

BLINDSIDED!

The Heroes help a fellow Neo Champion and discover a tale of love and betrayal. For use with the Dawn of Legends setting.

Neo Crime Bureau Liaison

As reports of another mysterious death, the victim's chest seemingly melting away and leaving only a cauterized hole, breaks on the afternoon news, the Heroes receive a call from Special Agent Gerard Beaumont, their contact and liaison at the Neo Crime Bureau. Gerard is also the liaison for a Neo Champion known publicly as the Blue Knight and is in need of the Heroes' help.

Someone close to the Blue Knight has gone missing, and from what he's learned so far all of the gathered Forensic Evidence is pointing toward the Champion as the culprit. There hasn't been enough for an arrest . . . yet . . . but Special Agent Beaumont isn't convinced the Blue Knight is actually behind it. As the Champions' liaison, he can't be allowed to take part in the investigation, and he isn't privy to the specifics of the evidence or details. He asks that the Heroes meet with Blue Knight at Colonial Park in Mayfield Square, and try to get to the bottom of the case.

Who is the Blue Knight?

Any Hero that succeeds at a Common Knowledge roll has heard of the Blue Knight.

The Blue Knight has been operating in the City of Legends for the past year. Serving mostly the low-income neighborhoods of Liberty Heights in an escalating war against the street gang known as The Riggers, the Blue Knight has crossed paths several times with Mech-Daddy of the Sentinels of Society.

Once an engineer living in Salvation City whose life was forever changed by The Purge Invasion, the man that would become the Blue Knight used his advanced scientific knowledge to create a hammer capable of smashing through reinforced steel, and a shield able to withstand attacks from all conventional weapons (and even some Neo attacks).

After attempting to hold Salvation City together following the invasion, the growing corruption in the State legislative and judicial branches resulted in a hit being placed upon the Neo Champion. After an attack by a team of powerful Neos known as the Osirian Agenda, the Blue Knight was hospitalized and spent over 2 months in a coma. Following his recovery and release, he left Salvation City and moved to Autumn Arbor, where he hoped to gain enough contacts within the Neo Community to eventually put together a team of his own and return Salvation City to its once former glory.

The Investigation

The Blue Knight tells the Heroes that his best friend and roommate, Jerry Foley, went missing two weeks ago. He shows

Player Handout

Before the One-Sheet Adventure begins, the GM should make sure all of the players have read the Arbor Globe report on: Mysterious Deaths Grip City of Legends!



them a photograph of a sandy-haired man in his mid-twenties with a GQ smile. At first he thought nothing of it. The two of them had had an argument and when he'd come home from patrolling, Jerry was gone. He assumed Jerry had gone out for a bit to get away from him. When Jerry didn't come home the next day, he assumed he'd gone to see family or something. However, when Jerry didn't come home that night, the Blue Knight had attempted to call his cell-phone. No answer, and no call back even after several attempts. After 3 days had passed, he filed a missing



persons report.

The AAPD got involved immediately, and Dr. Robert MacIntyre, himself, and the rest of his Scientific Investigations Division worked the apartment. He doesn't know what they found, but from what he's learned evidence is pointing to the possibility that he might have done something to Jerry. He didn't. He has no idea where Jerry went, but he's starting to get worried, especially given who Jerry's family. Jerry is the nephew of Mayor Edward Foley. Obviously, because the case now has a Neo suspect, the Neo Crime Bureau and the AAPD are working in conjunction.

Any attempts to find out the nature of the evidence meets with a series of dead ends. Because the investigation is on-going, neither the AAPD nor the NCB are willing to discuss details. Robert MacIntyre is very polite toward the Heroes- after all, he works with Neos on a daily basis and has absolute respect for them- but unfortunately cannot discuss with them anything regarding the evidence or how it might be pointing to Blue Knight. All he can tell them is that given the relationships of the victim, there's a lot of pressure from City Hall to find the culprit and to do it quickly. Any accusation- veiled or otherwise- that the AAPD, SID, or NCB might be rushing the case due to political pressure gets a very serious look from MacIntyre. Regardless of political pressure to solve the disappearance, the evidence will say whatever it says, and doesn't lie. Nor can it be influenced by personal feelings.

Family Ties

If the Heroes don't think of it on their own, Blue Knight suggests they talk to Mayor Foley. Maybe Jerry had contacted his uncle before he disappeared. If the Heroes suggest that the AAPD and NCB probably already thought of that, Blue Knight agrees. Unfortunately, though, neither agency is being a lot of help toward any of them.

The Heroes can get a meeting with Mayor Foley with a

successful Persuasion roll (getting in to see the Mayor begins with a Neutral reaction). Unfortunately, the Blue Knight cannot go into City Hall with them. Given the investigation and his placement as a suspect, security doesn't let him enter to see the Mayor.

Depending upon the result of the Persuasion roll, Mayor Foley is either a little cool toward them- viewing them as Neos helping their own- or friendly as he sees them as a group of Neos personally interested in finding his nephew. Whichever the case, during the conversation the Heroes learn the following information:

The truth of the matter is, Jerry and Blue Knight weren't just best friends and roommates, they were lovers. Mayor Foley isn't happy about it, but Jerry is an adult and able to make his own decisions. Despite his nephew's lifestyle, however, they remained close and had dinner together twice a week. About 2 months ago, Jerry and Blue Knight started having personal problems. Jerry wanted to go public with their relationship, and use it as a public message to same sex couples to not live behind closed doors. According to Jerry, Blue Knight was against this, as he felt going public that he was homosexual would result in a loss of Public Image and ability to do his job, especially amongst the more conservative citizens and politicians. Blue Knight and Jerry had gone back and forth on the issue for some time, and last week Jerry had informed the Mayor that he had scheduled an interview with Channel 7. The interview was to take place the day after he vanished, and he was going to go public with his relationship with Blue Knight.

Before the meeting can continue, the Mayor suddenly screams and holds his shoulder. As he drops to the ground in pain, the Heroes see not only a cauterized hole in his shoulder, but also one in the window. Neither the attack, nor the window, had made a single sound. A Notice roll shows a glint of sunlight off of something metallic from a rooftop across the street.

The Mysterious Serial Killer

No doubt the Heroes burst into action. So does the enemy . . . in an attempt to escape.

Fortunately for the Heroes, the villain (calling himself Blindsight) is inexperienced and panics when the Heroes rush after him. Instead of using his limited teleportation pack to escape the scene, he opens fire on them. If any of the attacks miss, or fail to take the Heroes down in one-shot, he turns to flee.

During combat, Blindsight starts to use his teleportation pack, but the jumps are in short bursts only (12" max) and still within view of the Heroes on a Notice check at -2. A Notice roll at -4 will also reveal a wispy after-image from the point of Blindsight's last teleportation. Stepping into the after-image will automatically teleport the Heroes to Blindsight's jump point. After first discovering the after-image, no further Notice checks are required to continue following him.

His only weapon is the hi-tech rifle, and the moment the Heroes disarm him, and neutralize his teleportation ability (ripping the pack from his back will do), Blindsight is done.

Removing his mask, the Heroes learn it is none other than Jerry Foley.

Jerry grips his chest and falls to the ground, conscious and extremely weak as Blue Knight arrives at his side and asks one question: Why?

The Origins of Blindside

Several months ago, the Blue Knight apprehended a villain known as Shadow Jumper following a string of late night bank robberies throughout the Cedar Valley area. Both the AAPD and NCB knew a Neo Rogue had been committing the robberies when no signs of entry or departure were visible. Determined to apprehend the villain, Blue Knight operated on stake-out at a branch of the First Arbor National Bank. Five days later, the villain appeared via teleportation. Discovering the after-image left behind after the villain escaped their brief confrontation, Blue Knight stepped through and followed the subsequent series of portals to the criminal's lair in a high-rise apartment in Cedar Valley. After apprehending the villain, the news and media outlets were quick to pounce on the story of the son of a wealthy businessman in Autumn Arbor turning to crime. Exactly where Shadow Jumper got his high-tech teleportation device, since manufacturing it was beyond his own scientific abilities, was never determined.

Jerry Foley was intrigued by the story, and eventually made his way to the apartment under the cover of night. With the case over and the residence empty in an attempt to re-lease it, he had no trouble at all making his way inside. As luck would have it, a careful search of the apartment turned-up something that even the NCB had missed: a secret compartment in the floor of the bedroom closet within which was a spare suit and teleportation pack.

Jerry took them as his own and, heady with his new power, began a series of robberies of his own. Addicted to the feeling of power the suit gave him, he eventually came into contact with Blue Knight when the Hero was on patrol. Although Jerry, now calling himself Blindside, managed to escape by eventually teleporting into the reservoir in Hyde Park and nearly causing Blue Knight to drown when he followed him, he knew he had two choices. The one was to let go of the suit and give-up his new life and the sense of empowerment it gave him. The other was to eliminate his best friend and lover before he could be captured.

Jerry orchestrated his own disappearance, manipulating their relationship to serve as motive, and prepared for the NCB to take Blue Knight down for him. He grew-up in a political family, after all, and knew how to play the game and manipulate the system.

Several days ago, a VanCorp security team apprehended Blindside as he attempted to break into the VanCorp R&D division in search of tech to sell on the black market. VanCorp, though, is not to be crossed. Instead of turning him over to the Neo Crime Bureau, they would have secretly executed him and destroyed the body. Alexander Ramirez, however, offered him an alternative: he would field test for them a new piece of equipment. Something that would give him great power. In exchange, VanCorp would ignore his little indiscretion against them.

The weapon was a new Nano-Field Generator designed for the Federal Government to fire bursts of control Nano-beams at a target, unseen. Capable of instantaneously punching through reinforced steel, the weapon had one, small flaw: radiation leak. A point VanCorp conveniently failed to reveal to Blindside.

Over the next several days, Blindside's mind was slowly eroded away by the intense radiation the gun emitted. He grew delusional and more, and more immoral. After a series of tests against people that, in his mind, looked down on Homosexuality, he decided

to turn his attention to the true power within Autumn Arbor: the politicians who made sure his lifestyle was never, fully accepted by the system.

Wrap-Up

Blue Knight is devastated that Jerry, who was the world to him, had allowed himself to become something so absolutely evil.

Jerry falls unconscious as the Neo crime Bureau arrives on the scene.

A Notice check at -2 to examine the weapon shows a very small VanCorp symbol on the underside.

Aftermath

Jerry is in critical condition. The hospitals seem unable to help his condition, and even Neo Healing abilities seem ineffective.

Blue Knight goes public about his lifestyle.

Meanwhile, VanCorp claims the gun is being designed under Government Contract, is classified, and was stolen. A report is on file with the NCB (who require the gun to be returned). Due to their intense government contacts, the Neo Crime Bureau doesn't open any type of investigation against the company.

Blue Knight

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d8, Vigor d8

Skills: Fighting Dd0, Investigation d6, Knowledge (Science) d12, Notice d8, Repair d12, Stealth d8, Shooting d8, Streetwise d8

Charisma: 0 **Pace:** 6 **Parry:** 7 (15) **Toughness:** 6

Mental Resistance: 8 **Spiritual Resolve:** 6 **Wealth:** 6

Hindrances: Cautious, Responsibility to Others (Jerry Foley, Major), Trouble Magnet (Minor), Unable to Heal

Edges: Arcane Background (Neo), Close Fighting, First Strike, Power Development, Wealthy

Powers:

Power Network 4 (Hammer of Justice, Gadget [EPN], Power Source: Technology)

- Daze 8 (Stunning Strike, ES)
- Environmental Manipulation 8 (Ground Smash, Knockdown, ES)
- Melee Attack 8 (Hammer Strike, 8d6, ES)
- Range Attack 7 (Shockwave, 7d6, ES)

Power Network 3 (Shield of Protection, Gadget [EPN], Power Source: Technology)

- Deflect 8 (Limited: Must be Facing Attack, ES)
- Envasion 6 (Limited: Must be Facing Attack, ES)
- Hyper-Parry 8 (+8, Limited: Must be Facing Attack, ES)

Blindside

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Politics) d6, Notice d6, Stealth d4,

Charisma: +2 **Pace:** 6 **Parry:** 3 **Toughness:** 5

Mental Resistance: 5 **Spiritual Resolve:** 5 **Wealth:** 6

Hindrances: Vengeful, Yellow

Edges: Attractive, Wealthy

Powers:

Power Network 1 (Jump Pack, Gadget [EPN], Power Source: Technology)

- Teleportation 10 [linked to] Teleportation 10 (Gateway, ES)

Experimental Nano-Field Rifle

Toughness: 10

Powers:

Power Network 3 (Nano-Field Rifle, Gadget [EPN], Power Source: Technology)

- Drain 5 (Radiation Leak, Vigor, Permanent, Death Touch, Persistent (Power Enhancement), Full-Power, ES)
- Range Attack 8 (Nano-Field Blast, AP 10, Unnoticeable)
- Super-Toughness 5 (Object Only Toughness, ES)

DAWN OF LEGENDS

The Arbor Globe

FRIDAY, MARCH 06, 2009

MYSTERIOUS DEATHS GRIP CITY OF LEGENDS!

The Body Count Continues!

By Ralph Michaels

What began four days ago as yet another unfortunate incident within our great city, has turned into a panic inducing epidemic. Another murder occurred last night, the fourth in as many days. The victim, James Carson, suffered the same lethal wound shared by the previous victims. Witnesses state that Mr. Carson fell face down after leaving a local restaurant.

Sheryl Cain, an accountant who was on her way to a dinner date, saw Carson fall. "He smiled at me and then his suit seemed to melt in the chest area and he cried out. I saw the crowd behind him through the hole in his chest before he fell. It was absolutely horrible."

Other witnesses gave similar statements, saying Carson cried out and then fell to the ground, a cauterized hole burnt completely through his chest and back.

It is unknown at this time if Mr. Carson was linked in any way to the previous three victims. Those victims, two of which were killed in public like Mr. Carson, suffered the same smoking wounds in their chests. While police have yet to admit it, it would seem that Autumn Arbor may have a serial killer on the loose - a



The fourth murder in as many days has police baffled. As of yet, there are no suspects.

Photo by Sara Stone

Neo serial killer.

At this time, no connection can be found between the victims and no pattern has evolved. Authorities fear that the killer may start targeting police or political figures, since many of the killings thus far have happened in public and the killer has yet to even be seen, much less identified. Roger Delany, author of the novel "Neos Among Us", volunteered his expertise to the Globe on the matter. "I believe this is just the beginning," Delany

states. "Neo abilities grant individuals a tremendous amount of power, and with that power comes an inflation of sense of self. It is a simple matter to slip into the frame of mind where you are above and beyond humanity. This is especially true for teens just discovering their abilities." Delany states that he believes the killer possesses the ability to become invisible and inflict tremendous damage. "This is a highly volatile individual who is probably suffering from

emotional displacement due to the onset of Neo abilities. I suspect the killer is a young person, probably a male, and with ties to a local gang. If not stopped soon, I fear this could escalate into something far worse than what we've seen thus far."

Authorities urge anyone with information to contact the NCB immediately.