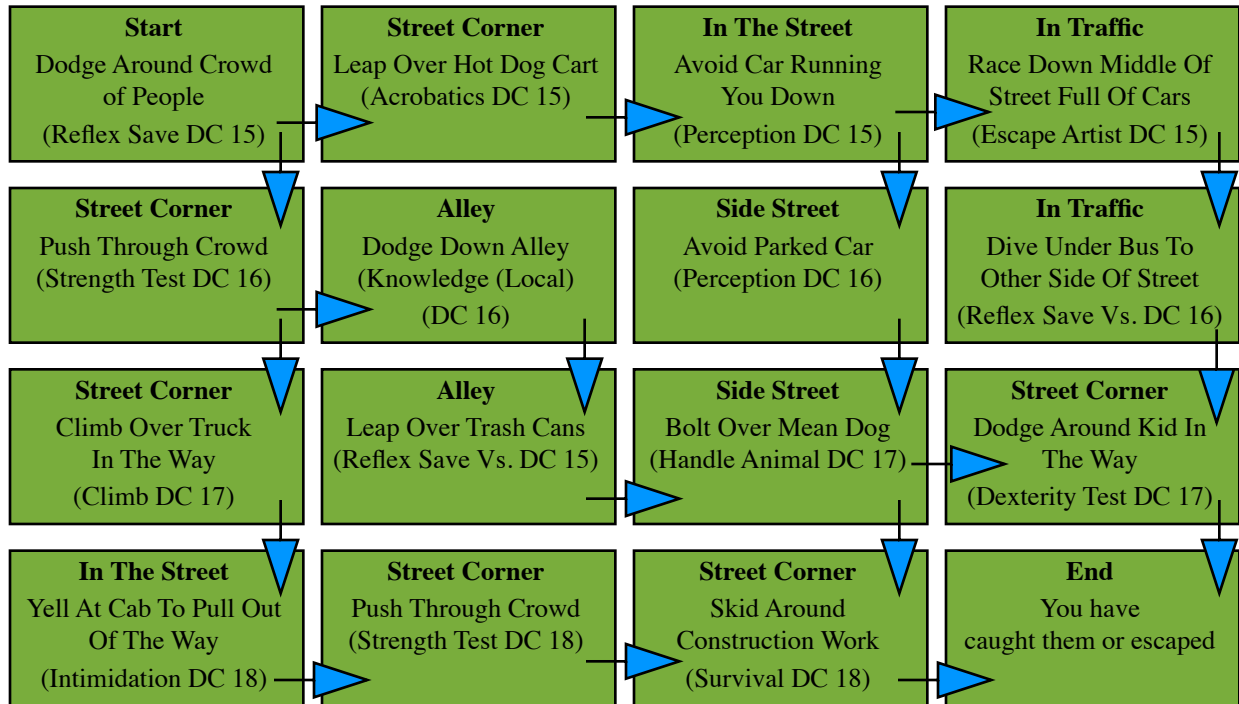
Add the Villain to your list of known enemies.

Chase Charts

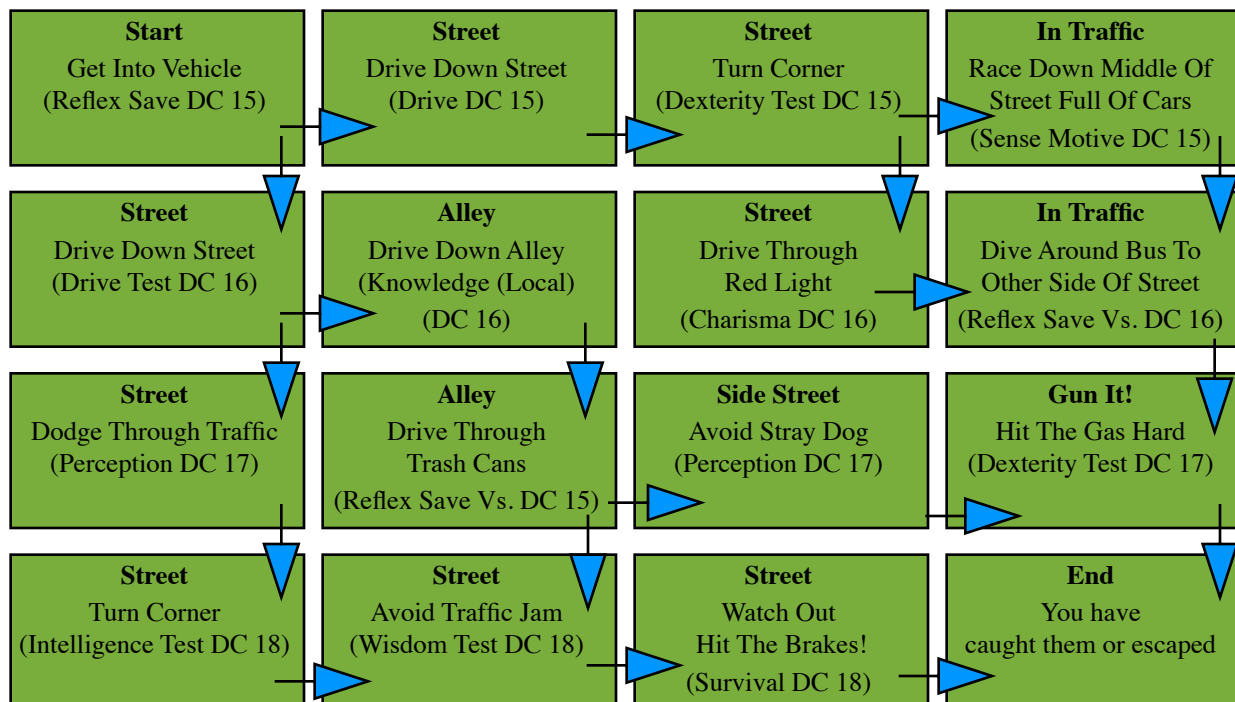
To conduct a chase start at the box indicted as the starting point. Have the character then pick a direction and make the indicated skill, save or power activation roll. If the character is successful with the indicated task they may then pick a new box to move to as shown by the arrows.

if the character fails the indicated task they may of course re-roll but at the +2 penalty to the difficulty. Fail the second time and they are either caught by whoever was chasing them or lose the person they were trying the catch.

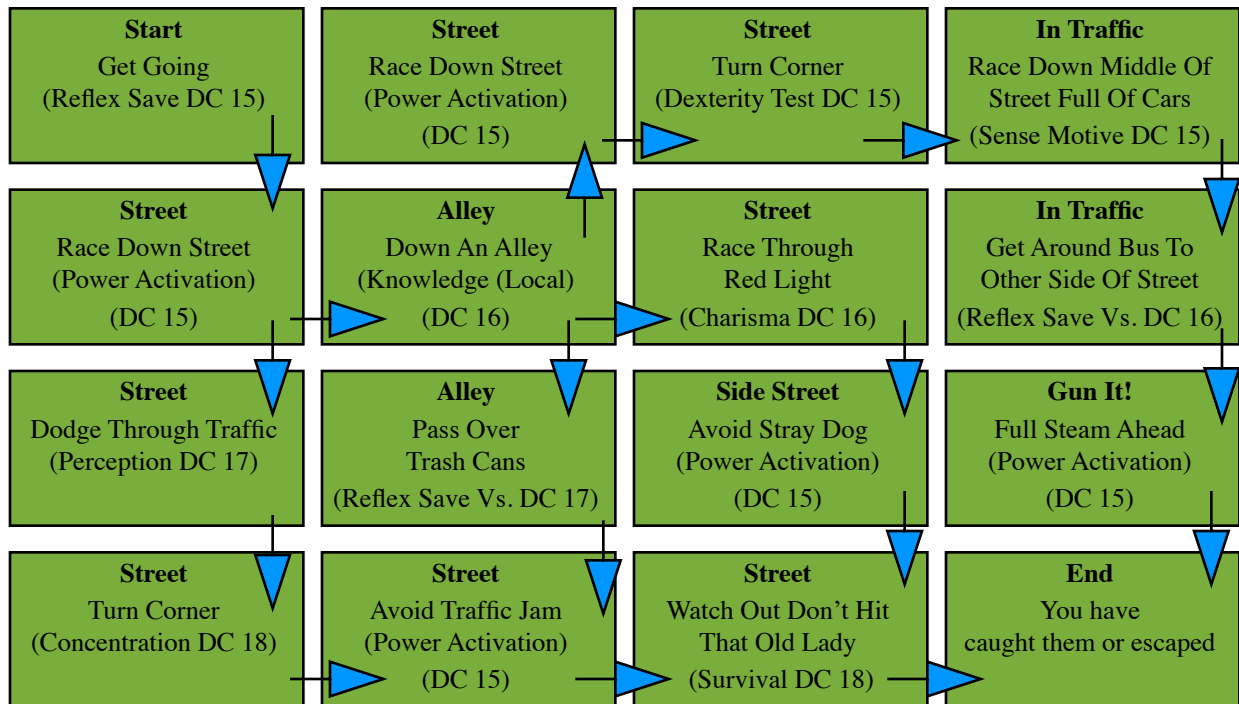
Street Chase, On Foot



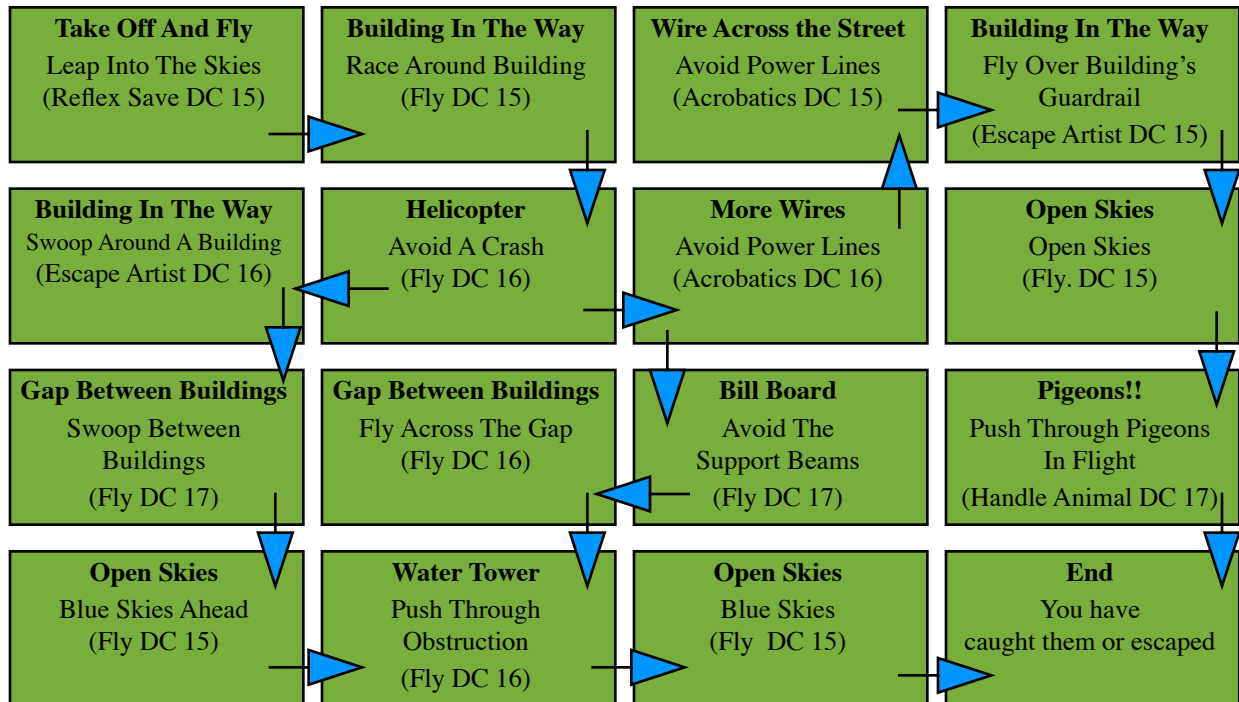
Street Chase, In Car



Street Chase, Using Super Powers



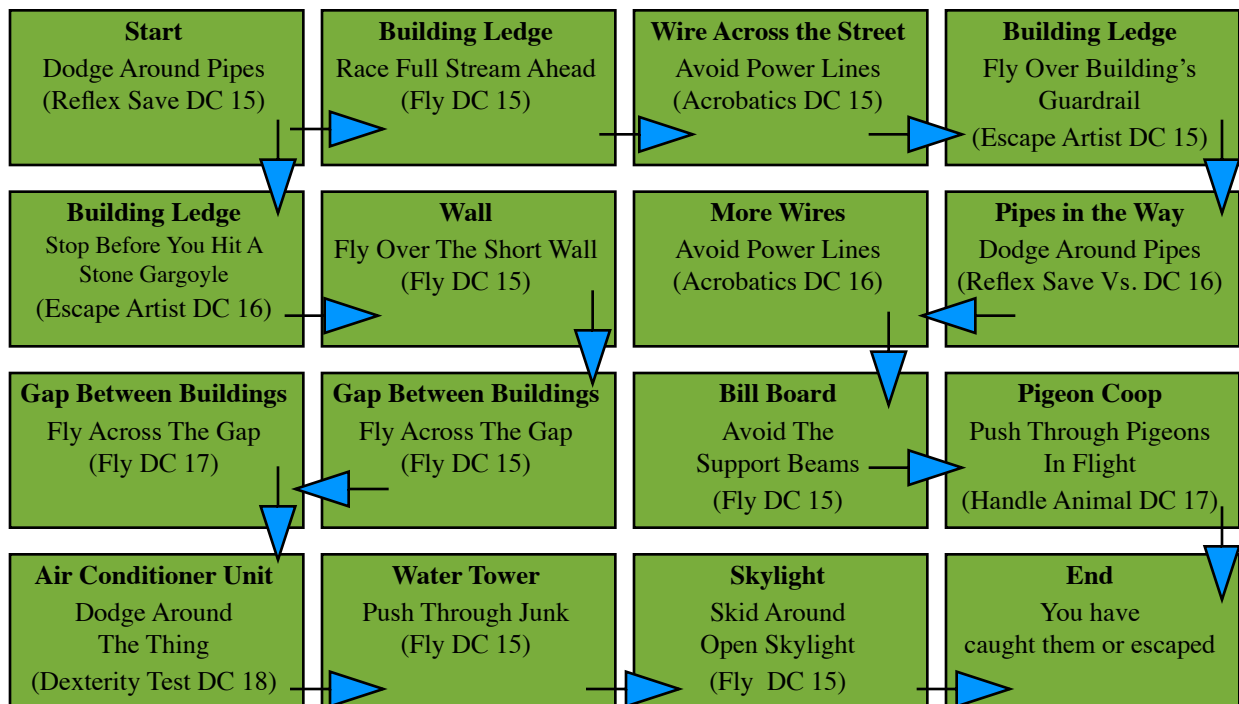
Flying Over City



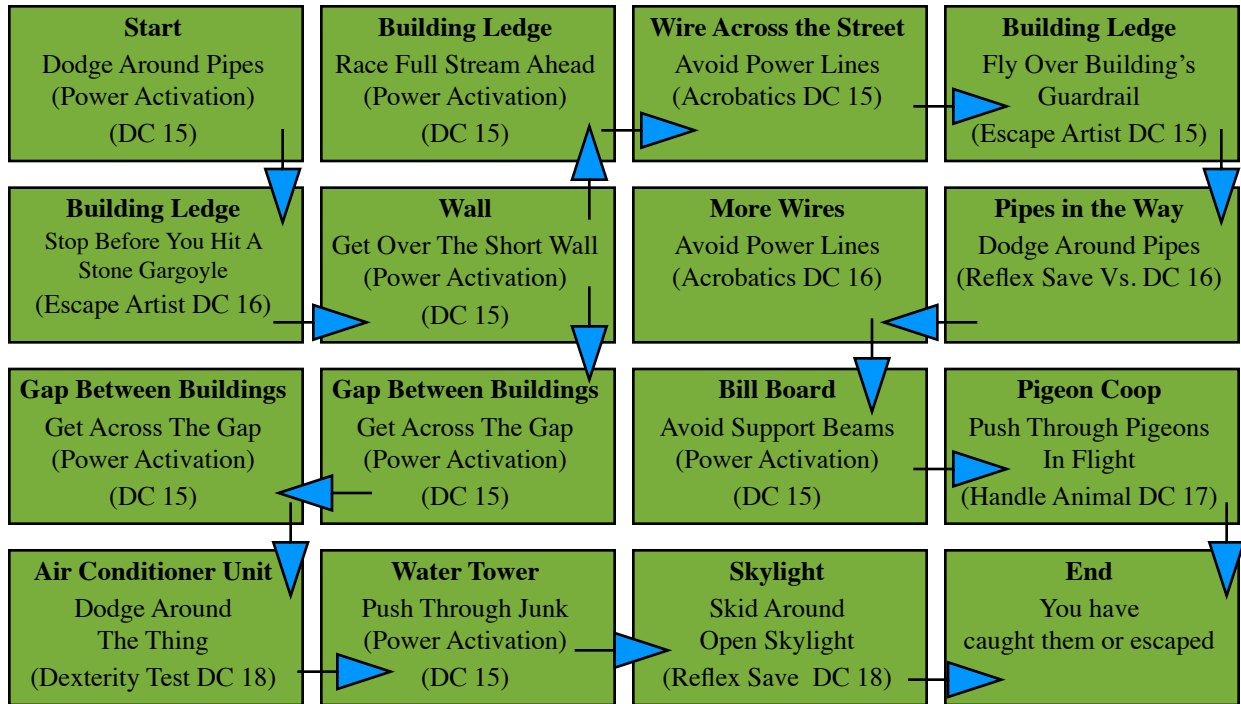
Roof Tops, On Foot



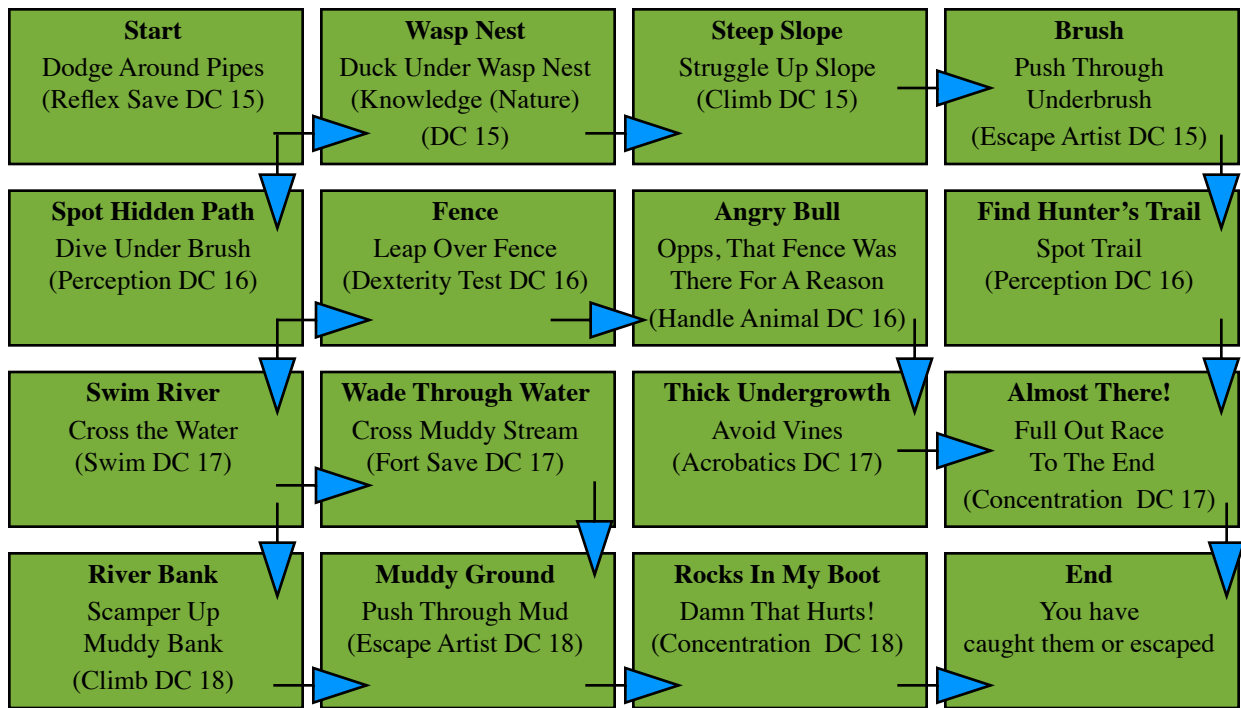
Roof Tops, Flying



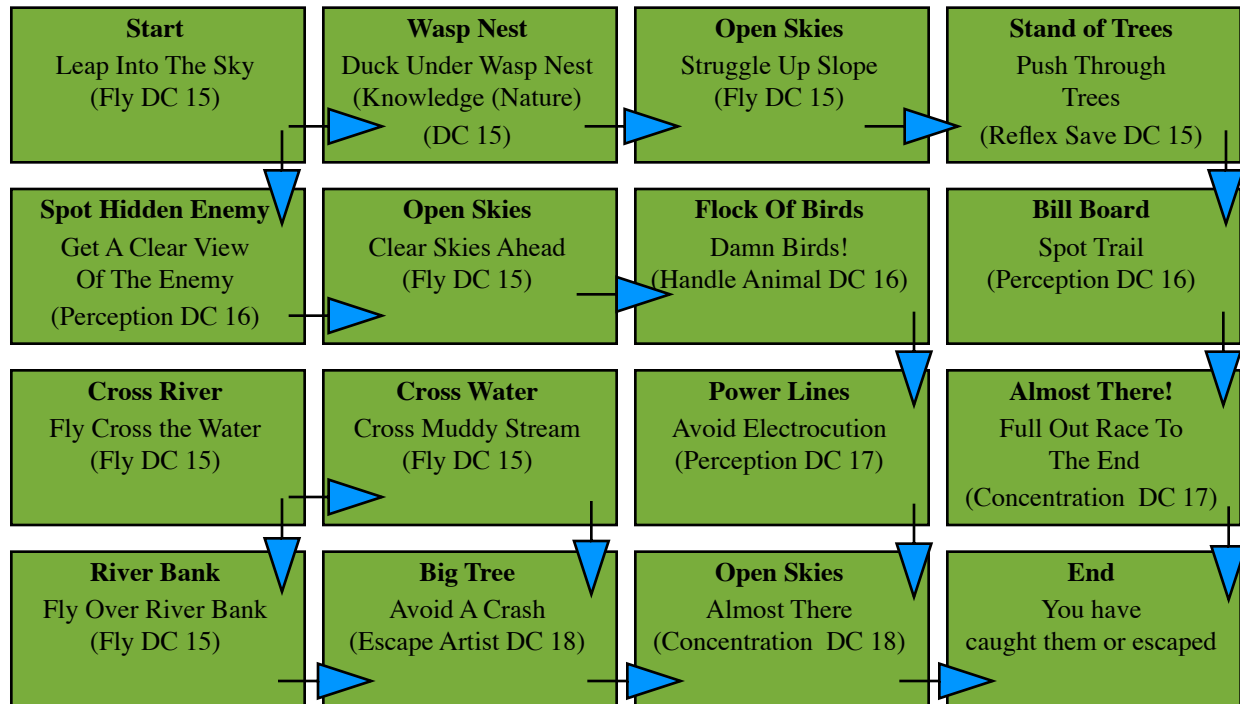
Roof Tops, Using Super Powers



Rural, On Foot



Rural, Flying



Rural, Using Super Powers

