

**THE**



**AWFUL**

**EIGHT**



**A CRIME FIGHTER RPG  
SOURCEBOOK**

The Awful Eight is a supplemental sourcebook for the game Crime Fighter RPG. It contains eight Non-Player Criminals (NPCs) from the world of Crime Fighter RPG. The NPCs are provided as ready made characters for Crime Fighter RPG adventures.

Though a Crime Master (CM) may use the characters in this sourcebook whichever way he or she so deems, some scenarios involving each NPC are suggested at the end of this

sourcebook, as well as scenarios involving all eight members of The Awful Eight working together at once. Though four NPCs

(Mountain Lion, Cruella, Shuteye, and Deadly Beez) were created at the same level as beginning Player Crime Fighters (PCFs), two NPCs (Fright Knight and Naga) were created with one Experience Reward, and two NPCs (Mr. Fixit and Mr.

Roboto) were created with two Experience Rewards. This is to add an extra challenge for beginning PCFs, as well as to differentiate this sourcebook from Scofflaws & Scoundrels.

The rest of this sourcebook includes profiles for each character included, followed by the suggested scenarios section. The

profiles of the NPCs go in the order of lowest Experience Rewards to highest Experience Rewards. Each character's profile contains their artwork, name, motifs, Combat Skills, Detective Skills, Gadgetry, and a brief background describing the character's origin and abilities.



Criminal Name-Mountain Lion

Motifs- Lions, Wild Cats, Man Mountain, Hunting Human Prey

Combat Skills- Attack Melee +2 (Great Strength), Evade Melee +2 (Powerful Muscles)

Detective Skills- Detective +1 (Keen Senses), Intimidation +2 (Feral Ferocity), Stealth +1 (Hunt Prey)

Gadgetry- Augment: Resistance +2 (Treated Lion Skin),

Augment: Resilience +2 (Treated Lion Skin)

Background- A mountain of a man, the criminal known as Mountain Lion began his life of crime after stealing a specially treated mountain lion skin from a Native American shaman.



Criminal Name- Cruella

Motifs- Cruelty, Sadism, Violence, Spikes, Chains, Vandalism

Combat Skills- Attack Melee +1 (Brutal Brawler), Evade Melee +1 (Dirty Infighting), Resistance +1 (Battle Scarred), Resilience +1 (High Pain Threshold)

Detective Skills- Intimidation +2 (Cruel Threats), Persuasion +1 (Aggressive Personality), Streetsmart +1 (Brutal Thug)

Gadgetry- Augment: Attack Melee +1 (Spiked Bats), Augment: Resistance +1 (Spike Suit), Oppose: Evade Melee -1 (Spiked Bats), Oppose: Resistance -1 (Sharp Spikes)

Background- Mean-spirited from an early age, the villainess Cruella has spent much of her life bullying and beating people. She became a super criminal just to beat down tougher foes.



Criminal Name- Shuteye

Motifs- Eyes, Sleep Induction, Muscle Relaxation, Dream State

Combat Skills- Initiative +2 (Sleep Gas), Evade Melee +1 (Gas Cloud), Evade Range +1 (Gas Cloud)

Detective Skills- Detection +1 (Night Vision), Deduction +1 (Vision Quest), Stealth +2 (Dream Thief)

Gadgetry- Oppose: Attack Melee -2 (Hypnotic Eye), Oppose: Attack Range -2 (Hypnotic Eye)

Background- A scientist turned criminal, the enigmatic Shuteye discovered a way of inducing drowsiness in others through the combined use of sleeping gas and a special hypnotic eye.



Criminal Name- Deadly Beez

Motifs- Bees, Flying, Stinging, Trained Assassin

Combat Skills- Initiative +2 (Fast Flier), Attack Melee +2 (Assassin Training)

Detective Skills- Detection +2 (Trained Eye), Persuasion +1 (Femme Fatale), Stealth +1 (Aerial Ambush)

Gadgetry- Oppose: Resistance -1 (Bee Stingers), Oppose: Resilience -1 (Poison Sting), Extra Wound Melee (Bee Stingers), Flight (Bee Wings)

Background- The lethal killer Deadly Beez was trained and armed by a secret group of skilled assassins. Once fully trained, she killed them all and flew off to seek her own life of crime.



Criminal Name- Fright Knight

Motifs- Death Knight, Terrifying Fright, Skulls, Bones, Skeletons

Combat Skills- Attack Melee +1 (Bone Club Strike), Evade Melee +1 (Bone Club Block), Resistance +1 (Strong Bones), Resilience +1 (Hard To Kill)

Detective Skills- Intimidation +2 (Frightening Appearance)

Gadgetry- Augment: Attack Melee +1 (Bone Club), Augment: Evade Melee +1 (Bone Club), Oppose: Intimidation -2 (Fright Skull), Prevent Wound (Skull Breastplate)

Background- Obsessed with necrophobia, the man who would become Fright Knight spent years developing the special skull, breastplate, and club that now make up his terrifying persona.



Criminal Name- Naga

Motifs- Snakes, Serpents, Reptiles, Poison, Fangs, Scales

Combat Skills- Initiative +2 (Slithering Speed), Attack Melee +1 (Swift Strike), Resistance +1 (Scaly Skin)

Detective Skills- Persuasion +2 (Snake Charmer), Stealth +2 (Silent Slither)

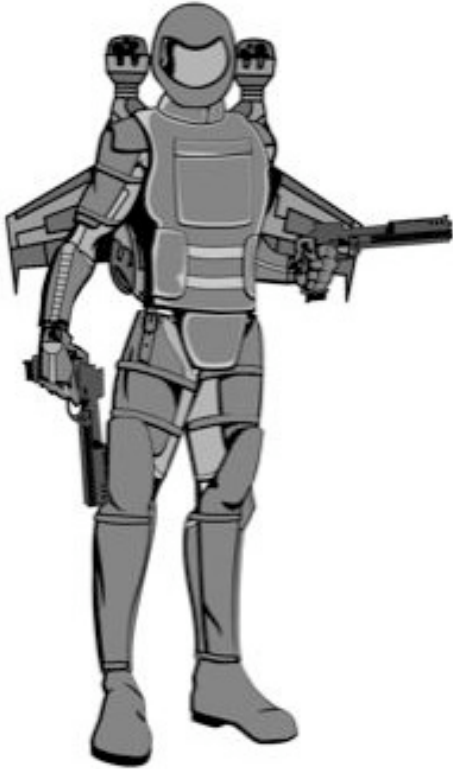
Gadgetry- Augment: Initiative +1 (Slither Suit), Oppose:

Resistance -1 (Snake Bite), Oppose: Resilience -2 (Naga

Poison), Minor Cohort: Attack Melee +1, Stealth +1, Oppose: Resilience -1 gadget (Serpentine Servant)

Background- Naga was a geneticist who spliced her own genes with that of a snake. It only altered her appearance, so she has since armed herself with special snakelike weaponry.





Criminal Name- Mr. Fixit

Motifs- Mechanical Genius, Gizmos, Hardware, Repair Work

Combat Skills- Attack Range +2 (Perfect Aim), Evade Range +2 (Evasive Action)

Detective Skills- Detection +1 (Perceptive), Deduction +1 (Ingenious), Education +2 (Technological Marvel)

Gadgetry- Augment: Detection +1 (Radar Helm), Augment: Attack Range +1 (Telescopic Visor), Flight (Jet Pack), Multi Attack Range (Laser Pistols), Omni Gadget (Random Gizmo)

Background- Co-leader of The Awful Eight, Mr. Fixit was once a simple mechanic who had a knack for jerry-rigging gizmos. Over time, his talent for invention would lead to a life of crime.



Criminal Name- Mr. Roboto

Motifs- Robotics, Robots, Cybernetics, Technology, Invention

Combat Skills- Resistance +2 (Robotic Implants), Resilience +2 (Internal Power Supply)

Detective Skills- Deduction +2 (Highly Intelligent), Education +2 (Robotics Genius)

Gadgetry- Augment: Deduction +1 (Micro Processor), Augment: Education +1 (Data Base), Prevent Wound (Robo Suit), Heal Wound (Repair Systems), Major Cohort: Resistance +2, Detection +2, Augment: Attack Range +1 gadget, Extra Wound Range gadget (Robot O)

Background- Leader of The Awful Eight, Mr. Roboto was once a peaceful man, but he turned on humanity after creating his own robots and altering himself with his own robotic implants.

## **Suggested Scenarios for The Awful Eight**

Scenarios for The Awful Eight are of two varieties: group scenarios involving all the NPCs and single scenarios involving each NPC individually. Scenarios for the entire group will be designated as being for The Awful Eight, while scenarios for lone members will be designated by the respective NPC's name.

Scenario for The Awful Eight A number of NPCs from The Awful Eight are imprisoned at the city's high security facility, and the rest of The Awful Eight are determined to attack the facility and free their jailed members. It is up to the CM to determine which of The Awful Eight are imprisoned and which will attack the high security facility. It is suggested that Mr. Roboto and Mr. Fixit be the only ones imprisoned or the only ones attacking the facility, as they are the leaders of The Awful Eight and would require being busted out (or busting out their compatriots) in order to proceed with any caper involving all of them. When the jailbreak does occur, it will be up to the Player Crime Fighters to stop it.

Scenario for The Awful Eight While on a routine patrol, one of the Player Crime Fighters accidentally stumbles upon a meeting of the entire membership of The Awful Eight. Soon discovered spying on them, the PCF is outnumbered by all of the villains and severely beaten, then left for dead. The other PCFs (or a Non-Player Crime Fighter) discover the dying PCF and save him or her from almost certain death. Once the nearly-killed PCF has fully recuperated, the hunt is on for revenge against every single member of The Awful Eight, one at a time or all together.

Scenario for Mountain Lion After watching a report on the local news about a mountain lion being shot by park rangers at a nearby national park, Mountain Lion goes on berserk rampage at the ranger station, killing several rangers and destroying the station. When the Player Crime Fighters arrive on the scene, they are informed that the villain is still somewhere in the park.

Scenario for Cruella After a spat with the rest of The Awful Eight, Cruella decides to break out on her own for a little while and earn some money as a mob enforcer. Hiring herself out to a local mob boss, one of her first assignments is to give a beatdown to one of the pesky Player Crime Fighters that keeps interfering with the mob boss's citywide operations.

Scenario for Shuteye A rash of burglaries has hit the city's richest patrons. Each victim reports being visited in a dreamlike state by a strange man. All they remember is a single glowing eye, but the rest of the dream is too vague to recall. No doubt, the 'strange man' is Shuteye, and it is up to the Player Crime Fighters to discover the pattern to his crime spree and stop it.

Scenario for Deadly Beez A rich socialite calls upon the Player Crime Fighters and asks to hire them to protect her brother. The brother in question is a rich, eccentric beekeeper who has recently married a new, younger bride. The sister is highly suspicious of the new bride, and thinks she is out to kill her brother. She is right, as that new bride is in fact Deadly Beez.

Scenario for Fright Knight The longshoremen down at the city's main port have been afraid to be at the docks at night, as it is apparently haunted by a fearsome ghoul with a horrific skull for a face. Turns out the ghoul is none other than Fright Knight, who is overseeing a smuggling operation at night and scaring off any possible eyewitnesses. The Player Crime Fighters will have to discover the villain's operation and put an end to it.

Scenario for Naga The local zoo has a rare albino boa constrictor on exhibit on loan, and Naga has decided that she wants it as a pet. Her plan is to create havoc in the zoo by releasing a large number of her pet serpents among the visitors, then steal the boa constrictor in the ensuing panic. The Player Crime Fighters will be at the zoo when it all goes down.

Scenario for Mr. Fixit One of the Player Crime Fighters hears a strange rumor, that Mr. Fixit is not human and is in fact just a robot made by Mr. Roboto. The PCFs have their curiosity peaked and are determined to find out the truth of the matter. Is Mr. Fixit really a robot in disguise, or has he merely put the rumor out on the street to lure the unsuspecting PCFs into a trap?

Scenario for Mr. Roboto Mr. Roboto's beloved Robot O has malfunctioned and gone off missing. Mr. Roboto is distraught, and goes on a search for his robot creation. Robot O wanders the city in a confused state and is found broken down by the Player Crime Fighters. When Mr Roboto discovers his robot in the PCF's possession, he becomes furious and attacks them.

The Awful Eight was written by Errin Famiglia as a supplement for the game Crime Fighter RPG.

All artwork in The Awful Eight was made by me using the excellent program known as the Hero Machine. You can learn more about the Hero Machine at [www.heromachine.com](http://www.heromachine.com) , or can use the online Hero Machine at [www.ugo.com/channels/comics/heroMachine2](http://www.ugo.com/channels/comics/heroMachine2) to visually re-create your own Crime Fighters and Criminals for Crime Fighter RPG.