

AARON ALLSTON'S

STRIKE FORCE™



CHAMPIONS
THE ULTIMATE ROLE-PLAYING GAME!

**CAMPAIGN
SOURCEBOOK**

**HERO
GAMES**

Aaron Allston's

STRIKE FORCE™

A CAMPAIGN SOURCEBOOK FOR CHAMPIONS

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INTRODUCTION

I don't think there's a **Champions** player alive who wouldn't like to write up his own campaign and have it published. I'm certainly not immune to the syndrome.

Of course, it's not enough just to write up your campaign. You'd simply be writing for yourself — not for other game-masters and players. The trick is to write a supplement that describes one campaign but is genuinely helpful when used with others. I've written *Strike Force* hoping to meet those requirements.

For the gamers who've grown interested in the adventures of Strike Force from the mentions in **Champions** products and *Adventurers Club* and *Space Gamer* magazines, this is a history and description of the campaign. *Strike Force* is also written for, and has a wealth of material for, players who've never heard of the campaign.

ARRANGEMENT OF THE SOURCEBOOK

Strike Force is arranged this way:

Campaigning is a section on the campaign use of this supplement. This section includes game-mastering tips — not "How To Plot An Adventure" guidelines, but advice for specific problems and situations occurring in a campaign from its earliest days through its later years. These guidelines should interest both experienced and beginning GMs. Also included are ideas for using the Strike Force characters — as a hero team, as hand-out characters for visiting players, or even as villains.

Campaign-Specific Rules describes our own fine-tuning refinements to the **Champions** rules, which you can use or discard as you please.

The Teams is an introduction to the two superhero teams presented in this supplement: Strike Force and the Shadow Warriors. Here, we talk about the arrangement of the two teams, their memberships, special code-words and combat maneuvers, and (briefly) their team histories.

Strike Force includes character sheets and histories of the members of Strike Force, past and present.

Shadow Warriors also includes character sheets and histories of the members of the Shadow Warriors, past and present.

Independents talks about non-affiliated characters associated with the campaign — particularly DNPCs and specialist NPCs.

Villains and Neutrals contains the character sheets and writeup of the campaign's enemies — some truly villainous, others merely opposed to the heroes' goals.

Headquarters talks about the HQs maintained by the two super-teams, and includes headquarters layout sheets, maps, map keys, vehicle sheets, and descriptions of civilian employees.

History of the Campaign expands upon the abbreviated campaign history given in "The Teams," describing it along with the real-world events that were shaping the campaign as we went along.

Crisis of Champions is an outline for a large-scale **Champions** mini-series involving your own characters, Strike Force, and the heroes of several famous superhero continua.



THE CHARACTERS

In this supplement, each character who appears is presented in one of three ways.

- (1) The most experienced, active, heroes in the campaign setting have *two* character sheets — one showing a good deal (100+ points) of experience, the other having none. You can use the version which reflects the level of power in your campaign, and which best suits the uses to which you intend to put the character.
- (2) Villains and less-experienced characters are given only one character sheet. The villains are shown with a good deal of experience; the others have been "set back" to 0 EXP, so they're more appropriate for use in beginning campaigns or as hand-out player-characters.
- (3) Less active characters, and those of historical interest, are given half-page or quarter-page text descriptions. These writeups give all the characteristics and pertinent powers necessary for combat. You can flesh out these characters as required.

Additionally, every hero and neutral presented in these pages includes a Villain Option. If you don't want to have more hero NPCs cluttering up your landscapes, just use the villainous versions of these characters. With around 40 characters appearing, all of whom can be used as villains, *Strike Force* is like an **Enemies** book within a campaign sourcebook.

I hope that you will find *Strike Force* useful and entertaining; it was certainly fun to write. Let us know.

— Aaron Allston

CAMPAIGNING



Across the years of playing, my players and I have run into a lot of interesting situations and difficult problems. Sometimes we've figured out how to solve them; sometimes we've figured out how to spot them ahead of time; sometimes we haven't been able to do a thing about them.

So let's discuss some of those situations, then talk about ways for you to apply the solutions when using *Strike Force* in your own campaign.

THE DEVELOPING CAMPAIGN

Let's say that you've just recently purchased *Champions*, gotten players together, and designed characters and a campaign background. Now what?

THE "CHARACTER STORY"

One thing that each *Champions* GM needs to learn to do is to spot, carefully nurture and eventually play out the "Character Story."

Each player-character has a Story above and beyond the ordinary adventures encountered during the course of the campaign. This Character Story usually involves the resolution of the most important desires of the character.

Among the *Strike Force* characters you'll be reading about, these were a couple of the Character Stories encountered during the run of the campaign.

Phosphene — Discovery of and Acceptance by Family. Raised by a single parent and knowing of no other relatives, Phos started his career cynical and alone. Learning that he had a family, the enigmatic Blood, he discovered that he had a tremendous need to become one of them. Eventually, he met all his surviving relatives and earned the affection of most of them. Now married and a family man himself, his personal story is resolved.

Lorelei — Growth Into Womanhood. In the course of her years of playing, Lorelei grew from a 15-year-old innocent into a mature woman and team leader; the most important elements of this transition (other than the years involved) were her romance with Commodore and her eventual rescue of and reunion with her father.

Take a look at your own character — or at all the PCs, if you're the GM — and try to root out the Character Story of each one. Sometimes it'll be easy. If a big, nasty Hunted figure into the character's background — including the development of his powers and the stimuli which made the character decide to be a hero — then the final defeat of the

Hunted is likely to be the Character Story. Alternatively, bringing about the circumstances which will allow a hero to buy down or buy off his greatest psychological limitation (such as Luster's desperate need for acceptance and recognition by her father Overlord) could be the character's Story.

In short, try to figure out what element of the character's background, relations, or psychology make him interesting but will eventually make him (and his player) frustrated and unhappy if not ultimately resolved. That's the Character Story. Once you've figured out what it is, over the months and years, through subplots and adventures, you should bring this Story to a climax and resolution.

Don't be fooled into thinking that the resolution of a character's main Story will result in the character getting bored and retiring from the campaign. In all likelihood, by now he's become firmly entrenched in the superhero world and will continue adventuring, probably as a much saner person. Completion of a character's story can, however, allow a player to retire his hero gracefully before he grows weary of playing him. The decision to start a new PC can breathe new life into a campaign, keeping things fresh and exciting.

Not all characters will present the GM with a Story to develop. Some never do. Occasionally, the GM has to invent the Story tailored to the character. This, too, is fine. Of course, no campaign lasts long enough for every Character Story to be discovered and exploited; the GM who cannot figure out one character's story can always move on to another character.

SIMULATING THE COMICS

Often, the GM will find that his players are doing things that just don't resemble the comics in some way that's important to him. Just as often, the GM will address the problem by telling the players, "Hey, let's do it this way ..." or by slapping the characters with diminished Experience. These methods don't usually work.

The most efficient method I've found of instituting changes is by directly confronting the characters with the results of their errant behavior. For instance, if they fail to develop team tactics, they get beaten by teams who employ such tactics. If they are needlessly violent, they get to see first-hand the results of their killing — such as the accidental murder of other players' DNPCs.

If you show off an NPC or NPC team as being superior because they do something the PCs don't, it's likely the PCs will adopt the tactics, methods, or ethics in question — so as not to be second-rate.

THE NEW PLAYER

It's good to have new players come into a campaign; new players mean new blood and energy in a campaign. But there's a particular danger associated with New Players, especially when a new player is mainlined right into the campaign. He then becomes an important part of it immediately — but doesn't have a good grasp on the campaign's background and ground rules.

What happens? Sometimes the new character's indifference to the "ground rules" hurts the regular PCs' reputations; sometimes — even worse — the new character will get one or more of the series regulars killed. The player's defense is always the same: "Hey, it's only a game, just put together another character."

When a new player comes into a campaign, unless the GM is already familiar with the player's style and attitudes, he may wish to lend the new player an NPC, one who is known to the player-characters. This is the Stock Handout Hero; you can, in fact, use the heroes in this sourcebook, especially the 0-EXP versions, for this purpose.

The result? The new player gets to play several episodes with a character who is known to the existing PCs; also, he'll have these episodes to learn how the series regulars play their game. If the player fits in, he can create his own character. If he doesn't, the GM can head off any actions that might do permanent harm to another character or the campaign by saying, "Sorry, but Star Mangler just wouldn't do that. Try something else."



AGING THE HUNTEDS

While some Hunteds stay shiny, imperishable and unchanged throughout a campaign's course, many don't. To keep things interesting for the GM and the players, the GM should gradually "age" many of the campaign's Hunteds.

How is such a thing accomplished? There are many ways.

Combination. If several heroes are Hunted by different villains, those villains could band together into a team. If heroes are hunted by different agencies, these groups could band together — or be discovered already to belong to the same master organization.

Resolution and Replacement. A Hunted could be resolved if the hunters involved retire, are stripped of their powers, or die. This can also occur if the motivation for the hunters is removed or becomes obsolete. When resolution occurs, the PC must buy off his Hunted with experience, or take a new disadvantage.

Spinoff or Evolution. A new Hunted could be directly related to or derived from the old Hunted. Take a look at Luster in the "Strike Force" section. In her original conception, she was Hunted by Overlord (who wanted to return her to the Lair). As she began play, this was changed to a Hunted by Power Lord, her hated half-brother. When Ichi-ban killed Power Lord, she picked up a new Overlord-related Hunted: Gold, a member of Overlord's Steel Brigade.

LISTENING TO YOUR PLAYERS

Always listen to your players' discussion of the ongoing adventure. They'll constantly be analyzing, theorizing, and commenting on the adventure. Often, their discussion will give you even better ideas than those you've been implementing.

Also, pay attention to the recurring phrase, "It might be neat if ..." The player who is saying this, whether he realizes it or not, is expressing a desire about a future storyline or character development. Usually it's easy to accommodate him, and gives him a more personal interest in that specific plotline.

CAMPAIGN PROBLEMS

THE GROUND RULES

In the course of the campaign, the players and GM will have to decide on its "ground rules" — the codes of behavior the GM expects from the PCs and the opportunities the PCs expect of the GM. You see real problems in a campaign where the GM provides no guidance as to what the ground rules are, and the PCs find that their own codes of behavior clash with one another and the GM. You also see problems when the GM wants to establish a particular ground rule, and the players don't agree with it.

Following are some of the areas for which ground rules need to be established:

LETHALITY

In your campaign, is the violence of the *Comics Code Authority Variety* (mostly Normal Damage attacks, very few Killing Attacks, very few deaths), of the *Graphic Novel Variety* (an even mix of Normal Damage and Killing Damage attacks, moderate to high death tolls among nameless villain agents and soldiers, moderate death tolls among named villains, occasional death among PCs), or the *No Kid Gloves Variety* (lots of Killing Attacks, high-powered Normal Attacks, indiscriminate slaughter of all types of characters)? The GM should ask each player what he expects the violence level of the campaign to be, then decide what that level will be and announce it to the players so that there are no mistaken impressions. The Strike Force campaign hovers between the Comics Code and Graphic Novel levels, leaning toward the latter.

RELATIONS WITH THE AUTHORITIES

The hero-team can either be *Allied with the Authorities* (act as special law enforcement authorities), *Indifferent to the Authorities* (cooperating with the law sometimes, having to elude it other times, usually operating from secret bases), or *Hunted by the Authorities* (hero-team regarded as criminals and avidly pursued by the law). If the players actively dislike one of these choices, the GM should not choose it as the basis for his campaign. Strike Force falls in the category of Allied With the Authorities; the Shadow Warriors are Indifferent to the Authorities.

TRUSTWORTHINESS

In some campaigns, characters start off with an irrational distrust of one another. Though they all risk their lives in the same cause, they keep their identities secret from one another and treat one another with suspicion. If you like this, then such behavior is fine. If not, then both the players and GM must work to correct it. It's helpful if NPC heroes, including members of the PCs' team, are more trusting; if an NPC team member doesn't conceal his Secret ID from his allies, then the PCs will probably respond in kind. Also, there's the question of the trustworthiness of the authorities and villains. If the heroes are tricked and betrayed by the legal authorities every time they encounter them, the heroes will be paranoid and suspicious, and rightfully so. If, on the other hand, the authorities are always trustworthy, they will be relied on more heavily. Most campaigns have a mix of law enforcement trustworthiness; some authorities are good guys and some are bad guys. With villains, you can either choose for the bad guys to be consistently treacherous or have many who are treacherous and some who are honorable. If the GM ever wants to have heroes cooperate with villains in dire circumstances, he'd better establish early on that some villains keep their promises; otherwise, the PCs will be too suspicious *ever* to cooperate with them, even if it costs their lives or the leads to the destruction of the world. The Strike Force campaign features an even mix of authority trustworthiness (they learn to trust certain specific persons in government, and to distrust others) and has featured several villains with whom the heroes can cooperate and many with whom they can't.

NEGOTIATIONS

On a related topic, we have the problem of Negotiations. Let's say a villain grabs a DNPC and declares, "Either I get away or Nell Darling dies." Will the heroes negotiate? In some campaigns, they won't. They attack. Often, the GM, not wishing to see Nell die, lets them be successful — which only encourages the characters not to negotiate in the future.

Conversely, in some campaigns, the heroes allow themselves to be walked on — they'll give the villain their foci, a getaway vehicle, the keys to the HQ and a bag full of money if only the villain will let Nell go. In your own campaign, you can decide how these things will be resolved. If you're playing a high-action campaign which places little value on life, don't worry about negotiations. But if you're playing a more traditional campaign, then some negotiations should be necessary. At that point, if the players refuse to negotiate, that's their choice — but they should suffer the consequences, such as being responsible for the deaths of innocents. If the players give up too much, they should gain reputations as easy marks. To strike a balance, the characters should learn to negotiate where necessary to prevent the loss of life — and the GM has to show them how.

CAPTURES

Here's a peculiarity of many role-playing campaigns: Some players would rather their characters die than ever be captured — even though the character has no such Psychological Limitation. Why? Because players hate to lose — and being captured is certainly losing, even if temporarily. To counter this problem, the GM should tell his players that this is a superhero campaign and that some captures are inevitable. Then, later, he should perform the occasional capture — not too frequently, to avoid making the capture a hated plot element. Some of these captures should be of the "We didn't have a chance" variety — where the villain had a trap with powers targeted to each character's weakness, for instance. When captured, the heroes either (1) get a chance to break out of prison or (2) get put into deathtraps which they must escape.

SPOT DEFENSE

Another problem is that of Spot Defense, the player's propensity for buying a new type of defense every time his character is hit with a new kind of attack. In one episode, the hero is hit by an EGO Attack; he uses his experience to buy EGO Defense. Next time, he's hit by a Drain; he buys Power Defense. This is no good — it limits the GM's ability to affect the PCs in combat, and it's not like the comics. Most heroes just can't do this. To discourage this process, the GM can do two things. First, he should learn to recognize when players are buying Spot Defense, and simply tell them that it's not acceptable, asking them to spend those points elsewhere. Second, he might encourage his players to buy small Gadget Pools. Then, when the heroes are beaten by a villain, they can set up their Gadget Pools as a defense against the villain's attack for the inevitable rematch. This happens all the time in the comics and is an excellent alternative to a slow evolution towards invulnerability.

THE TRANSLATION FOLLIES

Remember that not everything you see in the comics will translate effectively into a superhero role-playing campaign! Some comic-book conventions which just don't work in *Champions* campaigns include the following:

SEPARATING HEROES FOR LONG STRETCHES

In the comics, you see the heroes fall into traps which separate them and make them work alone for long periods of time. In the game, it doesn't work so well. Other players grow bored when only one character is being played. Sometimes it's necessary to do this, but the GM should not separate the heroes unless it really is essential to the story's progress.

DOING TIME

Whenever PCs are captured, the players want to game out *every second* of their imprisonment, to facilitate a speedy escape (regardless of your plot-related purposes for capturing them). If you say, for instance, "After your capture last issue, you were put to work in the salt-mines of Deneb. Now, six weeks later ..." you'll hear a shout of fury, followed by "Wait a minute! On Day 1, I do this. On Day 2, I do that. On Day 3..." If you plan to do a story where the heroes are imprisoned until they've learned enough about their surroundings to escape, be prepared to have to deal with every one of their ideas until they're satisfied that a brute-force, no-brains escape is impossible.

RESCUED BY NPCS

In the comic-books, the hero who isn't a series regular is almost as interesting to the reader as the hero who is. But in the game, this translates as Series Regular = Player-Character, Guest Star = NPC. And PCs don't like being rescued by NPCs. Try to avoid this whenever possible.



TYPES OF CHAMPIONS PLAYERS

Lots of different types of people play role-playing games; each has different aims and requires different treatment in order to be happy in a campaign environment. While this diversity is good for the campaign, it forces the GM to work harder to discover what everyone wants.

The following list constitutes most of the different types of players who've been involved in Strike Force. I don't pretend it's comprehensive — but you'll probably see yourself and most of your fellow players in there somewhere. Many players have the traits of two or more of these stereotypes.

THE BUILDER

This player wants his character to have an impact on the world — to build institutions, to clean up a city, to change things. If your campaign is absolutely static (if player characters cannot introduce new technologies, make the campaign setting a better place to live, or substantively change anything through their efforts), the Builder just won't be happy; he must have some lasting successes, or he will end up frustrated.

THE BUDDY

This player is involved in the campaign primarily because his friends are. He'd probably rather be at a movie or watching a ballgame, but so long as everyone else is playing he'll go along for the ride. He usually won't be deeply involved or interested in the campaign, and wouldn't cry if it eventually closed down. The GM has two options dealing with the player. First, he can ignore the player — the Buddy's not contributing much to the campaign, after all. This might be GM's only option, especially if the player really has no interest in roleplaying. A more rewarding course is to draw the player (sometimes against his better judgment) into the campaign. Lurking inside almost every Buddy is another type of player trying to get out. If you can find what the Buddy enjoys and give this to him, he will likely become much more interested in your campaign, and might even become a campaign stalwart.

THE COMBAT MONSTER

This player wants his character to fight, fight, fight. This doesn't mean that the campaign must consist of only combat, but if every episode doesn't have some sort of battle, or if the character is prevented from participating in these conflicts, the player will not be happy.

THE GENRE FIEND

This player's motto is "No, do it right!" He's an expert in the genre which is being played, and if the GM misses a convention or opportunity, the Genre Fiend is certain to let him know about it. The GM's task here is to understand the genre and ascertain what sort of encounters, situations, and themes that the Fiend is expecting to play, and then provide them whenever possible.

THE COPIER

This player likes to run the game-world equivalent of characters he's seen elsewhere — in movies, books, TV, or the comics. The problem is, he also expects the hero to be as efficient or as universally respected as the original hero. The GM has to work hard to understand the Copier's goals for his character; if the GM feels these goals can't be met, he needs to tell the player as soon as possible. A variant type of Copier is the player who creates one character and runs the same character, or variant forms of him, in every campaign in which he plays.

THE MAD SLASHER

This player spends a long, hard week at the office or at school, and when he gets to the gaming table all he wants to do is kill. When a villain confronts the hero, the Mad Slasher kills him. When a cop gives the hero lip, the Mad Slasher kills him. When the villain is shielding himself with the body of a DNPC, the Mad Slasher blasts right through the DNPC to get at the villain. The Mad Slasher says, "I put up with garbage in real life; in my games, I get to do *anything* I want to *anyone* I want." Obviously, the problem here is that the Mad Slasher only belongs in a campaign where *everyone* is a Mad Slasher. If all your players want their characters to be maniacal killers, you have no problem. If some of them are role-players, the GM is going to have to get rid of the Mad Slasher.

THE MAD THINKER

This player loves outwitting the villain. If a problem can best be solved by punching a bad guy in the snoot, the Mad Thinker will still spend his time figuring out how to out-think his foe. This player has good and bad points. The best point: He's thinking, hungrily evaluating each situation, offering interesting solutions to problems which require analytical deduction. Bad points: The GM has to work hard to keep up (the GM is thinking for a vast number of NPCs, while the Mad Thinker is thinking only for his one character), and the Mad Thinker sometimes slows progress to a crawl while he figures out how to outwit the villain. So long as every episode has an intellectual problem to resolve, the Mad Thinker should stay satisfied.

THE PLUMBER

This player likes to create a character with a finely-detailed and intricate personality, and then spend his gaming career plumbing this character to its depths. The GM needs to provide the Plumber with a variety of different situations, including moral quandaries and emotional scenes, to react to; if he does not, the Plumber will not be happy.

THE PRO FROM DOVER

This player creates characters who must be the best at what they do. If the hero is a brick, he must be the strongest in the world. If the hero is a scientist, he must be the master of his field — have the highest skill roll in the world in that science, and also have the universal acclaim of experts in the field. The GM needs to provide the Pro with occasional opportunities to display his prominence, and must be careful not to allow new PCs to overlap the Pro's area of interest.

THE ROMANTIC

This player is most interested in the personal relationships of his characters. If the Romantic's character does not become involved with another PC, the GM must make sure that the PC is supplied with NPCs to meet, get to know, and develop relationships with — not just romances, but professional relationships, familial relationships, etc. If the Romantic can't develop relationships, the Romantic won't be happy.

THE RULES RAPIST

In general, this player mostly wants to create characters with skills or powers which bend and exploit the existing rules. These players are constantly redesigning their characters for higher point-value efficiency, and, unless they also have other campaign interests, they're probably not all that involved in role-playing. Often, the GM will not be able to satisfy the Rules Rapist's gaming needs.

THE SHOWOFF

This player needs to be on stage at all times, keeping the spotlight on himself. His characters may be well-designed and inventive, or could be unimaginative and ordinary; only the amount of attention he receives and the number of faces staring at him are important. The GM will have difficulties with the Showoff; he must either let this player dominate the campaign, or must make sure that all players get equal time until the Showoff grows out of this phase or leaves the campaign.

THE TRAGEDIAN

This player likes literary tragedy and wants to play out something similar with his characters. The GM must be prepared to give this player what he wants: The Tragedian's character must be betrayed, lose loved ones, make mistakes which result in catastrophe, and alienate those he cares about. This should not take place all at once, of course — the tragedy must be sustained across the campaign. While he's somewhat masochistic, the Tragedian does create interesting characters and backgrounds and is a sure outlet for a GM's more cruel impulses.



By listening carefully to his players' descriptions of what they want with their characters, the GM should be able to identify their play-styles and provide satisfying subplots and role-playing opportunities for them.

CHARACTER CONCEPTION CHECKLIST

Here's a handy thing which players and the GM alike can use when evaluating new characters — it's the Character Conception Checklist. Take each new character and compare it to the questions on the Checklist. If the answer to any of the questions is Yes, the character needs to be changed or he won't work very well within the campaign.

You may wish to photocopy the Checklist for your convenience.

CHARACTER CREATION CHECKLIST

Character Conception Problems:

- ☐ Does the hero lack heroic motivations?
- ☐ Does the hero have personal goals the GM does not wish to address in the course of the campaign?
- ☐ Does the hero step on another PC's toes — does he have powers or skills that overlap enough to steal another hero's thunder or place in the team?
- ☐ Do the character's history, personality, or powers bore the GM?

Powers Problems:

- ☐ Do the hero's attacks do too much damage?
- ☐ Are the hero's attacks too weak to be competitive?
- ☐ Does the hero have defenses that are too powerful?
- ☐ Are the hero's defenses too weak — leaving him unconscious while his teammates are still fighting?
- ☐ Does the character have too many types of defenses — has he been built so that you can't get at him?
- ☐ Is the hero too versatile? Can he affect too many villains too efficiently?
- ☐ Does the hero have powers that are so innovative or efficient that every campaign villain will have to be redesigned to cope with him?
- ☐ Is this hero likely just to kill villains important to the campaign, or even DNPCs or allies? (Evaluate powers, psychological limitations, and the player's personality, and ask yourself the Big Question: "What's To Stop Him?")
- ☐ Are the character's Elemental Control powers really related?

Disadvantages Problems:

- ☐ Does he Berserk frequently enough that his new teammates will want to kill him instead of help him?
- ☐ Is his DNPC boring?
- ☐ Does the DNPC have no role in the campaign other than the character's friend/lover/relative?
- ☐ Is the hero's Hunted boring to the GM?
- ☐ Is the hero a loner at heart?
- ☐ Is he a Casual Killer in a campaign dominated by Codes vs. Killing, or a non-killer in a murderous campaign?
- ☐ Does he have Psychological Limitations that will turn potential teammates against him?
- ☐ Is his Secret ID inadequately developed? Do you know less about the Secret ID than the superhero?
- ☐ Do the hero's Disadvantages fail to leave any handles for the GM? Will the GM be unable to exploit the Disadvantages to motivate the character toward certain actions or predict his reactions in many circumstances?

Accounting Problems:

- ☐ Does the character add up right? (Make sure!)

HOW TO RUIN YOUR CAMPAIGN

For every thing you can do to improve and sustain your campaign, there are many more you can do to ruin it. Since we have seen a lot of campaigns ruined, we have collected, for your interest and entertainment, the top ten sure-fire ways that you, as GM, can utterly destroy your campaign.

(1) *Never Let Your Player-Characters Be Best At Anything.*

Player-characters like to be considered experts in their fields, and it's your job to make sure they understand that they're really not. Always have an NPC around who's better at the PCs' skills and professions. Also, if you have both a PC and an NPC available to perform a task, make sure the NPC gets to do it. Always work to make sure that your PCs are impressed with your NPCs; the NPCs should always be doing spectacular things for the PCs to see. When your heroes are overwhelmed by enemies, have your NPCs save them, every time. And don't forget the experience factor: As your heroes get more experienced, make sure that the common grunt enemy gets tougher, too; VIPER agents shouldn't be any easier for the heroes to defeat just because the heroes now have twice as much power as when they began play.

(2) *Make Sure the Plot and NPCs Are More Important Than the PCs.*

On a related matter, make sure that the plot and the NPCs you worked so hard to create aren't seriously disturbed by the actions of the PCs. Given the chance, your players will come up with plans and tactics that are directly backwards from what you thought they'd do; don't hesitate to force them back into the plotline as you conceived it. And remember — if the player-characters weren't around, then your NPCs could go on this adventure and perform it just as well ... probably better.

(3) *Force Your PCs Into Roles Their Players Hate.*

Players shouldn't be dictating to you the roles they want their characters to take. If a hero wants to be shiny and respected, frame him for murder and make everyone hate him. If a hero wants to be happy, kill his lover or family or something. And don't forget about deliberately crippling and scarring the heroes for plot effect.

(4) *Introduce Genre Conventions Your Players Hate.*

Here's a question: Whose campaign is this, anyway? If you want to do a tragedy or a romance, even though your players hate these themes, go right ahead. If you'd like for the heroes to spend their careers as fugitives from the law, go ahead, regardless of what the players think. If, by chance, you actually tell the players your plans ahead of time, and they say they don't like the idea, reassure them that you won't do it — but then sneak it up on them anyway. By the time they notice, they'll be so much in love with the way you do things that they won't mind, really.

(5) *Overcomplicate!*

This is fun. Create massively complex plots with clues flying like clouds of bats. Then make the players feel like idiots when they can't figure things out. In association with Rules #1 and #2 above, be sure to have an NPC thinker on hand to figure everything out when they're too dumb to. Another way to keep things complicated: Invite too many players! After all, if six players is the perfect group, then 12 is twice as perfect.

- (6) *Always Obey Die Rolls; Never Surrender the Scene.* If, at the climax of a mini-series, a PC has come up with a brilliant way to defeat the villain, and all the other characters have pitched in, and everyone's tired and ready to finish this spectacular story and go home, and the situation is just like the climax of a superior comic book — and if, after all this, our hero botches his roll, he's failed. The fight keeps going, until the heroes win or lose for real. On a related topic, during these fights, make sure that unconscious villains get all their recoveries. Nothing keeps a combat going longer than villains continually waking up. (Wimpier GMs will keep an eye on how the flow of battle is going, and as soon as the heroes get a significantly upper hand, the unconscious villains will stop recovering and just be unconscious — but that's not your way.)
- (7) *Drone.* When game-mastering, use narration rather than acting out the interaction and dialogue between PCs and NPCs. Narrate the adventure's climax. Describe things at a staggering level of detail, down to the number of buttons on the NPCs' costumes, for instance. Also, always stay as calm as possible; don't ever get agitated and theatrical. Keep telling yourself: It's only a game.
- (8) *Get To Know Your Players — And Step On Their Psychological Limitations.* Find out what your players want out of a campaign — and by denying them the things they most want, show them just who's in charge. If a player is a Builder, make sure his elaborate plans fail. If a player is a Romantic, give him no NPCs for relationships — or, even better, have all his NPC associates die just as the relationship is getting interesting (this is high drama!). If a player is a Combat Monster, make sure all of his encounters are thinking encounters. Don't forget the players' lesser irritations: if, for instance, the players truly dislike a recurrent villain, have him show up all the time. If they have a dislike of their Vulnerabilities and Secret IDs being known, then start the campaign with the master villains already knowing them all. And so on.
- (9) *Use Characters As Leverage On Their Players.* Try making this announcement: "If you're not here on time, I start tearing up character sheets." You'll like it.
- (10) *Ignore Complaints.* Finally, some of your players may tell you that they're not enjoying themselves but that they would if you just changed a few things. Well, don't.

More seriously — if you, as GM, are doing any of these things, you might want to rethink them. They do cause real problems and do lasting, often disastrous damage to campaigns.



COMIC-BOOK CONVENTIONS

A lot of recurring themes and traits (conventions) of the comic books can be translated into *Champions* terms. Some of them include:

LETHALITY

We talked about Lethality in the discussion of Ground Rules. Here, I wanted to discuss how to make things less lethal in a campaign. It's no problem for the GM to increase the level of violence in a campaign; if the villains get uglier, the heroes will, too. But if you want to *decrease* the level of lethal violence in a campaign, you'll find that it takes some work. The best way is to confront characters with the consequences of their killing.

When death is too prevalent, you need to confront the heroes with the grief-stricken relatives of their victims. Don't just do this at the battle-site; the heroes can be on patrol, in a press conference, at an awards ceremony where they're being honored for crimefighting, or in any other circumstance where the wailing of grieving survivors will embarrass them — and where the passersby and press are likely to turn hostile, too.

Don't forget the value of the Scornful NPC Hero. Is there an NPC hero admired by your player-characters? If this hero becomes cool or scornful because of the heroes' violence, the heroes may get the message. The same applies to DNPCs and sidekicks.

If the violence continues, you need to have it backfire on the characters. For instance, if the heroes start out every attack by using their nastiest, ugliest attacks on the villains, have one villain kidnap a DNPC and dress him up in his own costume. The mind-controlled DNPC makes the villain's usual speech; the heroes murder him and are then faced with the consequences of their violent actions.

An important note: In many campaigns, it doesn't mean anything to the heroes that the authorities are suddenly hunting them for murder. Usually, the players just assume that the authorities can now be counted among the ranks of the villains. The lesson has to be *personal* for it to stick. One last thing: When characters buy high-powered killing attacks, you might suggest alternate powers which are just as efficient for defeating villains but don't kill — for example, Killing Attacks and BODY Destructions which only work on foci. If you have a 5D6 AP Killing Attack that only effects inorganic substances, then the power-armor villain is going to find his power suit blown from his body and can be defeated without the heroes killing him outright.

AGING

If you run a campaign for several years, you're going to have to deal with the topic of characters aging. There are several ways to deal with the subject; three are presented here.

Method One: One Year = One Year. The simplest way to deal with the characters' aging is to have them age one year for every year you play. Trouble is, if you run only intermittently or run several campaigns of which the superhero campaign is only one, your players will find their characters aging faster than they like. It's especially disturbing for the player of a teenaged hero who discovers that his character is now in his mid-20s without having gamed out enough of his growing years.

Method Two: One Year = Three Years. Here, you divorce your campaign from the calendar. For every three real years you play, your characters go through one of their years and age one of their years — but the current real-world year is also the current game-world year. This leads to all sorts of problems when you're trying to coordinate real-world history with campaign history, but is still a viable method.

Method Three: Retarded Aging. Here, you follow the one year = one year pattern, but you make all sorts of retarded aging techniques available to your characters. In this way, the players who want their characters to age normally will be satisfied, and those who want their characters to age very slowly will be happy as well. Methods of retarded aging include: Antigeria medicine and genetic experimentation; campaign mutants having greatly lengthened lifespans; magicians being able to sustain themselves across the centuries; etc.

As you'll see from various references within the text, the Strike Force campaign uses the third method.



KEEPING IT FRESH ACROSS THE YEARS

If your campaign runs for several years, the players and GM will have to figure out how to keep it fresh. It's sad for a campaign to perish because it's gone stale; here are some ideas which can help keep that from happening.

NEW PLAYERS AND CHARACTERS

The most inevitable campaign change that helps keep it fresh involves the introduction of new players and characters. New players coming into the campaign add enthusiasm and energy. And, eventually, *all* players want to try out one or more new characters within the campaign, retiring their old characters or just putting them on ice. These new characters and their new stories, hunteds, and powers also add vitality to a campaign.

NEW CHARACTER DIRECTIONS

You can also spruce up old and shaggy characters by developing new directions and interests for them to pursue. Some new character directions can include:

Adding To/Changing the Character Goal. If a PC's motivation or goal has been resolved or has become a bore, it's time to change it. An example in Strike Force is that of ShadowWalker; originally a straight martial-arts hero, he was played for years in that fashion. Later, his player conceived of ShadowWalker being a protector of the Pattern and opposing more threatening mystic foes who endanger the natural order. This completely altered the character's orientation and feel, subtly changing the variety of adventures he undertakes; see his character description for details.

NPCs Revamp. Another way to pump new energy into a character is to change the character's relationships with the NPCs in his life. When the character's Hunter suddenly dies, retires, or becomes his friend (or romantic interest), and the hero gains a new Hunter; when the hero's girlfriend decides that they should be married, or breaks up with him in order to pursue her own life, or discovers his Secret ID, or suddenly turns out to be the daughter of his Hunted and a super to boot; when the hero's scientist ally decides that he, too, needs to have a power suit and fly around fighting crime; then we see new energy in a character.

The Total Character Network. Finally, if a character is just too boring to continue playing, you might think about reworking him completely. Talk about this with your GM. What if a radiation or magical accident strips him of the powers he now possesses and gives him a whole new set of abilities? A power-armor hero could lose his suit but become a magical adept; the radiation-spawned brick could lose his powers, regain his human form, and become a martial artist. This character is as interesting as a new one — but still has all his experience and an extensive background to boot.

NEW CAMPAIGN DIRECTIONS

A more radical change is to alter the very nature of the campaign.

The GM can do this (but should only do this if the players are enthusiastic or, at the least, don't mind) by changing the characters' relationship with the world, or by changing the world itself. Some sample changes:

Fugitives. The heroes, previously law-abiding and well-respected, could become fugitives hunted by the law and other heroes. Conversely, fugitive heroes could be cleared by the law or accepted by the general population. This will change the whole tone of the campaign.

Holocaust. The GM could blow up the world — have a nuclear holocaust, have the world enter a magical dimension where technology won't work, have a plague ravage the planet, or have it conquered by space aliens. The PCs then have to work both to control the depredations of supervillains taking advantage of the confusion, and to recover and rebuild their battered home.

There are many other methods; if your campaign is in the doldrums, a little creative thought will give you numerous ways to put new energy into the campaign.

PACING THE CAMPAIGN

It's also possible for the GM and players to wear themselves out by playing intensive, emotional stories and mini-series all the time.

Our experience was that the Strike Force campaign works best when a long, intensive mini-series is followed by numerous short, fun adventures; this doesn't wear out the GM so fast. You can also go on hiatus whenever you're low on energy or ideas, picking the campaign up again when your creative batteries are recharged.

BLUE-BOOKING

An interesting role-playing technique we've developed for the Strike Force campaign is called Blue-Booking.

Most campaigns use what are called Paranoia Notes. If you want to say something to the GM without all the other players listening, you scribble it down on a piece of scrap paper and hand it over. This keeps some conversations private and keeps other players guessing.

For convenience, we got rid of the pads of note-paper and substituted examination books — blue-covered 8"x10" notebooks used by colleges for examinations and themes.

They were neater and more convenient than note-pads, and they did something interesting to the campaign. Soon after their introduction, players were using them to conduct conversations between their characters — off-screen, private conversations.

When blue-booking, one player sets the stage — writes down where his character encounters or approaches the other character, and then writes his character's opening lines of conversation, and hands it to the other player for a response. Back and forth they go, conducting conversations, developing their characters' personalities, histories, and relationships with other characters (PCs and NPCs both). Soon, blue-booking was no longer confined to conversations between characters; players also wanted to do behind-the-scenes role-playing in them as well. The detective character who once would just have described how he conducted his investigation and then made a skill roll could now do his investigating in the pages of a blue-book, writing to and receiving his answers from the GM.

Eventually, whole game-sessions were occasionally given over to blue-booking. In these sessions, the players put their characters through solo activities, or conversations with one another, which pertain to their ongoing stories. One player will write with the GM concerning his investigations; one will be conducting a romance with an NPC; one will be vacationing in Greece; another may actually be conducting a whole solo adventure with the GM. (In the latter case, the GM has the player roll up a whole series — 20 or 30 — of rolls to hit and for damage and write them down in the back of the book; when the character gets into combat, the GM uses those rolls, checking them off one by one, when narrating the course of the combat.)

Blue-booking can be very helpful to a campaign, for these reasons:

- (1) *Privacy.* When players want to conduct lengthy activities or conversations but don't want the other players to know what they entail, blue-booking is the ideal medium.
- (2) *Permanence.* Since examination books are neat and store well, you have no need to throw them away; if you need to know what happened in any encounter, you can look it up.

- (3) *Breakdown of Inhibition.* It's hard to conduct some game activities during active play. For instance, a male GM playing a female NPC who's having a passionate affair with a male PC may have a tough time uttering the lines of high romance in a roomful of gamers. But while blue-booking the dialogue, the GM can be detached enough to write the NPCs' lines as he wishes her to say them, can take the time to make sure the dialogue he's writing isn't clumsy or inane, and can give the player-character a more satisfying subplot.

Blue-booking does have its dangers, though. It can be terribly addictive to some players — Romantics and Builders especially. Also, the GM doesn't want to blue-book for just one player in the middle of an active game; either you're running a game or conducting a blue-booking session — you can't do both at the same time and keep everything moving to the satisfaction of everyone involved.



USING STRIKE FORCE

This sourcebook isn't all campaign advice; let's talk some about different ways to use the Strike Force characters in your own campaign.

CAMPAIGN-WORLD NPC SUPER-TEAM

First, you can have Strike Force and the Shadow Warriors be NPC superhero teams on your campaign world. In this capacity, they can be super-groups with whom your own supers occasionally interact — professional associates, crossover encounters, etc.

Alternatively, if you're just beginning your campaign, these heroes could be the "Old Guard" to your player-characters' "New Guard." In other words, these Strike Force heroes are old, experienced heroes from your campaign-world ... but are retiring, or pursuing other goals, or just interested in adding a junior team. Their replacements, or that junior team, are your PCs; this gives your PCs more campaign history to draw on, more NPCs to interact with, and more resources (the Strike Force headquarters, agents, etc.) to utilize.

ALTERNATE-WORLD NPC SUPER-TEAM

Second, you can have Strike Force and the Shadow Warriors be superheroes on their own, parallel-dimension Earth, and have your heroes meet them in a cross-dimensional adventure.

INDIVIDUAL HEROES

Third, you can presume that some or all of the Strike Force and Shadow Warriors heroes appeared on your own campaign world — but never joined up into teams. They're individual heroes who can be encountered by your PCs, especially in their fields of specialization — stasis physics for Stunner, the Blood for Phosphene, genetics for Vixen, etc.

Some of the characters in the "Villains and Neutrals" section can also be utilized as individual heroes — just make the appropriate changes to their backgrounds and personalities.

PLAYER-CHARACTERS

Fourth, some players may actually want to use the Strike Force or Shadow Warriors characters as player-characters — though this can't be common, there's no reason not to. If this is to be an ongoing campaign, the characters should start with the 0-experience versions and earn their own experience, spending it in the directions they choose; they should also start out without the headquarters, super-agents, and other trappings of fame unless an experienced NPC is sponsoring them.

Additionally, you can use these heroes, especially the 0-experience versions, as "handout heroes." When you have new or one-time players sitting in on an adventure, or regular players whose characters are out of commission for one reason or another and you'd prefer them to play an existing NPC, you can hand them the Strike Force and Shadow Warriors heroes to choose from.

INDIVIDUAL VILLAINS

Fifth, you can have these heroes appear individually on your own world — but with some or all of them as villains. All heroes in this book have villain options; utilize those instead of the hero backgrounds listed for them. Naturally, everyone in the "Villains and Neutrals" section can be used as villains.

VILLAIN TEAM

Sixth, you can have Strike Force and the Shadow Warriors appear as villain teams. Each character is based on his Villain Option. The teams would be arranged as follows (these descriptions won't make much sense to you until you've read the character backgrounds, but don't let it worry you.):

Strike Force is led by Phantasm, the madcap version of Phosphene. After a couple of years of superheroing, Phosphene had a nervous breakdown, became a lunatic villain, and decided to form his own supervillain team.

He convinced the magic-hating Lightrune that the team would be encountering all sorts of magical heroes for him to defeat. La Panthere, who had fallen out of Overlord's favor joined the team as Phantasm's paramour; but, unknown to her, Overlord's hold over her has not been relinquished, and she could end up turning against Phantasm, should Strike Force ever oppose Overlord.

Stunner was recruited when Phantasm helped him defeat Halfjack and promised him lavish research funds if only he'd create gadgets for the team. ShadowWalker, a hard-bitten mercenary, was hired for his tactical abilities and stealth skills. Samiel and her partner, Kestrel, driven to fugitive status by their government hunters, were sheltered by the team and decided to join it.

As part of a (probably temporary) cooperative effort between Strike Force and Overlord, Luster is training with Strike Force. Skyrocket, a hero caught and brainwashed by Overlord, accompanies Luster as servant and bodyguard, and also acts as one of the team's high-flying energy projectors; the other is Death Ranger, the alternate version of Plasma Ranger, who had a falling-out with his VIPER mentors and joined the fledgling supervillain team.

Phantasm rescued Shade when the alienated super was being pursued by UNTIL. Shade found Strike Force to be the only group of people who ever accepted him. The villain versions of Napalm, Defender, Ichi-ban, Vixen, D'Arc, and Nightwing can also be with the team, but Lightrune and Ichi-ban cannot exist in the same villain-team.

Like the good-guy Strike Force, the villain team owns and operates a large, secluded mansion as its HQ, but the mansion is not an obvious super-base; its agents appear to be ordinary security officers, and no high-tech vehicles launch from the base grounds.

The villain Shadow Warriors were founded when the teenaged Lorelei decided to collect a set of handsome paranormals to protect her from her grandfather Alasder Dell and to bring her all the good things in life — clothes, money, cars, jewels, etc. She recruited the powerful Bolo, the fantastically attractive Psyche, and the unhinged but talented Man-o-War, all of whom she could keep wrapped around her little finger, and the enigmatic Sai, whose interest in her was protective but more than paternal.

Charade and Shelvastra were never part of this team — Lorelei wouldn't like the feminine competition. This team has the underground junkyard base, just as described for the hero-team, but without civilian employees.

CAMPAIGN-SPECIFIC RULES

One thing you can use in your campaign regardless of which of the sourcebook characters you decide to use is the "Campaign-Specific Rules" section, which follows immediately...

CAMPAIGN-SPECIFIC RULES



We use some variant **Champions** rules to make the game more to our liking. We don't recommend them to everybody, but you can adopt any you feel are appropriate for your own game.

Note that in the character sheets, several attributes are followed by a plus sign (+). This indicates that the listed value can be increased by powers or skill levels. This format will be used for most future **Champions** products.

Editor's Note: The following rules, and those presented elsewhere in *Strike Force*, are those of Aaron Allston's campaign — they are **not** official Hero rules. Each GM should carefully consider the consequences of these rules before allowing them in his campaign.



MARTIAL ARTS

Instead of using the Martial Arts skill from **Champions**, we use the Martial Arts packages from **Danger International** and **Super-Agents** (and a few of our own invention, based on the creation rules which produced the DI packages).

A character buys Martial Arts in 10-point packages of maneuvers, as per **DI**. If he wants to exceed the damage from his STR plus the dice bonuses from the package, he can buy Extra Dice of Damage from the chart which follows.

Here are some specific rules involving the use of **DI** Martial Arts in a **Champions** setting:

CHOPS AND CHOKES

Some DI Martial Arts packages provide HKAs (Chops) or NND Attacks (Chokes). These Martial Arts packages were developed for normal humans with a maximum strength of 20. Therefore, if a superhero takes a Martial Arts package containing one of these maneuvers, the *damage* he does when using Chop and Choke maneuvers is limited to STR 20 or his own STR, whichever is less.

Example: *Psyker of the Shadow Warriors* has Basic and Advanced Karate and STR 25. He should have a Chop of 2D6+1K — 1 1/2D6K from his STR of 25, +2 Damage Classes for the Increased Chop Damage of Advanced Karate.

But he can't use the Chop to his full STR. Damage for the Chop and Choke stop at STR 20. He must use the Chop as if he were STR 20 — so he only gets 2D6K damage. A STR 60 character with Advanced Karate would also be limited to 2D6K.

If a character wishes to have higher-damage Chops and Chokes, he must buy an HKA or NND separately. He may not add the purchased damage onto his Martial Arts damage. Thus, if a character with a 1D6 Jiu-Jitsu Choke Hold wishes to have a 2D6 Choke Hold, he must buy an Energy Blast, 2D6, NND, No Range (13 pts). He can't buy an EB, 1D6, NND, No Range (7 pts) and add it to his existing 1D6 Choke Hold.

NEW MARTIAL ARTS PACKAGES

The campaign makes use of two new types of Martial Arts: Savate and Paek-tu.

SAVATE

Savate (*boxe Francais savate*) is the real-world French martial art which concentrates on kicks with a few hand-strikes and incorporates cane-fighting techniques.

BASIC SAVATE					
Maneuver	OCV	DCV	DMG	Pts	Specials
Block Direct	+1	+1	—	1	Block, Cancel
(Jab/Cross)	+1	+2	+1D6	2	Strike
Coup de pied bas (low kick)	+2	+2	+2D6	6	Strike
Coup de pied chasse (side kick)	-2	+0	+4D6	1	Strike
Fam. KS: Savate (8-)				1	
CHA Minima (DEX 11)				-1	
Total Cost: 10					

ADVANCED SAVATE (REQUIRES BASIC SAVATE)					
Maneuver	OCV	DCV	DMG	Pts	Specials
Block/Bas	+1	-2	+1D6	5	Block, Strike
Combination Maneuver				3	
Fam: Cane				1	
+1 Skill Level, Savate				3	
CHA Minima (SPD 3)				-2	
Total Cost: 10					

PAEK-TU

Paek-tu is a campaign-specific martial art — it originated in the Strike Force campaign. It was developed centuries ago in a village on the mountain of Paek-tu, on the border of China and North Korea. It is characterized by rigorous physical requirements (high CHA minima) and develops extraordinary combat reflexes (you can Cancel to all attack maneuvers — see *DI* for more on the Cancel option).

The Paek-tu Dodge works vs. H-to-H and Ranged attacks.

BASIC PAEK-TU					
Maneuver	OCV	DCV	DMG	Pts	Specials
Strike	+2	+0	+4D6	8	Cancel
Block	+2	+0	—	1	Block, Cancel
Dodge	—	+5	—	4	Cancel, vs. All
Fam. KS: Paek-tu (8-)				1	
CHA Minima (DEX 15, SPD 3)				-4	
Total Cost: 10					

ADVANCED PAEK-TU (REQUIRES BASIC PAEK-TU)					
Maneuver	OCV	DCV	DMG	Pts	Specials
Spinning Side Kick (Strike)	—	-2	+4D6+v/3	7	Cancel
Combination Maneuver				3	
+1 Skill Level, Paek-tu				3	
CHA Minima (DEX 18, SPD 4)				-3	
Total Cost: 10					

EXTRA DICE OF DAMAGE

If the character wants more normal dice of damage for his attacks, he may buy more damage off the following chart. Column Two shows extra damage bought for *one maneuver only*. (Each +1D6 is bought as +5 STR, for normal damage attacks only and with one maneuver only (+1/2), Does Not Add to Figured Characteristics (+1/2), 0 END.) Column Three shows extra damage bought for all normal attacks in one Martial Art. (Each +1D6 is bought as above, but for All Maneuvers in One Martial Art (+1/4).) These extra dice do not add to Chop or Choke damages. If a character has two different Martial Arts, and buys extra dice for all maneuvers in one Martial Art, the extra dice *do not* apply to maneuvers from the other Martial Art.

The GM must approve all purchases of Extra Damage; obviously, he shouldn't approve one which makes the attack nastier than the normal limits on damage in his campaign. A character's Armor-Piercing Advantage on STR does not apply to these extra dice of damage. If he wants his extra dice to be Armor-Piercing, he must buy them that way. For example, to get +4D6 AP Damage for One Maneuver, he buys 20 STR, AP, 0 END, Does Not Add to Figured Characteristics (+1/2), Normal Damage and One Maneuver Only (+1/2): 26 pts. These extra dice of damage are subject to Strength Drains, Transfers, and Destructions just as regular Strength is. When a hero is struck by one of these powers, he first loses his usual STR characteristic. Then, if he has lost more than his STR score, he begins losing his Extra Dice of Damage at a rate of 1D6 lost per 5 extra points of STR drained, transferred, or destroyed.

Example: *Stunner of Strike Force* has STR 10 and +3D6 Damage with his Savate. The Wraith drains him of 20 STR. First his 10 STR goes; then, he loses 2D6 of his Extra Dice of Damage. He is left with a STR of 0 and +1D6 Damage to his Savate. If he's drained of another 15 STR, he'll lose that last +1D6 and then go into negative STR; he'll be left with a STR of -10 and no extra dice of damage for Savate. When fighting, though, he'll still get the extra damage listed for the Savate maneuvers within the Savate package deal.

ADDITIONAL DICE OF DAMAGE		
Bonus to Damage	One Maneuver	All Maneuvers (One Art)
+ 1D6	3	3
+ 2D6	7	9
+ 3D6	11	12
+ 4D6	17	20
+ 5D6	21	25
+ 6D6	26	30
+ 7D6	31	35
+ 8D6	40	46
+ 9D6	45	51
+10D6	50	57
+11D6	55	63
+12D6	60	68

ARMOR-PIERCING ADVANTAGE

If a character has the Armor-Piercing advantage on his STR, all his Martial Arts attacks are armor-piercing as well, including Chops (but not Chokes).

FINAL NOTES

If you have *Danger International* or *Super-Agents* and want to use these rules, that's fine. The best way to simulate the basic *Champions* Martial Arts is to buy Basic Karate and Basic Aikido, then buy extra dice of damage, if necessary, to reach the levels of damage the martial artist character had before.

If you don't have *DI* or *S-A*, just don't use these rules.

In the character sheets to follow, simply substitute ordinary *Champions* martial arts for the martial arts shown. For example, the character *Psyche* is shown as having a 25 STR, Basic and Advanced Karate (20 points), and +1D6 Damage with all Karate maneuvers (3 points). To convert him to ordinary *Champions*, get rid of the Martial Arts as he's bought them, add two points, and suddenly he has 25 points in Martial Arts, with a 7 1/2D6 Martial Punch and a 10D6 Martial Kick.

Note that skill levels for Martial Arts packages cost 5 points. In some of the package deals, you see them costing 3 points, but they can only be bought for that value when included in martial arts packages.

These rules tend to add more flavor to martial-arts battles in the campaign by providing a wide variety of attacks and defenses which will help you visualize the maneuvers being used on the battlefield.

SHAVING POINTS

With every character, in the course of his gaming career, we "shave off" a few points of his experience. For example, on an adventure where the character earns four points of experience, we award three instead, informing him that an extra point has been shaved. These points are used to buy standard equipment, skills and abilities appropriate to their team.

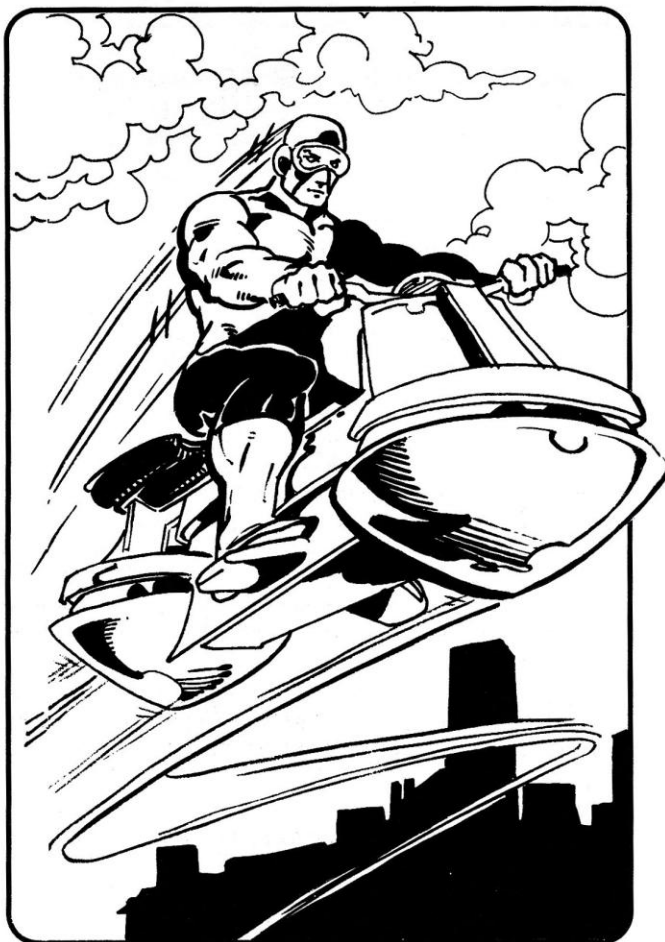
We shave a total of 12 points from Strike Force characters, using them to buy their Police Powers, Vehicle, and Radio/Tracer; we shave 10 from Shadow Warriors characters, using them to buy their Vehicle and Radio/Tracer.

When a brand-new, 0-experience character joins one of the teams, he immediately gets the team equipment but pays for this equipment later, gradually and painlessly.

These shaved points are not reflected on his Experience Spent total. If a character permanently leaves a team, his shaved points either (a) are used to buy the team equipment of his new team, or (b) are returned to him as Experience if he never joins another team.

VEHICLES

The campaign uses the vehicle-creation rules from *Champions II*, with a variation or two.



BASE VEHICLE POINTS

As you know, in *Champions II*, a character can spend 5 points for a 75-point-based vehicle.

In the Strike Force/Shadow Warriors campaign, two or more characters intending to use the same vehicle all the time can pool their points. For example, one character spends 5 points and gets a 75-point-based vehicle. Two characters spend 5 points each and they get a 150-point-based vehicle. Any points over the original 5 donated by the heroes who are contributing to the vehicle add only 1pt/pt spent.

A character may not donate more than one 5-point base per vehicle (for example, one character may not spend ten points and get his own 150-point vehicle; for a personal vehicle, any points above the 75-point base provided by the 5-point expenditure cost +1 pt/pt, as usual).

The game-master constructs any vehicle built with a base of greater than 75 points. It's necessary for the GM to do this in order to make sure the vehicle doesn't end up with 8D6 armor-piercing laser weapons, for instance. The GM should basically follow the players' guidelines when constructing the vehicle but keep vehicle systems within the limits he prefers.

Take a look at the Tenshi plane in the Headquarters section. Its weapon systems are all bought with the disadvantage that they only do full damage to inanimate targets; they're designed to shoot down missiles and aircraft. Against living things, they only do 1/3 damage. This forces the characters to get out of the plane and do their own fighting against living opponents; it discourages them from fighting supervillains from within vehicles.

FTL TRAVEL

In our campaigns, vehicles don't buy FTL for Flight based on the basic *Champions* rules. (This would make them very fast because sustained Flight speeds are so high.)

Instead, we use the following costs for vehicular FTL:

Cost	FTL	Speed
10 pts	1	lightyear/day, x5 speed per +5 pts
12 pts	2	lightyears/day, x5 speed per +5 pts
13 pts	3	lightyears/day, x5 speed per +5 pts
14 pts	4	lightyears/day, x5 speed per +5 pts
15 pts	5	lightyears/day, x5 speed per +5 pts

The GM places arbitrary limits on how much FTL he'll allow any specific vehicle. Remember, 45 points would allow a vehicle to go from one end of the galaxy to the other in about 30 hours... far too fast for the normal campaign.

ACHIEVING ORBIT

There is a common misconception about vehicular Flight. *Champions II* says a vehicle with 4000" Flight "may achieve orbit if it's not an Air Breather."

Actually, a vehicle with 1" of Flight may achieve orbit — assuming unlimited power. A vehicle with high-tech propulsion systems such as antigravity, fusion or antimatter can reach orbit regardless of its Flight speed.

Therefore, in our campaign, it's a +1/4 Limitation to Flight MAX (only for vehicles with Not Air Breathing advantages) if they cannot achieve orbit.

In your own campaign, you may prefer to make it an Advantage to Flight MAX and/or ACC if the vehicle can achieve Orbit with Flight speeds under 4000".

GADGET POOLS

Gadget Pool rules originally appeared in *Champions II* (there called Gadget Points); then revised rules for Power Pools (including Gadget Pools) appeared in *Champions III*. We use the *Champions III* rules for most Power Pools, but still use the *Champions II* rules for Gadget Pools.

In addition, we allow the active point strength of gadgets to exceed the active point total of the Gadget Pool — but only if the gadget so created is in an OAF.

Example: *Luster has a 15-point Gadget Pool. She's trapped in a room that's immune to her powers and which comes equipped with a bomb she can't defuse.*

With her Gadget Pool, she constructs a device to blast through the wall. She needs a lot of power, so she'll make it OAF (+1), One Use Only (+2), Costs END (+1/2), Costs 1 1/2x END (+1/2). (We don't allow her such limitations as Only Affects Walls; with a Gadget Pool, which can be changed around on a regular basis, this is no limitation at all.)

With this total limitation of +4, she gets 75 active points. She can build a gadget worth a 3D6+1 AP RKA, +15D6 to STR, +8D6 to STR with AP on all her Strength, a 5D6 HKA (7D6 with STR), or a 3D6+1 AP HKA 5D6+1 with STR). Any one of these is likely to get her through the wall — but, because of the one-use limitation, once she's used the attack, her Pool is gone for the day.

MENTAL POWERS

In the campaign, EGO-based powers are more or less invisible. They can't be seen or captured on camera. But characters in their presence when they're being used can feel them, as a creepy sort of feeling, and can make an INT roll to detect who's using them. We give INT roll bonuses to characters with psi abilities or training in parapsychology. A character can buy Invisible Power Effects on his EGO powers; then simple INT rolls won't detect their use.

EGO-based powers also affect desolid targets... and desolid characters can use EGO powers on solid targets. This lends to some interesting effects but will alter the game-balance of your campaign, so consider the repercussions before employing the variant.

NORMAL SKILLS

We use many *Danger International* skills — Piloting, Professional Skills, Driving, Sciences, etc.

We also allow the *DI* Extraordinary Abilities Eidetic Memory, Kiai, and Speed-Reading; the *Justice Inc.* Psychic Powers Dowling, Medium, and Telepathy (the latter only for use as permanent Mental Link between two specific people, not for ordinary purposes); and the *JL* Weird Talents Absolute Time Sense, Bump of Direction, Danger Sense, Double Jointed, Hypnosis (within limits: no success rolls over 18-), Immunity, Lightning Calculator, Luck, Perfect Pitch, and Simulate Death.

Player-characters cannot buy *Fantasy Hero* spells. Certain NPCs could, especially competent DNPCs from fabulous or magical realms.

HEADQUARTERS

Though we use the headquarters-building rules from *Champions II*, we do not allow PCs to buy Mastermind Bonuses or otherwise purchase their headquarters with points.

Essentially, the construction of the headquarters is based on the team's financial resources (as determined within the campaign) and its individual needs. The HQ is built by the GM, with the input of players whose characters are involved in the building; it may not exceed the Power Point value of the highest point-value character in the team. In fact, the base may fall well short of this total.

It's a good idea to build the base at a lower point-total than the maximum available, in case the highest-point character should leave the team. Should enough characters leave the team that the highest-point character no longer equals or exceeds the cost of the base, you can wait for the highest-value character to catch up in experience if he's close; otherwise, you can have Mechanon or his equivalent attack, incidentally destroying a lot of gear which may only be gradually fixed or replaced, bringing the HQ's point total down to an acceptable level.

NPCs still use the Mastermind Bonus from *Champions II*. If a PC wants a personal base (as distinct from a team base), he must buy it himself, buying it at 1 pt/pt or with a Mastermind Bonus. This usually isn't encouraged but is possible if it makes sense for that character.

DESIGN RESTRICTIONS

In the campaign, we don't use:

Champions: Power Defense vs. all Drains, Transfers, and Destructions. (A character may buy Power Defense to protect one type of power or characteristic, but not to protect *everything*.) 14- Hunteds (11- is our limit.)

Champions II: New Skills, other than Gadgeteering. (We use the equivalent skills from *DI*.) EGO Combat rules.

Champions III: Multiform, Piercing, high-powered Power Destruction (occasionally allowed to villains — but usually not BODY Destruction), Penetration Attacks.

CHARACTER OPTIONS

Some things we do allow include:

Superpowered DNPCs. As long as the DNPC is substantially weaker than the hero, enough so that the character often feels the need to protect the DNPC in combat, the DNPC can be super-level (100+ points, either super-powered or a very talented normal). A Super DNPC is worth 5 points less than a Competent DNPC.

The GM-PC. In our games, the GM regularly runs a game-master player-character. The GM-PC should never be the team leader or tactician; bricks are the best GM-PCs. This is so that when another GM takes the reins, the former GM won't have to start with a 0-Experience character.

Periodic Redesign of Characters. When a *Champions* campaign is just beginning, especially with inexperienced players, the GM may wish to allow the players to redesign their characters once every couple of years, keeping their experience totals but designing their characters in more sophisticated manners as they learn how to do so.

THE TEAMS



Before we jump to the descriptions of the individual team members of Strike Force and the Shadow Warriors, let's talk about the teams themselves.

ABBREVIATED HISTORY

Following is a brief history of Strike Force and the Shadow Warriors. This history is tied in to the more complete chronology given in the History section at the back of this sourcebook; refer to it for more details.

If you decide to use Strike Force as a hero-team on your campaign world, you'll want to ignore their history beginning with the Chaos Zone events of late 1987. If you decide to use the 0-experience versions of all the team members, you may wish to ignore most of the history and conclude that ShadowWalker has just brought all the current members together for their first couple of episodes.

Actual year-dates are included in this history; if you decide to integrate this sourcebook into your campaign anytime after 1988, you might wish to substitute "Seven Years Ago" for 1981, "Six Years Ago" for 1982, etc.

1/01/81 Lightbearers team attacks Overlord and is defeated; la Panthere captured by Overlord.

8/11/81 ShadowWalker, Phosphene, Swashbuckler, Lightrune attack Overlord facility and drive him off. Lorelei is left in their care.

8/18/81—10/16/81 ShadowWalker forms group into team, Strike Force; adds members Shiva, Napalm, Samiel, Ichiban, Man-o-War, and ally Pinchus. They free la Panthere from Overlord, obtain junkyard HQ, meet Commodore and Affrighter and learn about the Blood, have clashes with Reapers.

10/21/81—11/27/81 Team adds members Bolo, Red Archer, Nightmist; defeats Producer's giant lizard in DC; first widespread news reports on team; Bolo accidentally kills an innocent but captures Overlord (who escapes from authorities); ShadowWalker grows interested in Shari Taylor.

12/04/81—1/01/82 Strike Force saves world from interdimensional monster called the Mockery; not public knowledge. Team adds code-words and maneuvers. Napalm killed in action; Psyche and Defender join team; Defender volunteers use of his mansion as base.

1/08/82—5/08/82 Team has ongoing clashes with Overlord, Producer, Affrighter, Reapers. Tempis and Charade introduced, not team members. Dekarian Colonists chased to Earth by insectoids; insectoids driven off by combined Earth super-teams. Defender leaves with Colonists, sells estate to Strike Force for \$1. Red Archer is kidnapped by mysterious priestess.

8/23/82 Hostility (over lethality) between Phosphene and Shiva reaches critical point. Team splits in two: Strike Force led by Phosphene (Lightrune, Samiel, Ichiban), based out of Defender's mansion; Shadow Warriors led by Shiva (Lorelei, Man-o-War, Bolo, Psyche), based out of junkyard; ShadowWalker and Swashbuckler leave team.

9/06/82—11/01/83 Strike Force meets the Circle, accidentally visits the Blood homeworld and returns, and discovers the extradimensional watering-hole of Narian. Phosphene adds the Main Mission Team to Strike Force resources. Phosphene secretly tries to return alone to the Blood homeworld but is captured by Azor, the world leader, and brainwashed; Lightrune becomes team leader. La Panthere joins Strike Force to help look for Phosphene. Shiva fakes his own death to throw his hunter off; Lorelei becomes Shadow Warriors leader. Strike Force and the MMT receive New York State Police powers. More clashes with Producer, Reapers, Overlord dummy organization.

11/05/83—12/20/83 Centurion, Stunner, Vixen join Strike Force; Sai (Shiva) joins Shadow Warriors. Crimson Claw begins Great Super-Villain Contest. Phosphene, brainwashed into Phantasm criminal ID, is a participant. Lorelei and Commodore become romantically involved, as do Charade and Commodore's cousin Sabre. Phantasm is captured by Strike Force, returned to sanity by Blood relatives; Lightrune steps down as team leader and Phosphene resumes that post. Centurion begins to pay unwanted attention to Vixen. Eventually, the Crimson Claw is tracked down during the third round of his contest and slain by Tempis.

12/25/83—12/31/84 Lorelei marries Commodore; Charade joins the Shadow Warriors; Centurion, spurned by Vixen, goes mad, must be captured and sent back to Canada; Spectra appears; D'Arc joins Strike Force. Strike Force is snatched to the planet of Dekare, frees it from its TkTk invaders, and returns to Earth to find TkTk conducting "friendly" negotiations here. Kestrel joins the team. Strike Force tricks the TkTk into attacking prematurely and the Earth supers drive them off. Spectra returns to Dekare to be its first superheroine. Charade leaves Strike Force to head Salem Academy, marries Sabre.

6/01/85—10/04/86 Luster appears, joins Strike Force. Strike Force has encounters with Black Enchantress. Skyrocket joins Strike Force. Red Archer is rescued — was in suspended animation, being mystically treated to defeat Black Enchantress. Black Enchantress is defeated, but Bloodletter attacks Phosphene. Red Archer is returned to his home-world. Shadow Warriors get involved in Bloodletter-hunt. Private eye Nora Page gives Lorelei information which might lead to the location of

Lorelei's missing father. Power Lord attacks Strike Force Mansion and kidnaps the MMT and Ichi-ban's wife Ryoko but is soon defeated. Ichi-ban secretly murders Power Lord in his cell.

10/18/86—2/14/87 Lady Power hunts Power Lord's killer. Phosphene and Ichi-ban bring Plasma Ranger back from an alternate Earth. Bloodletter embarks on giant plans to bring Phosphene out and kills dozens of people. Aureole of the Circle concludes that Power Lord was killed by someone with magical powers in the Japanese fashion; Phosphene confronts Ichi-ban, who confesses. Lorelei is kidnapped by her grandfather; Commodore and the Shadow Warriors follow them to Scotland, rescue her, scatter the Cobra group, and rescue Lorelei's father. Bloodletter poisons Phosphene, but Strike Force is finally able to track him down, destroy him, and get the antidote. Ichi-ban is tried, found innocent by reason of temporary insanity, but stripped of US citizenship and Strike Force membership and deported to Japan.

11/14/87—2/15/88 Shade joins Strike Force. The team is asked to throw Overlord out of the Caribbean island he's conquered, but find it's actually Fire Hawk, Overlord's second son; they decide not to interfere. The team meets with Overlord and learns that a mysterious force was keeping him from spreading his scientific knowledge; they cause this force, a being called the Governor, to show itself, and defeat it. Cities around the world are attacked by the forces of Darklord of the Chaos Zone. Strike Force must travel to Japan to find an artifact to let them reach the Chaos Zone; Nightwing is destroyed but the team is given the Tenshi-class fighter by the Takara clan. Strike Force and other hero-teams enter the Chaos Zone while the Shadow Warriors and other teams stay behind. Earth is shelled and battered, its military forces, economies, and many governments destroyed, but Strike Force and its allies make it to Darklord's homeworld and force him to flee. The teams turn their attention to rebuilding the world.

Today, Strike Force is a large, powerful, and well-regarded superhero team. Usually cooperating with national and local governments, but never becoming extensions of them, the team now has New York State police powers.

The Shadow Warriors, on the other hand, are still too secretive to have generated much public opinion. Except for the contents of a few articles in the news and *HeroTalk Magazine*, little is known of the team before the Chaos Zone events — at that time, the Shadow Warriors began to cooperate publicly with the New York state and city authorities to help minimize the Chaos Zone damage.

Both teams are now working to rebuild the shattered Earth.

CHARACTER INFORMATION AT A GLANCE

Character Name	Years * Adven- turing	Reads as Mutant?	Type of Aging	Member- ship Status
D'Arc	4	Yes	Normal	SF / LoA
Defender	1 Ret	No	Normal	SF / Ret
Ichi-ban	6 Ret	No	Normal	SF / Ret
Kestrel	3	Yes	Retarded	SF / Full
Lightrune	7	No	Unaging	SF / Full
Luster	3	Yes	Retarded	SF / Full
Napalm	1 KIA	Yes	Normal	SF / KIA
Nightwing	7 KIA	No	Unaging	SF / KIA
Panthere	7	No	Retarded	SF / Full
Phosphene	7	Yes	Retarded	SF / Full
Plasma Ranger	2	No	Normal	SF / Full
Samiel	7	No	Retarded	SF / Reserve
Shade	1	No	Unaging	SF / Prov
ShadowWalker	16	No	Normal	SF / Full
Skyrocket	3	No	Normal	SF / Prov
Stunner	5	No	Normal	SF / Full
Vixen	7	Yes	Retarded	SF / LoA
Bolo	7	No	Normal	SW / Full
Charade	3 Ret	Yes	Retarded	SW / Ret
Lorelei	7	Yes	Retarded	SW / Full
Man-o-War	6 Ret	No	Normal	SW / Ret
Psycher	7	Yes	Normal	SW / Full
Sai	15	No	Normal	SW / Full
Shelvastra	4	No	Normal	SW / Civilian
Ferris, Shawna	—	Yes	Unaging	—
Red Archer	1	No	Normal	—
Swashbuckler	7	Yes	Normal	SF / Resigned
Taylor, Shari	—	No	Normal	—
Army/Atlantia	—	No	Normal	—
Dell, Alasder	90	Yes	Retarded	—
Fire Hawk	1	Yes	Retarded	—
Lady Power	20	No	Retarded	—
Loc Ban Tor	15	No	Normal	—
Overlord	20 Ret	No	Retarded	—
Power Lord	1 KIA	No	Retarded	—
Prism	1 Ret	Yes	Retarded	—
Producer	20	No	Unaging	—
Scoff	?	No	Unaging	—
Steel Brigade	7	No	Normal	—
TkTk Mutation	—	Yes	Accel	—
TkTk Officer	—	No	Normal	—
TkTk Soldier	—	No	Normal	—

KEY:

*: On This Earth
 Ret Retired
 LoA On Leave of Absence
 KIA Killed in Action
 Prov Provisional Member
 Retarded Subject ages much slower than human norm
 Unaging Subject does not age
 ? Length of career not known
 Accel Subject ages very fast

MEMBERSHIP

Strike Force membership currently includes:

Phosphene (*leader*)
 Lightrune
 la Panthere
 Stunner (*deputy leader*)
 ShadowWalker
 Kestrel
 Luster
 Plasma Ranger
 Skyrocket (*provisional member*)
 Shade (*provisional member*)
 Vixen (*full member on leave of absence*)
 D'Arc (*full member on leave of absence*)
 Samiel (*reserve member*)

The Shadow Warriors membership currently includes:

Lorelei (*leader*)
 Bolo
 Psycher
 Sai

SHAVED POINTS AND EQUIPMENT

As you've seen in the Campaign-Specific Rules section, team members have experience points shaved for team gear assigned to every member. In Strike Force, 12 points end up being shaved; in the Shadow Warriors, 10 points. These points go to buying:

Strike Force: New York State Police Powers (2 points); Vehicle (5 points, for most members a contribution to the Tenshi plane); and a Radio/Tracer (5 points; Radio Hearing and an INT 5 microprocessor, for 10 points in an OAF; microprocessor has five button-set programs: Activate Tracer Beacon, Scrambler, Trace Beacon Signal, Keep Time/Date, Beep Specific Teammate(s)).

Shadow Warriors: Vehicle (5 points, contributions to either Shelvastra's scoutcraft or one of the Shadow Warriors VSTOL jets); and a Radio/Tracer (5 points, identical to Strike Force's).

BUDDY-TEAMS

Buddy-Teams were instituted by Lorelei in the Shadow Warriors and later adopted by Strike Force. Every member of Strike Force or the Shadow Warriors is assigned to one or two buddies; when trouble occurs, each member is responsible for keeping an eye on his buddy. When team leadership breaks down (for example, if the leader is knocked unconscious), the team is supposed to fall into its buddy-teams.

Strike Force:

Team One: Phosphene, la Panthere, Lightrune.
 Team Two: ShadowWalker, Shade, Plasma Ranger.
 Team Three: Stunner, Luster, Skyrocket.
 Team Four: Kestrel, Samiel.

Shadow Warriors:

Team One: Lorelei, Sai.
 Team Two: Bolo, Psycher.

CODE-WORDS

Code-words currently in use by both Strike Force and the Shadow Warriors include:

Code-word	Meaning
Air-Lift	Emergency Evacuation: Fliers, grab everyone you can and get out of here!
Blue-Dot	I'm about to use a Flash attack
High Guard	Take a high aerial position for reconnaissance or sniping duty.
Medic	We need medical attention here.
Mustard	I'm about to use a gas attack; They're using gas on us.
Napalm	Use an explosive attack.
Nuke Him	The kid gloves are off — use your nastiest attack.
Peeping Tom ...	Scan the target with all your sensors.
Pigeon	The opponent is a weakling: Restrain yourself.
Pop-Tart	Evacuate civilians from the area.
Ripoff	Steal accessible foci.
Shield	Someone bulletproof, stand in front of me!

MANEUVERS

Specialized combat maneuvers used by both Strike Force and the Shadow Warriors include:

Blind Swing: A brick not engaged with a villain begins a pushed Haymaker. A teleporter sneaks up on the villain and teleports him right into the path of the swinging fist at the precise moment the haymaker is supposed to land.

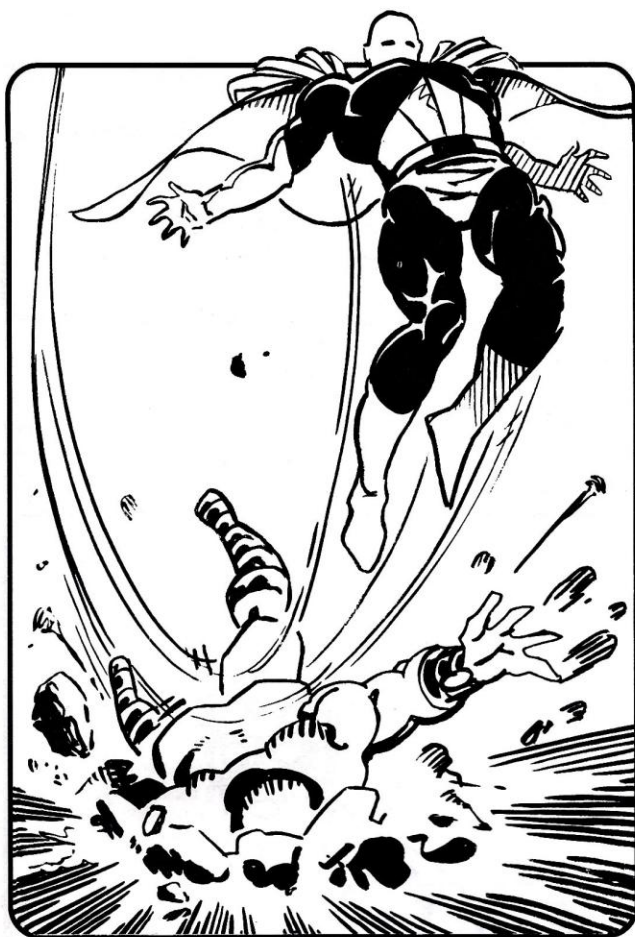
Delta Vee: A teleporter with martial arts waits until a fast-flying villain is passing near a hard surface. The teleporter 'ports into his path and uses a Martial Throw to slam him into the surface.

Express Train: Used only on exceptionally tough non-flying villains. A teleporter and a flier grab the enemy. The teleporter 'ports a goodly distance straight up, usually 90" or more. The flyer begins flying straight down, adding dive speed to his normal velocity. Just before they hit, the teleporter 'ports himself and the flier up about a quarter of a mile. The victim hits the ground at about twice terminal velocity (45-60D6 normal damage, depending on circumstances and speed).

Jackhammer: At a signal from the team leader, everyone (who can afford to) ignores his current opponent and uses a ranged attack on the victim selected by the team leader.

Sandwich: Two flying bricks converge on the same target from opposite sides at the same time; if target is powerful but low-DCV, then skill levels go into coordinating the attack.

Tangler: Used on high-DCV opponents. A hero with a Gadget or Power Pool puts his points into an area-effect Entangle. At the signal, he moves into the enemy's hex and entangles the whole hex, himself included. Everybody with a Delay blasts the victim, who is momentarily at DCV 0 (even if he could ordinarily shrug right out of the Entanglement).



TEAM PRIORITIES AND TACTICS

On a more general level, here's how the two teams operate:

STRIKE FORCE

There are no regulations requiring that there be a team member at the base all the time, but members must keep their communicators with them at all times.

Team members actually conduct patrols and investigations independently for the most part, asking help from one another when they feel they need it. Only when the team is engaged in an active case does Phosphene begin to assign specific patrols and members to specific investigations.

In general, the team members do individual crime-fighting until they come across a situation which seems to require the attention of the whole team; at this time, the whole team turns its attention to the problem and utilizes the full force of its investigative and combat ability until the situation is resolved.

SHADOW WARRIORS

Unlike Strike Force, the Shadow Warriors get together two or three nights out of the week and go on active patrol, usually patrolling the more crime-ridden areas of New York City. They decide what they're going to investigate in upcoming weeks and conduct their investigations and patrols together with that goal in mind.

COMMUNICATIONS

News dispatches coming over the *HeroNet* communications system are broken down into five priority codes; telephone calls coming into Strike Force Mansion which seem to require some response are broken down the same way:

One Bell: Crime in progress, civilian authorities responding.

This is the priority rating for ordinary civilian crimes and dangerous situations, such as robberies, fires, etc.

Two Bells: Crime in progress or dangerous situation developing, Main Mission Team requested to help; Strike Force members on duty are notified but don't have to participate. This is the priority rating for large or complicated civilian crimes and dangerous situations, such as riots, large fires, etc.

Three Bells: Crime in progress or dangerous situation developing, Strike Force requested to help; the team leader is notified, and he summons team members to active duty. If the details of the situation seem to warrant, Main Mission Team members will also be dispatched to aid in crowd control and damage containment. This is the priority rating for situations involving supervillains, exceptionally dangerous or inexplicable elements, etc.

Four Bells: Dangerous situation developing, Strike Force and other area super-teams requested to help; otherwise as Three Bells. This is the priority rating for massive supervillain attacks and international incidents.

Five Bells: Dangerous situation developing at planetary level, Strike Force and all other super-groups capable of responding (worldwide) requested to help. This is the priority rating for incidents such as massive invasions of the planet Earth, the incipient start of World War III, etc. All active team members are called on duty, and even members on reserve or leave of absence and retired members are asked to help combat the threat.

The Shadow Warriors have no public telephone number. To get in touch with the team, a civilian has to contact the *HeroNet* communications network, which will send a message over the datanet or, if the caller seems desperate, will route the call over the radio to the team's communications system.



Now that you've seen the team histories, methods, and priorities, it's time to look at the individual team members belonging to Strike Force and the Shadow Warriors.

STRIKE FORCE



LIGHTRUNE

VITAL STATISTICS

Age: 29 (appears 25). 6'1", 220 lbs. Hair metallic golden blond, eyes metallic blue (in secret ID, hair sandy blond, eyes deep blue). Caucasian (American). Secret ID Kenneth Robertson.

HISTORY

Photography student Kenneth Robertson's college graduation present from his parents was a vacation in Wales, homeland of his mother's family, in the company of his cousin Brian Loomis. One night, he and Brian, walking in the countryside at night, were captured by members of the Cult of the Beast, a demon-worshipping sect.

At the height of the ceremony, the sacrifice of Brian Loomis brought the Beast to this world, but also summoned a heroic sorcerer who'd detected the demonic energies. The Beast and the sorcerer duelled, scattering the Beast's followers — and inadvertently charging Kenneth with bizarre magical energies. Overloaded by the mystic charge, he fell comatose... and died. The sorcerer, managing to banish the Beast whence it came, discovered he was too late to save either youth, and sorrowfully left.

But before the authorities arrived to investigate the pyrotechnics in the old circle of standing stones, Kenneth revived, neither precisely alive nor dead. His heart did not beat, but his blood still flowed; he needed to breathe only to speak; he took no nourishment from food or drink. And he was charged with powerful light-based energies which made him super-strong, possessing many strange powers.

He was able to conceal these changes from the authorities and took Brian's body home for burial. The trauma caused by his cousin's murder gave him a hatred of evil sorcery, and he decided to learn about magic in order to fight those who would misuse it.

He joined the fledgeling Strike Force and became good friends with Phosphene and Lorelei; his training in photography served him well when he helped Lorelei get some fashion modelling assignments as she was later able to insist on using him as her chief photographer. As a member of Strike Force, he has earned the enmity of the Reapers. When Strike Force added the Main Mission Team of super-agents, he began a romantic relationship with MMT agent Carol Graves, but their relationship was short-lived; their interests were too divergent, their personalities basically incompatible. During that time he also joined the Circle, a school for aspiring magicians (see **Organization Book I, The Circle and METE**) and, after falling out with Carol, he grew interested in the Circle's Megan Pierce, also known as WillowWitch. In these last few years, he has pursued his relationship with Megan and has become one of New York's best-known fashion photographers.

POWERS

Rune's powers are all basically light-projection abilities and enhancements of his physical capabilities. He is very resistant to damage, especially physical punishment. He can magically heal, fly, teleport, project a blade of light, and



LIGHTRUNE (Originally)				
Val	Char	Cost	100+ Disadvantages	
45	STR	35	30	2x STUN, electrical attacks
20	DEX	30	10	2x STUN, darkness attacks
23	CON	26	20	Code vs. Killing
10	BODY	0	20	Hatred of Evil Magic
18	INT	8	10	Likes to Fight (x1/2)
13	EGO	6	5	Cannot Understand
15	PRE	5		High Technology (x1/2)
18	COM	4	15	Secret ID (Kenneth Robertson)
20	PD	11	20	Hunted by assorted undead
20	ED	15		(singly), 8-
4	SPD	10	30	Hunted by Reapers, 11-
14	REC	0	5	DNPC Carol Graves (Competent, 8-)
46	END	0		
45	STUN	0		
Cost Powers				
				END
30	Multipower (30 Active pts.)			
3 u	3d6 Healing			6
3 u	Laser Sword: 1d6+1 HKA, AP (2 1/2d6 w/STR)			6
3 u	Radar, -1/10"			
3 u	Teleport 15"			6
3 u	Flight 15"			3
30	30 pts. Life Support			
30	Full Damage Resistance			
	Skills			
3	Motorcycling 13-			
1	KS: Undead 8-			
3	PS: Photography 12-			
3	Welsh complete/accent			
COSTS: Char. Powers Total Disadv. Base				
150 + 115 = 265 = 165 + 100				
OCV: 7; DCV: 7; ECV: 4; Phases: 3,6,9,12				

sense with Radar. In his years with the Circle, he has also become a promising sorcerer, and uses his power pool to create a variety of effects in combat or to augment his other abilities.

Unfortunately, his light-based magical powers are also something of a beacon to the legions of the undead; it is easy for them to sense him, and they dislike his power. He has been attacked numerous times by the evil undead, and he is their enemy. His power also leaves him vulnerable to darkness and electrically-based attacks.

PERSONALITY

Lightrune is an easygoing and adventuresome hero, dedicated to preserving life. He really enjoys a good scrap, however, and sometimes sacrifices a battlefield advantage to throw himself into a fight. He hates evil sorcery more than just about anything, and — though he's not blind enough to presume that all undead are evil — his Code vs. Killing does not apply to evil undead. He's destroyed more than one vampire in his career.

His best friends are Phosphene and Luster, Lorelei of the Shadow Warriors, and WillowWitch of the Circle.

COSTUME

Lightrune wears a red long-sleeved tunic, red mask and red boots, white leggings, white belt, and white gloves, with a distinctive symbol on his right breast and the back of his left glove.

LIGHTRUNE (Now)					
Val	Char	Cost	100+ Disadvantages		
55	STR	45	15	1 1/2x STUN, electrical attacks	
23	DEX	39	5	1 1/2x STUN, darkness attacks	
23	CON	26	20	Code vs. Killing	
12	BODY	4	20	Hatred of Evil Magic	
18	INT	8		10 Likes to Fight (x1/2)	
14	EGO	8	5	Cannot Understand	
20	PRE	10		High Technology (x1/2)	
18	COM	4	15	Secret ID (Kenneth Robertson)	
28	PD	17	5	DNPC WillowWitch (Super, 11-)	
24	ED	19	20	Hunted by assorted undead	
5	SPD	17		(singly), 8-	
16	REC	0	30	Hunted by Reapers, 11-	
46	END	0	234	Hero Bonus (experience spent)	
52	STUN	0			
Cost Powers			END		
90	Multipower (30 Active pts.)				
3 u	3d6 Healing				6
6 u	Laser Sword: 2d6 HKA, AP (4d6 w/STR), 1/2 END				4
4 u	Radar, -1/40"				
4 u	Teleport 15", half move and attack				6-8
3 u	Flight 15"				3
45	Variable Power pool (Magic), 30 pts Active				
13	Magic Skill 17-				
30	30 pts. Life Support				
30	Full Damage Resistance				
7	PD Hardened				
5	Ego Defense (9 pts total)				
14	1/2 END Strength				5
	Skills				
3	Motorcycling 14-				
6	KS: Magic 12-, Undead 12-				
6	PS: Photography 15-				
3	Welsh complete/accent				
10	2 levels in H-to-H combat				
COSTS: Char. Powers Total Disadv. Base					
197 + 282 = 497 = 397 + 100					
OCV: 8+; DCV: 8+; ECV: 5; Phases: 3,5,8,10,12					
Typical powers in pool: +3d6 Healing; +30 Strength; Detect Magic, Locate and Analyze, 18-					
Also Carries: Minicamera, Silver Crucifix					

CAMPAIGN USE

Rune is the team brick, but his teleportation and Power Pool abilities make him more versatile and unpredictable than the average strongman. He's also known in the superhero community as an expert on the undead and their activities. As Kenneth Robertson, he is a well-known photographer and the author of *Masked Marauders*, a coffee-table book showcasing scores of his spectacular superhero portraits.

VILLAIN OPTION

As a villain, Kenneth would have been traumatized by his experience in Wales, becoming convinced that all magic is evil. Replace his "Hatred of Evil Magic" with "Hatred of All Magic;" change his DNPC to a like-minded villainousness; delete his Power Pool (if you wish, use those points to give him STR 80 at 1/4 END). He could be the Hunter of any superhero with magical abilities and would cooperate with other villains in attacks on magical heroes.

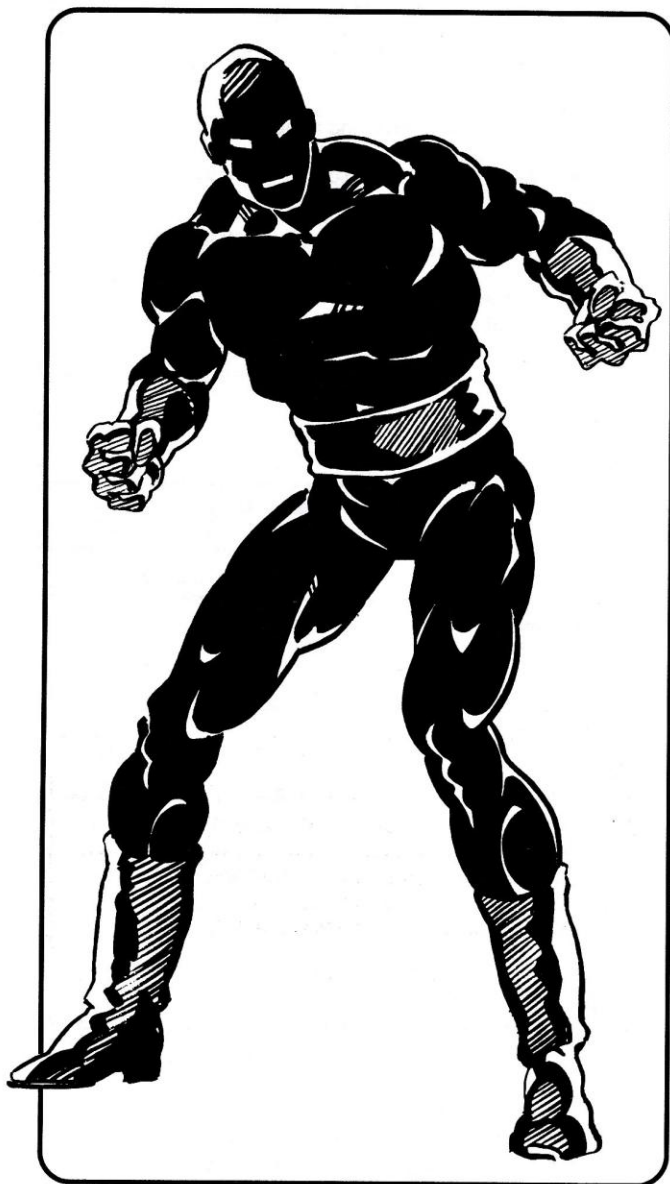
PHOSPHENE

VITAL STATISTICS

Age: 36 (appears 30). 6'1", 185 lbs. Hair black with graying temples, eyes brown. Caucasian (American). Secret ID Matt Quarry, real name Richard McLean.

HISTORY

Phosphene is a member of the Blood, a race of mutants which originated on Earth thousands of years ago, but which has long lived in another dimension and all but forgotten about Earth. Phosphene's family came to Earth in 1927; Phosphene's father, a charismatic sociopath with a tendency to use his flame powers on entire towns, settled briefly in New York City, fathered Phosphene with a love-smitten cashier, and then moved on. (See *Organization Book III, The Blood and Dr. McQuark*, for more on the Blood.)



Phosphene, born Richard McLean, grew to manhood in New York City, not knowing about his special heritage. He supported himself and his ailing mother through a variety of criminal activities. His Blood ancestry gave him remarkable strength and speed, boons to his criminal occupation. His mother died when he was 20, and by that time he was a bodyguard for one of the city's criminal syndicate leaders.

At a test of the syndicate's new particle-beam weapon, Richard was injured when the weapon broke free of its housing and sprayed the area, setting the facility afire. Richard awoke in the hospital in police custody. To avoid prosecution for his many crimes, he agreed to turn state's evidence. The strong-arm syndicate boys caught him, and eliminated him by hurling him from a window — or so they thought. But the beam had awakened Richard's latent Blood powers, and he glided to safety, surprised but unhurt.

Soon after, he used his knowledge of criminal techniques to change his identity. He became Matt Quarry, mystery writer, and also took the identity of Phosphene, chief superhero enemy of his former employers.

As related in the History section of this supplement, Phosphene's aid was solicited by ShadowWalker, and he joined what was to become the core of Strike Force. He eventually discovered that his syndicate enemies were actually part of Carousel, and later that Carousel was part of the Reapers syndicate; since then, he has become a fierce enemy of the Reapers. In the course of his career, he met and fell in love with la Panthere; he became leader of Strike Force when ShadowWalker left the team; he met most of his Blood relatives on Earth, good and evil; he was brainwashed by Azor (ruler of the world of the Blood) into becoming the villain Phantasm but was cured by his Blood relatives; and he eventually married la Panthere.

POWERS

Phosphene's powers center around his Blood multipower and are augmented by a variety of skills, most of which were learned during his criminal career. Since becoming Phosphene, he has added a variety of gadgets — an armored costume, subvocal-activated mask radio, a psi-shield in his mask, and a small gadget pool for various applications.

His powers make him versatile but not particularly powerful. In combat, Phosphene tends to hang back, directing his teammates' actions, using his teleportation to rescue innocents and allies and to baffle his opponents; he seldom engages an enemy with his martial arts abilities.

His Teleport-based Hand-to-Hand Kill consists of teleporting next to a target so that his fingertips are actually within the target; his Instant Change consists of teleporting out of his clothes while keeping his costume on.

PERSONALITY

Phosphene ("Phos-Boss") is an uneasy blend of responsible leadership and chaotic impulses. He's good at leading Strike Force but often wishes for a less responsible role, and bears the irrational conviction that he can outthink any villain. He is dedicated to the preservation of all human life (including villains). Misogynistic from his early days with the mob, he has learned to trust and care for some women — but only those who have earned his respect. His best friends are la Panthere and Lightrune. He is on good terms with all his Blood relatives except Affrighter, whom he has fought on numerous occasions. He despises Sai for his attack on la Panthere.

PHOSPHENE (Originally)					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	30	2x STUN from energy killing attacks	
20	DEX	30		Loves to Embarrass his Enemies	
23	CON	26	20	Code vs. Killing	
10	BODY	0	10	Overconfidence (x1/2)	
15	INT	5	8	Fear of losing fights (x1/2)	
10	EGO	0	3	Suspicious of women (x1/4)	
15	PRE	5	25	Berserks at death of innocents 14-, 11-	
12	COM	1	15	Secret ID (Matt Quarry)	
12	PD	8	30	Hunted by Reapers, 11-	
12	ED	7	25	Hunted by Affrighter, 11-	
6	SPD	30	5	Unluck	
10	REC	2			
46	END	0			
32	STUN	0			
Cost Powers					
				END	
70	Multipower (Blood Powers)			6-10	
10 m	Teleport 15", half move and attack, 2x distance, x2 mass,				
3 u	N-Ray Vision				
2 u	Gliding 16"				
1 m	Instant Change				
20	Martial Arts (Basic Aikido and Basic Karate: 6d6 Punch, 8d6 Kick, 1d6+1 KA Chop)				
20	Full Damage Resistance (OIF costume)				
	Skills				
10	Acrobatics 13-				
5	Stealth 13-				
3	Sleight of Hand 13-				
5	Detective 12-				
5	Security Systems 12-				
3	Streetwise 12-				
1	City Knowledge (NYC) 8-				
3	PS: Writing 12-				
6	+2 Perception				
COSTS: Char. Powers Total Disadv. Base					
124 + 167 = 291 = 191 + 100					
OCV: 7; DCV: 7; ECV: 3; Phases: 2,4,6,8,10,12					

COSTUME

Phosphene's costume is a matte black body stocking, covering him head to foot (with mask slits for eyes and mouth), and gloss black boots, gloves, and belt.

CAMPAIGN USE

Phosphene is an energetic, outspoken team leader, one well-known to other hero team leaders; he is a staunch friend to the more heroic of his Blood relatives. As Matt Quarry, he is a successful mystery novelist and a good amateur sleuth.

VILLAIN OPTION

As a villain, Richard would have returned to the mob as Phosphene, beaten his former boss, and then taken over the man's place as the cell leader of the Reapers in New York. His disadvantages concerning killing would be replaced by disads such as Greed and Cynicism, and he'd be hunted by the police instead of the Reapers.

Alternatively, he might never have stopped being Phantasm, and now commits crimes and robberies for the fun of it all. His Psych Lims become such things as "Chaotic and Unpredictable;" he is hunted by the police and Reapers.

PHOSPHENE (Now)				
Val	Char	Cost	100+ Disadvantages	
20	STR	10	20	Loves to Embarrass his Enemies
26	DEX	48	20	Code vs. Killing
23	CON	26	10	Overconfidence (x1/2)
10	BODY	0	8	Fear of losing fights (x1/2)
15	INT	5	3	Suspicious of women (x1/4)
13	EGO	6	15	Enraged at death of innocents 14-, 14-
15	PRE	5		Secret ID (Matt Quarry)
12	COM	1	15	Hunted by Reapers, 11-
20	PD	16	30	Hunted by Affrighter, 11-
20	ED	15	25	Hero Bonus (Experience spent)
8	SPD	44	234	
10	REC	2		
54	END	4		
32	STUN	0		
Cost Powers			END	
100	Multipower (Blood Powers)			8-20
20 m	Teleport 20", half move and attack, 16x distance, x2 mass, 1 floating location, extra dimensional			
3 u	N-Ray Vision			
2 u	Gliding 16"			
1 m	Instant Change			
2 u	2d6 HKA, AP (3d6+1 w/STR), only with teleport (-1/2)			9
20	Martial Arts (Basic Aikido and Basic Karate: 7d6 Punch, 9d6 Kick, 1d6+1 KA Chop)			
3	+1d6 damage, all Karate maneuvers			
20	Full Damage Resistance (OIF costume)			
8	12 pts. Ego Defense (15 total) (OIF Mask)			
10	High Range Radio Hearing, Invisible (OIF Mask)			
8	20 pts. Life Support, Costs END (-1/2), No Recovery while in use (-1/2) (OIF Costume)			
18	Gadget Pool, 15 active pts.			
Skills				
10	Acrobatics 14-			
5	Stealth 14-			
3	Sleight of Hand 14-			
9	Detective 14-			
9	Security Systems 14-			
3	Streetwise 12-			
2	City Knowledge (NYC) 11-			
5	PS: Writing 14-			
6	+2 Aikido Throw			
15	+5 Teleport Accuracy			
6	+2 Perception			
10	+5 N-Ray Perception			
COSTS: Char. Powers Total Disadv. Base				
182 + 298 = 480 = 380 + 100				
OCV: 9+; DCV: 9+; ECV: 4; Phases: 2,3,5,6,8,9,11,12				
Typical Gadgets in Gadget Pool:				
1. Teleport Booster: Additional 4096x distance. (Total of approx 2620 kilometers), one charge (OAF), 60 active pts., 15 real pts.				
2. Phantasm Capes: 3 1/2d6, Entangle (3 DEF), stops vision, 4 charges, (OAF) 44 active pts., 15 real pts.				

LA PANTHERE

VITAL STATISTICS

Age: 31 (appears 25). 5'7", 130 lbs. Hair very dark brown (nearly black), eyes brown. Caucasian (French). Secret ID Catherine Marie Quarry (nee Beauchamp).

HISTORY

Catherine Beauchamp, a French college student, was rescued from a terrorist attack by a prominent French hero. Inspired by his example, she asked him to train her in combat and crime-fighting techniques. Eventually she donned costume and became la Panthere (The Panther), a martial artist heroine for Paris, France.

Dedicated to her new-found heroic ideals, she came to the U.S. seven years ago, hoping to receive training from the more advanced American super teams. She applied for American citizenship and joined a superhero team, the Lightbearers.

Unfortunately, while on a mission the Lightbearers discovered a base belonging to the archvillain Overlord. Overestimating their power, they attacked. Overlord and his minions scattered them to the winds; one Lightbearer died and la Panthere was captured and implanted with one of Overlord's mind-control devices.

Overlord, a biomedical experimenter, was intrigued with her cat motif and decided to give her a series of feline powers. In the months she was under his control, he boosted her strength from human normal to a superhuman level, gave her remarkable leaping power, and gave her the ability to see in the dark. She became his favorite mind-controlled bodyguard.

Then, in the second clash between Overlord and Strike Force, she fought and nearly defeated Phosphene, who managed to overcome her but was impressed with her style and prowess. And it was Shiva's attempt to finish off the unconscious Panthere that caused the still-ongoing enmity between Phosphene and Shiva/Sai.

Strike Force captured la Panthere and removed her mind-control implant; then Phosphene arranged for the mystic supers of the Circle to restore her damaged sanity. In the course of her recovery, he was in constant attendance on her; he fell in love with her and she with him.

Some time later, when Phosphene disappeared during his attempt to reach the Blood homeworld, la Panthere joined Strike Force and drew on its resources try to find him. She learned the business of the literary agent in order to represent his works while he was gone, and stayed with the team after he was found (as Phantasm) and restored to his true memories. As a member of Strike Force, she has earned the enmity of the Reapers villain team.

Phosphene and la Panthere married soon after the destruction of the Bloodletter. She continues to act as a part-time literary agent and full-time heroine.

POWERS

La Panthere has been trained in the martial arts (Savate) and a variety of abilities useful to the stealth-based investigative heroine.

The powers she received from Overlord include the STR boost (from 15 to 30), Superleap, and Infrared Vision. Though Overlord originally used artificial hormones to effect these changes, he also introduced viral gene replacement factors into her system causing the changes to become permanent.

The gadgets she uses include a lightly armored suit, bracers with fold-out cutting and climbing claws (developed by the Shadow Warriors' Man-o-War from his own designs), a high-tech implant designed to keep her from ever suffering mental domination as she did at Overlord's hands, and a disguiseable vehicle.



LA PANTHERE (Originally)				
Val	Char	Cost	100+ Disadvantages	
30	STR	20	30	2x effect, Flashes
20	DEX	30	20	Code vs. Killing
33	CON	46	20	Freezes when reminded of Overlord or brainwashing (VC, irr.)
11	BODY	2	10	Strength occasionally out of control
15	INT	5	15	Secret ID (Catharine Beauchamp)
8	EGO	-4	25	Hunted by Overlord, 11-
15	PRE	5		
20	COM	5		
15+	PD	9		
15+	ED	8		
5	SPD	20		
13	REC	0		
66	END	0		
43	STUN	0		
Cost Powers				
				END
10	Martial Arts (Basic Savate: 7d6 Jab, 9d6 Side Kick)			2
10	12" Superleap			
5	IR Vision			
10	Armor 5PD/4ED (OIF Costume)			
	Skills			
10	Acrobatics 13-			
5	Security Systems 12-			
3	Driving 13-			
5	Stealth 13-			
3	PS: Security Analyst 12-			
4	English, native accent (French is native)			
9	+3 Savate side kick			
COSTS: Char. Powers Total Disadv. Base				
146 + 74 = 220 = 120 + 100				
OCV: 7+; DCV: 7+; ECV: 3; Phases: 3,5,8,10,12				

PERSONALITY

Catherine is very idealistic about helping the world through the defeat of criminals and, like her husband, is dedicated to the preservation of life. Like her feline namesake, she is somewhat hedonistic, likes to stalk and ambush her enemies, having a wild streak to her nature.

On the down side, as a result of her time spent under Overlord's influence, she is still afraid of him and doesn't like to discuss her time with him. Additionally, the damage done to her psyche has left permanent scars: Her EGO will never achieve any high level; she is not particularly self-confident and prefers teamwork to solo adventuring. Her best friends are Phosphene and her old teammate Dryad of the Lightbearers; she has become good friends with Luster, in spite of Luster's family background.

COSTUME

La Panthere wears a tunic with black sleeves, gray torso, and a broad gray cuffed collar; black pants; gray mask and boots; and gold metal bracers with fold-out cutting and climbing claws. As Catherine, she speaks American-accented English, but as la Panthere she sports a strong French accent as part of her disguise.

LA PANTHERE (Now)				
Val	Char	Cost	100+ Disadvantages	
30	STR	20	20	Code vs. Killing
20	DEX	30	10	Becomes agitated when reminded of brainwashing (Uncommon, irr.)
33	CON	46		Secret ID (Catharine Beauchamp Quarry)
11	BODY	2	15	
15	INT	5		
12	EGO	4	25	Hunted by Reapers, 8-
15	PRE	5	154	Hero Bonus (experience spent)
20	COM	5		
20+	PD	14		
20+	ED	13		
5	SPD	20		
13	REC	0		
66	END	0		
43	STUN	0		
Cost Powers			END	
20	Martial Arts (Basic Advanced Savate: 9d6 Jab, 12d6 Side Kick)			
9	+2d6, all Savate maneuvers			
30	2d6 HKA (4d6 w/STR), 0 END (OIF Bracers)			0
10	Armor 5PD/4ED (OIF Costume)			
5	15 pts. Power defense vs. Ego drains, Transfers, and Destructions Only (-2), (IIF Implant)			
5	15 pts. EGO defense vs. Mind Control only (-2), (IIF Implant)			
10	12" Superleap			2
10	Clinging, 15 STR (OIF Bracers)			
5	IR Vision			
	Skills			
10	Acrobatics 13-			
5	Security Systems 12-			
3	Driving 13-			
5	Stealth 13-			
3	PS: Security Analyst 12-			
3	PS: Literary Agent 12-			
4	English, native accent (French is native)			
18	+6 Savate side kick			
5	Vehicle: Black Trans Am with disguise (switches license plates, changes colors)			
COSTS: Char. Powers Total Disadv. Base				
164 + 160 = 324 = 222 + 100				
OCV: 7+; DCV: 7+; ECV: 3; Phases: 3,5,8,10,12				

CAMPAIGN USE

La Panthere's powers are mostly support-based; on missions, she acts as a backup security expert. In combat, she's a front-line fighter, preferring to scrap with opponents who don't have obviously deadly killing attacks.

VILLAIN OPTION

The villainess Panthere was never rescued by Strike Force, and remains under Overlord's control, thorough brainwashing taking the place of the temporary mind-control implant. Replace her "Code vs. Killing" with "Devoted to Overlord" and eliminate disads involving her fear of him.

STUNNER

VITAL STATISTICS

Age: 37. 6'3", 180 lbs. Hair black, eyes blue. Caucasian (American). Secret ID Professor Robert Grady.

HISTORY

After a childhood accident (a near-fatal fall from a roof), Bob Grady became withdrawn and studious, a determined student but not much of a mixer. He threw himself into his studies, and a few subjects quickly emerged as his favorites: electrical engineering (later including stasis-field physics), and track and field, which would lead to martial arts training.

Eventually Grady became an educator, and among his more talented pupils was David Simons (Bolo). But he never stopped tinkering and inventing on the side, and he struck pay-dirt when he learned to slow down the conscious responses of living creatures by means of an electrical beam.

In effect, his Stun-Gun would slow humans and animals, a potential boon to law enforcement officers chasing criminals or prison operators holding convicts — especially super-powered ones.

Having developed his technology to the point that he could actually fire a stun-ray from a hand-held weapon, he decided personally to field-test the device. Taking a leave of absence from his university, he designed an armored costume and embarked on a crime-fighting career as Stunner — less out of a desire to save the world than to test his technological innovations.

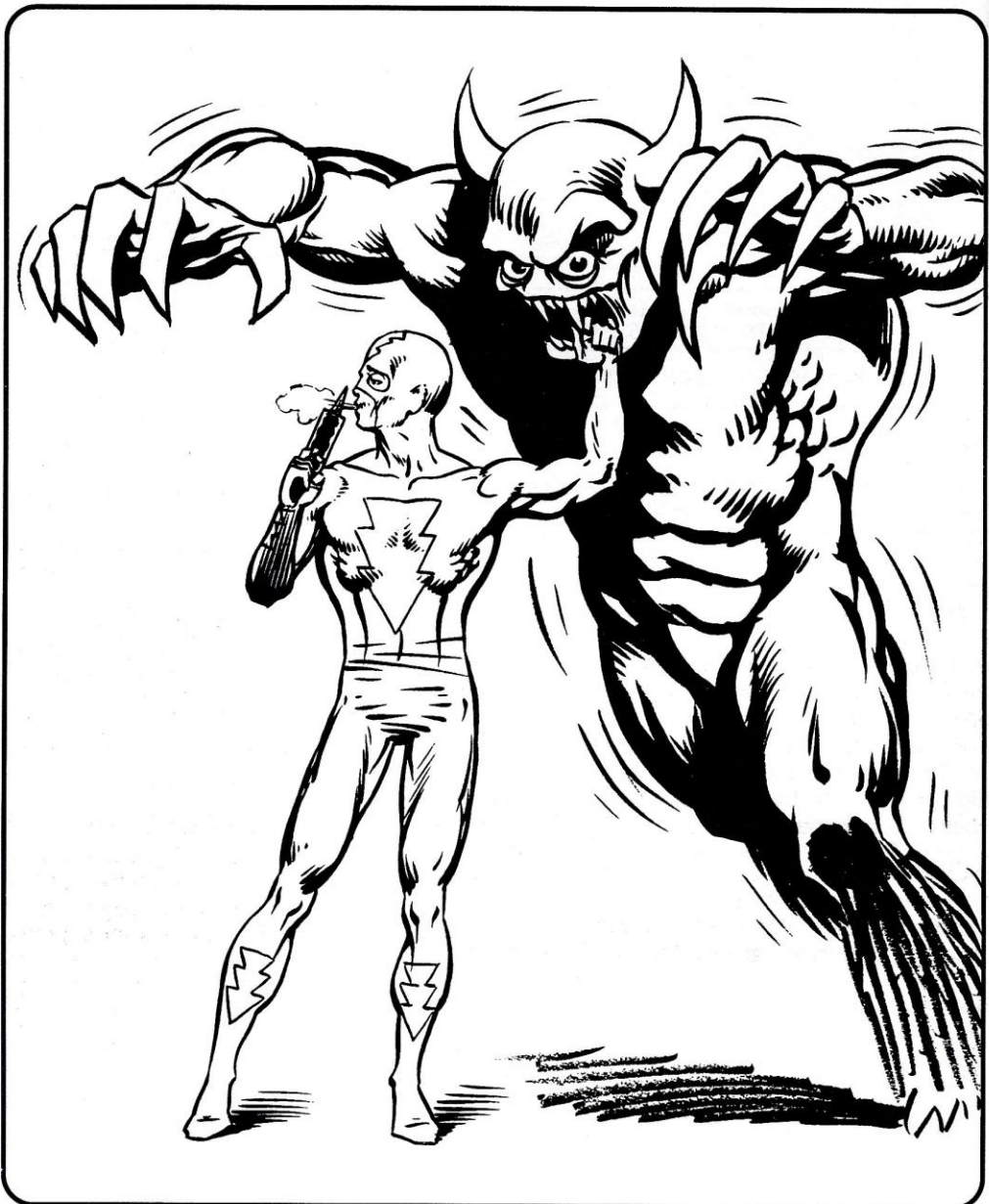
Stunner participated in one adventure with Strike Force, was soundly beaten by a villain, and returned, humiliated, to solo adventuring. But after discovering the villain Halfjack (*Enemies II*) in a bank robbery and singly defeating that criminal, Stunner felt sufficiently vindicated to return to Strike Force and apply for formal membership. After a period as probationary member, he was admitted to full membership. He soon attracted the attention of Strike Force's Reaper enemies, who would like to strip him of his technological information.

In the course of his association with Strike Force, Stunner has emerged as the team's preeminent gadgeteer. He has worked alone

and with the team's other scientifically inclined members (such as ShadowWalker, Vixen, and Luster) to create gadgets, restraint devices, vehicles, and robots. He has continued his leave of absence from the university, making his living by patenting devices derived from his inventions. Now, with the Governor gone (see the History section), he anticipates making a fortune through the marketing of his discoveries, and could well be correct.

POWERS

Stunner has below-normal strength for a man of his size who exercises regularly, but his other physical attributes — his running speed, reaction time, and dexterity — are extraordinary. These, coupled with his unusual susceptibility to radioactive emissions, make the Strike Force doctors believe that he is a mutant — but one whose benevolent mutations are sufficiently low-level that he doesn't show up as a mutant to mutant scanners.



STUNNER (Originally)				
Val	Char	Cost	100+	Disadvantages
10	STR	0	25	Berserk if takes over
26	DEX	48		1/2 Body 14-, 8-
20	CON	20	20	Fear of Heights (VC, irr.)
10	BODY	0	15	Secret ID (Professor Robert Grady)
15	INT	5	25	Hunted by Reapers, 8-
15	EGO	10	20	Hunted by Halfjack, 8-
10	PRE	0	10	Susceptible, 2d6 radiation
10	COM	0		
15	PD	13		
15	ED	11		
5	SPD	14		
6	REC	0		
40	END	0		
25	STUN	0		
Cost Powers				
END				
10	Martial Arts (Basic Savate: 3d6 Jab, 6d6 Kick)			
36	Stun Pistol: 1d6 Speed Drain, 6x END Battery (150 END) (-1/4), Doesn't Work in Water (-1/4), Loses 30 END/Phase when wet (-1/4) (OAF)			
20	Full Damage Resistance (OIF Costume)			
18	+9" Running			
	Skills			
5	Gadgeteer 12-			
3	Electronics 11-			
2	Electrical Engineering 11-			
COSTS: Char. Powers Total Disadv. Base				
121 + 94 = 215 = 115 + 100				
OCV: 9; DCV: 9; ECV: 5; Phases: 3,5,8,10,12				

Most of his time goes into the creation of devices, especially those which are useful in crimefighting. His favorite is still the Stun-Gun, a 1D6 Speed Drain. (Note that you can't drain Speed below a score of 1, and that the target's DCV stays at its normal level, despite how "frozen" he appears to be.) Stunner now utilizes other gadgets for specific missions.

PERSONALITY

Bob Grady is an archetypal gadgeteer — absorbed in his work, with barely anything resembling a social life. His closest friendships are with Luster and with Bolo of the Shadow Warriors.

His personality has some holdovers from the childhood accident which almost claimed his life. He's still afraid of heights and becomes panicky if anything happens to the Strike Force planes while he's in them. And enough physical damage sends him into flashbacks to the moments after his disastrous fall, when he lay broken and dying, and tends to drive him into a berserk panic.

Because he works in a laboratory and has never become comfortable dealing with people, his PRE is low for a super.

COSTUME

Stunner's costume consists of a brown body-stocking which leaves his eyes and lower face open; it features stylized arrows on the chest, forearms and shins. He also wears accoutrements necessary to whatever gadget he is carrying: Belt and holster for the Stun Gun, for instance.

STUNNER (Now)				
Val	Char	Cost	100+ Disadvantages	
10	STR	0	25	Berserk if takes over
26	DEX	48		1/2 Body 14-, 8-
20	CON	20	15	Fear of Heights (VC)
10	BODY	0	15	Secret ID (Professor Robert Grady)
15	INT	5	25	Hunted by Reapers, 8-
15	EGO	10	20	Hunted by Halfjack, 8-
10	PRE	0	10	Susceptible, 2d6 radiation
10	COM	0	101	Hero Bonus (experience spent)
20	PD	18		
20	ED	16		
5	SPD	14		
6	REC	0		
40	END	0		
25	STUN	0		
Cost Powers			END	
20	Martial Arts (Basic and Advanced Savate: 6d6 Jab, 9d6 Kick)			
12	+3d6 to all Savate maneuvers			
20	Full Damage Resistance (OIF Costume)			
18	+9" Running			
100	Gadget Pool (80 Active pts.)			
	Skills			
5	Gadgeteer 12-			
3	Electronics 11-			
2	Electrical Engineering 11-			
COSTS: Char. Powers Total Disadv. Base				
131 + 180 = 311 = 211 + 100				
OCV: 9; DCV: 9; ECV: 5; Phases: 3,5,8,10,12				
Gadgets Include:				
(1) Stun Pistol: 1d6 Speed Drain, 6x END Battery (150 END) (-1/4), Doesn't Work in Water (-1/4), Loses 30 END/Phase when wet (-1/4) (OAF); 100 Active pts., 36 real pts				
(2) 40- Reflection, 8x END battery, (OAF Belt Buckle); 97 active pts., 48 real pts..				
(3) Ping-Pong ball pistol: 6d6 Flash & 6d6 Area Effect EB, x8 END battery (OAF); 120 Active pts., 57 real pts.				

CAMPAIGN USE

Stunner is the typical group gadgeteer — a team player, not a standalone crimefighter. With his Gadget Pool he is still able to jury-rig solutions to all sorts of immediate problems. In combat, he decides which villains his current gadget will probably affect most severely and concentrates on them — usually at range.

VILLAIN OPTION

The villain Stunner's history closely follows that of the hero Stunner's, but when he left the university, it was to profit from his inventions through crime. He now makes his living from creating gadgets for supervillain clients — plus the occasional robbery on his own. Replace his Reapers and Halfjack Hunteds with a New York superhero team and the police. He can be the Hunter of any gadget-oriented hero — or one who is vulnerable to gadgets.

SHADOWWALKER

VITAL STATISTICS

Age: 37. 6'3", 175 lbs. Hair brown, eyes gray. Caucasian (American). Secret ID Andrew Horatio Steele.

HISTORY

When Andrew was just a child, an acquaintance of his parents — Master Chang, an oriental man of dignified bearing — persuaded them that the boy should be taught Chang's physical and spiritual regimen of self-growth. Unknown to Andrew or his parents, Chang was a member of the Black Robes, an Eastern society dedicated to the preservation of the Pattern, a metaphysical representation of the natural flow of the universe. Chang had recognized in Andrew a potential warrior for the Pattern.

Throughout his formative years, Andrew was trained in a variety of philosophies, meditative techniques, and martial arts. Then Chang had to return to his homeland to perform some task — and never reappeared in the West. His disappearance is still a mystery.

After college, Andrew was approached by the Organization, a Swiss-based covert agency working to keep the world political situation in balance. This appealed to Andrew's awakening perception of the Pattern, and he became their operative. Additionally, he fell in love with the daughter of the Old Man (the Organization's director), and she with him.

After a mission into East Germany, Andrew and his fiancée were kidnapped by enemy agents and tortured for information. She died; he cracked under the strain but managed to escape. Lonely, cynical and embittered at 21, he left the Organization. He became a mercenary soldier, creating the ShadowWalker identity to protect his American citizenship. He didn't know that the Old Man blamed him for his daughter's death, and for years ShadowWalker was hunted by mercenaries and assassins secretly hired by his former employer.

Eventually, he gave up his mercenary life, returned to the U.S., and was employed as a field technician by a major scientific corporation. During this time, he stumbled across secret transmissions, later revealed to be between Overlord and the Reapers; investigating them as ShadowWalker, he asked for and received help from other superheroes (Phosphene, Swashbuckler, and Lightrune). This team was soon to become Strike Force.

ShadowWalker served as Strike Force's first leader, and during this time discovered that it was the Old Man who was tormenting him. When he demonstrated the Old Man's insanity to the Organization officers, the Old Man's son, brother of the woman ShadowWalker once loved, replaced his father as the Organization director.

But in Strike Force, the combination of the team's inexperience, ShadowWalker's personality, and the bitterness between Phosphene and Shiva made the situation tense. When Strike Force split into two teams, ShadowWalker left both of them and joined the Crusaders. Years later, having become more calm and philosophical, he returned to the new, more professional Strike Force.

Today, ShadowWalker adventures and teaches some classes at Salem Academy. He has recently begun pursuing his romantic interest in HeroTalk publisher Shari Taylor. His efforts to keep the Pattern in balance have attracted the attention of Scoff, a multidimensional being who chooses to imbalance the Pattern at every opportunity.



POWERS

ShadowWalker's abilities derive from his training in fighting techniques and many other skills refined over the years..

His Weird Talent (using *Justice Inc.* Weird Talent rules) enables him to detect variations and imbalances in the Pattern (or whatever you call the force that flows through all living beings and keeps the universe in tune). If you don't have JT, use a Detect from *Champions III*.

The Flash in his Multipower is an irritant powder fired blowgun-style from his scabbard.

PERSONALITY

ShadowWalker, once consistently biting and unpleasant, has become more relaxed and less abrasive with time though his temper still has an edge. His primary motivation now is the preservation of the Pattern, but he believes in teams like Strike Force and is a willing warrior against crime. He has gradually recovered from his fiancée's death, to the

SHADOWWALKER (Originally)

Val	Char	Cost	100+ Disadvantages
20	STR	10	25 Berserks when subjected to torture or mind control 14-, 8-
20	DEX	30	15 Hatred of torture situations
18	CON	16	20 Hatred of reminders of former instability (VC, irr.)
10	BODY	0	15 Unusual Looks 14- (Anti-social)
18	INT	8	15 Secret ID (Andrew Steele)
13	EGO	6	30 Hunted by the Organization, 11-
13	PRE	3	
10	COM	0	
10	PD	6	
9	ED	5	
5	SPD	20	
8	REC	0	
36	END	0	
40	STUN	0	

Cost	Powers	END
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10	Martial Arts (Basic Karate: 6d6 Punch, 8d6 Kick, 1d6+1KA Chop)	
20	Multipower Hero ID only (OAF Sword and Scabbard) (45 pts. Active)	
2 u	2d6 HKA, AP (3d6+1 w/STR)	9
1 u	+25 STR (punch damage only), 1/2 END	2
1 u	Missile Deflection 13-	
1 u	3d6 Flash, affects only one hex, one charge	0
17	Armor 9PD/9ED, Hero ID only (OIF Costume)	
10	UV Vision	
Skills		
10	Acrobatics 13-	
5	Computer Programming 13-	
5	Detective Work 13-	
5	Security Systems 13-	
5	Stealth 13-	
3	Mechanics 11-	
3	Streetwise 12-	
6	Pilot 13- (with light plane, multi-engine, helicopter, military jet)	
3	Electronics 11-	
3	Linguist	
6	Japanese (3 pts. fluent), French, German, Italian, Russian (all 2 pts. fluent)	

COSTS: Char. Powers Total Disadv. Base
 104 + 116 = 220 = 120 + 100

OCV: 7 **DCV:** 7; **ECV:** 4; **Phases:** 3,5,8,10,12

point that he can become interested in another woman. He feels a slight resentment that Phosphene has been able to accomplish more with Strike Force than he did, but he recognizes that their circumstances were different. He still tends to lose control in situations that remind him of the torture that claimed the life of his first love.

COSTUME

ShadowWalker's costume is a black ninja-like outfit, including a katana carried in a back-sheath.

CAMPAIGN USE

ShadowWalker is a stealth and security expert and an information-gathering specialist. In combat, he can engage and delay higher-powered opponents but generally cannot defeat them; he calls for help when facing especially powerful enemies.

SHADOWWALKER (Now)

Val	Char	Cost	100+ Disadvantages
20	STR	10	15 Hatred of torture situations
23	DEX	39	15 Hatred of reminders of former instability (VC)
23	CON	26	5 Unusual Looks 8- (Anti-social)
10	BODY	0	15 Secret ID (Andrew Steele)
18	INT	8	20 Hunted by Scoff, 8-
13	EGO	6	155 Hero Bonus (experience spent)
15	PRE	5	
10	COM	0	
12	PD	8	
12	ED	7	
5	SPD	17	
9	REC	0	
36	END	-5	
40	STUN	0	

Cost	Powers	END
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20	Martial Arts (Basic Aikido and Basic Karate: 6d6 Punch, 8d6 Kick, 1d6+1KA Chop)	
10	Strength is Armor-Piercing	
7	1/2 END for STR and AP	3
25	Multipower, Hero ID only (OAF Sword and Scabbard) 56 pts. Active	
2 u	2d6 HKA, AP (3d6+1 w/STR), 1/2 END	4
1 u	+25 STR (punch damage only), 1/2 END	2
1 u	5 1/2d6 Flash, affects only one hex, one charge	0
1 u	Missile Deflection 14-	
21	Armor: 9PD/9ED, hardened (OIF Costume, Hero ID only)	
5	Ego Defense (9 pts. total)	
10	UV Vision	
4	+2" Running	
10	Jl Weird Talent: Pattern Recognition (12-)	
Skills		
10	Acrobatics 13-	
5	Computer Programming 13-	
5	Detective Work 13-	
5	Security Systems 13-	
5	Stealth 14-	
3	Mechanics 11-	
5	Motorcycling 14-	
3	Streetwise 12-	
6	Pilot 14- (with light plane, multi-engine, helicopter, military jet)	
3	Electrical Engineering 12-	
3	Electronics 11-	
3	Linguist	
6	Japanese (3 pts. fluent), French, German, Italian, Russian (all 2 pts. fluent)	
20	2 Overall Levels	
5	Vehicle: (Harley Davidson)	

COSTS: Char. Powers Total Disadv. Base
 121 + 204 = 325 = 225 + 100

OCV: 8+; **DCV:** 8+; **ECV:** 4; **Phases:** 3,5,8,10,12

VILLAIN OPTION

The villainous ShadowWalker stayed bitter after his escape from his captors, becoming a mercenary and then a supervillain for hire. He never developed his affinity for the Pattern. He can be the enemy of any martial arts hero.

KESTREL

VITAL STATISTICS

Age: 27. 6', 130 lbs. Hair auburn/copper, eyes brown. Member of the Winged Folk; copper Amerind coloration to skin, cinnamon-colored feathered wings.

HISTORY

Millenia ago, the starfaring Shival race established a genetic sciences colony on Earth. The colony succeeded in creating a winged human race but was stranded when the first Shival empire collapsed. The Winged Folk developed a nomadic culture similar to that of the American Indians, and even merged with a Sioux tribe on one occasion.

Though the Winged Folk are very reclusive, living in a volcanically-warmed area in the Canadian wilds, certain of its members venture into the outer world. One is Kestrel, a psionic mutant. She grew fascinated by the outer world, and her hatred of injustice prompted her to join Strike Force. She now spends her time fighting evil and learning about the outer-worlders. Unfortunately, she also interests biological experts of the Reapers and VIPER — and is sought by them.

POWERS

Kestrel's wings are the source of her flight abilities. She is also a mutant, possessing psionic powers. And she wears the claw weapons of her people, which give her a killing attack — one which adds damage and the Armor-Piercing advantage at high speeds. (Remember that fliers achieve their maximum speeds at an acceleration of 5" speed per inch travelled.)



KESTREL

Val	Char	Cost	100+	Disadvantages
18	STR	8	20	2x STUN from fire attacks
20	DEX	30	5	1 1/2x STUN from water attacks
18	CON	16	20	Hatred of Injustice
10	BODY	0	20	Ignorance of Earth Customs
18	INT	8	15	Wings: Clumsy in Tight Situations
18	EGO	16	10	Needs Specialized Medical Care
15	PRE	5	10	Public ID
16	COM	3	5	Unusual Looks 8-
11	PD	7	5	Unluck
10	ED	6	30	Hunted by Reapers, 11-
4	SPD	10	30	Hunted by VIPER, 11-
8	REC	0		
36	END	0		
28	STUN	0		

* May be interfered with (wings, not detachable) (+1/2)

Cost	Powers	END
17	Multipower (25 Active pts.)*	
2 u	Flight 13"	3
2 u	Gliding 20"	
65	Multipower (65 Active pts.)	
2 u	Invisibility, 1/2 END	2
6 u	8d6 Mind Control, 1/4 END	2
4 u	Desolidification 8Body	8
6 u	6D6 Ego Attack	12
6 u	6D6 Telepathy, Invisible, 1/2 END	3
15	1D6 HKA (2D6 with STR), 1/2 END (OIF Claws)	1
10	Armor-Piercing Advantage for Claws at 10" Flight or Gliding, +1/2d6 AP at 15", +1/2d6 AP at 20" (30 Active, OIF Claws)	6
5	Ego Defense, 5 pts. (9 pts. total)	
	Skills	
2	Parapsychology 11-	
1	Psychology 8-	
3	English, Complete w/Accent (Winged Folk speech is native)	
15	+3 EGO Powers	

COSTS: Char. Powers Total Disadv. Base
109 + 161 = 270 = 170 + 100

OCV: 7; **DCV:** 7; **ECV:** 6+; **Phases:** 3,6,9,12

PERSONALITY

Kestrel is a wide-eyed observer of the outer world. Her greatest motivations are her innate curiosity and her hatred of injustice — but she is as likely to turn her anger on the authorities when she perceives them as unjust.

COSTUME

Kestrel wears no regular costume. Her outfits range from classical white robes to fringed Amerind outfits to striking clothes she sees in New York shops. She also wears the steel claw-glove weapons of the Winged Folk.

CAMPAIGN USE

Kestrel is the Voice of Conscience: Since she is unfamiliar with Earth culture, she asks many tough questions about things Terrans take for granted. In combat, she specializes in ranged attacks and aerial rescues.

VILLAIN OPTION

The villainess Kestrel decided that all governments were uniformly unjust and now commits "victimless" crimes designed to harm governments but not individuals.

LUSTER

VITAL STATISTICS

Age: 19. 5'11", 130 lbs. Hair golden blonde, eyes black. Katari/Terran cross: Tawny tint to skin, manelike hair. Secret ID Tanith Christenson.

HISTORY

Tanith is the firstborn child of Overlord (by Prism; see the Villains and Neutrals section).

LUSTER				
Val	Char	Cost	100+ Disadvantages	
30	STR	20	25	Enraged if father is injured 14-, 8-
18	DEX	24	20	2x STUN from Darkness attacks
20	CON	20	10	2x Effect, Power Drains
10	BODY	0	20	Accidental Change 11- during changes in light intensity
18	INT	8	20	Convinced she is better than others
15	EGO	10	20	Irrational need for recognition
15	PRE	5	10	Irrational Hatred of failure (x1/2)
20	COM	5	10	Irrational need to gain her father's respect and affection (x1/2)
6+	PD	0	10	Unusual Looks 11- (Katari features and reputation)
5+	ED	1	15	Secret ID (Tanith Christenson)
4	SPD	12	5	Unluck
10	REC	0	20	Hunted by Lady Power 8-
40	END	0	20	Hunted by Supervillain 8- (originally Power Lord, now Gold)
35	STUN	0		

Cost Powers		END
90	Multipower (113 Active pts.) Hero ID Only	
6 m	Violet: 3d6 Energy RKA, 1/2 END, 14- act.	4
6 m	White: Invisibility to Normal, IR, UV, no fringe effect, 1/2 END, 14- act.	4
6 m	Red: 4d6 Flash, 1/2 END, 14- act.	4
8 m	Green: 20PD/20ED Force Field, 1/2 END	4
2 u	Yellowish Glow to Eyes: N-Ray Vision	
4 u	Blue: Detect light, radius, locate, analyze, 25-Superleap 12"	2
20	Regeneration 2 Body	
5	Blue: Instant Change	
18	Gadget Pool (15 Active pts.)	
10	Martial Arts (Basic Savate: 7d6 Jab, 10d6 Side Kick)	
	Skills	
5	Gadgeteering 13-	
5	Computer Programming 13-	
3	Scientist	
2	Teleportation Technology 12-	

COSTS:	Char.	Powers	Total	Disadv.	Base
	105	+	200	=	305
				=	205
				+	100

OCV:6; DCV:6; ECV:5; Phases:3,6,9,12

Typical gadgets in pool (all OAF): Teleport 15"; Flight 15"; Detect EMR, sense, locate, radius, and analyze, 13-

She grew up in the Lair, Overlord's New York State underground base. She was jealous and resentful that Overlord paid no attention to his daughters but trained and took much interest in Power Lord, his oafish eldest son. To gain her father's attention, Tanith left the Lair and persuaded Strike Force to train her, thinking that cooperation with her father's enemies would infuriate Overlord. Whether it did or not, the death of Power Lord (see Villains and Neutrals) overshadowed her departure.

Lightrune and (eventually) la Panthere took Luster under their wings, training her and launching her career as a fashion model. Eventually she began to care for her teammates; though she's not yet heroic of outlook, she is beginning to lose her feelings of superiority and understands the viewpoint of Strike Force's heroes.



POWERS

Luster has mutant spectral energy projection powers. They are backed up by technical skills she learned in the Lair and the martial arts she's learned from Strike Force.

PERSONALITY

Tanith shares much of her father's former arrogance and coldness. However, the recent changes in her father and the affection she has learned for members of Strike Force are forcing her to reevaluate her opinions. Her friends include Stunner, Lightrune, and la Panthere.

COSTUME

Luster's costume consists of sandals and a two-piece bathing suit decorated with stripes in a spectrum pattern.

CAMPAIGN USE

Luster represents a problem for a superhero team: Do they drive her out because of her arrogance, perhaps pushing her toward a life of crime like her father, or try to befriend her and turn her efforts to the side of good? In combat, she uses her RKA and Flash from a range or utilizes her Gadget Pool, depending on the exact nature of the opposition.

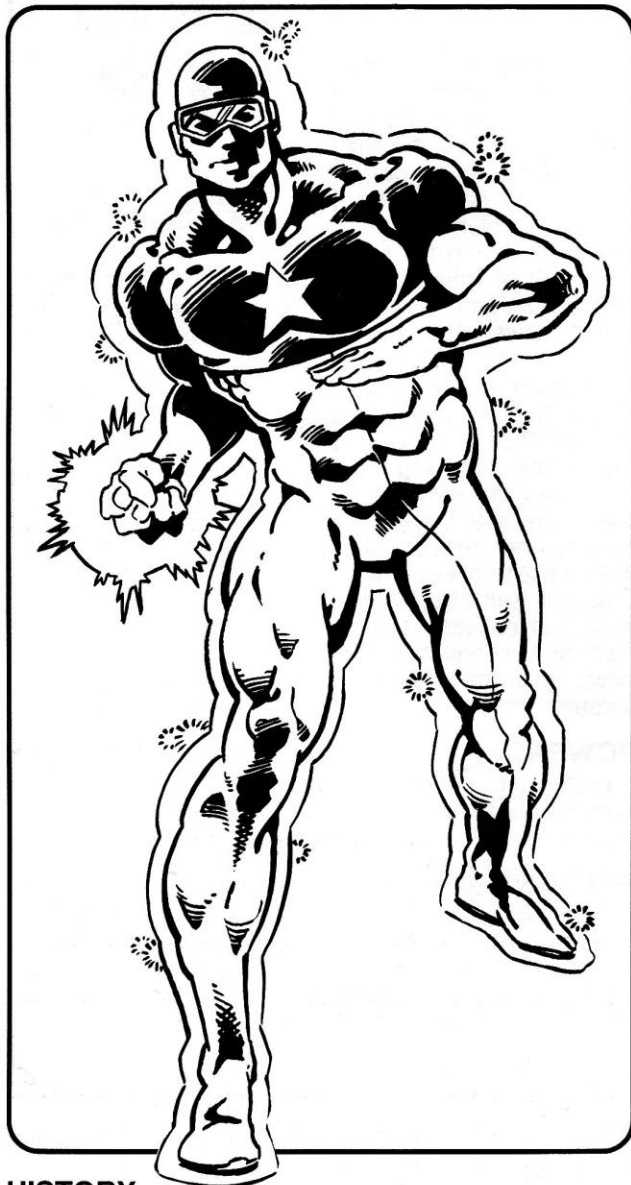
VILLAIN OPTION

The villain version of Luster earned her father's affection and stayed with him.

PLASMA RANGER

VITAL STATISTICS

Age: 35. 6', 185 lbs. Hair brown (thinning), eyes blue. Caucasian (Texan). Secret ID Michael Sterling.



HISTORY

In an alternate Earth similar to the Strike Force Earth, Michael Sterling, a Texan policeman, met and fell in love with Ann Amos, a university teachers' assistant. Later, he discovered she was actually Anya Andreyev, a Russian inventor in the federal witness relocation program; the developer of the Soviet "Tokamak" plasma suit program, she was continuing her work in a new identity in the U.S. When her prototype suit was ready, Michael, wearing the suit, flew her to the USSR, where they infiltrated the plasma suit facility and destroyed all her developmental notes on the project. After that time, both were hunted by the KGB for their actions against the USSR.

Michael helped found and acted as leader for the Good Guys, a Texan hero team, and in that capacity he met and befriended Phosphene and Ichi-ban of Strike Force on some of their cross-dimensional adventures.

The Good Guys were a powerful team, but subject to ruinous personality clashes which tore the team apart, constantly bringing team members in conflict with one another. Additionally, the KGB activities against Michael and Ann were becoming too frequent; it would only be a matter of time before they were caught and returned to the Soviet Union.

So, during a visit by Phosphene and Ichi-ban to the Good Guys' world, Plasma Ranger asked if they could help him and Ann — by taking them to the Strike Force world. Phosphene and Ichi-ban agreed. Abandoning their families and former lives — as well as their former enemies — Michael and Ann fled to the Strike Force Earth.

With Strike Force's help, Michael created new identities for Ann and himself. He has taken a private detective position with the Nora Page Detective Agency (see "Crooks and Crusaders," *Adventurers Club* #8) while Ann seeks federal grants for her plasma-physics work. As Plasma Ranger, Michael formally joined Strike Force.

During the Chaos Zone adventures, Plasma Ranger met the Strike Force Earth equivalent of Tokamak — not an analog of Anya Andreyev, but still a female Soviet scientist who invented the plasma suit on this world. As it turns out, the Michael Sterling of the Strike Force Earth, a villain, learned of her plasma physics suit and convinced VIPER to help him steal it, killing all of Tokamak's co-workers in the process. Now, as Death Ranger, this Strike Force Earth villain hunts Tokamak; Plasma Ranger is determined to hunt down the murderous dog who has blackened his family name on this world.

POWERS

Most of Plas' powers derive from the plasma fields generated by his power suit. His Plasma Blast is notable for the accuracy of its targeting system and for the brightness of the blast (it's an Energy Blast with a dependent Flash); his other superpowers are relatively typical for those provided by a power-enhancement suit.

Michael is also a skilled investigator and electronics tech, and is well-schooled in the world political situation.

PERSONALITY

Michael is a very "law and order" personality; he does things by the book and is an honorable fighter. He's a born leader but not a compulsive one; especially in light of the disastrous collapse of the Good Guys, he's more than willing to work under Phosphene's leadership. He is devoted to Ann and is becoming a competent fusion tech under her tutelage.

Of his Strike Force Earth acquaintances, he feels closest to his old friend Phosphene.

COSTUME

Plas' costume is an unusual and stylized Texas flag: Blue hood, goggles, chest, right arm and side; white left arm, side, left leg outside, and star on chest; red right glove, right leg, and left leg inside.

PLASMA RANGER (Originally)					
Val	Char	Cost	100+ Disadvantages		
15	STR	5	20	2x STUN from magic	
20	DEX	30	15	1 1/2x STUN from falling or	
25	CON	20*		knockback	
10	BODY	0	20	Code vs. Killing	
13	INT	3	20	Seeks Justice	
13	EGO	6	7	Absent-minded (x1/2)	
18	PRE	8	15	Secret ID (Michael Sterling)	
14	COM	2	15	DNPC Ann Amos (competent, 14-)	
13+	PD	7*	10	Susceptibility: 1d6 to water	
11+	ED	4*		immersion and water attacks	
5	SPD	20	25	Hunted by KGB, 11-	
8	REC	0*			
50	END	0*			
31	STUN	0*			
Cost Powers			END		
15	Elemental Control (OIF Plasma Control Suit)*#				
a-22	8d6 EB (Plasma), no range modifier, 1/2 END				6
b-15	Force Field: 20PD/20ED, 1/4 END				2
c-15	Flight 24", 1/2 END				2
d-12	30 pts. Life Support, uses END, 1/8 END				0
e-12	Telescopic Vision, x10,000 , uses END, 1/2 END				4
15*	"Nova Blast": +6d6 to EB, no range mod,				
	8 charges, Burnout on 15+				
7*	High Range Radio Hearing				
Skills					
7	Detective Work 13-				
3	Paramedic 12-				
3	Electronics 11-				
2	Political Science 11-				
2	Russian, fluent				
2	Perquisite: Police Powers (Texas Rangers)				
10	2 Skill Levels with Plasma Suit				
COSTS: Char. Powers Total Disadv. Base					
105 + 142 = 247 = 147 + 100					
OCV: 7; DCV: 7; ECV: 4; Phases: 3,5,8,10,12					
* OIF Plasma Suit					
# Complementary Burnout (burns out to 50% if Nova Blast burns out) (-1/2)					

CAMPAIGN USE

Plas is the Hero With the Tragic Background: While not exactly haunted by the fate of the Good Guys, he is keenly aware of it. In combat, he is the team's long-range combat specialist; the No Range Modifier advantage on his Energy Blast makes him a formidable long-range opponent.

If you have both **Strike Force** and the **Red Doom** Organization Book, you're faced with a quandary. In **Red Doom** Anya Andreyev appears as Tokamak — as she would have been, had she never fled the USSR. Here, you've seen the Good Guys Earth analog Anya Andreyev end up as Plasma Ranger's DNPC, while in the Strike Force universe, the Tokamak Suit was invented by an entirely different woman, physicist Irena Romanova, and then stolen by a villainous

PLASMA RANGER (Now)				
Val	Char	Cost	100+	Disadvantages
15	STR	5	20	2x STUN from magic
20	DEX	30	15	1 1/2x STUN from falling or knockback
40	CON	40*		
10	BODY	0	20	Code vs. Killing
13	INT	3	20	Seeks Justice
13	EGO	6	7	Absent-minded (x1/2)
25	PRE	15	15	Secret ID (Michael Sterling)
14	COM	2	5	DNPC Ann Amos (competent, 8-)
15+	PD	8*	10	Susceptibility: 1d6 to water immersion and water attacks
14+	ED	4*		
6	SPD	30	25	Hunted by Death Ranger, 8-
11	REC	0*	123	Hero Bonus (experience spent)
80	END	0*		
38	STUN	0*		
Cost Powers			END	
15	Elemental Control (OIF Plasma Control Suit)*#			
a-53	9 1/2d6 EB (Plasma), one hex area effect, no range modifier, 1/2 END			11
b-15	Force Field: 20PD/20ED, 1/4 END			2
c-15	Flight 24", 1/2 END			2
d-12	3d6 Flash, extra area (12" effect), 1/2 END, dependent on energy blast (-1/2)			4
e-12	30 pts. Life Support, uses END, 1/8 END			0
f-12	Telescopic Vision, x10,000 , uses END, 1/2 END			4
g-13	+50 STR, 1/2 END, no figured stats (-1/2)			5
21*	"Nova Blast": +5 1/2d6 to EB, one hex area effect, no range mod, 8 charges, Burnout on 15+			
7*	High Range Radio Hearing			
3*	5 pts. Flash Defense			
	Skills			
7	Detective Work 13-			
3	Paramedic 12-			
3	Electronics 11-			
2	KS: Political Science 11-			
2	KS: Small Unit Tactics 11-			
2	Russian, fluent			
20	4 Skill Levels with Plasma Suit (Not Life Support or Force Field)			
COSTS: Char. Powers Total Disadv. Base				
143 + 217 = 360 = 260 + 100				
OCV: 7+; DCV: 7+; ECV: 4; Phases: 2,4,6,8,10,12				
* OIF Plasma Suit				
# Complementary Burnout (burns out to 50% if Nova Blast burns out) (-1/2)				

Michael Sterling. So if you have both campaign sourcebooks, you can use these characters in different ways:

- (1) Plas as a hero, with Anya Andreyev as his DNPC;
- (2) Plas as a hero, with Anya as his partner Tokamak;
- (3) Anya as Tokamak, with Michael Sterling as the villainous Death Ranger.

VILLAIN OPTION

The villain version of Plasma Ranger is a murderous Michael Sterling who killed to steal the Tokamak Suit. Now, as Death Ranger, he is one of VIPER's favorite strongmen and a menace to any hero whose technologies he wishes to steal.

SKYROCKET

VITAL STATISTICS

Age: 25. 5'10", 165 lbs. Hair blonde, eyes blue. Caucasian (American). Secret ID Marc Phillip Loehman.

HISTORY

Phil Loehman's grandfather was imprisoned in the concentration camp at Dachau during World War II. There, at the hands of Dr. Sigmund Rascher, he was injected with experimental chemicals and then put in vats of freezing water and depressurization chambers, all of which he survived. He ultimately escaped his tormenters, but the experiments had wreaked massive changes on his biochemical structure.

Forty years later, his grandson Phil, an aeronautics and aviation-history student, began exhibiting remarkable light-based energy projection powers. He asked Strike Force's help in determining the origin and nature of his powers; the team helped train him. Phil learned more about his abilities but still does not know their origin.

Phil is now hunted by the Mark of Doom, a neo-Nazi society trying to collect the results of various Nazi experiments, and by the Strike Force nemeses, the Reapers.

POWERS

Skyrocket's light powers require that his skin be in contact with particulate organic matter (such as that found in Earth's atmosphere) to work at maximum effect. This matter is consumed in the chemical reaction which fuels his energy



SKYROCKET					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	20	Enraged when Innocents	
26	DEX	48		Hurt, 14-, 11-	
23	CON	26	30	2x STUN, electric and magnetic attacks	
10	BODY	0			
18	INT	8	20	Code vs. Killing	
11	EGO	2	25	Hatred of Villains	
18	PRE	8	8	Desire to Prove Self (x 1/2)	
18	COM	4	8	Unusual Looks 11- (Glowing Aura, Hero ID only)	
10	PD	7			
7	ED	2	15	Secret ID (Phil Loehman)	
6	SPD	24	10	DNPC girlfriend, (competent, 11-)	
8	REC	0	25	Hunted by Reapers, 8-	
50	END	2	25	Hunted by Mark of Doom, 8-	
30	STUN	0			
Cost Powers			END		
26	Elemental Control (Light-based powers) Hero ID Only (-1/4), Not In Vacuum (-1/4), 1/2 Power in Sterile Environment (-1/4)				1
a-26	Flight 30", 1/4 END				
b-22	Force Field: 22PD/23ED, 0 END, Always On (-1/4)				
c-28	15d6 Energy Blast (Light), 1/2 END				
15	Power Pool (Light Powers), (15 Active pts.)				
5	Control Cost on Pool (won't work in vacuum, 1/2 power in sterile environments)				
Skills					
5	Power Pool Skill 13-				
3	+1 Vision				
20	+4 Skill Levels, EC				
COSTS: Char. Powers Total Disadv. Base					
136 + 150 = 286 = 186 + 100					
OCV: 9+; DCV: 9+; ECV: 4; Phases: 2,4,6,8,10,12					
Typical Powers in Power Pool:					
(1) 1 1/2d6 Flash					
(2) +8" to Flight					
(3) Instantchange					

powers. Training with Strike Force, Skyrocket has learned to use his powers at a very low power level for various effects (his Power Pool). Unfortunately, his powers leave him vulnerable to electrical and magnetic attacks.

PERSONALITY

Phil is dedicated to superheroic ideals and is anxious to prove himself to his teammates. He is an admirer of Lightrune and his light-based powers.

COSTUME

Skyrocket's costume is yellow, with black boots, trunk and midriff, hood, and gloves, and a black cloak with yellow lining. His flight is accompanied by a shower of sparks.

CAMPAIGN USE

Skyrocket is the eager but inexperienced new super, anxious for training with more experienced heroes. At the same time he ties the other heroes in with the dangerous Mark of Doom villains.

VILLAIN OPTION

The villain Skyrocket was caught and brainwashed by the Mark of Doom, and will now be used to infiltrate the player-characters' hero-team and bring about its ruin.

SHADE

VITAL STATISTICS

Age: 20. 5'11", 175 lbs. Hair blond, eyes ice blue. Caucasian (American). Secret ID David Dongal.

HISTORY

College student David Dongal, looking for extra money, agreed to participate in an experiment where subjects were injected with a chemical agent. The experiment was a disaster: Of the ten subjects, seven died outright, one fell into a coma, and two were whisked off by the experimenters.

David was the coma victim. For months he was maintained on life support. Finally, his grieving parents agreed to pull the plug on him. But when they did, David, at the end of a mutagenic process brought on by the injection, awoke.

SHADE				
Val	Char	Cost	100+ Disadvantages	
15	STR	5	20	2x STUN from Gases
23	DEX	39	15	1 1/2x Effect, flashes
23	CON	26	25	Completely loyal to friends
10	BODY	0	20	Fear of being alone
15	INT	5	10	Protects innocents (x1/2)
17	EGO	14	10	Inexperienced Hero (x1/2)
10	PRE	0	20	Affected by gases and flashes while desolid
16	COM	3	15	Affected by mental attacks directed against people he's dominating
10+	PD	7	5	Requires specialized medical attention (x1/2)
10+	ED	5	5	Drugs work abnormally upon him (x1/2)
6	SPD	27	10	Unusual Looks 11- (eerie)
8	REC	0	15	Secret ID (David Dongal)
50	END	2	25	Hunted by Reapers, 8-
30	STUN	0	25	Hunted by Mark of Doom, 8-
Cost Powers			END	
22	Elemental Control (Desolid/Possessing Powers)			0
	Full Phase to activate (-1/2), Not in strong light (-1/2)			
a-27	Desolidification, 10 Body, 0 END			3
b-33	15d6 Mind Control, Invisible, 1/4 END, no range (-1/2), Only While Desolid (-1/2), Only while inside victim (-1/4)			
c-14	12d6 Telepathy, No range, Only while desolid, Only while inside victim (-1/2),			12
40	Multipower (60 Active pts.) not in strong light (-1/2)			
1 m	Flight 10", Full Phase to activate, only while desolid			2
1 m	1d6 Body Destruction (OAF)			
2 u	4d6 Entangle, Entangle takes no damage from attacks, No range, Only binds one part of body (-1/2)			12
2 u	4d6 Mental Paralysis, 2 DEF, No Range, Only while desolid			
13	Armor: 6PD/6ED (OIF Armor Suit)			12
7	Shrinking, One Level, 0 END, Not in strong light, Only while desolid			
15	30 pts. Life Support, Full phase to activate, Only while desolid			
5	Stealth 14-			
5	1d6 Luck			
COSTS: Char. Powers Total Disadv. Base				
133 + 187 = 320 = 220 + 100				
OCV: 8; DCV: 8; ECV: 6; Phases: 2,4,6,8,10,12				

David, feeling betrayed by his parents' action, left them and asked Strike Force to help him determine who was responsible for his condition; Strike Force helped him take on the identity of Shade. His enemies, biologists of the Mark of Doom society, are looking for him, and the Strike Force nemeses, the Reapers, are interested in him as well.

POWERS

David can turn himself intangible, enter the bodies of others, and read or take control of their minds. He can float like a ghost (when desolid), briefly dematerialize others so their clothes stick to surfaces (Entangle), put desolid objects inside victims to hurt them (BODY Destruction), and mentally paralyze victims he is touching.

Unfortunately, invisible emanations from his powers tend to be unsettling, and Lightrune feels that Shade's energies resemble those of certain undead creatures.

PERSONALITY

David, young and inexperienced, feels overwhelmed by his experiences and sticks like glue to his new allies.

COSTUME

Shade wears a gray body-stocking concealing everything but his eyes and hair; he wears the symbol of the god Pluto on his chest in black.

CAMPAIGN USE

Shade is the Naive Hero With the Mysterious Background for the other heroes to uncover. In combat, he seeks out high-strength, low-EGO enemies, inhabits them, and turns their powers on the other villains.

VILLAIN OPTION

The villain version of Shade felt cut off from all the world and now supports himself through crime; replace his Psych Lims with things like "Resents Normal Humans."



SAMIEL

VITAL STATISTICS

Age: 42. 6'9", 190 lbs. Hair red, eyes black. Ranisian (alien humanoid, skin gray). Secret ID Constance Brown (in Secret ID, 5'9", 120 lbs., Caucasian).

HISTORY

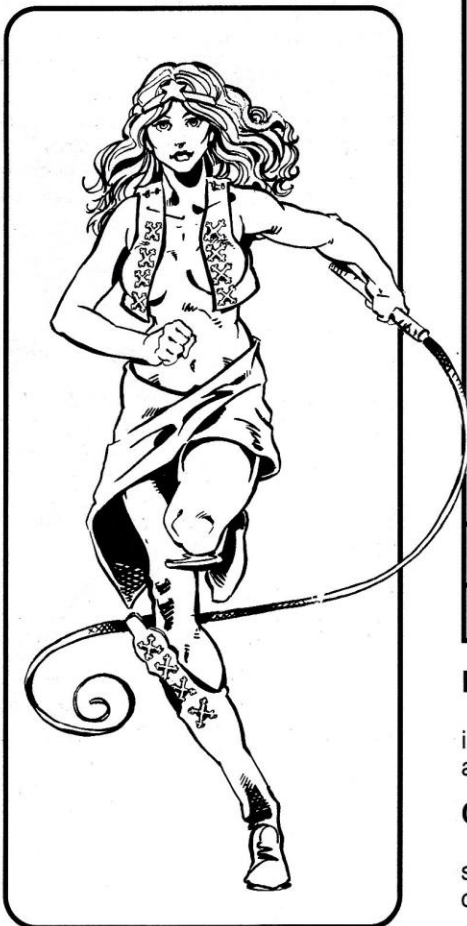
The distant world of Ranis features wild, dangerous weather and violent eruptions, and its humanoid inhabitants evolved shapeshifting abilities to cope with their surroundings. The planet is ruled by its conquerors, the starfaring Shivall race. Samiel, a slave, was sold as a curiosity to the collector, a transplanetary zookeeper whose travels would eventually bring him to our world.

Above the Earth, another of the collector's specimens, Pinchus (see *Organization Book I*) broke free and escaped to the planet's surface; Samiel would soon follow in his footsteps. Soon after, she ran into Strike Force and joined them, developing an affection for young Lorelei. With her shape shifting powers, she was able to take on a Terran identity — that of photographer Constance Brown. In an early adventure, Samiel accidentally killed Scythe, a VIPER supervillain, and is now Hunted by VIPER and the villain's partner, Sickie. She is also sought by the collector and agents of the Shivall race.

POWERS

Samiel is able to turn into her Constance Brown ID, a gorilla form, a giant bird form, a monkey form, and a dinosaur form. The Multipower slots for each are listed on her sheet; she cannot mix and match slots between shapes. Samiel also carries a force-whip taken from her captors.

Note: Samiel's multipower includes several skills. Although not strictly allowed by the *Champions* rules, this was the only way that Samiel's various forms could be properly represented, given that the Strike Force campaign did not use the rules for Multiform. Each GM should carefully consider the consequences before allowing similar use of multipowers in his campaign.



SAMIEL

Val	Char	Cost	100+ Disadvantages
20	STR	10	15 Enraged when shackled or imprisoned 14-, 11-
23	DEX	39	2x STUN from poisons and gases
28	CON	36	2x STUN from neural disruptors
14	BODY	8	10 Hatred of slavery, imprisonment, and tyranny
13	INT	3	20 Alien perspective and actions
13	EGO	6	10 Requires specialized medical care
15	PRE	5	8 Unusual Looks 11- (Hero ID only)
18	COM	4	15 Secret ID (Constance Brown)
12	PD	8	25 Hunted by Shivall, 8-
12	ED	6	25 Hunted by VIPER, 8-
5	SPD	17	10 Hunted by Sickie, 8- (x1/2)
10	REC	0	10 Hunted by alien collector, 8- (x1/2)
56	END	0	
40	STUN	2	

Cost	Powers	END
40	Multipower (100 Active pts.), HID Only, 5" Limit on Range, (-1/4), (OAF Whip)	
4 u	3d6+1 RKA, AP, 1/2 END	5
3 u	8d6 Entangle, 1/2 END, Only one target at a time (-1), continuing END cost (-1/2)	
4 u	8d6 NND Energy Blast, 1/2 END (Neural disruptor, defense is force field)	
55	Multipower (110 Active pts.), One phase to activate a form, HID only, Power only usable in forms shown (-1/4)	
	Anthropoid Form (102 Active pts.)	
1 u	One level Density Increase, 0 END	0
1 u	1/2 Damage Resistance vs. all	
2 u	+30 Strength, (1/2 END w/STR 50)	5
1 u	+11 DEX*	
	Monkey Form (109 Active pts.)	
3 u	Shrinking, 3 levels, 0 END	0
1 u	Acrobatics 14-	
1 u	5" Climbing 13-	
1 u	Extra Limb	
1 u	+4" Running	
1 u	+6 DEX*	
	Avian Form (67 Active pts.)	
3 u	Flight 21", 1/2 END	2
1 u	+5 DEX*	
	Saurian Form (100 Active pts.)	
1 u	Growth, one level, 0 END, no climbing (-1/4)	1
2 u	Growth, two levels, 1/4 END, no climbing	4
1 u	1/2 END for Strength	
3 u	Full Damage Resistance	
5	PS: Photography 14-	
	Skills	
4	English, native accent	
5	+1 with whip	

COSTS:	Char.	Powers	Total	Disadv.	Base
	144	+	144	=	288
				=	188
				+	100

OCV: 8+; DCV: 8+; ECV: 4; Phases: 3,5,8,10,12

PERSONALITY

Samiel is fierce in combat, but has a strong maternal instinct. She still has problems comprehending Earth culture and makes peculiar mistakes when dealing with humans.

COSTUME

Samiel wears a green vest, kilt, boots, and a tiara with a red star upon its brow; she carries her force-whip at her side. Her costume disappears when she shapeshifts.

CAMPAIGN

Samiel is a warrior-heroine, alien and beautiful, and is a good character to be the mentor of any young, inexperienced, or recently-debuted superheroine.

VILLAIN OPTION

The villainess Samiel would have had violent early encounters with government supers and become convinced that she could only return to Ranis by cooperating with Earth's high-tech or starfaring supervillains.

THE MAIN MISSION TEAM

Soon after Strike Force split from the Shadow Warriors, Phosphene decided to hire a civilian agent corps — agents who could provide crowd control, assistance to local authorities, backup research work, and base security. Most MMT agents are former UNTIL agents; they use high-tech equipment and now have New York State police powers.

The MMT is arranged in eight-man squads; the squads come on duty at three-hour intervals and work nine-hour shifts. There are four types of MMT agent, and each eight-man team has members of each of the four specialities.

AGENT SPECIALITIES

The four types of MMT agents are:

The *Covert Operative*, who has stealth-oriented skills and sensory modifications to his MMT helmet;

The *Exo-Skeleton Agent*, who wears a strength augmentation suit, good for rescues and H-to-H combat;

The *Heavy Weapons Agent*, who carries a modern pulse blaster and is useful in hand-to-hand combat as well.

The *Wild Card Agent*, who wears a "utility belt" with a variety of attacks, sensors and transportation gadgets.

The typical MMT squad consists of three Heavy Weapons, two Exo-Skeletons, two Wild Cards, and a Covert Op. In the MMT, 64% of the agents are male, 36% female.

UNIFORM

The MMT uniform is a blue Kevlar-laced jumpsuit with blue boots, gloves, belt, and helmet; trim and rank strips are in yellow, as is the logo (the words "Strike Force" separated by a striking lightning bolt) on the left breast. Package Deal for PCs

If you have any reason to use the MMT in a *Super-Agents* setting, the Package Deal for MMT agents is given below. Strike Force PC agents are 75-point characters. The agent chooses his speciality and takes the 20 points of equipment used by all agents and the 30 points of equipment used by his speciality.

5	Vehicle (Strike Force MMT Skimmer)
3	Piloting (Skimmer)
2	Knowledge: Strike Force 11-
4	Familiar: Small Arms, Exo-Skeleton, Grenades
10	Martial Arts (choice)
2	Perk: New York State Police Powers
-6	Watched, Strike Force, 11-
-11	Hunted, Reapers agents, 8-
-6	Char. Minima (STR 13, DEX 13, INT 13, SPD 3)
-2	Subject to Orders

MAIN MISSION TEAM AGENTS

Val	Char	Cost	Val	Char	Cost	Val	Char	Cost
13	STR	3	10	EGO	0	3	SPD	7
13	DEX	9	10	PRE	0	6	REC	0
13	CON	6	10	COM	0	26	END	0
10	BODY	0	3	PD	0	24	STUN	0
13	INT	3	3	ED	0			

Cost Powers END

All Agents			
3	Pilot 12-		
5	Vehicle (Skimmer)		
10	Individual Skills (Agent's choice)		
(5)	IR Vision, Radio, 5 pts. Flash Defense (OAF Helmet)		
(10)	Armor: 5PD/4ED (OIF Armor)		
(5)	Life Support vs. gas (OAF Helmet)		
Covert Operatives			
5	Security Systems 12-		
5	Stealth 12-		
3	Electronics 11-		
1	Familiarity with pistols		
(12)	9mm Browning Hi-Power: 1d6+1 RKA, 4 clips of 13 shots (OAF)		
(15)	Parabolic Hearing, +5 (OAF Helmet)		
(3)	Hi-grip suction cups: Clinging, Smooth surfaces only (-1), (OAF)		2
Exo-Skeleton Agents			
1	Familiarity with Exo-Skeleton		
10	Martial Arts (Agent's Choice)		
3	Breakfall 12-		
(23)	+20 STR, 0 END (OIF Exo-Skeleton)		
(7)	Superleap 13" (OIF Exo-Skeleton)		2
Heavy Weapon Agents			
4	Familiarity with firearms and melee weapons		
10	Martial Arts (Agent's Choice)		
(30)	Rutherford Blaster: 7d6 Selective Fire, 2 clips of 30 shots, -1/5", STR min 8 for single fire, 13 for automatic fire		
Wild Card Agents			
1	Familiarity with pistols		
10	Martial Arts (Agent's Choice)		
3	+1 with favorite attack		
(10)	9mm Browning Hi-Power: 1d6+1 RKA, 2 clips of 13 shots		
(12)	Multipower (20 Active pts.) (OAF Utility Belt)		
(1 u)	2 1/2d6 Flash, 8 charges (Grenades)		
(1 u)	2 1/2d6 Entangle, 8 charges (Grenades)		
(1 u)	2 1/2d6 NND Energy Blast, 8 charges (Grenades)		
(1 u)	Darkness, 2 1/2" radius, 8 charges (Grenades)		
(1 u)	Passive Sonar (Motion Sensor)		
(1 u)	High-Range Radio (Radio)		
(1 u)	16" Gliding (Chute)		
(1 u)	5" Stretching (Line and Hook)		

COSTS: Char. Powers Total Disadv. Base
28 + 78 = 110 = 60 + 50

OCV: 3+; DCV: 3+; ECV: 3; Phases: 4,8,12

NAPALM

VITAL STATISTICS: Age: 20 (at death, would now be 27). 5'11", 170 lbs. Hair black, eyes brown. Caucasian (American). Secret ID Biff Kowalski, mechanic. STR 30 DEX 20 CON 23 BODY 14 INT 10 EGO 20 PRE 15 COM 10 PD 17 ED 11 SPD 5 REC 12 END 50 STUN 50. Multipower with 10D6 Explosive Fire EB, 15D6 Fear-Only Mind Control, 10D6 Invisible Mind Control Only For Making Others Forget About Him.

HISTORY: Kowalski was a mutant whose powers manifested in his late teens. He joined the fledgeling Strike Force and actively pursued the still-underage Lorelei. He died when he leaped before her, taking an autofire burst of bullets from an enemy's submachine gun, saving her life.

POWERS: Mutant psi powers and great physical strength.

PERSONALITY: Lewd and crass, but loyal to and protective of friends. In love with Lorelei (unrequited).

COSTUME: Red long-sleeved legless bodystocking, black trim at collar, wrists, leg openings; red thigh-high boots, black trim at top; red skullcap, black trim at browline, black nasal piece. Unusual Looks: Unpleasant scaly skin.

CAMPAIGN USE: Mass-combat specialist, preferred blowing up agents and hitting low-EGO opponents with fear.

VILLAIN OPTION: The villainous Napalm would have so enjoyed his fear and flame powers that he joined supervillain groups just to have opportunities to use them.

DEFENDER

VITAL STATISTICS: Age: 39. 5'11", 170 lbs. Hair brown, eyes brown. Caucasian (American). Public ID Dr. Frederick Burton Rutherford III. STR 38* DEX 20* CON 28* BODY 10 INT 28 EGO 10 PRE 20* COM 10 PD 20* ED 20* SPD 5* REC 22* END 56* STUN 43* (* = OIF Power Suit, Hero ID). Damage Resistance*. Multipower 123 Active*; slots: Flight 20" FTL, STR +42, 12D6 EB, RKA 4D6 AP Laser. Programming 15-, Security 15-, Inventor 15-, many sciences.

HISTORY: Physicist Frederick Rutherford, an admirer of superheroes from youth, used his talent and fortune to build a power suit and rebuild his family mansion into a superhero facility, and later joined Strike Force. When the Dekarian Colonists came to Earth, he helped them defeat their enemies and then left Earth with them, selling his entire estate to Strike Force for \$1. Since then, he has married a Colonist scientist, and the Colonists have found the world of Dekare.

POWERS: Sciences and a fairly typical power suit.

PERSONALITY: Inventive, overconfident, playboy.

COSTUME: Power armor, green torso and helmet faceplate, gold helmet, gold arms and legs with white cuffs and gloves.

CAMPAIGN USE: As an occasional visitor to Earth, he is knowledgeable about the activities of the galaxy's empires.

VILLAIN OPTION: Delights in making superheroes look like idiots, performing crimes just to show up superheroes.

ICHI-BAN

VITAL STATISTICS: Age: 25. 5'7", 145 lbs. Hair brown, eyes brown. Japanese. Public ID Tashiro Kogami. STR 10 DEX 26 CON 15 BODY 13 INT 23 EGO 17 PRE 18 COM 16 PD 16 ED 11 SPD 7 REC 7 END 46 STUN 26. Variable Power Pool (Magic), 80 active; Magic Roll 23-. Stealth 15-; Basic Aikido; EGO Defense 9 pts; Mystic Detective 14-; Magic Knowledge 13-.

HISTORY: As a child, Tashiro was an urchin in Osaka, Japan; he was later reared and trained by a Japanese sorcerer. He became enemies with toughs who later joined the Shadow Clan. He left Japan at age 18 with his girlfriend Ryoko Musashi to attend college in the U.S. He joined Strike Force and was their most versatile member for years; he married Ryoko and became an accomplished sorcerer, training with the Circle (see *Organization Book I, The Circle and Mete*). When Power Lord kidnapped Ryoko, Tashiro went a little strange; after she was rescued, he used his powers to steal his way into the correctional facility where Power Lord was being held and fatally poisoned the villain. Because the crime was so perfect, the prison's warden called in superheroes to investigate, and eventually Aureole of the Circle discovered the truth about the murder. Ichi-ban confessed, was expelled from Strike Force, and was tried for murder, his secret identity revealed. Lady Power (Power Lord's mother), with new powers, destroyed his magic but failed to kill him. He was found innocent by reason of temporary insanity but deported by the U.S. government; he is now an agent for the Japanese secret service.

POWERS: Large magic power pool backed by several more mundane skills. Powers currently non-functional.

PERSONALITY: Tashiro is impeccably polite but has an inexplicable tendency to put his foot in his mouth, accidentally insulting people or revealing Strike Force secrets to them. His immense power is offset by the fact that he cannot always react fast enough to changing battlefield conditions. He is a Shintoist and considers himself a modern samurai in the new superpowered battleground. He is devoted to his wife, and misses his Strike Force friends. He does not believe he was insane when he killed Power Lord, and would probably do so again under similar circumstances. He has no code against killing.

COSTUME: Red Japanese robe with mystic oriental symbols embroidered on it; red high-peaked, round-topped headgear.

CAMPAIGN USE: As a superhero, Ichi-ban is a powerful and versatile ally, capable of whipping up some sort of response to almost any situation. He can be used as a Japanese NPC encounter, perhaps with the Takara Clan, or as a source of information on things magical.

VILLAIN OPTION: Similar to the hero version, but convinced that he is above the law. He fights to restore Japan to imperial glory — with himself as shogun, pulling the emperor's strings.



VIXEN

VITAL STATISTICS: Age: 31. 4'6", 85 lbs. Hair red, eyes green. Caucasian (French-Canadienne). Secret ID Dr. Felicity Daniels. STR 15 DEX 31 CON 30 BODY 10 INT 31 EGO 10 PRE 15 COM 14 PD 8 ED 6 SPD 5 REC 9 END 60 STUN 45. Multipower, 30 Active: Regenerates 3 BODY, +15" Running, 6" Tunnelling, Ultrasonic Hearing, STR 30 Clinging, 2D6 HKA (3D6 w/STR). Life Support, full, OAF pendant. Stealth 15-, Acrobatics 15-. Karate, +2D6 damage; Find Weakness 12-. Missile Deflection 15-. Biochemistry 13-, Genetics 12-. Hibernates in cold weather if pendant taken.

HISTORY: Born with extensive mutations, including the lack of body temperature regulation. Her father developed a pendant which corrects the problem, and she used her powers with a Canadian super-group, then with Strike Force. Now on Leave of Absence, developing regeneration medicines.

POWERS: Mutant physical abnormalities, skills.

PERSONALITY: Very quiet (mutation, faint voice) but pert, fun-loving, tireless worker, likes ballroom dancing.

COSTUME: Red legless long-sleeved bodystocking with laced front, black gloves, black thigh-high boots, black domino mask, pulsing red pendant worn on black choker.

CAMPAIGN USE: Biomedical expert with support powers.

VILLAIN OPTION: Environmentalist who crossed the law by violently opposing harp seal hunts and similar activities.

D'ARC

VITAL STATISTICS: Age: 34. 6', 210 lbs. Hair black, eyes blue. Caucasian (French). Public ID Pierre Bourbon. STR 30* DEX 23* CON 30* BODY 10 INT 13 EGO 13 PRE 20 COM 30 PD 6* ED 6* SPD 6* REC 12* END 70* STUN 40* (* = Hero ID Only). EC (Electrical): Entangle 4D6 (tetany, takes no damage from attacks) plus linked 2D6 NND; Energy Absorption 4D6 vs. Energy, to END; Force Field 15PD/25ED, 1/4 END; Flight 24" 1/2 END; Damage Shield 5D6 EB 1/4 END. Instant Change. Basic and Advanced Savate. Acrobatics 15-. Electronics 11-, Culture 13-, Dancing 12-, Acting 12-, Singing 12-.

HISTORY: Mutant whose electrical powers emerged after he was struck by lightning. Knew la Panthere in Paris. Moved to the U.S. to try to break into Broadway, joined Strike Force. A hit off-Broadway as Tybalt (*Romeo and Juliet*), now on Leave of Absence, acting, and teaching at Salem Academy.

POWERS: Electrical, with martial arts and other skills.

PERSONALITY: Old World courtliness, Gallic romantic nature, seeks fame as an actor.

COSTUME: Yellow-and-blue horizontal-striped tank-top, blue pants, yellow foldover boots.

CAMPAIGN USE: A fast-moving capture specialist and romancer of superheroines (and supervillainesses).

VILLAIN OPTION: Uses his powers to rebuild family fortune lost during World War II; a romantic robber.

NIGHTWING

VITAL STATISTICS (ROBOT): Age: 7 (at death, would now be 8). 3', 220 lbs. No hair, eyes metallic silver. STR 10 DEX 15 CON 10 BODY 10 INT 18 EGO 10 PRE 10 COM 10 PD 8 ED 4 SPD 4 REC 4 END 20 STUN 20. Armor 3 PD and 3 ED. Full Life Support. Piloting (Nightwing Plane) 15-. High-range radio hearing. Vehicle, 235-point plane.

VITAL STATISTICS (PLANE): Flight Max 200", ACC 5 (2 1/2 D6K exhaust), DCC 10, Turn 15, STR 30, Def 18/side, BODY 10, ISIZ 4, SIZ 8, Carry 1600 kg, Seats 8. Orbital and Watertight, Laser 4D6K, Radar -1/160", Radio, FTL (one ly/day), ejection seats (two, with parachutes).

HISTORY: Nightwing was a robot and VTOL spaceworthy fighter-craft used by pirates of the Katari race. The Crusaders captured it in battle; having enough vehicles of their own, they gave it to Strike Force, who repaired it and reprogrammed its robot pilot. In the course of this reprogramming, Nightwing "woke up" and became sentient, developing emotions and affections for some team members, especially Bolo. For several years, Nightwing the robot acted as Strike Force's primary transport specialist, piloting Nightwing the plane. Recently, when Strike Force visited Japan and defended the Takara Clan leaders from attack by the Shadow Clan supervillains, Nightwing was ordered to crash — at speeds not likely to damage the aircraft — into the sorcerer Mizu, whose power was massively augmented by the evil Dragon Crown. But the supercharged Mizu struck Nightwing, shredding the plane and its robot pilot from bow to stern, destroying them both.

POWERS: Nightwing the robot was a competent pilot but had no powers beyond its armor. Nightwing the plane was equipped with a turreted laser weapon and was capable of mach speed, spaceflight, and short-range FTL flight.

PERSONALITY: Nightwing was artificial intelligence of great sophistication. It had affection for the technical heroes of Strike Force and the Shadow Warriors, particularly Bolo.

COSTUME: Nightwing the robot looked very much like the head off a Minuteman Mark V robot (*Enemies*), all in silver. It had no external limbs but could extrude spindly arms from its interior. It moved about on wheels. Nightwing the plane was a sleek black vehicle resembling Earth fighter-planes; its laser turret was carried on its underbelly.

CAMPAIGN USE: Nightwing's main campaign use was as a reliable vehicle pilot.

VILLAIN OPTION: There are still robot/fighter-craft arrays like Nightwing in the hands of Katari and Shival space pirates, preying on small, undefended spacecraft and kidnapping slaves from planets which are not friends of their empires.

THE SHADOW WARRIORS



PSYCHER

VITAL STATISTICS

Age: 30. 6', 210 lbs. Hair blond, eyes blue. Caucasian (American). Secret ID Dan Freeman.



HISTORY

Dan Freeman was the All-American Boy, a blond-haired, blue-eyed high-school athlete. A running back in college, he began breaking the school running yardage records. Many observers thought that with his abilities, his record, and his clean-cut image and personality he'd be a cinch to win the Heisman Trophy and go on to a brilliant NFL career.

Then, in his senior year of college, his slowly-emerging psychic powers grew strong and very evident. He realized that many of his football accomplishments were based on his illusory abilities; he'd unconsciously been convincing tacklers that he was a foot to one side of his actual location. Though he hadn't known it, he'd been using his powers to cheat at the game he loved so much.

Feeling disgraced, he quit football forever, never explaining why, which startled fans and college scouts across the nation. After graduation, he began studies at a small college in Salem, Massachusetts, a college with an excellent parapsychology department. There, he learned more about his mutant powers of illusion and detection, and there his teleportation power emerged. He took degrees in Parapsychology and Biochemistry, specializing in the study of biochemical abnormalities which occur in individuals who possess high levels of psi power.

Eventually, he also learned that one of the parapsych department's units was waging a covert war against the Cthonian Demons, primordial monsters determined to conquer or destroy the Earth. Eager to redeem himself with his powers, he joined this struggle, travelling the world and fighting the Cthonian Demons wherever he found them.

One of his missions, an investigation against the demonic creature called the Mockery, led him to join forces with Strike Force. For the first time he donned the mask and name of Psyker. Once they'd defeated the Mockery, he decided he liked superheroing: It was, to him, a vacation from his horribly stressful and eerie regular occupation. He continued working part-time with his Massachusetts university, and "vacationing" with Strike Force.

When Strike Force split in two, Psyker joined the Shadow Warriors half; he preferred the more covert techniques of the smaller team; moreover, he was romantically interested in Lorelei. He was gravely disappointed when she married Commodore, but he stayed with the team anyway.

POWERS

Psyker's powers are mutant psionic abilities; his illusion, scan and teleport are all straightforward. His X-Ray lets him distinguish between areas which are open enough for him to teleport into and those which aren't; so he teleports safely but never knows what he'll be facing. Psyker is also an expert hand-to-hand combatant and has several useful skills.

PSYCHER (Originally)					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	30	2x STUN from Physical Killing Attacks	
20	DEX	30			
23	CON	26	25	Berserks when others in line of sight berserk 14-, 8-	
10	BODY	0			
20	INT	10	20	Hatred of firearms	
20	EGO	20	15	Infatuated with Lorelei	
15	PRE	5	15	Secret ID (Dan Freeman)	
30	COM	10	10	DNPC Father (Normal, 8-)	
9	PD	5	15	3d6 Susceptibility to alcohol (only when drunk)	
9	ED	4			
5	SPD	20	30	Hunted by Cthonian Demons, 11-	
9	REC	0			
46	END	0			
32	STUN	0			
Cost Powers			END		
25	Elemental Control (Psi powers)				
a-25	10d6 Mental Illusion				10
b-25	10d6 Mind Scan, 1/2 END				10
c-25	15" Teleport, half move and attack, x2 mass, x2 range				10
10	Martial Arts (Basic Karate: 6d6 Punch, 8d6 Kick, 1d6+1 KA Chop)				
10	X-Ray Vision, cannot see details (-1)				
	Skills				
2	Parapsychology 11-				
2	Biochemistry 11-				
2	KS: Cthonian Demons 11-				
4	PS: Football 13-				
COSTS: Char. Powers Total Disadv. Base					
140 + 130 = 270 = 170 + 100					
OCV: 7; DCV: 7; ECV: 7; Phases: 3,5,8,10,12					

His powers have an unfortunate side effect: If someone within his line of sight Berserks, he Berserks, too. His teammates infrequently have to knock him down and sit on him while he recovers from one of these bizarre fits.

He is also allergic to alcohol.

PERSONALITY

Psycher is a strong-jawed hero, very noble, an advocate of fair play and the team spirit — the ultimate football hero. For all this, though, he is quiet and reserved, and — except for his aborted interest in Lorelei — he has formed no special friendships.

Psycher despises firearms of any sort, considering them unfair and unheroic. As seldom as Bolo ever uses the Golden Gun, Psycher still dresses him down whenever it happens, and Bolo prefers not to use the Golden Gun within Psycher's sight.

COSTUME

Psycher's "costume" consists of blue jeans and a blue short-sleeved collared shirt, brown leather square-toed boots and belt, and blue blindfold-style mask. He is the most informal of the Shadow Warriors in terms of costume.

PSYCHER (Now)					
Val	Char	Cost	100+ Disadvantages		
25	STR	15	30	2x STUN from Physical Killing Attacks	
20	DEX	30			
30	CON	40	25	Berserks when others in line of sight berserk 14-, 8-	
10	BODY	0	20	Hatred of firearms	
20	INT	10	15	Secret ID (Dan Freeman)	
20	EGO	20	10	DNPC Father (Normal, 8-)	
30	COM	10	15	3d6 Susceptibility to alcohol (only when drunk)	
11	PD	6	30	Hunted by Cthonian Demons, 11-	
10	ED	4	146	Hero Bonus (experience spent)	
5	SPD	20			
11	REC	10			
60	END	0			
37	STUN	0			
Cost Powers			END		
31	Elemental Control (Psi powers)				
a-31	10d6 Mental Illusion, 1/2 END		5		
b-31	10d6 Mind Scan, 1/2 END		5		
c-81	25" Teleport, half move and attack, x4 mass, x16 range, 1/2 END		5		
20	Martial Arts (Basic and Advanced Karate: 8d6 Punch, 10d6 Kick, 2d6 KA Chop)				
3	+1d6 damage, all karate maneuvers				
10	X-Ray Vision, cannot see details (-1)				
	Skills				
3	Driving 13-				
1	Skiing 8-				
2	Parapsychology 11-				
2	Biochemistry 11-				
2	KS: Cthonian Demons 11-				
4	PS: Football 13-				
COSTS: Char. Powers			Total	Disadv.	Base
165 + 221 =			386 =	286 +	100
OCV: 7; DCV: 7; ECV: 7; Phases: 3,5,8,10,12					

CAMPAIGN USE

Psycher is the team expert on parapsychology and demonic doings. In combat, he'll either hang back with Lorelei to use his mental illusion powers on vulnerable enemies, or will use his teleportation and martial arts abilities for surprise attacks and rescues.

VILLAIN OPTION

The villain analog of Psycher also discovered his emerging powers in college — and liked using them on the field. He took the Heisman Trophy eight years ago and has had a record-smashing NFL career since then — but that hasn't been enough.

Exposure to the good life has given him an unquenchable taste for money and the good things in life, and even his inflated football contract and promotion deals aren't enough to keep him in money. So he has taken on the Psycher identity to stage bank robberies, usually operating solo or with bands of agents.

Eliminate his Hatred of Firearms, his Cthonian Demons Hunted, and his parapsychology-related skills; replace them with Greed, Hunted by Police, a Football roll of 17-, and a Knowledge of Criminal Contacts on 11-.

BOLO

VITAL STATISTICS

Age: 26. 6', 155 lbs. Hair brown, eyes brown. Caucasian (American). Secret ID David Simons. Wears non-prescription glasses.

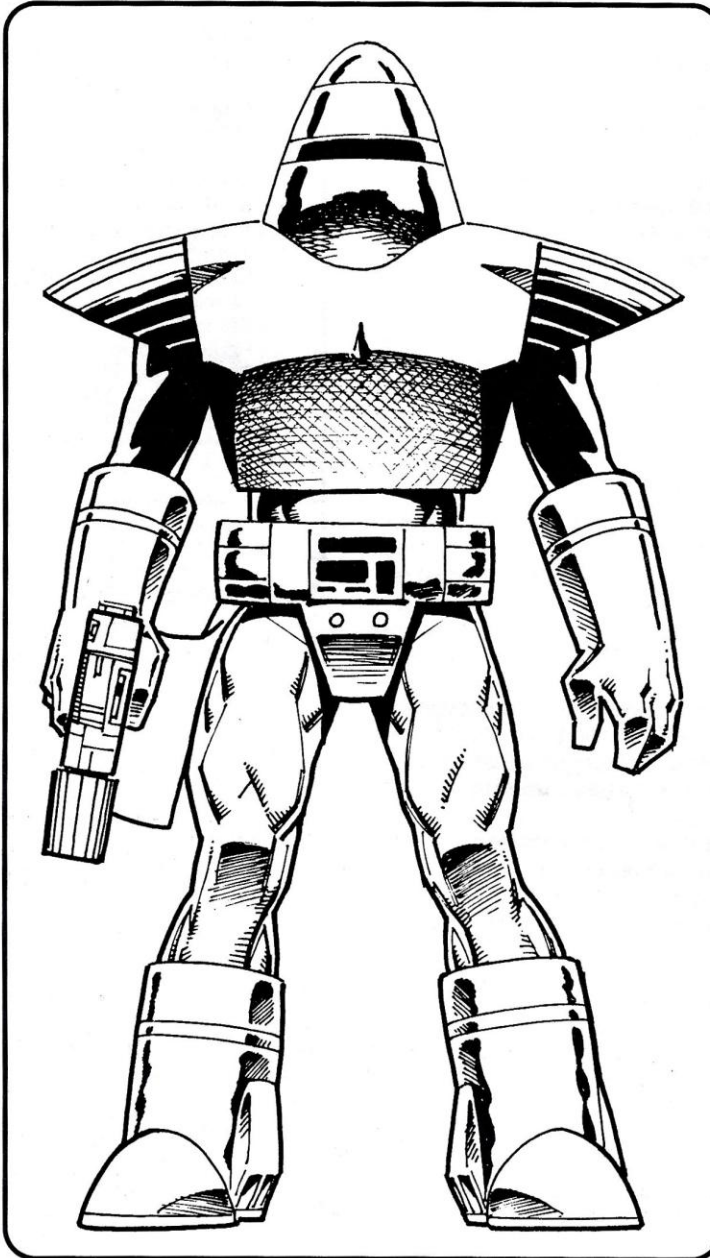
HISTORY

David Simons, a brilliant physics and cybernetics college student (a student of Professor Robert Grady; see Stunner in the Strike Force section) began developing amazing new cyberlink-based games and power armor systems for deep-sea research work. These technologies were so advanced, in fact, that VIPER tried to hijack his game hardware when it was on display at a major computer show.

Using his prototype oceanographics power-armor costume, David destroyed the sample games and humiliated the VIPER strike team, earning the agency's dislike for his armored identity. Soon after, David Simons began an internship with a legitimate techno-cartel. VIPER gave up trying to get at his inventions but still pursues Bolo for revenge.

David refined his BOLO (Bionic Oceanographic Life-Support and Operations) suit into something more fitting for his struggle against VIPER. On one of his operations, he ran into Strike Force. They aided him with his problems and he aided them with theirs; he ultimately joined the team. His technologies and deeds then attracted the attention of the Reapers cartel as well.

In a conflict with Overlord, the master villain dressed a drugged civilian in an unarmored Overlord costume and released him as a distraction; Bolo shot and inadvertently killed the man he thought was Overlord. Bolo redeemed himself by singly defeating Overlord (flying into him at .5 Mach) and later helping support the dead man's family, but ever since has been very, very cautious in the use of his powers during fights.



When Strike Force split in two, Bolo stayed with the Shadow Warriors. He has since graduated college and gone on to full-time work in the cybernetics field.

Soon after, on a visit to the interdimensional watering-stop of Narian (in the Chaos Zone), David met Shelvastra, a marooned scout pilot of the Chaos Zone's Karvic Empire. Fascinated with the bold young woman — and no less so by the mathematics-based FTL drive of her spaceship — he invited Shell back to Earth, and she accepted. Since then, he and she have become romantically involved, linked by a common fascination with physics and gadgetry and love of adventure.

Today, with the Governor gone (see the History section), David stands to earn a lot of money from his inventions, especially his fully interactive cybernetic video games and micro-compact life support technologies.

POWERS

Bolo's powers derive from his BOLO suit, which gives him enhanced strength and other physical attributes, heavy armor, a wide array of sensors, and a punishing energy particle-beam weapon. (He must make an EGO roll to use this weapon above 10D6 on humans, and gets +1D6 for every 1 by which he makes his roll, up to +10; facing notorious villains famous for their resistance to damage, he gets bonuses of +6 to +10 on his roll.)

Additionally, David Simons has several technical skills and is accomplished with Aikido — has, in fact, defeated one power-armor opponent with Aikido alone, and uses his Martial Throw as a surprise attack.

PERSONALITY

David is a techno-junkie, a man whose greatest love is the development and refinement of high technology. However, he does enjoy adventuring and villain-bashing, and is strongly committed to saving lives and wrecking crime cartels. He loves Shell, but is still uncomfortable with the idea of serious commitments to her. His best friends include Shell, Lorelei, and Stunner of Strike Force.

BOLO (Originally)					
Val	Char	Cost	100+ Disadvantages		
50	STR	23*	30	2x STUN from Physical Killing Attacks	
20	DEX	17#			
30	CON	23#	10	2x STUN from Magnetic Attacks	
10	BODY	0	20	Hatred of Death	
32	INT	22	20	Reluctant to Use Full Force	
10	EGO	0	8	Overreacts to cruelty (x1/2)	
13	PRE	3	7	Unusual Looks 11- (Hero ID only)	
14	COM	2	15	Secret ID (David Simons)	
11+	PD	0*	15	DNPC Shelvastra (competent, 14-)	
6+	ED	0#	5	1d6 Unluck	
6	SPD	17#	30	Hunted by Reapers, 11-	
17	REC	0#			
60	END	0#			
53	STUN	0#			
Cost Powers			END		
25	15d6 Energy Blast, Hero ID only, 6 charges (OAF)				0
34*	Armor 18PD/18ED				
17*	30 pts. Life Support				
23*	Flight 20"				4
11*	360-degree vision				
11*	Active Sonar				
3*	Telescopic Vision (x1/2)				
3*	UV Vision (x1/2)				
1*	High-Range Radio (x1/4)				
1*	+4 Vision (x1/4)				
1*	IR Vision (x1/4)				
11#	Regeneration 2 Body				
10	Danger Sense 11-				
10	Martial Arts (Basic Aikido: 11d6 Strike)				
	Skills				
5	Gadgeteering 15-				
4	Cybernetics 13-				
3	Electronics 11-				
5	Security Systems 15-				
5	Computer Programming 15-				
COSTS: Char. Powers Total Disadv. Base					
107 + 183 = 290			= 190 + 100		
OCV: 7; DCV: 7; ECV: 3; Phases: 2,4,6,8,10,12					
* OIF (Power Armor), Hero ID Only					
# OIF (Chemicals boosters from Power Armor), Hero ID only					

His 2x STUN from Physical Killing Attacks is an emotional reaction: He's still shocked when people try to kill him.

COSTUME

The Bolo suit is nearly 7' tall, its surface a gleaming gold. A single slit circles the helmet at eye level; this is the fiber-optic camera eye series which serves as his 360-degree vision. The suit is alien, robotic, and frightening — hence the 11- Unusual Looks.

David's voice, transmitted through the Bolo suit, emerges as a robotic drone, and it is commonly believed that Bolo is actually a sentient robot; it is not known that he is a power-armor hero.

Because of its intricate electronics, the BOLO suit is more easily damaged by magnetic attacks than other sorts of damage.



BOLO (Now)										
Val	Char	Cost	100+ Disadvantages							
55	STR	26*	30	2x STUN from Physical Killing Attacks						
23	DEX	23#								
30	CON	23#	10	1 1/2x STUN from Magnetic Attacks						
10	BODY	0	20	Hatred of Death						
32	INT	22	20	Reluctant to Use Full Force						
10	EGO	0	8	Overreacts to cruelty (x1/2)						
15	PRE	5	7	Unusual Looks 11- (Hero ID only)						
14	COM	2	15	Secret ID (David Simons)						
11+	PD	0*	15	DNPC Shelvastra (competent, 14-)						
6+	ED	0#	5	1d6 Unluck						
7	SPD	21#	30	Hunted by Reapers, 11-						
17	REC	0#	30	Hunted by VIPER, 11-						
60	END	0#	100	Hero Bonus (experience spent)						
53	STUN	0#								
Cost Powers			END							
33	20d6 Energy Blast, Hero ID only, 6 charges (OAF)				0					
49*	Armor: 26PD/25ED									
17*	30 pts. Life Support									
23*	Flight 20"				4					
14*	25 pts. Ego Defense (31 Total)									
11*	360-degree vision									
11*	Active Sonar									
3*	Telescopic Vision (x1/2)									
3*	UV Vision (x1/2)									
1*	High-Range Radio (x1/4)									
1*	+4 Vision (x1/4)									
1*	IR Vision (x1/4)									
23#	Regeneration 4 Body									
10	Danger Sense 11-									
10	Martial Arts (Basic Aikido: 14d6 Strike)									
7	+2d6 Aikido Punch									
24	Gadget Pool (20 Active pts.)									
	Skills									
5	Gadgeteering 15-									
6	Cybernetics 15-									
3	Electronics 11-									
5	Security Systems 15-									
5	Computer Programming 15-									
3	+1 Energy Blast									
COSTS: Char.			Powers	Total	Disadv.	Base				
122			+	268	=	390	=	290	+	100
OCV: 8+; DCV: 8+; ECV: 3; Phases: 2,4,6,7,9,11,12										
* OIF (Power Armor), Hero ID Only										
# OIF (Chemicals boosters from Power Armor), Hero ID only										

CAMPAIGN USE

In a team situation, David is the "techno-freak younger brother" to the other members of the Shadow Warriors. In combat, he is the team brick, mixing it up hand-to-hand with powerful enemies, using his Golden Gun mostly on monstrous foes or inanimate objects.

VILLAIN OPTION

In his villain incarnation, Bolo's cybernetic games were indeed stolen — but by the US Department of Defense, not by VIPER. He destroyed the devices as described, but became a foe of, and hunted by, the US government.

LORELEI

VITAL STATISTICS

Age: 23. 5'8", 120 lbs. Hair lustrous brown, eyes sapphire blue. Caucasian (American), olive skin. Secret ID Shante Ann Carstairs nee Brown, real name Jeannine Andre Morganthall nee Dell.

HISTORY

See the Reapers in the Villains and Neutrals section for the history of the Families. Jeannine Andre Dell was born to two survivors of the Families wars, Jarret Dell (son of Alasder) and Jeanne-Marie Adelier. (Years later, Jeannine discovered she was their second child: The first, a son named Hamilton Arreth, an emotionless, brilliant thinker, her senior by 25 years, was a Naval Intelligence officer, later an operative for the Organization in Switzerland.) Even as a young child, Jeannine was an extraordinary beauty.

Jarret and Jeanne-Marie lived in seclusion in a small Vermont town, in hiding from Alasder Dell and the Reapers. When Jeannine was 12, Jarret left home, planting false trails to lead the Reapers away from his family.

When Jeannine was 15, her mutant powers of attraction began to blossom. Her mother, unable to cope with them, travelled with Jeannine to New York in search of help.

There, by accident, she stumbled across Strike Force right after their first encounter with Overlord. Mistaking them for the better-known Crusaders, she asked them to train Jeannine. When the bemused heroes accepted, she left to

rejoin Jarret in Jamaica — and lead Reapers agents right to him. Jarret was captured and Jeanne-Marie was killed.

The heroes stayed together as Strike Force only because of the gorgeous innocent placed in their care. They trained her, gave her the code-name of Lorelei, provided her with a place to live (their first HQ), gave her another ID (as model Shante Ann Brown, daughter of Samiel's alter ego, Constance Brown), and in doing all this they became Strike Force.

Lorelei became a skilled fighter and tactician. When Strike Force split in two, she stayed with the Shadow Warriors, becoming their leader when Shiva faked his death.

Early on, Lorelei became fixated upon the Commodore (*Organization Book III: The Blood and Dr. McQuark*). When she was 18, he fell in love with her, and soon after they were married. As Geoffrey and Shante Ann Carstairs, they now live on a small island in Long Island's yachting district.

In recent years, Lorelei has rescued her father from the Reapers. Shante has become the most widely sought-after model in America. From her relationship with Commodore, she has picked up the Blood Recognition Factor. Salem Academy, the school for young supers, was her idea.

POWERS

Most of Lorelei's powers are based on pheromones (the chemical cues of attraction) backed by psychic powers. She has a small Elemental Control that is on all the time and inadvertently used on whomever she's concentrating on; the Mind Control is simple attraction, and the Illusion makes her look more like the viewer's concept of his dream girl. Her conscious Elemental Control enhances these powers and adds more to them.

Her *J1* Telepathy is a mind-link with Commodore only; if you prefer not to use the J1 rules for this, build a high-powered mind scan and telepathy, invisible, only for use on Commodore. Her other, numerous, skills are those picked up at college, at work, and in

training with Strike Force and the Shadow Warriors.

PERSONALITY

Lorelei is very outgoing, demonstrative, generous, and caring, and would be very vulnerable were her EGO not so high. She can, however, be ruthless in order to protect her family and loved ones from harm. Her favorite people are Commodore, all her Blood in-laws except Affrighter and Pathfinder (from *Organization Book III: The Blood and Dr. McQuark*); her current team members, plus Charade and man-o-War; Phosphene, la Panthere and Lightrune of Strike Force; and her father.



LORELEI (Originally)				
Val	Char	Cost	100+ Disadvantages	
10	STR	0	20	Squeamish
15	DEX	15	20	Loves Commodore
15	CON	10	15	EC slot (e) activates spontaneously when Lorelei is frightened
15	BODY	10	10	Unusual Looks 11- (Indescribable Beauty)
15	INT	5	30	Hunted by Reapers, 11-
20	EGO	20	20	Hunted by Affrighter, 8-
15	PRE	5		
50	COM	20		
9	PD	7		
9	ED	6		
4	SPD	15		
5	REC	0		
30	END	0		
28	STUN	0		

Cost Powers		END
4	Elemental Control (Unconscious Psychic/Pheromone powers) All invisible, 0 END, Always On (-1/4), men only (-1/2), For attraction only (-1)	
a-3	2d6 Mind Control	
b-3	2d6 Mental Illusion, subject is self only (-1)	
10	Elemental Control (Conscious Psychic/Pheromone powers) All invisible, men only, 14- act., 1/8 END	
a-10	6d6 Mind Control, 2x EGO level maximum (-1)	1
b-10	3d6 EGO Attack, not vs. power armor or 20+ pts. life support (-1)	1
c-10	6d6 Mental Illusions, subject is self only (-1)	1
d-10	6d6 Mind Scan, can't attack through (-1)	1
e-10	+30 PRE, costs END, Offensive only	1
10	Danger Sense 11-	
10	Martial Arts (Basic Karate: 4d6 Punch, 6d6 Kick, 1/2d6KA Chop)	
Skills		
10	Acrobatics 13-	
2	French, fluent	

COSTS:	Char.	Powers	Total	Disadv.	Base				
	113	+	102	=	215	=	115	+	100

OCV: 6+; DCV: 6+; ECV: 10; Phases: 3,5,8,10,12
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COSTUME

Leotard (no arms or legs, deep V-necked), shoulder-length gloves, thigh-high boots, all in gray; royal blue sash at waist. Face is bare (Shante makeup makes IDs distinctive); hair is knee-length. Wears gold necklace and earrings, one of which is her radio to Commodore.

CAMPAIGN USE

Early in her career, Lorelei is a young heroine in need of training and protection — from the Reapers and from a world that would exploit her. Later, she becomes a capable team leader and effective superhero director. In combat, she hangs back, directing her teammates, and using her mental powers to baffle and subvert her enemies, especially low-EGO ones or those who are obviously already attracted to her.

VILLAIN OPTION

Lorelei, as a young and impressionable heroine, could just as easily have fallen in love with another super than Commodore — say, Overlord. Alternatively, she could have been

LORELEI (Now)				
Val	Char	Cost	100+	Disadvantages
10	STR	0	20	Squeamish
18	DEX	24	20	Loves Commodore
15	CON	10	15	EC slot (e) activates spontaneously when Lorelei is frightened
15	BODY	10	10	Unusual Looks 11- (Indescribable Beauty)
15	INT	5	30	Hunted by Reapers, 11-
30	EGO	40	20	Hunted by Affrighter, 8-
25	PRE	15	170	Hero Bonus (experience spent)
70	COM	30		
10	PD	8		
11	ED	8		
5	SPD	22		
10	REC	10		
30	END	0		
33	STUN	5		
Cost Powers			END	
4	Elemental Control (Unconscious Psychic/Pheremone powers) All invisible, 0 END, Always On (-1/4), men only (-1/2), For attraction only (-1)			
a-3	2d6 Mind Control			
b-3	2d6 Mental Illusion, subject is self only (-1)			
15	Elemental Control (Conscious Psychic/Pheremone powers), all invisible, men only, 14- act., 1/8 END			
a-15	8d6 Mind Control, 2x EGO level maximum (-1)			1
b-15	4d6 EGO Attack, not vs. power armor or 20+ pts. Life support (+1)			1
c-15	8d6 Mental Illusions, subject is self only (-1)			1
d-15	8d6 Mind Scan, can't attack through (-1)			1
e-15	+40 PRE, costs END, Offensive only			1
10	Danger Sense 11-			
10	Justice Inc. Telepathy, Commodore only (-2) 18-			
5	5 pts. Ego Defense (8 total)			
10	Martial Arts (Basic Karate: 4d6 Punch, 6d6 Kick, 1/2d6KA Chop)			
3	Commodore's Radio (OIF Earring)			
	Skills			
10	Acrobatics 13-			
5	Detective Skill 12-			
3	Culture 14-			
4	Pilot 13- (light aircraft, helicopter)			
3	Paramedic 12-			
3	Bureaucrats 14-			
3	Seduction 14-			
1	Skiing 8-			
1	Electronics 8-			
1	Radio Operations 8-			
1	Pharmacology 8-			
8	PS: Modeling 17-; PS: Bellydancing 12-			
2	French, fluent			
12	+4 Karate Kick			
COSTS: Char. Powers Total Disadv. Base				
187 + 198 = 385 = 285 + 100				
OCV: 6+; DCV: 6+; ECV: 10; Phases: 3,5,8,10,12				

captured at a young age by Alasder Dell and the Reapers and been convinced that her grandfather really is a great man; she would use her powers to further his ends. Either way, her limitations are much the same; just substitute the appropriate loved one for Commodore and make appropriate changes to her Hunteds.

SAI

VITAL STATISTICS

Age: 38. 6', 165 lbs. Hair black, eyes hazel. Caucasian (American), often disguises self as Korean. Secret ID Ed (Edsel) Trillaine.

HISTORY

Ed Trillaine has led a strange and tragic life. His parents were kidnapped when he was a child — stolen by slavers of the Shivall race. All he knows is that a UFO took them away, and the authorities never believed that.

He grew up troubled, the most surly and aggressive resident of the Painesville (Ohio) Orphanage, and was constantly in trouble with the law for fighting. However, he found his true calling when he ran away from home and was taken in at the Loc Phu Binh Academy for Boys (New York City), a combination of a Boy's Town and martial arts dojo run by a strange Oriental man. There, he began learning about honor, self-discipline, and the martial arts.

He saw action with the Special Forces in Vietnam. His unusual skill in combat prompted his superiors to send him, covertly, to Paek-tu, a mountain on the border of China and North Korea. There, from the aged master of the mountain, he learned the Paek-tu "Total Attack" martial art.

The master had another pupil, a Vietnamese man named Loc Ban Tor — Ed's opposite number. Loc Ban Tor, though a naturally brilliant hand-to-hand fighter, was undisciplined and treacherous; during a practice match, he became enraged and tried to kill Ed, seriously injuring him, and was sent away from Paek-tu in disgrace.

After his training was complete, Ed returned to the Armed Forces. Once his hitch was up, he was hired by the CIA as a field operative, code-named Shiva. Shiva had a lengthy and shining career, specializing in cleaning up after operations botched by other units.

During his career, he met Strike Force during their second case and felt a protective interest in Lorelei. He decided to train her to survive in the superhero world, and joined the team. But in that mission, he offhandedly tried to finish la Panthere after Phosphene had defeated her, and Phosphene has despised him since.

When Strike Force split into two teams, Shiva became leader of the Shadow Warriors. But he learned that Loc Ban Tor had come to America to hunt him, so he faked a death for the Shiva identity, taking on the Sai identity, which threw Loc Ban Tor off for a few years.

Recently, the CIA ordered Ed to kill an Intelligence officer who had illegally left the US to join a secretive Swiss agency, the Organization. Ed had no problems with the order, but discovered (before he'd made the hit) that the target was Lorelei's brother. In disgust, he resigned, and the CIA has hired Loc Ban Tor to kill him.

POWERS

Sai is an accomplished martial artist, possessing the basic and advanced Paek-tu martial art and a multipower giving him a broad range of unusual martial arts abilities. He also has many skills of a more mundane nature which are useful to a government field operative.



PERSONALITY

Sai believes that the best way to fight crime or accomplish goals is to eliminate whomever stands in their way — permanently. But he's aware that most of his teammates consider this to be murder, so he tries to refrain from taking human life while in his Sai identity. He doesn't always remember to, however.

His closest relationships are with his teacher, the master of Paek-tu; and with Lorelei, whom he regards as a little sister. He has had a long business relationship with Sliver ("School Holiday," Space Gamer magazine #51), who is teaching him detective skills and who has acted as his field agent on occasion; now that she is with Lightning Strike she no longer works in the field with him.

SAI (Originally, as Shiva)										
Val	Char	Cost	100+ Disadvantages							
20	STR	10	20	2x STUN from gases and poisons						
20	DEX	30	20	Casual Killer						
20	CON	20	15	Secret ID (Edsel Trillaine)						
15	BODY	10	10	Susceptible, 2d6 from poisons						
10	INT	0		(internalized or injected only)						
10	EGO	0	25	Hunted by Loc Ban Tor, 11-						
15	PRE	5								
14	COM	2								
15	PD	11								
11	ED	7								
5	SPD	20								
9	REC	0								
40	END	0								
31	STUN	-6								
Cost Powers			END							
10	Martial Arts (Basic Paek-tu: 8d6 Strike)				8					
20	1d6+1 HKA (2 1/2 w/STR)				3					
5	UV Vision, Costs END, Costs 1 1/2 END									
4	+2 Vision									
10	Danger Sense 11-									
2	+1" Running									
	Skills									
10	Acrobatics 13-									
5	Stealth 13-									
5	Disguise 12-									
6	Driving 13-; Motorcycling 13-									
4	Korean, Native Accent									
COSTS: Char.			Powers	Total	Disadv.	Base				
109			+	81	=	190	=	90	+	100
OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12										

COSTUME

Sai's costume is a pure-white ninja-style outfit, with twin sai slipped through his belt, a bow-and-quiver and sheathed katana crossed on his back, and a pouch full of shuriken within the folds of his garments. He uses his Disguise talent to look Korean, so his skin tone and the cast to his eyes, viewed through the broad eye-slit in his mask, suggest Oriental heritage; in costume, he speaks with a faint Korean accent.

CAMPAIGN USE

Sai is the "tough-as-nails ex-soldier to whom life means nothing" — or so he would like others to think, but he has a soft spot in his heart for Lorelei, and the near-miss when he almost murdered her brother has caused him to reevaluate his previous career. In combat, he is a hand-to-hand specialist, a nasty combatant against low or medium-powered opponents, a distraction for high-powered foes. For two different teams, he and ShadowWalker fulfill the same roles; inevitably, the two will have to fight one another to discover who is better at what.

SAI (Now)					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	20	2x STUN from gases and poisons	
23	DEX	39	20	Casual Killer	
23	CON	26	15	Secret ID (Edsel Trillaine)	
15	BODY	10	10	Susceptible, 2d6 from poisons (internalized or injected only)	
10	INT	0			
15	EGO	10	25	Hunted by Loc Ban Tor, 11-	
15	PRE	5	105	Hero Bonus (experience spent)	
14	COM	2			
19	PD	15			
12	ED	7			
5	SPD	17			
9	REC	0			
50	END	2			
31	STUN	-6			

Cost Powers			END		
20	Martial Arts (Basic and Advanced Paek-tu: 8d6 Strike, 8d6 + v/3 Spinning Side Kick)				
10	STR is Armor Piercing				2
10	STR is Normally Invisible				0
30	Multipower (30 Active pts.)				
3 u	2d6 HKA (3d6+1 w/STR)				6
3 u	1d6+1 HKA, AP (2 1/2d6 w/STR)				6
1 u	Missile Deflection (thrown and bullets) 14-				
1 u	Half Damage Resistance vs. all				
1 u	1d6+1 RKA, Select Fire, 8 charges (OAF Shuriken)				
1 u	2d6 RKA, 8 charges (OAF Bow)				
3 u	Nerve Punch: 2d6 Entangle (2 DEF) no range, Entangle takes no damage from attacks				6
5	UV Vision, Costs END, Costs 1 1/2 END				3
4	+2 Vision				
19	Danger Sense 14-				
2	+1" Running				
	Skills				
10	Acrobatics 14-				
7	Stealth 15-				
5	Disguise 12-				
6	Driving 14-; Motorcycling 14-				
1	Detective Work 8-				
2	PS:Sensei 11-				
4	Korean, Native Accent				
10	+2 with H-to-H				

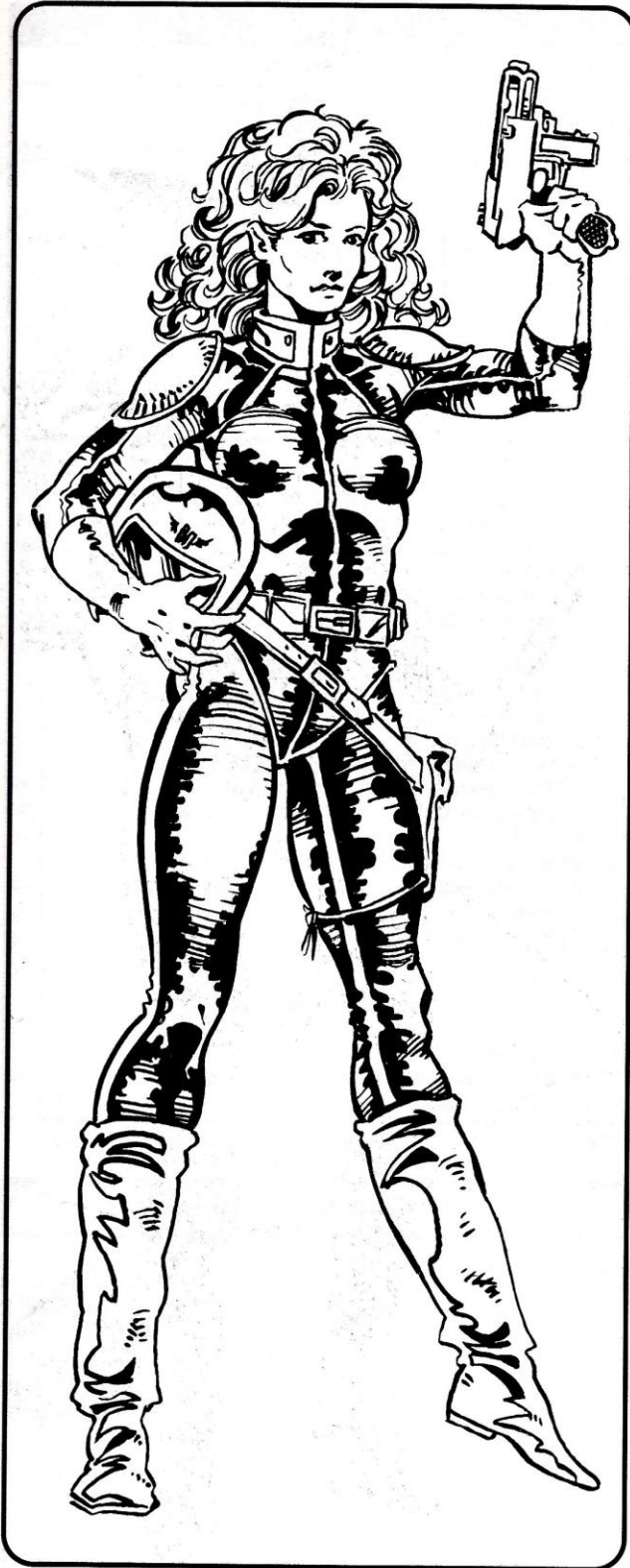
COSTS:	Char.	Powers	Total	Disadv.	Base
	137	+	158	=	295
				=	195
				+	100

OCV: 8+; DCV: 8+; ECV: 5; Phases: 3,5,8,10,12					
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VILLAIN OPTION

The villain version of Sai is the ultimate extension of Sai's lethal impulses; after the war, he was first a government operative and then a full-time assassin for the CIA, then a freelance assassin specializing in hits on supers and targets protected by supers. In this role, he again met and became reconciled to Loc Ban Tor, who is now his partner.

SHELVASTRA



VITAL STATISTICS: Age: 24. 6', 140 lbs. Hair brown (curly), eyes brown. Karvic from the Chaos Zone (similar to Germanic ancestry). STR 15 DEX 15 CON 13 BODY 10 INT 13 EGO 12 PRE 15 COM 16 PD 4 ED 4 SPD 3 REC 6 END 26 STUN 25. Piloting (light aircraft, jet fighters, scoutships), 14-. English, Complete/Accent. Programming 12-, Electronics 11-. Familiar: firearms, knives. Basic Karate. Armor: 5PD/4ED, OIF jumpsuit. Sidearm: RKA (laser) 1D6+1 select, 60 shots, OAF pistol. Helmet: Radio Hearing, Flash Defense (5 pts), IR Vision, +1 Visual Perception, all OIF. Weapon: 1D6 AP HKA (2D6 AP with STR), sonic, 2x END Battery (8 END), recharge 1 END/Turn, IIF finger ring.

HISTORY: Shelvastra, or Shell, was born in the Karvic Empire, an oppressive space empire in the Chaos Zone, that otherdimensional stellar pocket with bizarre physical laws. She chose one of the few routes by which a person of her low birth could achieve freedom and fortune: by enlisting in the Scout Corps. Karvic Scouts explore deep into the Chaos Zone in small, cheap, unarmed, underarmored spaceships, and their mortality rate is very high. On one of her missions, she crash-landed on the world of Narian and was stranded there, making repairs, until well after the fleet had left her too far behind to catch up. But Bolo, visiting from Earth, convinced her to return to Earth with him, to learn Earth technology and teach him hers. She accepted and made the transition to Earth, where Lorelei hired her as the civilian pilot for the Shadow Warriors. She and David (Bolo) have since become romantically involved, and now, as part of her salary from the team, she occupies the lavish Manhattan penthouse formerly occupied by Shante (Lorelei).

POWERS: Shell has no superpowers, but is a well-trained pilot and fighter. Her ring, which only sophisticated instruments will reveal as a weapon, is useful as a surprise attack or a way to escape shackles.

PERSONALITY: Shell is very forward and aggressive, a soldier who has escaped a depressing and ugly existence and found a new and more promising future. She loves David and is good friends with Lorelei and the other members of the Shadow Warriors civilian staff.

COSTUME: Shell wears a jumpsuit of shiny, dark blue stasis cloth — it stretches like a body-stocking but becomes rigid when struck, hence its armor value. She also wears black boots, belt, and holster; her pilot's helmet is dark blue, matching her uniform.

CAMPAIGN USE: Shell, like Kestrel in Strike Force, is the Voice of Conscience, asking all the wrong questions about the odd points of Earth society. She makes a good DNPC for a technically-oriented hero.

VILLAIN OPTION: Much the same as the hero version, but ruthless and associated with a villain team. Or, just as the hero version, but associated with the villainous Bolo.

MAN-O-WAR

VITAL STATISTICS: Age: 34. 5'11", 175 lbs. Hair brown, eyes blue. Caucasian (American). Secret ID Patrick Lee Keller. STR 20 DEX 30 CON 28 BODY 17 INT 20 EGO 18 PRE 15 COM 18 PD 13 ED 13 SPD 6 REC 10 END 56 STUN 43. Basic and Advanced Karate, +2D6 with Karate maneuvers, +2 Karate. Acrobatics, Missile Deflection, Driving, Dance, Skiing, Motorcycling, Stealth on 15-. Swinging 6", Running 10". Russian, basic; Spanish, complete with accent. Billiards 13-, Instructor 15-. Multipower (OIF bracers); slots: 1D6+1 AP HKA (2 1/2D6 with STR), Entangle 4D6 (60 uses), High-Range Radio, Passive Sonar, Gliding 20". Armored costume, 1/2 Resistance vs All.

HISTORY: Had natural understanding of lines of force; became Broadway dancer; studied martial arts. Inspired by superheroes to join their ranks. Retired as Man-o-War one year ago, married fiancée Gabriela Cortez, also a dancer. Operates Keller School of Dance, New York City.

POWERS: Martial arts, utility wrist-bracers, skills.

PERSONALITY: Disciplined trainer; loves the dance.

COSTUME: Black tunic, boots; blue leggings and blindfold-style mask; gold bracers and belt.

CAMPAIGN USE: Front-line martial artist.

VILLAIN OPTION: Support fighter for supervillain team; lunatic who gets Broadway roles by blackmail and force.

CHARADE

VITAL STATISTICS: Age: 26. 5'3", 105 lbs. Hair blonde, eyes blue. Caucasian (American). Secret ID Meredith (Merry) Butler. STR 8 DEX 11 CON 20 BODY 10 INT 18 EGO 15 PRE 10 COM 14 PD 5 ED 4 SPD 5 REC 10 END 40 STUN 24. Multipower (130 active); slots: Telekinesis STR 45 invis., EX, 1/4 END; RKA 4D6 AP invis., 6x Battery, 11- act. Flight 20" 1/4 END; Force Wall 10PD/10ED 1/4 END. +2 with Multipower. Luck 1D6. Stealth 11-. Sleight of Hand 11-. Cooking, Math, Physics 8-. Insurance 12-.

HISTORY: Merry is Lorelei's cousin; Jeanne-Marie Adelier is her great-aunt. The Reapers secretly killed her parents, taking her to North American Parapsychological. She escaped, was helped by Strike Force, later joined Shadow Warriors. Fell in love with and married Sabre Carstairs of the Blood. Retired, now administrator of Salem Academy.

POWERS: Mutant psi-based powers. She pretends they're actually magic, based on wand and broom.

PERSONALITY: Pragmatic but mischievous. As Charade, adopts British accent and merry manner.

COSTUME: Black long-sleeved legless body stocking with V-neck, tattered fringe at décolletage, bottom, and sleeves; black witch's hat, cape, thigh-high boots and domino mask; broom and wand.

CAMPAIGN USE: Comic witch; Salem Academy administrator.

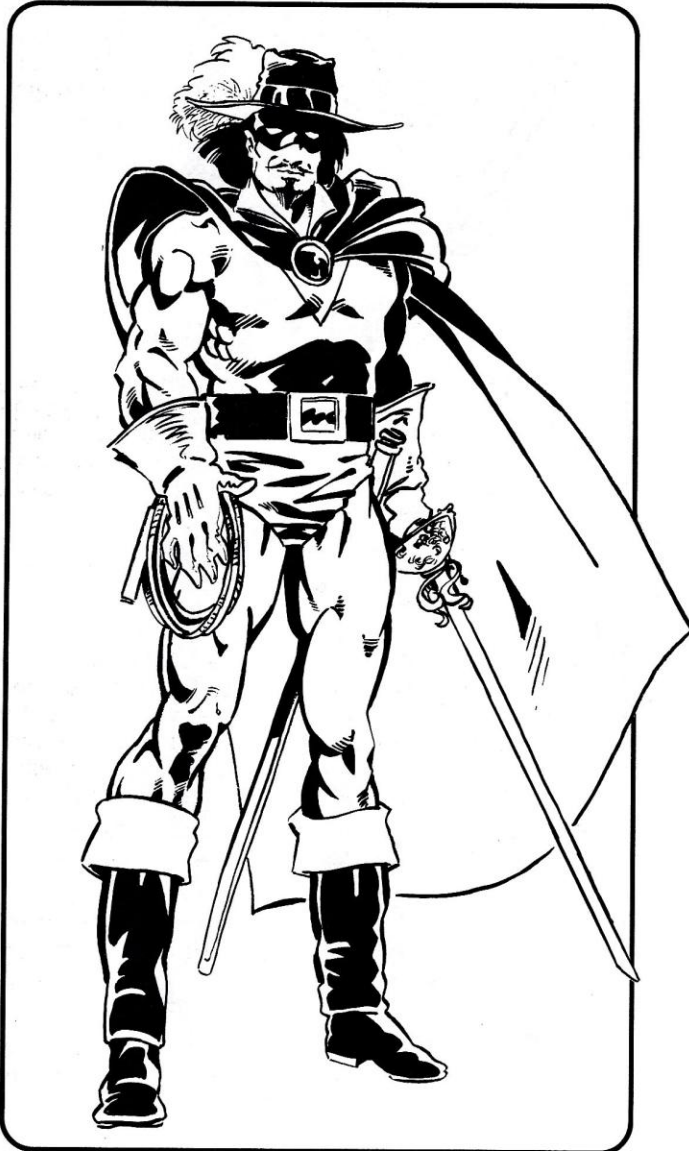
VILLAIN OPTION: Convinced that mutants are superior.



INDEPENDENTS



The Strike Force campaign also has its independent good-guys — unaffiliated heroes, DNPCs, associates, other hero-teams, and so forth. Here, we'll talk about them: About Swashbuckler, Red Archer, and Shawna Ferris, unaffiliated supers who played an important role in the campaign; about Shari Taylor, the archetypal DNPC; and about many other characters who add color to the background of the campaign.



SWASHBUCKLER

VITAL STATISTICS: Age: 32. 6'2", 180 lbs. Hair brown, eyes blue. Caucasian (American). Secret ID George Taylor. STR 28 DEX 23 CON 28 BODY 18 INT 18 EGO 10 PRE 18 COM 14 PD 11 ED 11 SPD 6 REC 12 END 56 STUN 46. Rapier 3D6+1K/5D6K AP, 1/4 END, OAF; Whip 8D6 EB, 10" Range, OAF; Swinging 10", OAF Whip; Damage Resistance, full, OIF costume; Armor 12PD/12ED, OAF Cloak; Gliding 8", OAF Cloak. Sonar 15-. Acrobatics 14-, Programming 13-, Stealth 13-, Running 9", +1 Combat.

HISTORY: George Taylor, blind from birth but possessing a mutant sensory ability, was inspired by the heroes of the cinema to adopt a hero identity. A charter member of Strike Force, he left the team when it split in two.

POWERS: Sonar and acrobatics backed by gadgetry.

PERSONALITY: Swashbuckling, showoff, gallant.

COSTUME: Renaissance-era garments; Tunic, breeches, hat (with feather), cloak, mask in blue; swash-topped boots, belt, gloves, and whip in brown leather; glowing rapier.

CAMPAIGN USE: Independent hero of New York, an inspiration to normal-powered crimefighters and a favorite of the ladies. Brother of *HeroTalk*'s Shari Taylor, who does not know his double identity.

VILLAIN OPTION: The same, but kills his criminal opponents, thus hunted by police and lawful heroes.

SHARI TAYLOR OF HEROTALK MAGAZINE

VITAL STATISTICS: Age: 27. 5'1", 100 lbs. Hair brown, eyes brown. Caucasian (American). STR 10 DEX 15 CON 13 BODY 10 INT 18 EGO 11 PRE 15 COM 18 PD 6 ED 3 SPD 3 REC 5 END 26 STUN 22. Basic Jiu-Jitsu, +2 with Jiu-Jitsu. Familiarity, firearms. +1" Running. Pilot, small planes, single-engine jets, light copters, 12-. Luck 2D6. Eidetic Memory, Journalism 15-, Conversation 14-, Shorthand 14-, Business 14-, Deduction 13-, Photography 12-. French, Italian, German, all Complete, with Accent.



HISTORY: Nine years ago, Shari, a high-school journalism student, interviewed a hero of the Crusaders. Instead of submitting it to her school paper, she sent it to a prominent national magazine and was accepted, launching her career as a journalist specializing in superhero news and interviews. Six years ago, with loans from her parents and brother George (Swashbuckler), she launched *HeroTalk Magazine*, a monthly covering the superhero community. (Each issue features a superhero interview, an article on recent super activities, a historical article, news, and a photo spread.) About this time, ShadowWalker met and became interested in her, but misinterpreted Swashbuckler's protectiveness of her (she is Swashbuckler's sister) and did not pursue his interest in her for several years. As publisher of *HeroTalk*, Shari has been an occasional help and an occasional annoyance to Strike Force.

POWERS: Shari is a competent normal, possessing no powers, but trained in a variety of skills to further her journalistic career — and to keep her alive while she goes about it. In her purse, she carries a small canister of tear gas (Flash, 1D6, 3 uses, 8 turns' duration each, +6 to hit because of spray, OAF).

PERSONALITY: Shari is recklessly impulsive, intruding herself into dangerous situations to capture them on film for her magazine and for posterity. She loves travel and expensive living but will slog uncomplainingly through hellish environments for a good story. She is strongly committed to journalistic ethics and does not divulge off-the-record information about her interview subjects.

COSTUME: Shari generally wears expensive outfits in the latest styles.

CAMPAIGN USE: Ms. Taylor is Swashbuckler's DNPC and ShadowWalker's romantic interest, and can take these roles for your player-characters. Additionally, she can act as a nuisance monster for super-teams, forcing her way into violent situations, tripping over secret identities, etc.

VILLAIN OPTION: The villainess version of Shari Taylor acts in precisely the same way, but is an agent for VIPER or some other crime cartel and digs out important information on superheroes for her employers.

RED ARCHER

VITAL STATISTICS: Age: 18. 5'11", 160 lbs. Hair, beard, mustache brown, eyes brown. Caucasian. Public ID Rhys Strongbow. STR 15 DEX 20 CON 18 BODY 12 INT 15 EGO 15 PRE 15 COM 16 PD 5 ED 5 SPD 5 REC 10 END 36 STUN 35. Multipower, 75 Active, OIF Bow and Arrows; slots: RKA 3D6 AP, Entangle 7D6, EB 10D6 EX, EB 10D6 Affects Desolid, NND 5D6 EX, Flash 5D6, EB 15D6. Stealth 13-, IR Vision, Visual Perception 15-. 5 PD 5 ED, OIF Suit.

HISTORY: On an alternate Earth, where magic works and the culture is medieval, Strongbow clan leader Yollo was killed by an evil sorcerer; Yollo's son Rhys escaped to the Strike Force Earth. He worked with Strike Force, but was so lethal that Strike Force returned him home — with an ally, the Green Knight (*Enemies III*). Red Archer was the basis for Kor Hunter in *Organization Book I*.

POWERS: Magical multipower based on a magical OIF bow.

PERSONALITY: Brash, impetuous, and convinced of the superiority of his rank, but loyal to friends.

COSTUME: Knee-length tunic, long right sleeve and short left sleeve, bracers, swash-topped boots, quiver, all red.

CAMPAIGN USE: Versatile long-range fighter, agitator for nobility, focus of magic-based adventures.

VILLAIN OPTION: Similar to the hero version, but convinced that all modern systems of government are evil.

SHAWNA FERRIS

VITAL STATISTICS: Age: 26. 5'5", 110 lbs. Hair brown (curly), eyes brown. Caucasian (American). STR 10 DEX 11 CON 35 BODY 15 INT 13 EGO 20 PRE 10 COM 16 PD 7 ED 7 SPD 4 REC 11 END 70 STUN 50. Psychic Elemental Control: 10D6 Telepathy, Invisible, 0 END, Always On; Regeneration 4 BODY, Usable on Others, Uses End, 0 END; EGO Attack 6D6; Danger Sense 21-, Uses END, 0 END. EGO Def 15 pts, OAF pendant, for use on own Telepathy as well as others' powers. Psychology 11-, Parapsychology 11-, Knowledge of psi institutes 11-, Teacher 11-, Crafts 11-.



HISTORY: Shawna is a mutant, a wild talent with uncontrollable Telepathy. Deeply disturbed because of her powers, she ran into Strike Force and accidentally discovered many of their Secret IDs before they realized her problem. Psyker, still a Strike Force member at the time, recommended training for her at a parapsychic research facility known to him. At that institute, she learned to tune out some of the "voices" she was always hearing and to use her abilities in a constructive manner. Later, she embarked on a relationship with Stalker, a martial artist and energy-redirection super. Still later, she became a parapsychology instructor at the Salem Academy, the secret school for youthful supers, working with Charade.

POWERS: Shawna's powers included an always-on Telepathy (she always hears a babble of voices, but can single out one person's thoughts by concentrating on him), an empathic healing power (she takes the damage into herself before healing it), an EGO

attack, and a powerful psychic warning system. She feels pain (takes STUN) when those near her are hurt (as if a STUN-only explosion emanating from that person), and she has trouble sorting out the emotions of those around her from her own.

PERSONALITY: Once alienated and unhappy, Shawna has learned from her psi institute how to cope with her powers and with the world. This, coupled with her relationship with Stalker and her productive work with Salem Academy, have made her much more cheerful and outgoing. Because of her problems differentiating between her own emotions and those around her, she tends to feel for a person as the person feels for her — and thus she's more likely to help a happy villain than a stern or ill-mannered hero.

COSTUME: Shawna wears normal civilian dress.

CAMPAIGN USE: Shawna, before her education in parapsychology, is a good "super with powers out of control for a hero-team to help" encounter. After her education, she is a good mentor or friend to troubled and youthful supers, especially novice psychic heroes or heroines.

VILLAIN OPTION: Because of Shawna's powers, it would have been easy for her to become fixated on a villain who cared for her; she would thus end up a psi villainess with any mercenary (not actively evil) supervillain group.

OTHER HEROES

Other player-character heroes and heroines who've had a part in the Strike Force campaign include:

ATALANTA: Mutant athlete, founding member of teenage Avant Guard team, now in Denver. She wears a Greek running tunic and throws heavy metal "golden apples." Age 21.

BLACK GUARD: Street tough, founding member of teenage Avant Guard team. Also a student at Salem Academy. Damaging chain, protective leather jacket, motorcycle. Age 21.

CENTURION: Power armor hero, leader of Canadian team, then member of Strike Force. Now a non-powered agent of the Wildman Company. White memory-plastic power armor with maple-leaf design on chest. Age 36.

CYBER: Gadgeteer hero, founding member of teenage Avant Guard team. Now also a student at Salem Academy. Silver armor suit, gadget pool. Age 21.

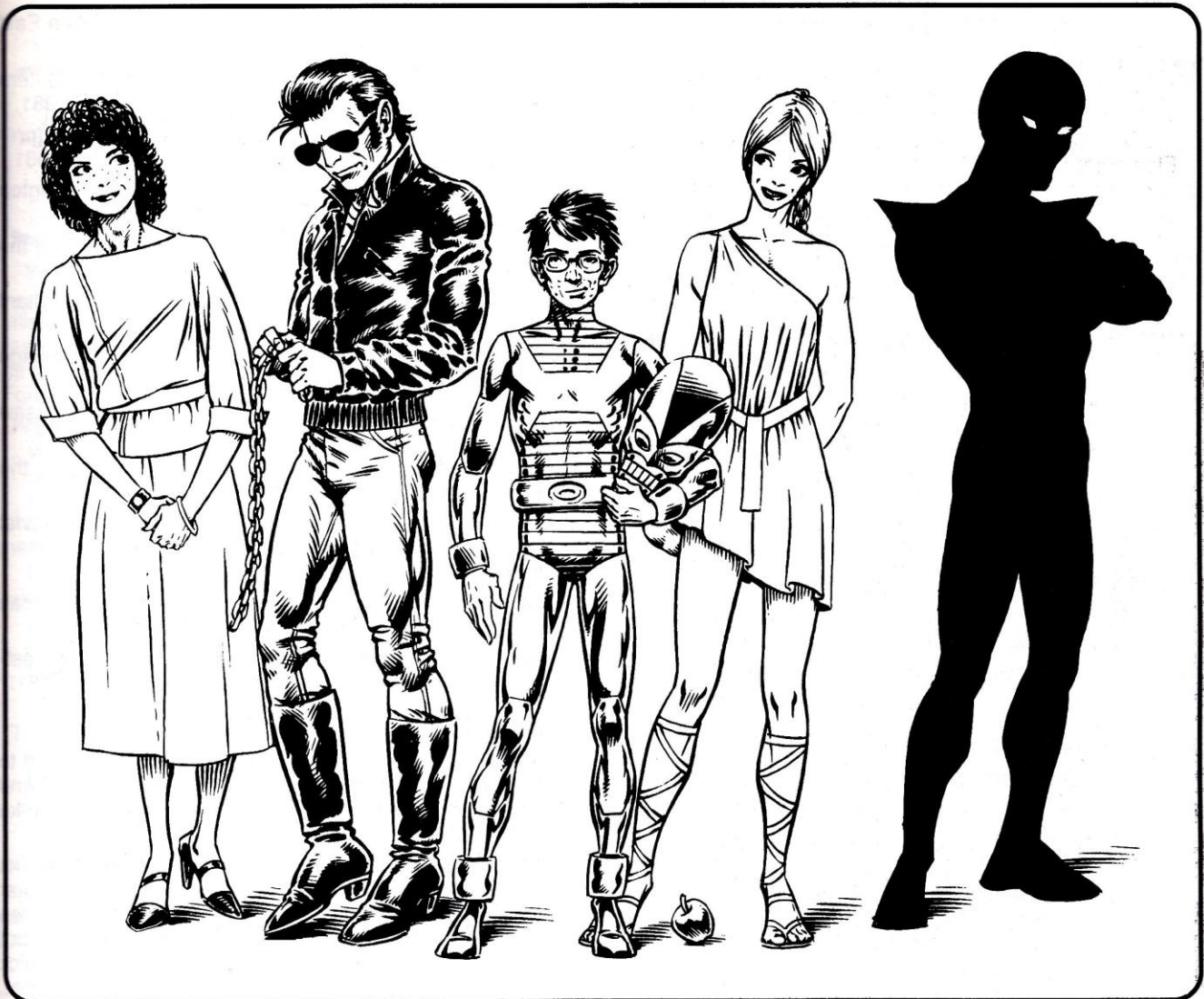
JAGUARUNDI: Mystical Mexican hero. Interested in Vixen. Were-jaguarundi form with gray fur. Age 34.

MEGABYTE: Teenage hero, reads stored data by touch. Now with the Avant Guard and at Salem Academy. Armored suit with microcircuit design printed on it. Age 14.

PINCHUS (THE MIGHTY): Alien brick and ally of Strike Force (appears in *Organization Book I, The Circle and METE*). Short, roughly humanoid, pink color with pumice-like texture, dark pink belted tabard costume. Age 88.

SPECTRA: Energy-projectress, fought against the TkTk Horde, stayed on Dekare. Now an ally of Defender. Bodystocking in vertical red-orange-yellow color pattern. (Not related to the Spectra from *Enemies III*.) Age 27.

SPRINT: Super-speed heroine, member of Avant Guard, student at Salem Academy. Blue costume with red boots, red gloves, red lightning sash across torso, face bare. Age 17.



STALKER: Martial artist, energy redirection powers, interdimensional traveller. Black field projected around body (looks like black silhouette, red eyes). Age 28.

TEMPIS: Cretan sorcerous super, priest of goddess Gaea, earth-elemental powers. Cretan kilt, cloak. Appears age 30.

OTHER GROUPS

Finally, let's talk about other superhero teams, races, and organizations to be found on the Strike Force Earth.

THE CIRCLE

If you don't have *Organization Book I* here are some brief notes on those organizations, which have a part in the Strike Force Campaign:

The Circle is a New York school of magical arts. Members described in the text include the Master, aged Japanese sorcerer supreme; Aureole, stealthy daughter of a WWII crime-fighter, with investigative powers; Megan Pierce, Welsh elemental sorceress; Ebonfire, black martial artist with sorcerous fire powers; Moonsilver, pale-white monster-hunter with silvery magic effects; and Kor Hunter, sorcerous archer from an alternate Earth. Since that book's publication, Megan Pierce took on the code-name WillowWitch and began a relationship with Lightrune; Aureole has found her missing father; Kor Hunter was returned to his plane; Ebonfire died in the Chaos Zone adventures; and Shinyu (dragon-heroine of Japan in WWII, from *Golden Age of Champions*, in suspended animation until rescued by Strike Force) joined the team.

THE BLOOD

If you don't have *Organization Book III*, here are some notes on the Blood, mentioned repeatedly through this text:

The Blood are super-powered mutants who originated on Earth but migrated to another world, Ean, 10,000 years ago. For centuries the Blood council leaders have forbidden contact between the world; recently they were supplanted by the still-living original tribal leader, now insane, who also desires little contact with Earth. One Blood family left Ean and came to Earth; its members include:

Oto (Pathfinder McLean): Father of five children, powerful interdimensional traveller, drunk and hobo;

Danar (Blade Carstairs): Warrior, swordsman, tactician, hero, and bon vivant, Oto's son;

Okor (Affrighter): Villain, torturer, mystic who wears robes like Death, obsessed with apotheosis, Oto's son;

Jilen: Self-absorbed tragic personality who died young, Oto's daughter;

Tyrkan (The Tennessee Torch): Psychotic pyromaniac, but a charming man, Oto's son;

Sala (Sheila d'Algeaux): Fun-loving wench with the power to cause earthquakes, Oto's daughter;

Bryn Gunther: Not of the Blood — descendent of Norse gods, medic, later wife of Danar;

Commodore (Peter Morganthall): Son of Sala, born on Earth; rogue in pirate garb, attacks drug-runners, later Lorelei's husband;

Sabre Carstairs: Son of Danar and Bryn, born on Earth; instantaneous translator, later Charade's husband; and

Marie Debray: Jilen's daughter, born on Earth; raised by Affrighter but rescued by Commodore; has powerful precognition powers.

They were followed to Earth by the Bloodletter, a powerful Blood sorcerer who pursued them for more than 50 years, off and on, before being destroyed by Strike Force.

Typical Blood powers include teleportation, lethal energy discharges, sometimes flight and invisibility; they're powerful psi-based abilities.

SUPERHERO TEAMS, SOCIETIES, AND AGENCIES

There are numerous other superhero teams, powerful societies, and other agencies in the Strike Force world. Some are PC teams and organizations, the heroes of other campaigns being run in the same world. The others are NPC teams and organizations.

SUPER-TEAMS

Aegis. (Allied European Government-Independent Superheroes.) Milan, Italy. PC team protecting all of Europe except USSR and Warsaw Pact countries. Founded 1984.

Asahi. Tokyo, Japan. NPC team protecting Japan. Allied to Takara Clan. (Asahi: "Rising Sun.") Founded 1986.

Avant Guard. Salem, MA. PC team of young, low-powered supers who embark on strange adventures. Founded 1984.

Circle. New York, NY. NPC team, school of magic. Presented in *Organization Book I*. Founded 1939.

Crusaders. New York, NY. NPC team protecting the East Coast and all the world. Founded 1962.

DreadKnights. Dallas, TX. PC team protecting the southern states; elemental and magical heroes. Founded 1981.

Guardians of the North. Ottawa, Ontario. NPC team (previously PC, retired) protecting Canada. Founded 1981.

Legion. Washington, DC. NPC team protecting Washington and the East Coast. Founded 1982.

Lightning Strike. Samana Cay. NPC team protecting the Federation of Atlantia. Founded 1987.

Mutant Force. Buffalo, NY. NPC team fighting anti-mutant villains internationally. Founded 1971.

New Champions. Chicago, IL. PC team protecting Chicago and the Midwest. Founded 1981.

PACT. Warsaw, Poland. NPC team protecting the Warsaw Pact countries, excluding the USSR. Founded 1984.

Round Table. London, England. NPC team protecting the British Isles. Founded 1941.

Rus. Moscow, USSR. NPC team protecting the Soviet Union; government-independent. (Features characters from *Red Doom* sourcebook.) Founded 1985.

UltraForce. Seattle, WA. PC team protecting American northwest and western Canada. Founded 1986.

Westguard. San Francisco, CA. PC team protecting western U.S. and the South Pacific islands. Founded 1981.

SOCIETIES AND AGENCIES

The Black Robes. Mysterious Asian society dedicated to the preservation of the Pattern, the natural flow and pattern of the Universe. See ShadowWalker in the Strike Force section.

HeroNet and EuroNet. Computerized communications service for the superhero community. Includes computer bulletin board with low-priority news exchanges between superhero teams (only available to recognized supers but not impossible to hack into). HeroNet provides quick distribution of important news to everyone on the net. HeroNet takes messages and distributes them when possible to superheroes and even supervillains. HeroNet (serving North America) operated by the Wildman Company, financed by them and by the New Champions; EuroNet (serving Europe) operated by Wildman Company but financed by UNTIL. Founded 1982.

The Organization. Unaffiliated Swiss secret society which works to keep the world powers in balance; performs espionage on superpowers and sends the information to the other superpowers.

Salem Academy. Officially a high-school and undergraduate-accredited boarding school, actually a school for young supers. Supported by contributions from teams such as Strike Force, Shadow Warriors, New Champions, Crusaders, Legion, Salem, MA. Founded 1985.

StarGuard International. From *Super-Agents*. Based out of Chicago, IL.

Takara Clan. Wealthy, influential, large Japanese clan which frequently interacts with superheroes.

UNTIL. United Nations super-agent society.

Wildman Company. New York City-based adventuring society with many 100+ point normals. Founded 1933.



VILLAINS AND NEUTRALS

You can't be a hero without villains — or at least enemies — to combat. In this section, we'll showcase the major villains of the Strike Force campaign — from the evil to the mercenary to the sympathetic to the silly. The villains who have caused the most trouble across the years for Strike Force include:

OVERLORD. He is the ultra-powerful world-conquerer, the villain who fights the heroes because they're in his way — between him and his ultimate goal. Though Overlord's threat now appears to be ended, many of his children and former followers have now entered the super-arena — some as villains, some as heroes, some straddling the line.

THE PRODUCER. This madman is the creator of monsters made to unleash on the world; he is a genuine crazy who has no comprehension that the world is anything but a movie. Though he is not evil, he has little understanding of the world and his creations do a lot of harm.

THE REAPERS. This is an wide-spread international crime cartel — created by an ancestor of two of the Shadow Warriors heroes. Long familiar with the actions of super-heroes, the Reapers are a constant menace to Strike Force and the Shadow Warriors.

And there are many others — as you'll see on these pages.

OVERLORD AND FAMILY

The master villain Overlord, self-appointed world conquerer, was one of Strike Force's greatest enemies. Today, he is retired, developing anti-aging medical treatments and genetic engineering techniques, and interacting peacefully with Strike Force, but in your campaign he can still be an active archvillain.

OVERLORD

VITAL STATISTICS

Age: 38 (appears 30). 6'4", 260 lbs. Hair tawny gold, eyes black. Katari/Terran cross (Scandinavian coloration, leonine Katari features). Public ID Thomas Dirkson, real name Tanar t'Darthesin.

HISTORY

Some members of the Katari race (an offshoot of the Shivall race) are space pirates and slavers. Tanar's mother Anna was a woman captured from Earth and sold to Danar (governor of Katar); by virtue of indomitable personality, she won her freedom, then worked to improve the situation of Terran slaves and ex-slaves, becoming a heroine to the Terrans and their descendents on Katar.

Her son (by Danar) was Tanar. He was a *kutu* (the Katar equivalent of nerd) — physically weak because of his Terran heritage, unhappy, studious, and inventive. He resented his mother's popularity and grace, his father's strength and charisma, his own weakness and unattractiveness to Katari women. He swore to make himself the most powerful Katari warrior ever, master of women, leader of nations.

By the time he reached manhood, Tanar was a biomedical genius, developing genetic treatments which would eventually make him stronger than any Katari. In the meantime, he designed a power armor suit and departed Katar for his mother's world, where he planned to begin his conquests. On Earth, he finalized his genetic treatment and took it, but it would be many years before the mutagenic changes would be done, so he continued wearing his power suit.





During this time, while studying the Earth and making his plans, he met the young mutant Prism (Chloe Christenson), who fell in love with him. He took her back to his underground Lair as his free companion, delighted to have someone so devoted to him. Later, during one of his first fights with the Crusaders, another woman, Joanna Glenleven, offered to be his companion if only he'd make her wealthy and powerful. He agreed and took her home, too. This began a decades-long conflict between the two women.

Overlord, over the years, collected other beautiful women: Some were free companions, others were superheroines he'd captured and implanted with mind-control devices — including la Panthere (see the Strike Force section). He acquired a virtual harem of super-women.

His first conquest scheme, the capture of Chile, was thwarted by the Crusaders of New York. The Crusaders stopped many of his plans, and then the new team Strike Force began interfering with him — capturing him on one occasion. But the authorities thought he was of normal strength without his suit, and by now he was super-strong without it, so he simply walked out of his cell.

Having become fantastically wealthy because of inventions he'd patented, he bought the island of Samana Cay in the Carribean, intending to use it as his new power base; he abandoned the old Lair.

Overlord's oldest child, his daughter Tanith (by Prism) left the Lair, seeking training in the outer world and hoping to gain her father's attention, which he seldom gave to his daughters. But about the same time, his son Morgan (by Lady Power) desired to make his own mark as a conqueror. Overlord opposed the move but eventually gave in to Lady Power's entreaties, giving Morgan (who called himself Power Lord) the old underground Lair and a team of hired supers. Power Lord then launched his first and only plan: He captured Strike Force Mansion while the heroes were out, gassing the Main Mission Team and civilian employees, teleporting them back to his base, lying in wait for Strike Force. But Ichi-ban's wife Ryoko had sent out a distress signal; Strike Force returned, aware of his intrusion, and captured him.

Ichi-ban, emotionally unstrung because Power Lord had dared to kidnap and threaten his wife, vowed revenge on the young villain. He used his powers to sneak into the super-prison where Power Lord was held, killing him with a lethal dose of potassium cyanide. (See Ichi-ban in the Strike Force section.)

This blow shocked Overlord out of many of his preconceptions about his career and intentions. Depressed, blaming himself for his son's death, he lost his interest in conquest and domination.

Lady Power left him, claiming the right to exact revenge on Ichi-ban; he acquiesced to this and did not pursue Ichi-ban himself.

He freed his mind-controlled companions, altering their memories so they recalled their stays with Overlord as passionate affairs — so they would not be emotionally injured by their time spent with him, as la Panthere had been. All of his free companions but Prism left him. Depressed, abandoning his plans for conquest, he retired.

Eventually, his pride and restless nature got the best of him, and he began work again — in the field of technology and medicine. He refined his genetic experiments, developing antigeria treatments (medicine to combat aging), distributing his volumes of notes to scientists capable of utilizing them. No longer a villain, he is reconciled with Luster and Strike Force, trying to find a new role and future for himself.

POWERS

Overlord's powers include enormous physical strength and vitality, a great intelligence and indomitable will, scientific skills, and a mighty power-armor suit.

His Katari heritage leaves him vulnerable to poison and gas attacks, and to light illusions: He has trouble distinguishing between holograms and actual objects.

OVERLORD

Val	Char	Cost	100+	Disadvantages
60	STR	50	20	2x STUN from gas or poison attacks
30	DEX	60	10	2x Effect from light illusions
40	CON	60	20	Keeps his word
20	BODY	20	20	Scientific Curiosity
30	INT	20	5	Rudimentary Heroic Feelings (x1/2)
30	EGO	40	5	Unusual Looks, 8- (Ktari, leonine)
30	PRE	20	10	Public ID (Thomas Dirkson)
20	COM	5	30	Hunted by PRIMUS, 8-
20*	PD	8	30	Hunted by U.S. Government, 8-
20*	ED	12	650	NPC Bonus
6	SPD	20		Previously:
20	REC	0	(25)	Enraged when thwarted 14-, 8-
80	END	0	(10)	Desire to dominate (x1/2)
75	STUN	5		Hunted were Strike Force and Crusaders

Cost Powers

END

100†	Multipower (175 Active pts.)	
20†m	15d6 Energy Blast, Armor piercing, 1/4 END	5
9† m	Flight 25", 1/4 END	1
3† u	15" Teleport, half move and attack	8
4† u	6d6 Flash	12
9† u	5d6 RKA, 8x END Battery	
5† u	Desolidification, 8 Body, 0 END	0
60†	Armor: 33PD/30ED	
17†	30 pts. Life Support	
6†	10 pts. Flash Defense	
11*	360-degree Vision	
6*	UV Vision	
3*	Telescopic Vision, 10x (x1/2)	
3*	Microscopic Vision, 10x (x1/2)	
2*	High-Range Radio Hearing (x1/4)	
3	Instant Change (IAF Belt)	
5	5 pts. Ego Defense (11 total)	
30	1/4 END Strength	3
120	Gadget Pool (100 Active pts.)	
	Skills	
5	Computer programming 15-	
7	Gadgeteering 16-	
3	Paramedic 15-	
3	Scientist	
35	Sciences: Genetic Engineering 18-; Biochemistry 17-; Antigeria Medicine 16-; Behavior Modification Techniques 15-; Cybernetics 13-; Teleport Technology 13-; Microelectronics 12-	
10	PS: Doctor 14-; PS: Surgeon 14-	
3	Linguist (Katari is native)	
3	English, native accent	
3	Norwegian, native accent	
2	Spanish, complete	
40	+5 Skill Levels, combat	
50	Base (Samantha Cay)	

COSTS:	Char.	Powers	Total	Disadv.	Base
	320	+	580	=	900
				=	800
					+ 100

OCV: 10+; DCV: 10+; ECV: 10; Phases: 2,4,6,8,10,12

* Villain ID only (OIF Helmet)

† Villain ID only (OIF Armor)

Typical Gadgets in pool include:

- (1) *Automatic teleporter*: Teleport 15", x8192 distance (approx. 150 miles), 1 floating location, 1 charge, activates when unconscious (IIF module), Real Cost 31 pts.

PERSONALITY

For most of his life, Overlord overcompensated for his feelings of inferiority. Once an unattractive weakling, he forced himself to become powerful, forced enemies to obey him, forced women to love him, forced his will on the world. But when Morgan was murdered, he finally realized how empty the pursuit of his goals had left him. Today, much of his arrogance taken from him, he has reconciled with Tanith and begun a more mature relationship with Prism.

He is uncomfortable with some of his deeds of the past, too honorable just to forget them but too proud (and inexperienced in humility) to know how to atone for them.

COSTUME

Overlord's power suit is metal-flake green, with golden gloves, trunks, boots, and twin diamond-shapes across his face. A red crystalline eye-slit spans the front of his helmet. His costume, high-tech circuit-imbedded stasis cloth, retracts into his belt when not in use.

CAMPAIGN USE

In his non-villain form, Overlord is a source of scientific knowledge. He has created genetic treatments which can triple the potential lifespan of recipients (all members of his family have received it) and now sells this and other antigeria treatments for very high fees. He is a collaborator with geneticists and can be persuaded to help defend the Earth from alien invaders.

VILLAIN OPTION

In his villain version, Overlord's son Morgan was never murdered — or Overlord was less affected by the murder. He still plans conquest and world domination, still captures and controls supers, is still very much the arch-villain.

POWER LORD

VITAL STATISTICS: Age: 16 (at death; would now be 18). 5'11", 160 lbs. Hair blond, eyes brown. Katari/Terran cross, caucasian features. Real name Morgan t'Darthesin. STR 50 DEX 18 CON 23 BODY 10 INT 8 EGO 15 PRE 15 COM 10 PD 12 ED 12 SPD 5 REC 15 END 46 STUN 47. 1/4 END, STR. +6 skill levels, punch and ranged punch. Armor, 12PD/12ED*. STR Usable at Range (for Punch)*, STR is Armor-Piercing*. Flight 15". (* = OIF Power Suit).

HISTORY: The first son of Overlord, Morgan grew up twisted, greedy, and stupid, his mother's pawn. She persuaded him to become a supervillain prematurely, and he died in his first mission (see Overlord's history).

POWERS: Great strength, combat training, backed by power suit which let him throw punches at range.

PERSONALITY: Obnoxious, arrogant, bullying.

COSTUME: Stasis-cloth power armor; green trunks, torso, sleeves, helmet, swash-topped boots; golden leggings, belt, gloves; red visor on helmet.

CAMPAIGN USE: Minor villain; comic relief (dimwitted brick who can't understand why he always loses); nuisance for Luster.

FIRE HAWK

VITAL STATISTICS

Age: 16. 5'10", 160 lbs. Black hair, blue eyes. Amerind/Katari cross (native American coloration, leonine Katari features). Public ID Alexander Dirkson, real name Amalan t'Darthesin.

HISTORY

Overlord sometimes captured supers to take cellular material from them to examine. One such super was a Comanche heroine with flame powers, briefly captured and then freed by Overlord. Intrigued by her gene patterns, he used her cells and his own to create a child, growing the embryo in vitro (in an artificial, laboratory womb).



The result, Overlord's second son Amalan, was a mutant with strong fire-based powers and Katari physical traits. Raised by Prism, he was studious and intelligent like his father, but cheerful and outgoing like his foster mother, and powerful enough to intimidate Morgan and ignore the jealousy of Lady Power. He took well to his physical and technical training, becoming good friends with Overlord's trainer Shamrock (*Enemies*).

When Morgan was slain, Overlord abandoned all his plans of conquest. Amalan, because no one else was doing it, began to rule Overlord's base, the island of Samana Cay, and began studying his father's notes on conquest.

His father's plans for expansion through the Carribean were good ones, but unconcerned with the fates of the individuals conquered. Amalan, a student of politics and history, added an innovative (and very libertarian) constitution to them, and decided to try them himself.

Forming the super-group Lightning Strike (described later) and an assault corps of soldiers armed with non-lethal weapons (NND select-fire blasters), Amalan attacked the most troubled island in the Carribean, banishing its corrupt military leaders in a bloodless coup, instituting a program of economic recovery. Strike Force, at the request of the U.S. government, visited — and liked what they saw, being impressed with Fire Hawk's personality, tactics, and the future he offered his subjects. They departed, facing the certain anger of the U.S. government but deciding not to interfere.

Since then, the youthful, earnest ruler, styling himself a benevolent tyrant, has continued to conquer troubled Carribean nations, introducing industries (such as high-tech micro-computer companies), setting up a network of armed satellites for protection from missile attacks. His conquests form what he calls the Federation of Atlantia, which he intends to be the leading world power of the future. He has earned the enmity of the U.S. government and of the Sea Folk, a hidden race of sea-breathing humans, who had planned to conquer these islands themselves.

POWERS

Fire Hawk's powers are mutant-based flame abilities, backed by thorough training in their use, martial arts, and a variety of mundane skills. He wears an armor suit in the style of Katari warriors. Unfortunately, his powers leave him vulnerable to cold and water attacks, and his Katari heritage makes him vulnerable to poisons and gases.

PERSONALITY

Fire Hawk is earnest and determined, mature for his years, a student of world politics and history and determined not to repeat the mistakes of past regimes — or of his father.

Fire Hawk's closest confidants are his father and Prism, his foster mother; Luster of Strike Force, his sister; and Shamrock, his ally in Lightning Strike. He has recently become romantically interested in the second Dr. Arcane (Donna Hannah, from *The Coriolis Effect*).

COSTUME

Fire Hawk's regular costume is a comfortable, well-engineered suit of articulated plate armor (in the style of the traditional Katari warrior), enamelled in red and yellow flame colors.

FIRE HAWK

Val	Char	Cost	100+	Disadvantages
30	STR	20	20	2x STUN from Cold and Water based attacks
20	DEX	30		
23	CON	26	20	2x STUN from gases and poisons
20	BODY	20	15	Determined to be better than father
20	INT	10	5	Unusual Look 8- (Katari features and Amerind coloration)
20	EGO	20		
20	PRE	10	10	Public ID (Alexander Dirkson)
20	COM	5	30	Hunted by Sea Folk, 11-
14+	PD	8	200	NPC Bonus
14+	ED	9		
5	SPD	20		
12	REC	0		
46	END	0		
47	STUN	0		

Cost	Powers	END
105#	Multipower Fire Powers (105 Active pts.)	
6 u	1d6 Body Destruction, at range, 1/4 END	2
6 u	13d6 Energy Blast	13
6 u	4d6+1 RKA	13
3 u	Forcefield: 13PD/13ED, 1/4 END	1
3 u	1d6KA Damage Shield, 1/4 END	1
3 u	Flight 17"	3
27	Armor: 12PD/12ED (OIF Armor Suit)	
5	High Range Radio Hearing (OAF)	
5	5 pts. Ego Defense (9 pts. total)	
10	Martial Arts (Basic Karate: 8d6 Punch, 10d6 Kick, 1d6+1KA Chop)	
	Skills	
3	Electronics 11-	
6	Pilot 13- (light planes, helicopters, military jets, antigrav vehicles)	
8	KS: World Politics 13-; KS: World History 13-	
4	Katari Language, Native	
20	+4 Skill Levels with Multipower Attacks	

COSTS:	Char.	Powers	Total	Disadv.	Base
	180	+	220	=	400
				=	300
				+	100

OCV: 7+; DCV: 7+; ECV: 7; Phases: 3,5,8,10,12

CAMPAIGN USE

Fire Hawk represents a difficult choice for PC super-teams. He really is improving conditions wherever he conquers, and creating an innovative society where citizens are considered to be responsible for everything they do; where crime and rudeness are increasingly rare — and often dealt with by on-the-spot trials with citizen juries; where technology and scientific knowledge can flourish.

He does want to rule (not all the world), but wants to rule well, and will abdicate if an area he conquers still does not want him after five years of his rule.

But, when it comes down to it, he is also the son of a notorious supervillain, using that villain's economic resources to conquer a corner of the world. Most governments are opposed to him, including the player-characters'. So, do the heroes accede to their government's wishes and throw him out of the territories he's conquered, or leave him be and see what good will come of this Federation of Atlantia?

VILLAIN OPTION

In villain form, Fire Hawk is doing much the same thing, but as a minion of his father.

LIGHTNING STRIKE

Lightning Strike is the official super-team of the Federation of Atlantia, composed of Fire Hawk and several other supers. Most of them are ex-villains and mercenaries anxious to take on legitimate work in a nation where they're not wanted by the authorities. Other team members include:

FLARE: Energy projectress, ranged combat specialist. Age 28. (From "School Holiday," *Space Gamer* #51, but with an EC instead of a Multipower: 12D6 EB, 1/4 END; Armor 18PD/18ED, Costs END, 1/4 END; Flight 30", 1/4 END; Flash 6D6, 1/4 END; Teleportation 20", 10" and attack, 1/4 END).

LADY BLUE: Flying brick and acrobat, the team's gadgeteer. Age 19. (From *Enemies*, but Flight 17"; Basic Aikido; 60-pt Gadget Pool; many sciences.)

SHAMROCK: Formerly Overlord's regular sparring partner and trainer, now head of security for Federation of Atlantia and front-line brick for Lightning Strike. Age 32. (From *Enemies*, but +3 in H-to-H Combat.)

SLIVER: Team tactician, martial artist. Age 31. (From "School Holiday," but flechette launchers now a large gadget pool; CON 23 INT 18 EGO 18 PRE 20; Basic Aikido, Basic and Advanced Karate; Armor 15PD/12ED Hardened, OIF.)

All members receive Overlord's long-life genetic treatment as one of their employee benefits. The team can have many other members, as the GM wishes.

THE ARMY OF THE FEDERATION OF ATLANTIA

The soldiers of Fire Hawk's army are elite flying troopers with integrated armor suits. They look like this:

AGENT VITAL STATISTICS: STR 13 DEX 12 CON 13 BODY 10 INT 10 EGO 10 PRE 13 COM 10 PD 3 ED 3 SPD 3 REC 6 END 26 STUN 24. Skills: Familiar, Firearms. Martial Arts (Choice). English, basic conversation (usually Spanish is native). Choose Two: Piloting (Federation of Atlantia gravity vehicles) 11-; Electronics 11-; Gunsmith 11-; Communications 12-; Tactics 12-; +1, blaster; +1, martial art; Climbing 12-; +1 Perception. Vehicle.

AGENT EQUIPMENT: Energy Blast (2D6 NND select-fire, defense is Force Field, 250 shots, OAF blaster pistol, 20 pts); Armor (7 Physical, 5 Energy, OIF power armor suit, 13 pts); Life Support (15 active, OIF power armor suit, 10 pts); Parachute (4" Gliding, OAF, Cannot Climb +1/2, One Continuing Charge, 0 END, 1 pt); Radio (Radio Hearing, OIF power armor suit, 3 pts); Superleap (5" leap, OIF power armor suit, 14- activation, 4 uses, 3 pts).

VEHICLES: Some agents pilot grav personnel carriers, but most wear grav jet-packs (bought as Vehicles instead of Gadgets): Flight 10"/segment (silent, PER roll to hear); ACC 1, DCC 4, TURN 5, STR 15 (small, x1/4 SIZ, +1), Defense 4/side (does not protect wearer), BODY 2. 81 pts; Startup Time 1 Turn (-6 pts). Mass 25 kg. No Pilot skill needed.

LADY POWER

VITAL STATISTICS: Age 38 (appears 30). 5'10", 140 lbs. Blonde hair and brown eyes. Small demonic horns on brow. Caucasian (American). Real Name Joanna Glenleven. STR 60 DEX 20 CON 28 BODY 10 INT 10 EGO 20 PRE 23 COM 18 PD 20 ED 15 SPD 5 REC 20 END 56 STUN 54. EC (Demon Magic); slots: Power Destruction 1 1/2D6 vs. special effect Magic (largest power), invis, at range; Force Field, 15PD/15ED, invis, 1/4 END; Flight 20" 1/4 END; EB (Flame) 14D6; Shapeshift, +1 level shrinking, 0 END. Armor 9PD/9ED, hardened. +3, combat. 1/4 END, STR.

HISTORY: Petty crook; she met Overlord and swore to be his faithful companion in return for power and money. She

received treatments to make her strong; bore Overlord a son, Morgan. When Morgan was murdered by Ichi-ban, she blamed Overlord for his death; she bartered herself to Scoff for the power to take revenge. Her revenge failed; now, her powers reduced, she is a servant of Scoff.

POWERS: Great Strength, and new demonic powers.

PERSONALITY: Wicked, Greedy. Hates Ichi-ban, Luster.

COSTUME: Dark red long-sleeved bodystocking and boots, gold gloves, gold leggings, gold sash at waist, face bare. (With Overlord, no horns; red costume parts were green.)

CAMPAIGN USE: Bedeviler of magical heroes (stays near in shapeshifted form, destroys their powers, then attacks).



PRISM

VITAL STATISTICS: Age 37 (appears 25). 5'7", 125 lbs. Hair blonde, eyes blue. Caucasian (American). Secret ID Chloe Christenson. STR 15 DEX 23 CON 23 BODY 12 INT 18 EGO 15 PRE 18 COM 18 PD 10 ED 10 SPD 5 REC 10 END 46 STUN 32. Elemental Control (Light Powers): +30 STR, not to figured stats (+1/2), 1/4 END (Black, based on FF); "Force Field" (actually Armor) 9PD/9ED, Costs END, 1/4 END (Blue); Desolidification, 9 BODY (Yellow); NND (Heat, defense is 20+ Life Support), 4 1/2D6, 14- activ. (Red); Life Support, Full, Costs END, 1/4 END (White). Basic Aikido, Basic Karate.

HISTORY: Mutant; when teenager, met and fell in love at first sight with Overlord; bore him a daughter, Tanith; stayed with him in spite of Lady Power and recent problems; has at last earned his respect and genuine affection.

POWERS: Light-based mutant powers, martial arts.

PERSONALITY: Kind, stubborn, gracious.

COSTUME: Gray bodystocking (face bare). Striped cuffs and belt, Black-White-Blue-Yellow-Red-White-Black pattern. Bodystocking changes to color of last power activated.

CAMPAIGN USE: Luster's mother; secretly contacts heroes to tell them of problems Overlord faces.

VILLAIN OPTION: Same, but with villain version of Overlord; hateful after years of competing with Lady Power.

OVERLORD'S BASE

Overlord's base, the Carribean island of Samana Cay, now ruled by Fire Hawk, looks like this (under the "Hideouts and Headquarters" rules from *Champions*).

Cost Statistics

Location

6 pts Distant (Carribean), Island

Size

21 pts 10,000,000 hexes (21 pts, ACM x6); (Overlord, Fire Hawk, Prism, Lightning Strike properties each 160,000 hexes, ACM x 4 1/2; each property has 10,000 hexes' worth of buildings, ACM x 3 1/2)

Concealment

12 pts Armored buildings appear normal

Communications

12 pts High-range radio, visiphone, TV/radio, satellite link, 10 hexes

Armor

96 pts +12 Def, +12 BODY on 40,000 hexes' worth of buildings

Labs

35 pts Overlord Property: Genetics +3 (4 pts, 6 hexes), Antigeria +3 (4 pts, 6 hexes), Cybernetics +2 (3 pts, 12 hexes), Behavior Modification +2 (3 pts, 5 hexes), Teleportation (1 pt, 3 hexes), Medicine +4 (5 pts, 17 hexes), Electronics +4 (5 pts, 17 hexes). Lightning Strike Property: Electronics +2 (3 pts, 11 hexes), News Analysis (1 pt, 3 hexes), Cybernetics +2 (3 pts, 12 hexes), Medicine +2 (3 pts, 11 hexes).

Agents

158 pts (High-tech army of the Federation of Atlantia:) 100-point agents (45 in stats and skills, 50 in equipment, 5 in vehicles), with 11- loyalty (to Fire Hawk), 1000 agents

Powers

52 pts Enhanced Radar Perception +40, IIF Sensors

17 pts Lightning Strike Building: Radar Sense, -1/1250", metal objects or objects over 15' long only (-1), IIF sensors

18 pts Life Support, 15 active, ACM x3 1/2, IIF, Costs END (-1/2)

101 pts Laser Defense System: RKA 6D6 AP, No Range Modifier (+1/2), x1,000 range (about 100 miles) (+2 1/2), Requires Radar Lock-On (-1), Does 1/3 Damage to Living Targets (-1/2, full damage only to armor and machinery), OIF bunker (-1/2)

80 pts Teleporter Warning (Detect Teleportation, Sense, Locate, Analyze, over entire island — ACM x6), IIF

45 pts Distant Early Warning System (Detect Incoming Attacks, Sense, Locate, over 200-mile radius — ACM x 9), IIF sensors, Only for Missiles and Vehicles (-1 3/4; only missile and invasion attacks trigger it)

Overlord Building

5 pts Telescopic Vision, x500, OAF (-1), astronomic use only (-2)

18 pts Life Support, 15 active, ACM x3 1/2, IIF, Costs END (+1/2)

13 pts Medilab (Antigeria Clinic), Regeneration 1 BODY/hour, 32 patients (103 hexes), IIF

72 pts Teleportation, 25", x16 mass, x250,000 distance (anywhere on Earth or 12,500 km into space), 20 memorized and 4 floating locations, 2x END Battery (64 END), recharges 1/turn (-1/2), OIF

Computer

85 pts INT 80; 80 pts' worth of skills, sciences, databases; Base Hookup for Lightning Strike and Overlord properties (ACM x 4 3/4); 5 hexes; installed in Overlord property

Power Plant

64 pts Civilian island power plant (32 END/segment, 32 pts, 6 hexes); Overlord property power plant (5 for ACM, 1 for Computer, 2 for labs, 10 for Life Support; total 18 END/segment, 18 pts, 6 hexes); Lightning Strike property power plant (5 for ACM, 1 for labs; total 6 END/segment, 6 pts, 4 hexes); Fire Hawk building (4 for ACM; 4 pts, 3 hexes); Prism building (4 for ACM; 4 pts, 3 hexes)

Disads

10 pts Publicity: Well known

Points

-900 pts Overlord Mastermind Bonus

MIND-CONTROL DEVICES

The mind-control devices once used by Overlord used the following powers:

- 2D6 Power Destruction (EGO), 8x END Battery, Uncontrollable Continuous, destroys EGO to 0 only;
- High-Range Radio;
- Mind Control 4D6, 0 END, Always On;
- Database of Overlord's Commands ("Obey Overlord; Do Not Betray or Harm Overlord by Deed or Omission; Relay to Overlord Any Information You Think Important To Him; Act Normally; So Long As You Do Not Disobey Standing Orders, Do As You Please.");

- EGO 10 pts, Usable on Others.

Overlord would attach the device to a victim and activate it; each of his phases, the EGO Destruction would hit until the victim's EGO was 0; then the Mind Control with the database of his orders would kick in.

The devices were no good against characters with seven or more points of Power Defense, only worked a short time (a matter of phases) against characters with Regeneration.

In an OAF helmet or coronet, the device cost 67 points. In an OIF collar or IAF earring or ring, the device cost 85 points. In an IIF implant, the device cost 99 points.

Overlord no longer uses these gadgets, and Fire Hawk dislikes them.

THE PRODUCER AND HIS PRODUCTIONS

The Producer, a madcap villain, has often been a thorn in Strike Force's side. Though not evil, he is utterly crazy and frequently endangers people with his experiments.

THE PRODUCER

VITAL STATISTICS

Age: 40 (apparent). 6'1", 150 lbs. Hair brown, eyes blue. Caucasian (English). STR 30 DEX 18 CON 23 BODY 18 INT 33 EGO 18 PRE 18 COM 10 PD 6 ED 4 SPD 6 REC 11 END 46 STUN 45. Armor 15PD/9ED Hardened. EGO Defense, 5 pts (9 with INT). Flight 20", foulable foldup wings. Life Support, 20. Regeneration, 3 BODY. Sciences: Artificial Life 17-, Biochemistry 15-, Paramedic 16-, Medicine 16-. Knowledge of Public Figures and Movie Stars/Characters 17-. Mastermind Bonuses: Bases in Cannes, Hollywood, New York City, Tokyo.

HISTORY

The Producer was born Zachariah Albritton in 1888, and grew up to be a brilliant doctor and biochemist. In the 1930s, he stumbled on the secrets of artificial life and created several android heroes in the 1940s and 1950s.

But, because of the Governor's interference with scientific development (see the History section), Albritton could never convince the scientific community of his deeds and his genius. He was mocked and ridiculed. In the late 1950s, his mind snapped. No longer able to deal with the humiliation, he committed suicide by guillotine.

But one of his androids, not wishing for his genius to be lost, captured his memory and brain patterns in one of his experimental devices, then labored for a decade, using the man's own techniques to create him an imperishable body.

The operation was a success; the data that constituted the memory and personality of Dr. Albritton survived the transition into his android body.

Restored to life, he was still crazy. He no longer wished to batter his head against the scientific community. He wished only to live a happy, colorful, musical life, like that seen in the movies.

The movies became his obsession. He began using his genius to create android duplicates of people (and monsters) he saw in the movies and on the television — the more ridiculous, the better. Having created something lovely, he would release it into the world. And if the creation was dangerous, superheroes inevitably had to deal with it.

The Producer, as he now calls himself, has plagued Strike Force with giant Japanese lizards, 1930s movie monsters, hulking Italian swordsmen from sword-and-sandal fantasy movies, alien invaders, and much more. He has also helped

the team, during the TkTk Horde invasion, by creating an authentic network news studio (populated with famous anchorpersons) and faking the broadcast which convinced the TkTk that their technology offer was being rejected.

The Producer supports his operations by creating special-purpose and super-powered androids for various crime cartels. His work is good, and he earns incredible fees.

POWERS

The Producer has a tough, resilient android body but no real attack powers.

With his sciences, however, he can create anything he wishes to, up to super-beings which only whole superhero teams can handle. If he needs to perform a task, he can create the android to do it. His androids can be very simple things with accelerated aging and no intelligence (some are water-soluble), or can be practically undetectable as androids, fully living and interfertile with human beings.

PERSONALITY

The Producer is crazy, but not evil. He just doesn't remember that what he does can hurt people. He doesn't understand that this is not a movie, that after the director calls "cut" the victims don't just get up again.

He is a fan of the movies and public figures; so heroes finding his bases often find android duplicates of important persons about: The Princess of Wales as his social secretary; round-table political discussions between Plato, Marx, Teddy Roosevelt, and Kublai Khan; and new movies being filmed with a wish-list of actors who lived at different times, many of them now dead.



COSTUME

The Producer wears ordinary street clothes and a lab smock. His shirts and smocks have slits in the back so that he may extend his wings (normally worn flat against his back) when he wishes to fly.

CAMPAIGN USE

The Producer is a good opportunity for a comedy adventure. The adventure goes something like this: The Producer sees a wonderful new science fiction, disaster, fantasy, or horror movie, discovers something that interests him, recreates it in his lab, and unleashes it on the city, having a camera-crew follow the action while the hapless heroes try to fix things. The Producer himself is never seen (he uses Dan, below, as his messenger); if he is actually captured, you can have him transfer his consciousness to another android body in another base.

The Producer can also be the origin of a superhero's power: Pity the poor hero who discovers that he's not a mutant after all, but a recently-constructed android with false memories and no past...

DAN

VITAL STATISTICS: Age 30 (apparent). 6'3", 140 lbs (skinny). Hair black, eyes black. Caucasian (English). STR 10 DEX 15 CON 18 BODY 8 INT 20 EGO 15 PRE 15 COM 10 PD 8 ED 8 SPD 4 REC 6 END 36 STUN 22. Running 10"; Conversation 14-; other skills as Producer sees fit.

HISTORY: Dan is the Producer's favorite messenger, as crazy as the Producer himself. The Producer keeps Dan's personality and memories in a storage device, creating a new Dan body for every errand; these bodies often self-destruct in bizarre fashions when their missions are accomplished.

POWERS: None, or as the Producer sees fit.

PERSONALITY: Theatrical (overly so).

COSTUME: Usually, top hat and tails, with cane; usually comic because of his skinny physique. Or, as situation demands (in Hollywood, shirt open to navel and gold spoon, for instance).

CAMPAIGN USE: Dan is the one who delivers the news of the Producer's latest experiment to the heroes (though he doesn't always do so in time for the heroes to forestall disaster). He is also the one the heroes find in the Producer's headquarters, the one who delivers the Producer's products to villains, etc.



TYPICAL MONSTERS

Here are some examples of typical monsters created and unleashed by the Producer. When running Producer adventures, don't worry about cost-accounting these creatures. Using the Agents rules from *Champions III* the Producer has two 1,000-point agents; one week they can be 1,000-point monsters, the next week they can be hordes of 100-pointers.

GHOST-CHASERS: Cute but not-so-harmless high-tech super-agents who charge around combatting imaginary spooks, hitting on beautiful women and participating in strange dialogue. STR 10 DEX 18 CON 18 BODY 10 INT 20 EGO 15 PRE 20 COM 16 PD 6 ED 6 SPD 4 REC 6 END 36 STUN 24. Armor jumpsuit 3PD/3ED. Blaster 8D6, Affects Desolid, 64 charges. Entangle 4D6, Affects Desolid, 64 charges.

GIANT JAPANESE LIZARD: Usually released near some major residential area. Not cute, not harmless. STR 125 DEX 10 CON 75 BODY 40 INT 3 EGO 10 PRE 125 COM 0 PD 60 ED 60 SPD 4 REC 40 END 160 STUN 140. 20 levels of Growth, 0 END, always on (96" tall, 46" run). PD & ED Hardened. Full Damage Resistance. 75% Physical & Energy Damage Reduction, resistant, vs. STUN only. Fire-breath 10D6RKA, area (cone). +5, combat. +5, stomp. EGO Defense 100 pts, hardened. Power Defense 30 pts. Disintegrates or shrinks to 2' tall when exposed to some common substance or treatment (such as water, vinegar & oil dressing, radiation, ink, etc.).

GLADIATORS: Fun-loving fighters who run amok, harmlessly bashing one another while tearing through taverns, coliseums, red-light districts, costume parties, etc. Their mouths move in Italian but English comes out. STR 30 DEX 20 CON 28 BODY 15 INT 8 EGO 10 PRE 20 COM 20 PD 15 ED 15 SPD 5 REC 12 END 56 STUN 44. Armor 10PD/8ED, OIF cuirass; Armor 10PD/8ED, OAF shield, only when aware of oncoming attack; Superleap; 1 1/2D6 HKA (3D6 with STR); Regeneration 2 BODY.

ZOMBIES: Masses of hungry pseudo-undead creatures who invade pizza parlors and other restaurants, ordering the most disgusting-looking foods on the menu from the terrified restaurant operators, and then rampage through downtown eating their meals. (Don't hurt anyone directly but cause numerous accidents.) Dissolve when captured. STR 10 DEX 10 CON 10 BODY 10 INT 10 EGO 10 PRE 30 COM 0 PD 2 ED 2 SPD 3 REC 4 END 20 STUN 20. Running is only 3".

CUTE CARTOON CRITTERS: Masses (never less than ten at a time) of fun, harmless, cute little monsters which go on rampages through shopping malls, lecturing children on good citizenship while running amok through toy-sections and candy-stores. STR 5 DEX 20 CON 20 BODY 10 INT 10 EGO 10 PRE 15 COM 36 PD 8 ED 8 SPD 6 REC 10 END 40 STUN 30. Four levels Shrinking, 0 END, always on; Run-ning 20"; +6 skill levels in Dodge; Clinging; Invisibility; Teleportation 15". And others, similarly disturbed, as they occur to you.



SCOFF

VITAL STATISTICS: Age Unknown. 6'8", 300 lbs. Tawny lion's mane and fine fur; extra fur on lower legs, chest, wrists. Gold catlike pupils to eyes. Large gold ram's horns. Fur-covered batwings from shoulderblades. *On Magical Worlds:* STR 75 DEX 20 CON 38 BODY 20 INT 23 EGO 30 PRE 33 COM 30 PD 15 ED 10 SPD 6 REC 25 END 80 STUN 80. Seduction 17-, Persuasion 17-, Knowledge of the Multiverse 13-, of Earth 15-, of Champions of Law 15-. STR at 1/4 END. STR Affects Desolid. Flight 23" foulable wings (+1/2). Armor 15PD/15ED, hardened. 50% physical and energy Damage Reduction, resistant. HKA 2D6 AP (4D6 with STR), 0 END. Elemental Control (Demon Powers): Transformation Attack (2D6 Cumulative, turns target into obedient super-powered demonic servant, only on consenting victims, 0 END); Mental Illusions 20D6, cannot do BODY damage, 1/16 END, only



sleeping victims; Mind Scan 30D6, +20 to locate, 0 END; Telepathy 20D6, cannot probe memory, 0 END; Growth 10 levels, 0 END (additional stats not already figured into stats above); Shapeshift, any shape, +4 levels shrinking, 0 END; Teleport, 20", x16 mass, 1/4 END (only on consenting persons or inanimate objects), interdimensional, 20 memorized locations, on Earth and elsewhere (also usable at range, interdimensionally, only on his servants, to return them to his own plane). Full Life Support. EGO Defense, 10 pts. Power Defense, 10 pts. +4 Overall Levels. *On Technological or Techno-Magical Worlds:* STR is 5; HKA is 1 pip; four levels Shrinking 0 END, always on, no Growth possible; otherwise as before.

HISTORY: The demon Scoff, a devotee of Chaos, has been interfering in mortal affairs for centuries, trying to change the Earth into a chaotic, magic-based world. He opposes champions of Law and the Pattern (such as ShadowWalker). Granted powers to Lady Power in return for her eternal service (see her in this section). The Mockery (see History) was related to him, but they were not allies.

POWERS: Powerful abilities on own plane. Tiny and less powerful on Earth — hard to harm, but incapable of doing much physical damage. Intrudes into victims' sleep to torment them; sends his servants, such as Lady Power, after them to inflict damage upon them; uses dreams to prejudice allies against them and to give helpful information to the victims' enemies. Very persuasive and attractive.

PERSONALITY: Luxuriant, hedonistic, implacable, imperturbable. Appreciates Earth culture, Oscar Wilde and G.B. Shaw especially. Proud. Mocking sense of humor. An admirer of beauty and art.

COSTUME: Scarlet kilt, ruby necklace, ruby rings.

CAMPAIGN USE: Enemy of Law-oriented heroes, or Balance- (Pattern-) heroes, especially magical ones. Tirelessly tries to subvert them to his cause; will eventually resort to force or trick victims to his dimension and imprison them.

THE TKTK HORDE

The TkTk are a race of pale-skinned, pointy-chinned alien invaders. They have tried once to conquer the Earth and are building their own empire on the edges of the Shival Empire.

TKTK HISTORY AND TACTICS

Thousands of years ago, the Shival race was at the height of its First Empire. It had conquered this quadrant of space, and had colonies on many, many worlds, including Earth, Dekare (see the History section), and others.

One world so colonized was Huraak (Shival for "The Rock"), a penal colony. Shival felons were let loose on Huraak, made to form their own society, grow their own food, and survive under the stern management of Shival guards. Huraak was an ugly world, cold, dark, distant from its sun, barely habitable.

The prisoners developed their own variant of the Shival language; their dialect consisted mostly of hisses and clicks — easy to understand when whispered, hard to hear mere feet away, a perfect language for convicts under constant scrutiny.

When the Shival First Empire began its slow, inexorable slide into collapse, the convicts of Huraak revolted and slew their captors. With no galactic government to hold them back, they utilized their captured machinery and spacecraft to get their own industries up and running. Calling themselves the TkTk ("High-High," or highest of the high, in their own dialect), they eventually conquered their world and again aimed for the stars.

After all these generations on Huraak, the TkTk were a smaller, paler race than the main Shival race, but they despised the Shival, desired conquests of their own, and were ruthless enough to succeed in their wars of conquest.

The TkTk prefer not to engage the enemy in active warfare. They assault planets with primitive or no space capability, and try to use the planet's own weapons against

it. If a world is highly volcanic, they'll cause numerous eruptions to blanket the world in volcanic dust and ruin its agriculture. If a world's governments are near the brink of war, the TkTk push the governments into a devastating war and then move in to pick up the pieces. If a planet has a widespread world government, the TkTk saturation-bomb the world's public buildings as a way of saying "Hello" and then descend to announce that they've taken over.

Once in charge, they arrange to pillage the planet's natural resources — new technology, scientific minds, prisoners, minerals, and so forth — and use this world as a staging area for the next assault on the next planet. So doing, they've built themselves a wide-reaching and very militaristic empire.

THE TKTK ASSAULT FORCES

The TkTk assault forces come in several varieties — and, as described in their History and Tactics, they hate to use any of them when cleverness is so much faster and more cost-efficient.

The TkTk are a human offshoot, and thus greatly resemble Terrans. On the average, they are a trifle shorter (5'8" males, 5'3" females), with sharp features (almond-shaped eyes, high cheekbones, delicate but pointed chins) and very pale skin. Normal TkTk take 2x effect from Flashes and are -2 in combat and to EGO rolls when in bright light (though wearing of tinted goggles protects from this); they are also more susceptible to skin cancer caused by ultraviolet than Terrans, but their advanced medicine counters this problem.

These are the types of TkTk commonly seen in invasion schemes:

THE TKTK OFFICER. Arrogant and uncaring. STR 8 DEX 15 CON 11 BODY 10 INT 13 EGO 13 PRE 15 COM 10 PD 2 ED 2 SPD 3 REC 4 END 22 STUN 20. Tactics 13-. Linguist. Computer Programming 12-. Geopolitical Analysis 13-. +1 with Baton. Helmet: High-Range Radio Hearing, Flash Defense 5 Phases, OIF. Armored Uniform 5PD/4ED, OIF. Shock Baton: 4D6 NND, 8 charges, No Range, OAF (TkTk symbol of authority). Jump Belt: Flight 10" 0 END, OIF, Cannot Change Direction While Flying (Must Land) (+1/2), OIF.

THE TKTK SOLDIER. Afraid of Officers, Convinced of TkTk Superiority. STR 10 DEX 13 CON 13 BODY 10 INT 10 EGO 10 PRE 13 COM 10 PD 3 ED 3 SPD 3 REC 5 END 26 STUN 22. +1" Running. Helmet: Radio Hearing, Flash Defense 5 Phases, OIF. Armored Uniform 5PD/4ED E, OIF. Blaster 4D6 AP EB, Select, 60 charges, OAF, and +2 Skill Levels only for use on Range Modifier (+1), OAF. (Alternatively, the Blaster can be a 12D6 EB, 16 charges, OAF, and +2 Skill Levels added only when Set and Braced (+1), OAF.)

THE TKTK MUTATION. In their laboratories, the TkTk have created their own super-powered beings, mostly brainless bricks trained to terrify populations and destroy defensive machinery; they're also of use against superheroes. Unlike the ordinary TkTk, who have average lifespans of around 80 years, these biomutated wretches live about ten years after their treatments are concluded. STR 60 DEX 15 CON 23 BODY 10 INT 8 EGO 8 PRE 15 COM 10 PD 12 ED 8 SPD 5 REC 17 END 46 STUN 52. Armored Uniform 15PD/15ED, OIF. Control Helmet: Radio Hearing, +10 EGO (only when obeying the orders which have come in over the helmet, +1), 10 pts EGO Defense (ditto), OIF. Energizer Belt: STR is 1/4 END, OIF. +6, Punch.

THE REAPERS

The Reapers are an international crime cartel, specializing in drug-running and high-tech exploitation.

ALASDER DELL

VITAL STATISTICS

Age: 118 (appears 50). 5'11", 150 lbs. Hair white (thick), eyes brown. Caucasian (English).

HISTORY

In centuries past, a number of unusual Western European families — families whose members lived long lives and among whom strange mutations often surfaced — began to band together for mutual protection from the suspicion and wrath of shorter-lived humans. They founded their own communities, secretly pooled political and economic resources, and kept their longevity a secret to the rest of the world. They were called the Families. The largest of these clans were the Dells and Wildmans of England, the Arreths of Scotland, and the Adeliers and LeDucs of France.

Alasder, heir to the Dell clan, was born with a strange mutation: Purely by intuition, he could divine information about a person's gene patterns, including potential lifespan and possibility of powers. He could also, by thought alone, affect the metabolism and biochemistry of others, causing weakness, quick unconsciousness, and other effects in them. Ruthless and ambitious, he assumed leadership of the Dell clan and began steps to bring the Families in line — in order to form the greatest, most ambitious criminal organization of all time.

The rest of the Families resisted, and a secret war was waged between the Families in the 20 years before World War I. When this war was done, the Families were broken — their fortunes ruined, their members scattered to the winds. Alasder Dell was in charge of what was left — but his plan was set back many decades because of the war. And his own son and heir, Jarret, had opposed and left him, disappearing from sight.

Dell's criminal empire, which he called the Reapers (a play on words: Reaping what one sows, and the Grim Reaper) grew steadily during the Great War and through the '20s and '30s, based out of his legitimate shipping concern, Carousel Imports of Glasgow. By the onset of World War II, the Reapers had branches across the world but were still secret enough to be unknown to the authorities and to the more conventional criminal cartels such as the Mafia families.

Dell suffered a setback during World War II. His son Jarret persuaded the authorities to investigate Carousel, and they discovered he'd been selling British defense secrets to the Axis powers. Dell faked his death, pretending to jump from towering cliffs into the sea. Carousel Imports was shut down, never to reopen but Dell continued to use the name Carousel for his enforcers, then his super-agents.

With the appearance of superheroes in the world, Dell acquired his own supervillains, a team he called Cobra ("Fast and poisonous" was his admiring description). The membership of Cobra has changed over the years, but it has always been a powerful tool for the Reapers.

He also began a division studying psychic powers for their possible roles in crime. This division, North American Parapsychological (NAP), was thought to be a legitimate research facility; but the results of its studies in psi science went straight to Dell, and the super-powered psis it encountered were recruited to the Reapers' cause.

Reapers investigators continued to track down the descendants of the scattered Families; one such was Meredith Butler (see *Charade* in the *Shadow Warriors* section). Her parents were secretly murdered, and she was brought to North American Parapsychological for study, where she was taught a philosophy of mutant superiority and devotion to NAP causes. But she eventually caught on and escaped, calling Strike Force for help, and exposing NAP as a Reapers front. This was a serious blow to the Reapers and earned Strike Force permanent opposition from the Reapers.

The Commodore (*Organization Book III*) was hired by Cobra before he realized it was part of a criminal empire; since then, and especially because of his wife Lorelei, he has been an enemy to the Reapers.

Alasder Dell eventually tracked down and recaptured his son Jarret; Jarret's wife was accidentally killed.



ALASDER DELL						
Val	Char	Cost	100+ Disadvantages			
13	STR	3	20	2x STUN from gases and poisons		
18	DEX	24	20	2x Body from gases and poisons		
18	CON	16	20	Desire to rule		
15	BODY	10	20	Conceited		
23	INT	13	8	Cruel and heartless (x1/2)		
30	EGO	40	8	Pretends to be a gentleman (x1/2)		
30	PRE	20	30	Hunted by Strike Force, 11-		
20	COM	5	30	Hunted by Shadow Warriors, 11-		
8	PD	5	344	Villain Bonus		
8	ED	4				
8*	SPD	34*		* Phases 2,5,8,11 Usable for multipower only (-1/2).		
7	REC	0		# Effects wear off after one hour.		
50	END	7				
31	STUN	0				
Cost Powers			END			
180	Multipower (180 Active pts.), Biochemistry Analyzing and Altering Powers					
4 u	Detect genetic patterns, Analyze, 24-					
18 u	#8d6 END Destruction, at range, 1/16 END					1
18 u	#4d6 Intelligence Destruction, at range, 1/16 END					1
18 u	#8d6 Mental Paralysis (4 DEF) 1/4 END					6
18 u	12d6 Ego Attack, 1/4 END					6
30	50% Physical Damage Reduction, resistant					
30	50% Energy Damage Reduction, resistant					
30	Regeneration 3 Body					
15	15 pts. Ego Defense (20 pts. total)					
13	+40 Stun, Only for speeding up recovery process (-2)					
15	3d6 Luck					
30	+6 Levels with multipower					
COSTS: Char. Powers Total Disadv. Base						
181 + 419 = 600 = 500 + 100						
OCV: 6+; DCV: 6+; ECV:10; Phases:(2),3,(5),6,(8),9,(11),12						

Dell learned that he had a granddaughter, Jeannine, but it was years before he discovered she was also Lorelei of the Shadow Warriors. (He never learned she was also the model Shante.) Dell captured Lorelei on one occasion, but she was rescued by the Shadow Warriors, her husband, Commodore, and his merry buccaneers. Soon after, Lorelei and her team rescued Jarret as well.

POWERS

Alasder Dell possesses mutant powers of gene analysis. He can also temporarily change a victim's biochemistry with a variety of interesting results. He can affect his own body as well, reducing the amount of damage he sustains, and recovering very fast (when he's unconscious, he gains his extra STUN only for determining how soon he Recovers).

He can only act physically on Phases 3, 6, 9, and 12, but can use his superpowers on any of his phases.

He is also a cunning criminal leader and a progressive thinker; he uses up-to-date gadgetry for his super-agents.

PERSONALITY

Dell is a large dose of Old World courtesy and charm grafted onto the soul of a reptile. He plays on his relatives' family sentiments while having none himself.

Himself immaculately neat and clean, he enjoys using drugs and brainwash techniques to destroy others, impoverishing them, ruining their lives; he revels in their suffering.

COSTUME

Alasder Dell wears dated-looking formal-wear; he would look more at home in the 1930s than today. His hair is white but abundant, and he wears a neat beard and mustache, also pure white. His features are genial and very English.

CAMPAIGN USE

Dell is the archetypal criminal-empire leader: Clever, sophisticated, inventive. He's the one who is so charming as his minions strap the heroes onto a deathtrap; he's the one who appears to perish in the base explosion or at the hands of a failed experiment, only to reappear episodes later.

COBRA (SUPERVILLAINS)

The Cobra division of the Reapers is its supervillain branch. Cobra is ordinarily used as bodyguards for Dell or to capture superheroes for interrogation or subversion; it is seldom used for tasks such as robberies. The team's membership includes:

Ankylosaur: (*Enemies*).

Dr. Magnus: (*Adventurers Club* #7).

Hoplite: An android creation of the Producer. Use the Gladiator stats from the Producer's description. Wears Greek Hoplite armor all in red.

Mercuria: (*Adventurers Club* #7). Add 3D6 NND Autofire (electrical shocks) to Multipower (defense is 15 pts Life Support). Add Desolidification (not through airtight).

Nike: Wind Elemental Control: 40" Flight 1/2 END; EB 13D6 1/4 END (Wind); Telekinesis STR 40 Area Effect Radius 1/4 END, No Fine Control.

Privateer: (*Golden Age of Champions*). Descendent of the WWII villain, roguish, ambivalent about villainy.

And others, as you see fit.

CAROUSEL (AGENTS)

Carousel is the agent branch of the Reapers. Its members use equipment much like that of other villain agent groups; use the stats for VIPER agents from *Champions*.

NORTH AMERICAN PARAPSYCHOLOGICAL (PSIS)

NAP is the Reapers' parapsych research and mutant recruitment branch. Driven underground by Strike Force, NAP now masquerades as small research institutes and has agents based out of legitimate university psychology departments. NAP also has its own supervillains, including:

Randall Dillingham: Super-psi with mind-control abilities. Was an indoctrinee at the same time as Charade. Outwardly charming, but actually a conscienceless user.

Scanner: From "School Holiday," *Space Gamer* #51. Somewhat different from his print version: CON 25, BODY 14, EGO 30, PRE 18, SPD 5; Multipower active base 180 pts; Mind Scan 18D6, invisible, 1/4 END, +12 skill levels. RKA is now 2D6 BODY Destruction, invisible (except to psis); EGO Defense acts as Armor against it; when he fails a to-hit roll because of the victim's ECV, he takes the damage himself; damage (to himself or to victims) wears off at a rate of 1 BODY/minute if it fails to kill. Martial Arts is Basic and Advanced Kung Fu.

THE STEEL BRIGADE

VITAL STATISTICS: Age and physical descriptions vary. STR 50* DEX 20* CON 20* BODY 10 INT 13 EGO 13 PRE 15* COM 10 PD 10* ED 10* SPD 5* REC 14* END 50* STUN 45*. (* = OIF, Villain ID Only Power Suit; presumes normal stats of 10.) Armor 15PD/15ED*. High-Range Radio*. +4 skill levels for coordinating attacks only. Multipower, 100 Active* — slots: Flight 20" 1/2 END; Teleport 20" or 10" and attack; Force Field 20PD/20ED 1/2 END; Energy Blast 10D6; Running +25" (31" total); Entangle 5D6 5 Def, 8 charges; NND 5D6 (all Ultras).

HISTORY: The Steel Brigade (a corps of power-armor goons) acted as supervillain muscle for Overlord. Each set of Steel Brigade armor was a different color and its wearer called by that name (Yellow, Red, Blue, etc.). Originally pretending to be superheroes, they assaulted Strike Force but were defeated by the team. Later, assigned to assist Power Lord in his assault on Strike Force Mansion, they were defeated there, too. With Power Lord dead and Overlord retired, the members of the Steel Brigade reconstructed their armor and decided to become independent supervillains. Now, with improved armor, they specialize in bank robbery and theft from high-tech industries. They now use slightly different but still color-

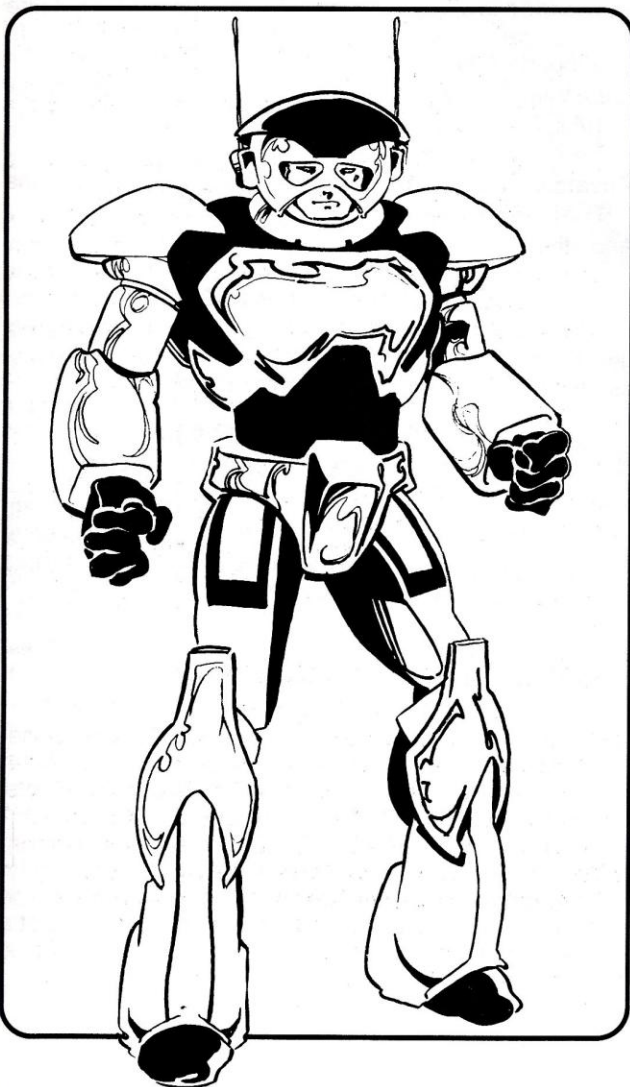
coded names — Sable (Black), Purpure (Purple), Scarlet (Red), Tenne (Orange), Gold (Yellow), Vert (Green), Azure (Blue), and Silver (White). Gold, leader of the new Steel Brigade, hates Strike Force member Luster for her part in their capture; it was she who built the EMP (Electromagnetic Pulse) bomb that wrecked the Steel Brigade armor and permitted their capture. Gold, who feels Luster should have owed him some loyalty because of their common ties to Overlord, now hunts Luster, but doesn't drag in his allies on this non-profitable quest.

POWERS: Power armor strength enhancement, armor, and other powers.

PERSONALITY: Gold, leader of the Steel Brigade, is vengeful but cunning. All members of the Brigade are greedy. Sable, Purpure, Tenne, Gold, and Vert are men; Scarlet, Azure and Silver are women.

COSTUME: The Steel Brigade Power Suit is a man-height set of power armor, elegant-looking, with some sharp edges and corners; the armor does not indicate the gender of its wearer. Each suit is of a different color.

CAMPAIGN USE: The Steel Brigade is a good "mayhem in the streets" encounter, robber-villains; they're not very versatile but are very persistent. They are very coordinated in combat, utilizing maneuvers and code-words, and thus are tougher to beat than their character sheets indicate.



LOC BAN TOR

VITAL STATISTICS: Age 38. 5'8", 135 lbs. Hair black, eyes brown. Oriental (Vietnamese). STR 20 DEX 33 CON 23 BODY 12 INT 13 EGO 18 PRE 20 COM 14 PD 16 ED 14 SPD 8 REC 9 END 46 STUN 35. Basic Paek-Tu, Basic Aikido. 25% Physical Damage Reduction vs. STUN, 50% Physical Damage Reduction vs. BODY, only when aware of attack. Armor 6PD/6ED (body toughness). Danger Sense 14-. 1/4 END, STR. 10" Running. Stealth 16-. Acrobatics 16-. Multipower, 60 Active; slots: 2D6 HKA, AP (3d6+1 with STR), 1/4 END; 8D6 Invisible Punch; 4D6 HKA (does no BODY damage, STUN only) nerve punch; 1D6 HKA AP damage shield (requires OAF blade) (2D6 with STR), 1/2 END.

HISTORY: Loc Ban Tor, a man of uncertain origins (claims to be Vietnamese), was in training with the master of Paek-tu when Ed Trillaine (see Sai in the Shadow Warriors section) also came to train. Loc Ban Tor tried to kill Trillaine during an ordinary practice session (his temper is notorious) but failed; he was banished by the master and left the mountain forever. In later years, he served as a mercenary and assassin all over the world, training ninja-like killers in Asia and Central America. He hunted Shiva, but was thwarted when Shiva apparently died in a tenement fire. (Shiva actually changed his identity to that of Sai.) Eventually, a mercenary ally of Sai sold him out to Loc Ban Tor; but the mercenary and Loc Ban Tor's agent died trying to assassinate Sai and his ally Sliver. Loc Ban Tor now hunts Sai personally, determined to murder him, blaming Sai for his banishment from the mountain of Paek-tu. Recently, the CIA contracted him to kill Ed Trillaine; Trillaine had refused an assignment and resigned from his CIA position, but knows too much to be allowed to live.

POWERS: Extraordinary dexterity, great training in martial arts techniques. Uses highly-trained agents.

PERSONALITY: Cold, ruthless, ambitious, vengeful, prone to rages.

COSTUME: Jade-green silk gi (Oriental practice robe) and belt; sheathed katana carried in belt; goes barefoot.

CAMPAIGN USE: Powerful enemy to martial arts heroes. Also, trainer of assassins, accepts contracts on major political figures, works with terrorist groups such as VIPER.

OTHER VILLAINS

In the list below, each villain or group is given a number indicating the character's origin; some originated in the Strike Force campaign and others appeared elsewhere in print. The list of sources appears at the end of the page.

The Black Enchantress (10): Similar to print version, but her mother's name is Salkariah instead of Ch'andarra. More insane than evil; Donna Hannah, the new Dr. Arcane, wishes to find out if she's still alive and, if so, cure her. Servants included Man in Black (intangible soul-stealer), Mad Slasher (killer), Peoples' Nihilist Front (confused terrorists).

The Collector (1): Turnip-shaped alien with spaceship and much capture/imprisonment equipment; alien zookeeper.

The Cthonian Demons (1): Monstrous gray crawly monsters from the dawn of time.

Cult of the Beast (1): Demon-worshipping Welsh and Cornish cultists with magical powers and monster allies.

The Daemons: Supernatural villain team, evil and monstrous. Members include Dark Seraph (5) (leader), Skull (1), Demonfire (5), Goblin (1), Scorpia (4).

Darklord of the Chaos Zone (1): The Chaos Zone is an alternate dimension, at least the size of a globular cluster, perhaps much larger, with physical laws which are very strange. Darklord is the godlike ruler of a hellish high-tech world; conquerer of empires within the Chaos Zone, he has now discovered Earth's dimension and has once tried (and failed) to conquer Earth.

Demon (7): As per *Organization Book II*.

Denier (18): Once a servant of the Mockery (see the History section, and Scoff in this section); now freelance. Hates Lorelei (was defeated by her during the Great Super-Villain Contest).

The Enforcers: Mercenary villains; will do anything for the right price. Uses supervillains, super-agents, and Producer-built androids; supervillain members include Black Diamond (19), Gremlin (19), Juggernaut (5).

Genocide and the Minutemen (3): Enemies of mutants everywhere; but the Strike Force world does not feature much anti-mutant hysteria, thus Genocide is not popular.

Halfjack (4): Enemy of Stunner.

The Katari (1): Offshoot of Shival race, settled on high-gravity world. Tawny skin, slightly leonine features. Average STR 25, maximum STR 35. Very libertarian society. Males own vehicles and livestock, in charge of wars of aggression; females own lands and crops, in charge of wars of defense. Some Katari are slavers and pirates.

The Mark of Doom: Neo-Nazi society based out of Argentina. Members include Packmaster (15), Criterion Research (14, from "Grasp, Inc.," creating its animal-men as muscle for the Mark of Doom), Herr Doctor (12, recreated for Mark of Doom by the Producer), Shocktrooper (12, ditto).

Mechanon (2): Greatest enemy of Crusaders.

The Outlaws: Zany and mostly harmless supervillains, do very little real damage. Members: Shadow Queen (9; leader; never convicted of a crime), Microwave (9), Wee Willie (9), Dash (9), Void (9), Annihilator (9; he and Bolo hate one another), Rainbow Archer (5; only sane member of team), Red Rapier (5), Sparkler (5). Used for comedy adventures.

The Sea Folk (1): Descendents of the Shival race; had a colony on Earth during First Shival Empire; members biotutated themselves to breathe water for specialized job functions, and were the only ones to survive when a later natural disaster destroyed their civilization. Sea Folk now live in nomadic communities, some led by good leaders, some by warlords; one such is an enemy of Fire Hawk and the Federation of Atlantia.

The Shadow Clan: Criminal outcasts from the wealthy Takara Clan of Japan, who plot to take the clan over from its rightful ruler. Members include Mizu (1; name means "Water;" wizard similar to Ichi-ban; hates and hunts Ichi-ban), Kuuki (1, "Air;" flying martial artist), Tsuchi (1, "Earth;" sumo with density powers), Hi (1, "Fire;" samurai), Zugaikotsu (1, "Skull;" vampire assassin), Black Raven (11), various normal ninja.

The Shival (1): Greatest star empire in this quadrant of the galaxy. A human race related to (and interfertile with) Terrans; the races have a common ancestry, but Terran and Shival scientists don't know where the parent race originated. High-tech but politically cumbersome, empire badly-ruled, fringe states in constant rebellion. Conquest attempts against Earth thwarted by superheroes. Shival scientists delight in mutagenic experiments. Many sub-races descended from Shival, including Katari, TkTk, and Sea Folk and Winged Folk of Earth. Their First Empire collapsed thousands of years ago; their Second Empire is now reaching a level of power like the First Empire.

Viper (2, 13, 19): As per published material. A VIPER enforcement pair, husband Scythe and wife Sickle, encountered Strike Force in an early adventure and, Samiel accidentally killed Scythe. Since then, Sickle has hunted Samiel. Sickle has stats and powers much like Scorpia (4).

ORIGINS OF THE CHARACTERS:

(1) Campaign-Specific (originated in the Strike Force campaign). (2) **Champions**. (3) **Enemies**. (4) **Enemies II**. (5) **Enemies III**. (6) *Organization Book I, The Circle and METE*. (7) *Organization Book II, PRIMUS and DEMON*. (8) *Organization Book III, The Blood and Dr. McQuark*. (9) *The Great Supervillain Contest*. (10) *The Coriolis Effect*. (11) *V.O.I.C.E. of Doom*. (12) *The Golden Age of Champions*. (13) *Super-Agents*. (14) *Adventurers Club #6*. (15) *Adventurers Club #7*. (16) *Adventurers Club #8*. (17) *Adventurers Club #9*. (18) "School Holiday," *Space Gamer* magazine #51. (19) "Microfilm Madness," *Space Gamer* magazine #61.

HEADQUARTERS



STRIKE FORCE MANSION (Rutherford Mansion)

Strike Force's HQ is the old Rutherford family estate, just outside Rutherford Oaks, a township in the North Shore region of Long Island. The rambling mansion was built in 1928 by Roger Rutherford, industrial tycoon, and eventually passed on to his grandson Frederick — aka Defender.

Defender briefly adventured with Strike Force, letting the team use his mansion. Later, when he left for the stars, he sold them his mansion and empire for \$1. When the team split in two, Strike Force stayed there while the Shadow Warriors returned to the junkyard; they divided the financial empire, using those revenues to fund the teams.

The Strike Force Mansion follows, built using the rules provided in *Champions II* rules, is shown at the bottom of the page. Some notes:

The **Agents** (Main Mission Team) are not housed on-base.

The **Detect Teleportation** sensor is on all the time. Should it detect something teleporting into the mansion, and analysis does not ID it as Phosphene, Lightrune, or Luster, it notifies the War Room and activates the Force Field.

The **Force Field** is only turned on by the teleport sensor or by the War Room. It's not strong enough to protect the base, but does prevent Desolid or Teleporting characters from entering or leaving for a little while — maybe long enough for the team to find and reach them.

The **Life Support** is not usually on.

The **Power Defense** protects the base from EMP, the energy produced by high-atmosphere atomic blasts, which destroys electronic equipment.

Cost Statistics	Cost Statistics
Location 1 pt Suburb	Sensors 46 pts External cameras with IR, OAF, 20 pts; mansion and hangar internal cameras with UV, IAF, 26 pts.
Size 21 pts 25,250 hexes (ACM x4): Includes Mansion 3,330 hexes (ACM x3 1/4; two above-ground stories at 1,040 hexes each, underground level at 1,120 hexes, deep level at 130 hexes); 875-hex underground hangar (ACM x2 3/4); and other grounds (24,000 hexes plus 2,125 hexes underground)	Danger Room 14 pts Fourteen heroes, min. 75 hexes
Concealment 10 pts Mansion Concealed (not hidden, but Armor is not obvious)	Agents 148 pts MMT: 64 agents, 110-pointers, 14-
Communications 12 pts High-range radio reception, visiphone, TV/Radio broadcast, satellite link (10 hexes)	Powers 31 pts Detect Teleportation, Sense, Radius, Locate, Analyze, +20 to detect (IIF, +1 1/4) 32 pts Force Field, 5PD/5ED, Affects Desolid, Stops Teleportation, over entire base (IAF, +1 1/2, 8 pts x4 ACM) 16 pts Life Support (vs. all gases), OIF, Requires END, on Mansion (5 pts x3 1/4 ACM) 10 pts Power Defense, only vs. EMP, 10 pts, over entire base (10 @ +3 x4 ACM)
Labs 30 pts Criminology +2 (3 pts, 11 hexes), Cybernetics +1 (2 pts, 4 hexes), Electrical Engineering (1 pt, 3 hexes), Electronics +1 (2 pts, 8 hexes), Genetics +1 (2 pts, 4 hexes), Magic +1 (2 pts, 8 hexes), Medicine +3 (4 pts, 14 hexes; also, 1 BODY/hour Regeneration for one patient, 5 pts, 10 hexes), Physics (1 pt, 5 hexes), Plasma Physics (1 pt, 3 hexes), Security +1 (2 pts, 8 hexes), Stasis Physics +1 (2 pts, 4 hexes), Teleportation Physics +1 (2 pts, 4 hexes), Vehicle Maintenance (1 pt, 10 hexes)	Computer 39 pts INT 30, 40 pts. in databases and skills, base hookup
Armor 30 pts +7 Def, +5 BODY, to Mansion and Hangar (4,205, Armor ACM x2 1/2)	Power Plant 25 pts Provides 25 END, 6 hexes
	Disads -5 pts Interference on 8- from NY Governor and NY State Police
	Points -460 pts Point Value Derived From Value of Members (see "Headquarters" in "Campaign-Specific Rules" for more on this)

THE MAP KEY

ROOMS 1-9, BASEMENT LEVEL

This level is only accessible to team members. MMT agents or guests may enter Room 1 provided they are accompanied by a member of the team.

(1) Swimming Pool. The pool also features two jaccuzis and a bar in the SE corner. The staircase shown leading up is a continuation of the staircase from Room 18.

(2) Danger Room. Uses *Champions II* rules.

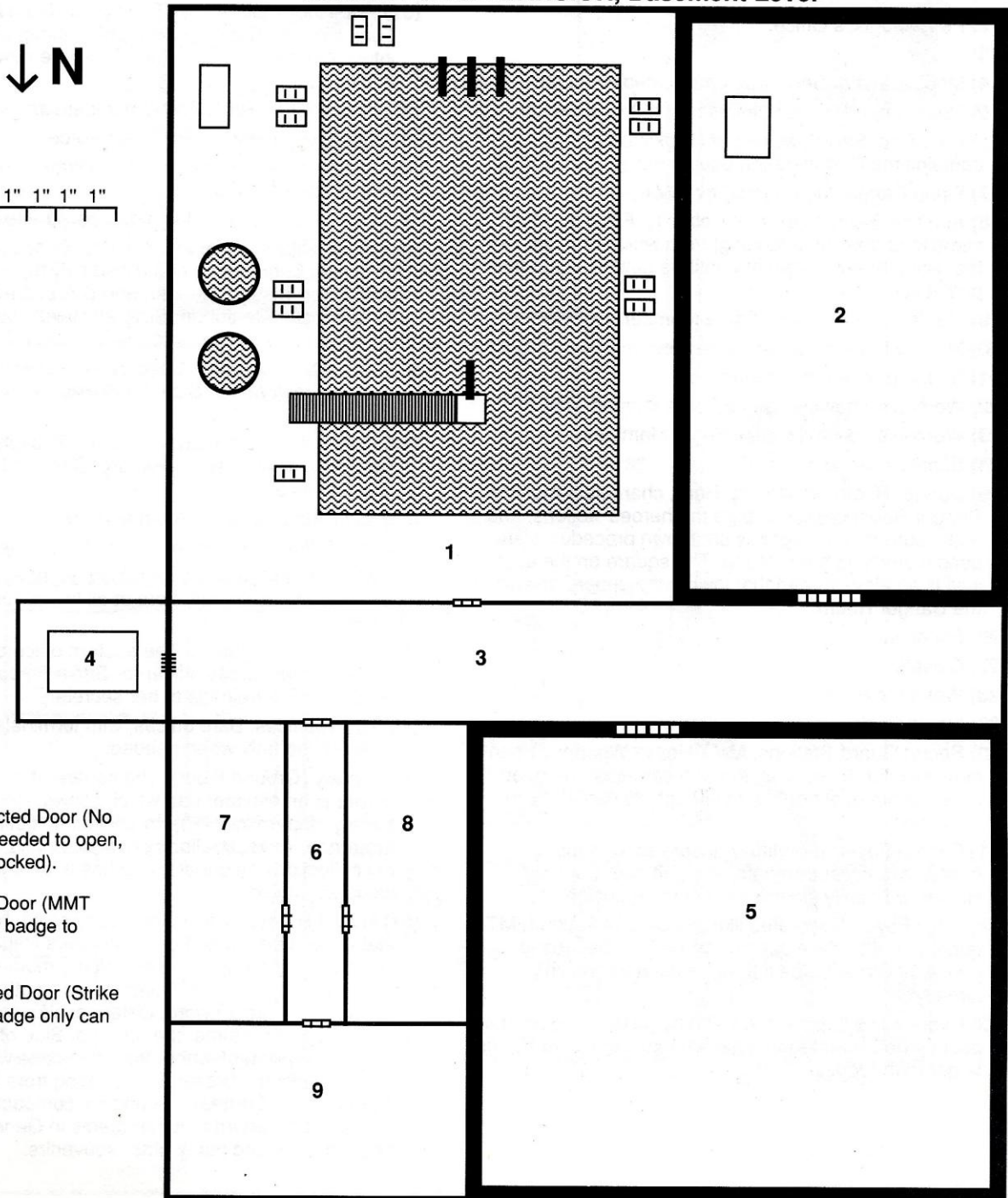
(3) Hallway/Foyer.

(4) Secret Lift. Elevator down to the compact fusion reactor built by Defender. The reactor is deep enough that, were it to blow, it would not harm the team or mansion.

(5) Gymnasium. Features ordinary gymnastic equipment.

(6) Hallway.

STRIKE FORCE MANSION, Basement Level

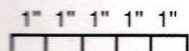
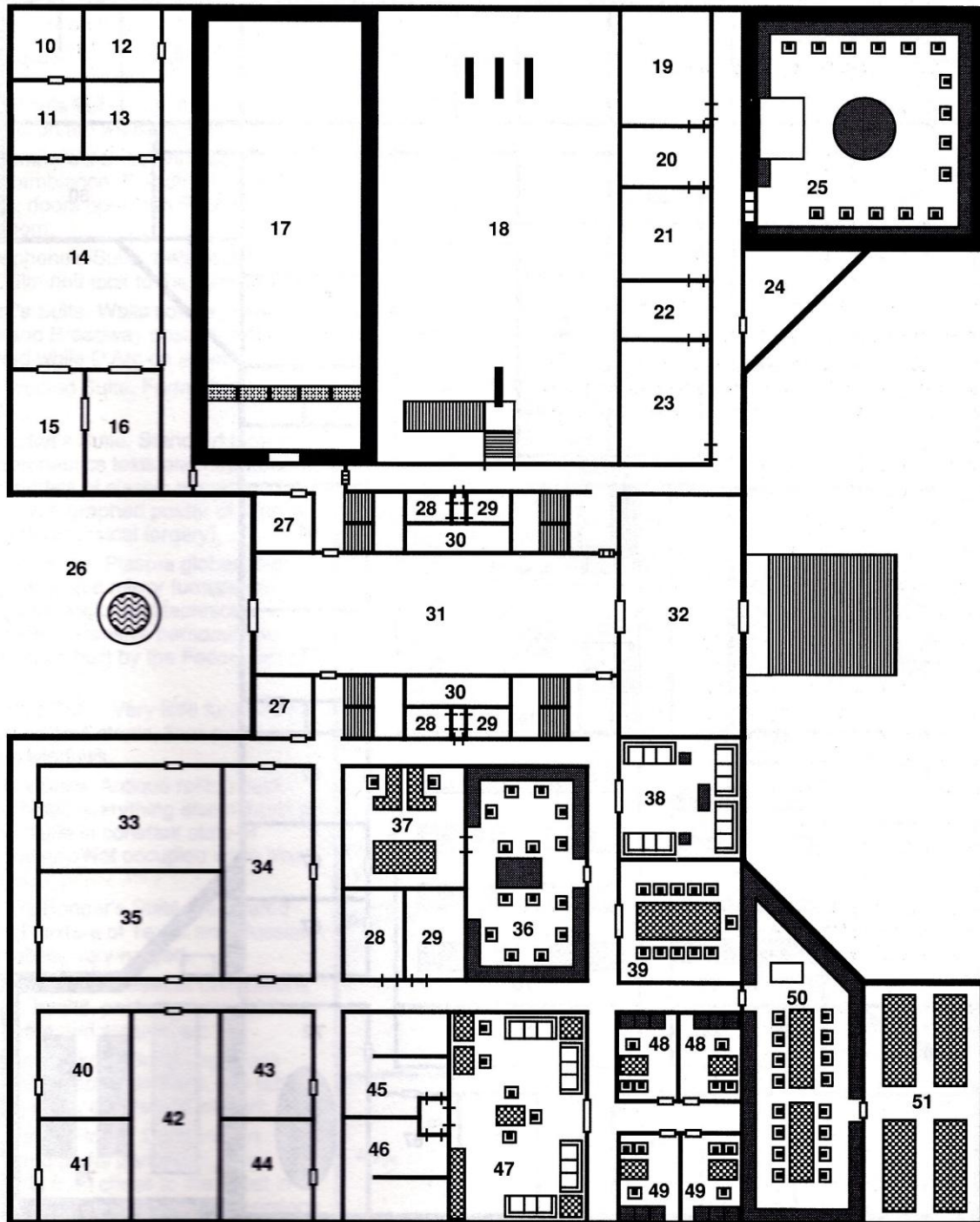


- (7) Utilities Room. Contains air conditioning, water-heating, and power-routing equipment.
- (8) Computer Room. Contains the base's mainframe. Requires no maintenance operator in room.
- (9) Robot Storage. Defender used security robots; when Strike Force introduced the MMT, the robots were stored.

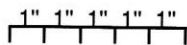
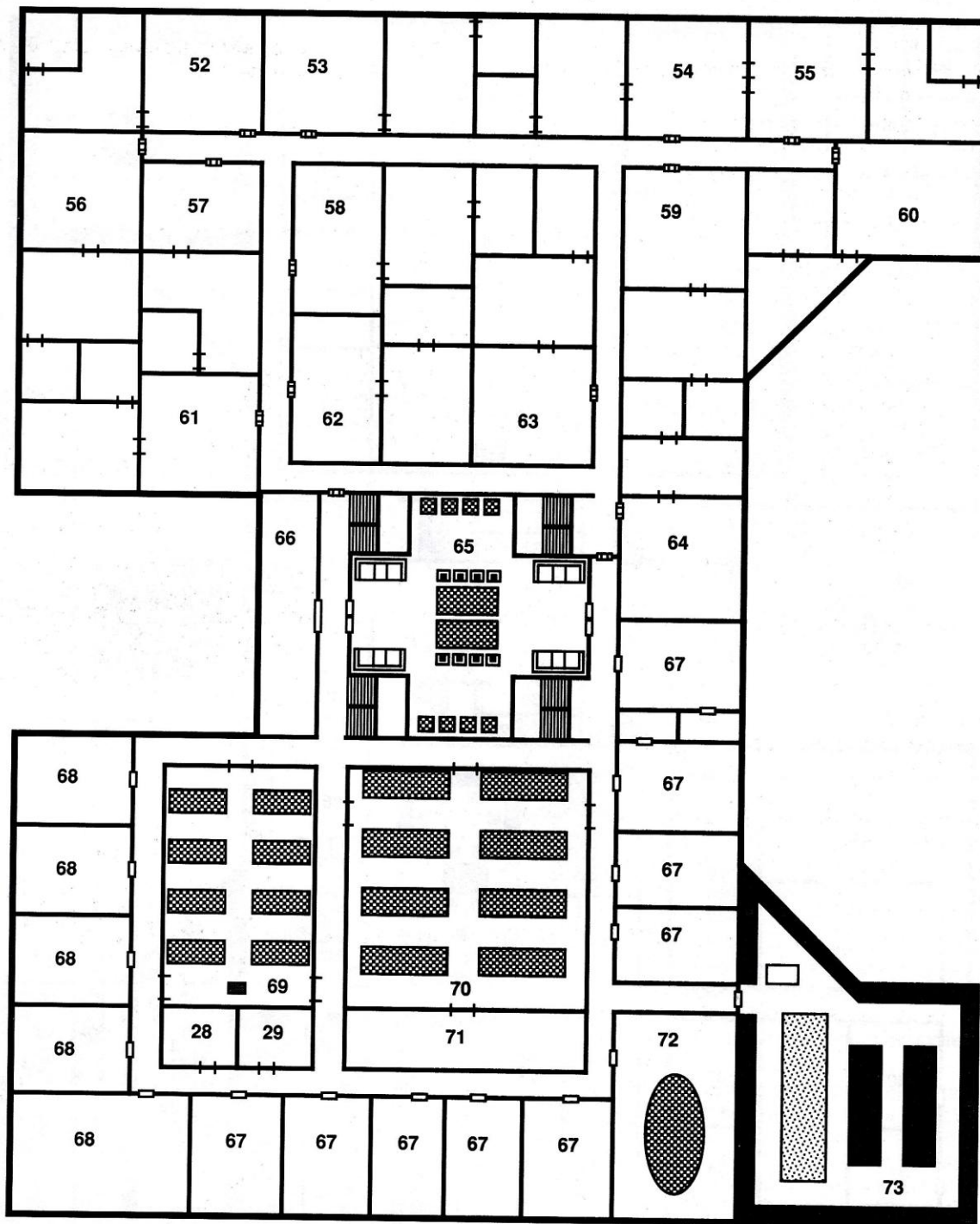
ROOMS 10-51, GROUND FLOOR

- (10) Medical Supplies.
- (11) Nurse's Office.
- (12) Psychologist's Office.
- (13) Doctor's Office.
- (14) Medical Ward. Serves as part of Medicine Lab.
- (15) Operating Room. Serves as part of Medicine Lab.
- (16) Auto-Doc. Serves as rest of Medicine Lab and contains the Regeneration equipment.
- (17) Firing Range. Mostly used by MMT.
- (18) Air Over Swimming Pool (Room 1). From the door, steps lead down to a landing, from which one can use the diving board shown or continue downstairs to the pool level.
- (19) Men's Lockers (Strike Force Members).
- (20) Men's Showers (Strike Force Members).
- (21) Sauna (Strike Force Members).
- (22) Women's Showers (Strike Force Members).
- (23) Women's Lockers (Strike Force Members).
- (24) Supplies Closet.
- (25) Danger Room Monitoring. Here, characters monitor Danger Room sessions, tape the heroes' actions, and make sure that emergency shutdown procedures are used if anything goes wrong. The square on the east wall is an elevator pad that lowers the supers down into the Danger Room.
- (26) Fountain.
- (27) Closets.
- (28) Women's Restroom.
- (29) Men's Restroom.
- (30) Secret Guard-Stations. MMT Heavy Weapons agents here monitor the hallway through cameras and peep-holes. In times of trouble, these agents can ambush attackers.
- (31) Central Foyer. Beautifully decorated with marble floor, brass accoutrements, etc., left over from the Rutherford family's ownership of the mansion.
- (32) Front Foyer. Decorated like the Central Foyer. MMT guards on duty here can assign visitors' badges to guests of Strike Force if the guards at 81 haven't already.
- (33) Cybernetics Laboratory. Used by Luster; used in the past by Bolo, Centurion, and Defender. Size: 18 Hexes, larger than required.
- (34) Physics Laboratory. Includes Physics, Plasma Physics, Stasis Physics, and Teleportation Physics labs. Used by Plasma Ranger and Dr. Ann Amos (Plasma Physics), Stunner (Stasis Physics), and Luster (Teleportation Physics); previously used by Defender. Size: 21 Hexes, slightly larger than required.
- (35) Magic Laboratory. Used by Lightrune, occasionally by WillowWitch of the Circle and Dr. Arcane II; previously used by Ichi-ban. Size: 18 Hexes, larger than required.
- (36) Office. Used by Phosphene as leader of Strike Force and Aubrey Langhorn as civilian administrator.
- (37) War Room. Constantly manned by Main Mission Team agents. Duty Agents monitor external and internal cameras, communications, the news and world affairs.
- (38) Lounge. For Strike Force members and visitors.
- (39) Conference Room. For Strike Force.
- (40) Genetics Laboratory. Used by Vixen. Size: 10 Hexes, larger than required.
- (41) Laboratory Space, Unused. Size: 11 Hexes.
- (42) Electronics Laboratory. Includes Electronics Lab and Electrical Engineering Lab. Used by Stunner, ShadowWalker, Plasma Ranger, and D'Arc; previously used by Defender, Centurion. Size: 21 Hexes, larger than required.
- (43) Security Laboratory. Used by Phosphene, la Panthere, ShadowWalker. Size: 10 Hexes, larger than required.
- (44) Criminology Laboratory. Used by Phosphene, ShadowWalker, Plasma Ranger. Size: 11 Hexes, required size.
- (45) MMT Men's Locker Room and Showers.
- (46) MMT Women's Locker Room and Showers.
- (47) MMT Ready Room. One squad (eight agents) of MMT agents is on duty here at all times, ready to scramble.
- (48) Civilian Staff Offices. The eastern office belongs to Olivia Lumley, press officer for Strike Force; the western office belongs to her secretary.
- (49) Utility Offices. Bare offices, with terminals, used as needed and only when needed.
- (50) Library (Ground Floor). The square at the south corner is an elevator pad which allows access to the Library Upper Floor (73). In addition to fiction and reference works, the library contains one of the greatest collections on supers, and has a fair collection of works on magic.
- (51) Hall of Heroes. This is the trophy room. Here are statues of slain Strike Force members Napalm and Nightwing, and trophy cases holding momentos of many missions: One of Commodore's cutlasses, Bloodletter's broadsword, Defender's first suit of armor, Lorelei's first costume, the armor of Blue of the Steel Brigade, a piece of amber from the stone which once held Tempis, the broken Eye of Azog from the **Great Supervillain Contest**, the original compact disk containing Overlord's "Experiments in Genetic Engineering" text, and many other souvenirs.

STRIKE FORCE MANSION, Ground Floor



STRIKE FORCE MANSION, Second Floor



ROOMS 52-73, SECOND FLOOR

(52)-(63) Member Suites. Each consists of a living room (the room with the number on it) with attached bedroom and bathroom. All suites have a computer terminal, either in the living room or the bedroom. Access to this section of the mansion requires Strike Force team member permission.

(52) Stunner's Suite. Spartan, crammed with books and technical documents.

(53) Lightrune's Suite. Comfortable and colorful, many paintings on the walls, high-quality stereo setup.

(54) La Panthere's Suite. Very comfortable furniture, French ambiance, French prints on the walls, thick carpets; doors open into Phosphene's living room.

(55) Phosphene's Suite. Deliberately dated, film noir look to the furnishings.

(56) D'Arc's Suite. Walls covered with movie and Broadway posters. Not occupied while D'Arc on leave.

(57) Unoccupied Suite. Formerly Ichiban's.

(58) Skyrocket's Suite. Standard furnishings, aeronautics texts and magazines; lots of models of classic aircraft and rockets; autographed poster of Amelia Earhart (a whimsical forgery).

(59) Luster's Suite. Plasma globes, high-tech chrome and mirror furnishings, littered with books and technical documents; extensive personal computer system built by the Federation of Atlantia.

(60) Kestrel's Suite. Very little furniture (a mattress, some stools, floor-pads); very airy; big windows.

(61) Vixen's Suite. Antique rolltop desk with terminal; everything else subject to change (suite in constant state of redecoration). Not occupied while Vixen on leave.

(62) Plasma Ranger's Suite. Decorated with odd mixture of Texan and Russian memorabilia, very rugged.

(63) Shade's Suite. Classical Civilizations decor — books, posters, reproductions of amphora and statues, etc.

(64) ShadowWalker's Suite. Japanese furnishings, paper partitions, low tables, sleeping mats, simple and elegant.

(65) Recreation Room. Combination lounge and game parlor including everything from chess to the latest in electronic games and foreign diversions such as Pachinko and Go.

(66) Solarium.

(67) Guest Quarters.

(68) MMT Lab or Workroom. These workshops are where the Main Mission Team does its own analysis and development.

(69) MMT Agent Briefing.

(70) Cafeteria. Used by MMT and civilian staff, occasionally by Strike Force members.

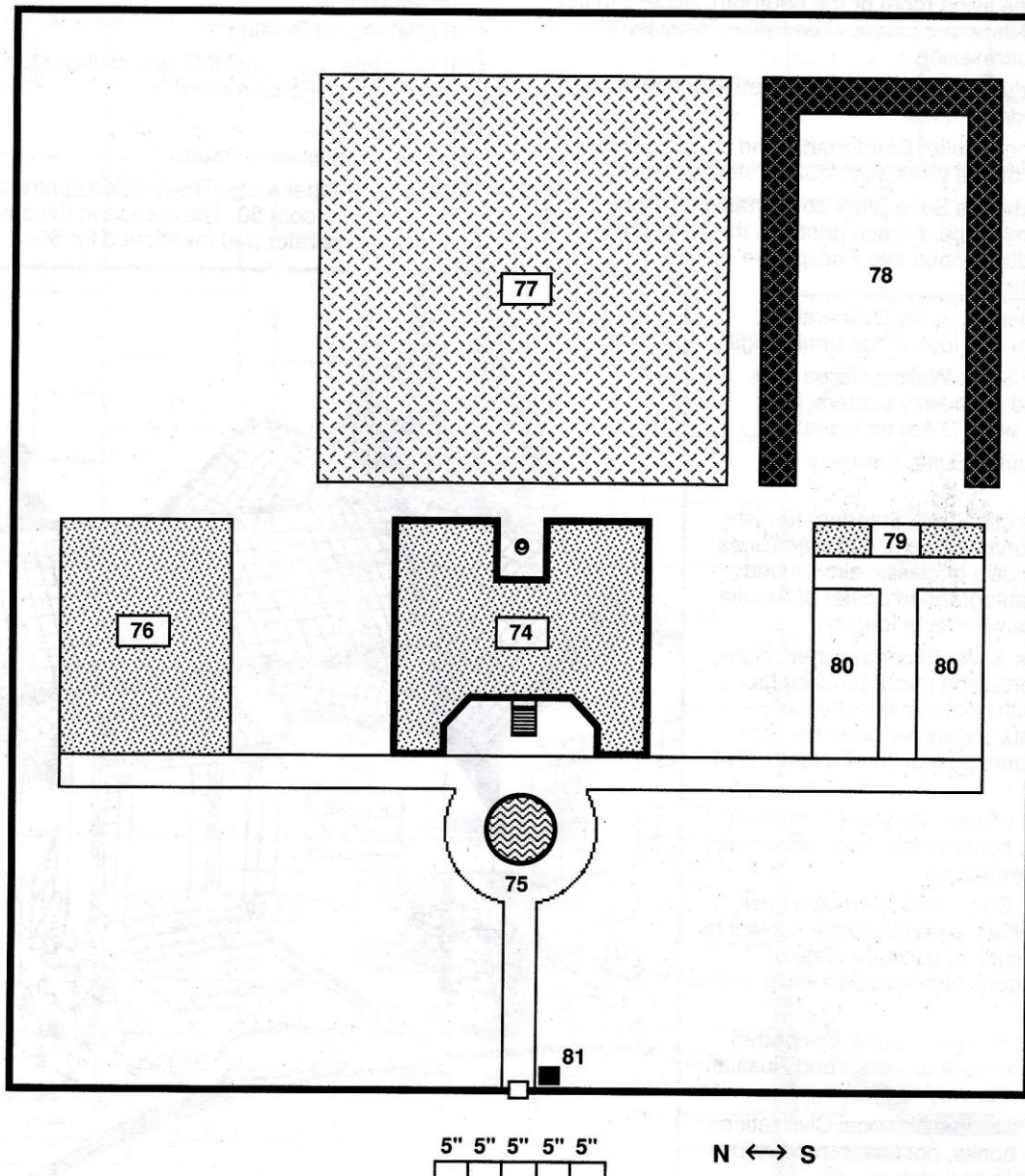
(71) Kitchen.

(72) MMT Convergence Room.

(73) Library. Upper story. The shaded central area is a railing over Room 50. The square in the south corner is the same elevator pad mentioned for 50.

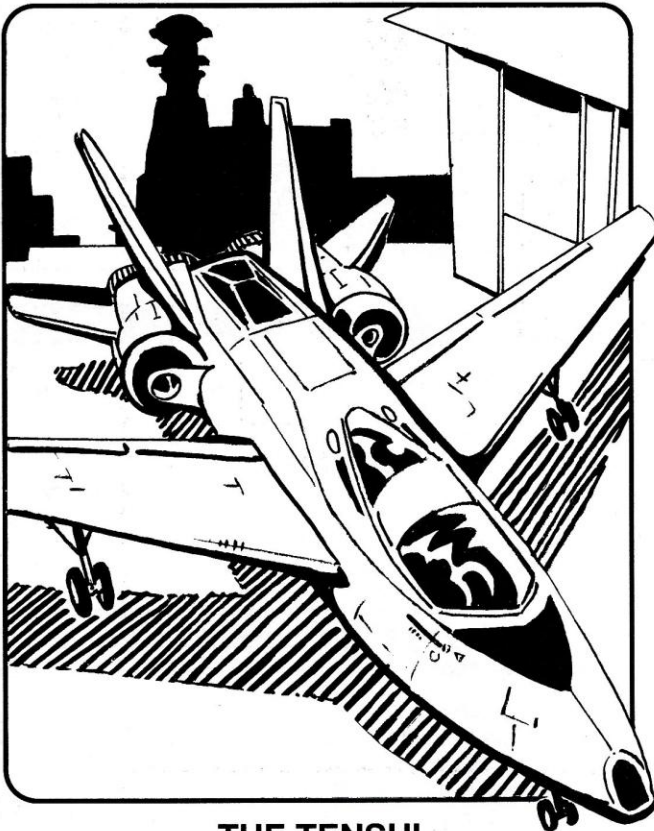


STRIKE FORCE MANSION, Overview of Grounds



AREAS 74-81, GROUNDS

- (74) Strike Force Mansion.
 (75) Fountain. Huge, and dramatic when water-jets firing; sometimes informally used as a pool by Strike Force.
 (76) Underground Hangar. Holds the Tenshi, MMT Carriers, and more. The armored ceiling cantilevers to open.
 (77) The Gardens. Once beautiful, now deliberately overgrown and jungle-like, used by Strike Force members for training sessions and entertaining ambushes.
 (78) Outside Firing Range. Mostly used by MMT. The walls of piled earth are thick enough to stop most Strike Force power discharges as well.
 (79) Garage. Maintenance building for Main Mission Team vehicles and storage area for MMT Skimmers.
 (80) Parking Lots.
 (81) Guard Booth. Visitors are examined by MMT agents and given visitors' badges here.



THE TENSHI

When Strike Force aided the Takara Clan of Japan, their robotic companion Nightwing was destroyed. The Takara Clan, having already designed an aircraft for a super-team (Asahi of Tokyo) commissioned another to be built for Strike Force. This Tenshi-class (Angel-class) Stealth Fighter can make Mach 5.5 flight and 40-knot submersible speed. It came with an impressive anti-missile weapon system, ECM, sensors and computer; Strike Force added a spectroscopic analyzer, an FTL drive like that of Shelvestra's scoutcraft, and antigravity maneuvering nodules.

The 60' Tenshi is a sleek royal blue ship craft with gold trim; it is sharp and pointed at the bow but encrusted with missile racks, a laser turret, VTOL thrusters, and oversized jet thrusters on its underside and aft.

THE TENSHI

MAX: 1000" Flight *†; 8" Water ††
ACC: 10 § **DCC:** 15 **TURN:** 30 **STR:** 35
DEF: F16 B16 L16 R16 T16 U16
BODY: 16 **ISIZ:** 8 **DMG:** +9D6 **SIZE:** 16
DCVM: -10 **MASS:** 44.8t **KNB:** -9"
CARRY: 3.2 tn **PASS:** 16

* Exhaust does 5D6K (-1/2 Lim); First 125" Silent to Sonar (+1 Advantage on first 125")

† Not Air Breathing (+1/4 Advantage)

‡ Silent to Sonar (+1 Advantage)

§ Exhaust does 5D6K (-1/2 Limitation)

Characteristic Cost: 272

Pts	Equipment
3	Skis and Floats, OIF
5	Ejection Seats (Two), IIF
7	ECM 21-, OIF
5	Radar Reflectors -10, OIF
4	Fire Extinguisher 13-, IIF
12	Watertight and Orbital, OIF
2	Common Vehicular Radio, OIF
45	Telescopic Vision x100 (30), UV Vision (10), High-Range Radio (10), Radar -1/1280 (60), Radar only "sees" objects 25' or longer or composed of metal (-1), OIF
43	Passive Sonar with Parabolic Hearing 1/625 and Ultra-sonic Hearing, Sonar only "hears" objects 25' or longer of composed of metal (-1), OIF
27	Detect Light, Sense, Radius, Locate, Analyze, +12, OIF
5	10 pts. Flash Defense, OIF
54	6d6 RKA (laser), No Range Mod (NRM requires Radar Lock-On, +1/2 to advantage), damage is vs. machinery only (1/3 damage to living beings, -1/2), 2x END Battery, Recharges 1/seg (54 END), OIF
58	3d6 RKA (missiles), Explosion, Select Fire, 60 Missiles, No Range Mod (as above, +1/2 to NRM Adv.), damage is vs. machinery only (1/3 damage vs. living beings, -1/2), OIF
30	Computer: INT 30, DEX 15, 38 pts in databases and programs, IIF (-3/4) (Based on Computer rules in "Hideouts," <i>Champions II</i>)
5	FTL Drive (OIF, -1)
28	Missile Deflection (Dodging Only), Area Effect, x4 Area (20 hexes, the entire plane), Uses Pilot's DEX and depends on successful Piloting roll (-1/4), OIF

Total Cost: 605 points

Pts	75+ Disadvantages
5	Complex (Pilot skill and familiarity with military jets)
600	Points from Team Members
605	Total

Total Points: 333 Points

Programs include: Pilot, 12-(3) ; Navigation Database (2); Navigation 14- (5); Voice Recognition 15- (6); Voices Database (2); Communications Program 14- (5); Spectroscopy 14- (5)

Point Contributors (each donated 5 pts for +75 pts to vehicle): Lightrune, Luster, la Panthere, Phosphene, Plasma Ranger, Samiel, Shadow Walker, Stunner

The Tenshi is powered by a compact fusion reactor with emergency cool-down hardware which kicks in if the engine is ever breached; the reactor will not explode.

THE CIVILIAN STAFF

Strike Force employs a large civilian staff. Most are Main Mission Team agents; others include doctors, nurses, the administrator and publicist, cooks and groundsman.

Stats for the MMT are given in the Strike Force section; presume that the civilians have stats of 10 and good rolls (13- to 14-) in their professional fields.

If you want to know the names of agents or civilians, below are two full squads of MMT agents and other civilians.



THE MAIN MISSION TEAM SKIMMERS

The vehicles used by most MMT agents are antigravity sleds called Skimmers, designed for air travel and crowd capture and containment. The team maintains thirty Skimmers (three squads' worth — 24 — and some to spare).

THE MAIN MISSION TEAM CARRIERS

The Carrier, a large flying craft which can carry whole squads of the MMT to trouble sites, was designed by Skyrocket before he joined Strike Force.

The Carrier holds 8 hexes' worth of personnel and equipment and can carry 3.2 tons; it features seats which can fold down into the deck, so that its users can reportion the passengers-to-cargo ratio. It is usually configured one of three ways: To carry 24 agents (three squads) and two Skimmers, to carry 16 agents (two squads) and four Skimmers, or to carry eight agents (one squad) and six skimmers. (One hex equals four agents or one Skimmer). Strike Force owns and operates four such Carriers.

CARRIERS

MAX: 125" Flight *#
ACC: 3# **DCC:** 4 **TURN:** 3 **STR:** 35
DEF: F5 B5 L5 R5 T5 U5
BODY: 6 **ISIZ:** 8 **DMG:** +7D6 **SIZE:** 24
DCVM: -11 **MASS:** 7.2t **KNB:** -7"
CARRY: 3.2 tn **PASS:** 24

* Flight has Silent Movement, PER Roll to Hear (-1/4 to MAX), Stall Speed 4" (+1/2 to MAX), and Position Uncertainty 1/10 on 11- (+1/2 to MAX).

Exhaust does 4 1/2D6 Normal Damage (+1/2 to MAX and ACC)

Characteristic Cost: 90

Pts Equipment

- 2 Radio, OIF
- 4 ECM, 15-, OIF
- 2 Fire Extinguishers, 13-, OIF
- 3 Flash Defense, 7 phases, OIF (polarized windows)

Total Cost: 101 points

Pts 75+ Disadvantages

- (5-point contribution from MMT agent for 75-point base)
- 3 Complex (1-pt familiarity with grav-sleds)
- 20 2x BODY, Electrical Attacks
- 3 One Phase Startup

Total Points: 101 Points

Name	Position
Aubrey Langhorn	Civilian, Administrator
Olivia Lumley	Civilian, Publicist
Candace Lowe	Civilian, Doctor
Stephen Littwinn	Civilian, Psychiatrist
Lloyd Akins (Capt.)	MMT HW, Base, Agent Leader
Adam Laumer (Lt.)	MMT CO, Base, Comm. Expert
Christine Bell (Lt.)	MMT HW, Squad 1, Medic
Mike Collier (Sgt.)	MMT XO, Squad 1
Michael Avery (Corp.) ..	MMT WC, Squad 1, Mechanic
Marie-Ann Bourbon (Priv.)	MMT HW, Squad 1
Alexi Ulanov (Priv.)	MMT HW, Squad 1
Anton Lubojevic (Priv.)	MMT WC, Squad 1
Mark Wagner (Priv.)	MMT XO, Squad 1
Carol Graves (Priv.)	MMT CO, Squad 1
Quentin Calvin (Lt.)	MMT HW, Squad 2
Bink Elder (Sgt.)	MMT HW, Squad 2, Medic
Tanya Wills (Corp.)	MMT XO, Squad 2
Bob Slightham (Priv.)	MMT WC, Squad 2
Robin Howarth (Priv.)	MMT WC, Squad 2
Allen Farrel (Priv.)	MMT HW, Squad 2
Dell Ebert (Priv.)	MMT XO, Squad 2, Mechanic
Turpin Oswald (Priv.)	MMT CO, Squad 2

Capt. = Captain; Lt. = Lieutenant; Corp. = Corporal;
 Priv. = Private; CO = Covert Operative;
 HW = Heavy Weapons Agent; WC = Wild Card Agent;
 XO = Exoskeleton Agent.

SKIMMERS

MAX: 64" Flight *#
ACC: 3# **DCC:** 10 **TURN:** 5 **STR:** 15
DEF: F10 B10 U10
BODY: 5 **ISIZ:** 1/2 **DMG:** +2D6 **SIZE:** 1
DCVM: -2 **MASS:** 250kg **KNB:** -2"
CARRY: 200 kg **PASS:** 2

* Cannot Climb Above 10" (+1/4 to MAX) and Position Uncertainty 1/10 on 8- (+1/4 to MAX)

Exhaust does 4 1/2D6 Normal Damage from Exhaust (+1/2 to MAX and ACC)

Characteristic Cost: 82

Pts Equipment

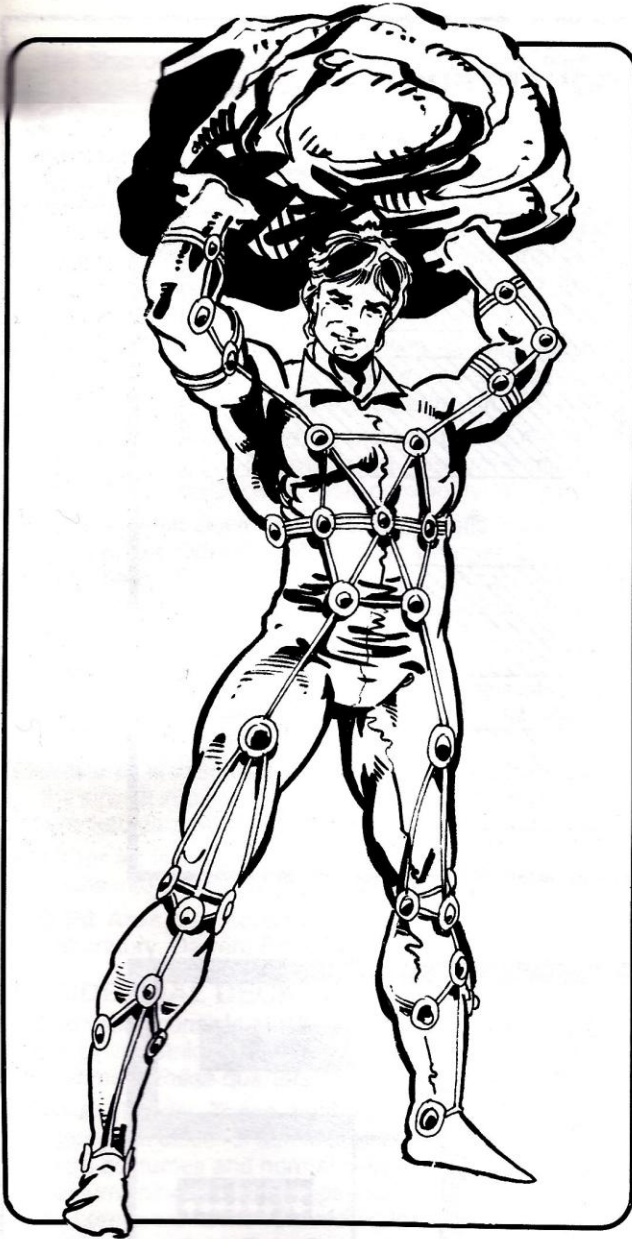
- 2 Radio, OIF
- 10 Tangle-Rockets: Entangle 2 Def & 2D6, Area Effect (4 Hexes), 8 uses (+1/2), OAF Rocket Launcher (+1 1/2), 60-degree forward arc (+1/2), Slow Traverse—2x Range Mod & x1/2 OCV (+1/2)
- 11 Stun-Rockets: Energy Blast 6D6 Explosive (Electrical Damage, STUN Only, does no BODY), 16 uses, OAF Rocket Launcher (+1 1/2), 60-degree forward arc (+1/2), Slow Traverse — 8x Range Mod and x1/8 OCV (+1)

Total Cost: 105 points

Pts 75+ Disadvantages

- (5-point contribution from MMT agent for 75-point base)
- 5 Complex (Piloting Skill, familiarity with grav-sleds)
- 20 2x BODY, Electrical Attacks
- 5 One Turn Startup

Total Points: 105 Points



SHADOW WARRIORS HEADQUARTERS (The Junkyard)

Originally Strike Force operated out of a Jersey apartment. Soon after, reward moneys allowed the team to buy a junkyard on the Atlantic coast of Long Island. The junkyard was bought in the name of Constance Brown (Samuel's alter-ego).

When Strike Force split into two teams, the Shadow Warriors kept the just-completed secret underground HQ; ownership of the junkyard was put in the name of Shante Ann Brown, Lorelei's Secret ID.

Customers no longer come to the junkyard. Now, civilian employee Darren Gold restores and rebuilds classic cars from junk, selling them at a high markup; this is now the sole source of official income from the Brown Auto Scrapyard.

ROBOTS: These two radio-operated robots were used to help build the base and are still kept in case the team ever needs to dig its way out. The two robots are: STR 5, DEX 5, BODY 2, Armor 3PD/3ED, SPD 3, Visual Sensors, Radio Hearing, Running 3" 0 END, Tunnelling 2" 0 END.

DETECT TELEPORT: Identical to the unit at Strike Force; the Shadow Warriors' unit was first, built when Commodore pointed out to Lorelei that the team had no way of knowing when invisible teleporters such as himself might visit.

Cost Statistics

Location

1 pt Suburb

Size

11 pts 10,000 Hexes Aboveground (ACM 3 1/2)

8 pts 808 Hexes Underground (ACM 2 3/4)

Concealment

60 pts Concealment, -8 to Detective Work, -8 to perception Roll

Communications

12 pts High-range radio reception, visiphone, TV/Radio broadcast, satellite link (10 hexes)

Sensors, etc.

24 pts External cameras with IR, IIF

17 pts Internal cameras with IR, OIF

Armor

30 pts +12 Def, +3 BODY to underground (Armor ACM x2)

12 pts Additional +15 Def, +14 BODY to prison area (11 hexes, Armor ACM x1/2), All Prison Def Hardened

Labs

16 pts Criminology (1 pt, 5 hexes),
Cybernetics +3 (4 pts, 6 hexes),
Electronics (1 pt, 5 hexes),
Medicine +1 (2 pts, 8 hexes),
Particle Beam Weapons (1 pt, 3 hexes),
Pharmacology (1 pt, 3 hexes),
Robotics (1 pt, 10 hexes),
Security (1 pt, 5 hexes),
VehicleRepair +3 (4 pts, 22 hexes)

Agents

60 pts Staff: 4 agents, 45-pointers, 11-

Robots

46 pts See description below.

Powers

31 pts Detect Teleportation, Sense, Radius, Locate, Analyze, +20 to detect (IIF, +1 1/4)

19 pts Life Support (vs. all gasses), IIF, requires END, on underground (7 pts x2 3/4 ACM)

Computer

23 pts INT 20, 20 pts. in databases and skills, base hookup

Power Plant

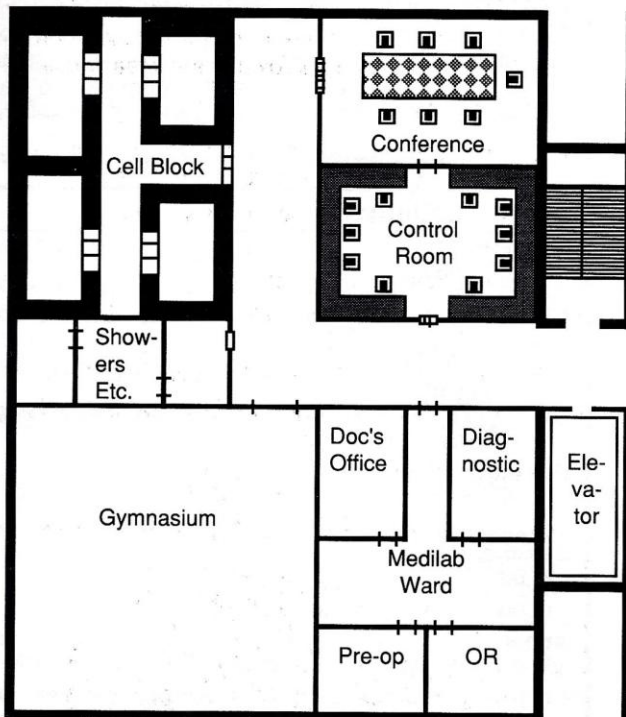
10 pts Provides 10 END, 5 hexes

Points

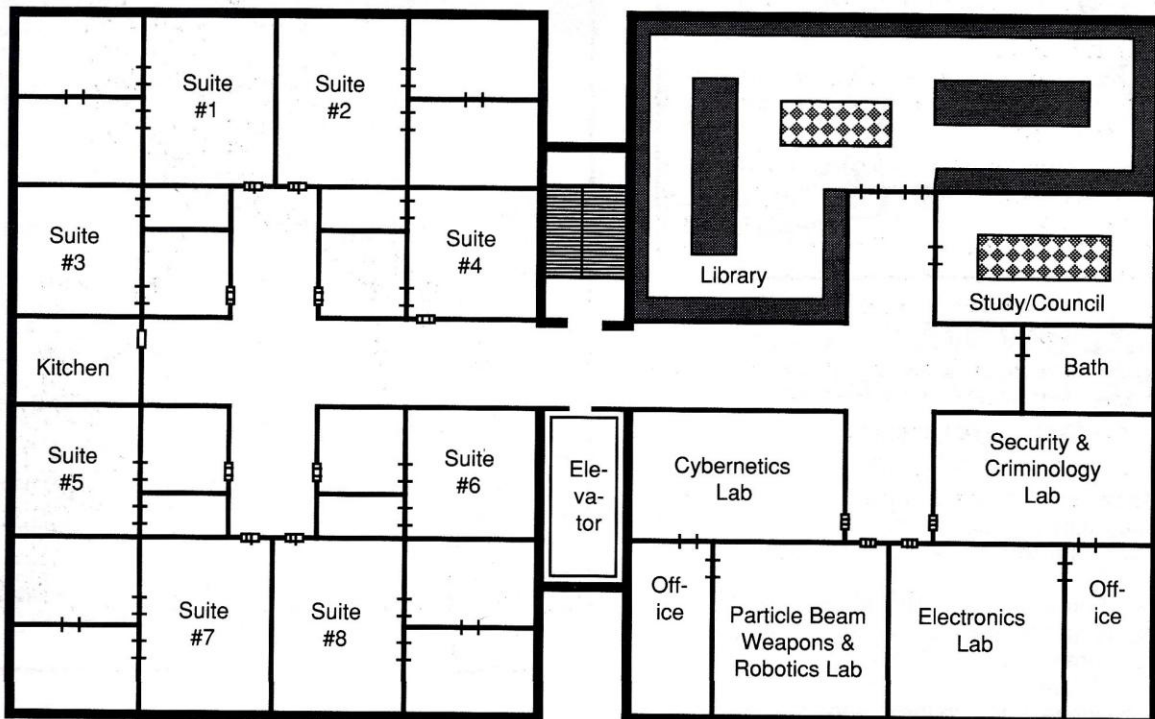
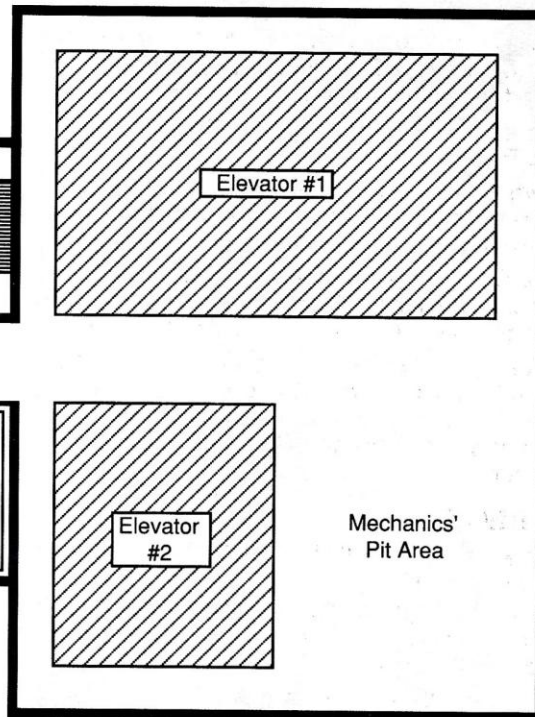
-380 pts Point Value Derived From Value of Members (see "Headquarters" in "Campaign-Specific Rules" for more on this)

SHADOW WARRIORS HEADQUARTERS

CONTROL DECK



GARAGE DECK



RESIDENTIAL DECK

STUDY DECK

1"
1"
1"
1"
1"

THE MAP KEY

The Shadow Warriors HQ is built in two levels, each with two specialized areas called "decks." The Control and Garage Decks are above the Residential and Study Decks.

CONTROL DECK

Cell Block. These cells are for very strong prisoners — they are Def 30, hardened, BODY 20. But they aren't set up to hold teleporters, dematerializers, high-powered tunnelers, or any other supers with good escape powers.

Conference Room.

Control Room. Lou Huey and Angelique Greene are usually on duty here; Shell sometimes takes the communications duty. Showers: And lockers and bathroom.

Gymnasium. Small, used for exercising and martial arts training; there is no Danger Room. The gym is often called the "Recreation Deck" or, more commonly, "Wreck Deck."

Medilab. (Also Doctor's Office, Diagnostic Room, Ward, Pre-op, and Operating Room.) Dr. Boerger is usually on duty here. These rooms also constitutes the base's Medicine and Pharmacology Labs; Lorelei sometimes studies in here.

GARAGE DECK

This is a large open area with two massive elevator pads and a mechanic's pit area.

Elevator #1 is used to lift the Ohlen and the mini-jets; it lifts the aircraft into an airstrip artfully hidden between rows of wrecked cars piled high.

Elevator #2 is used to lift the team's personal vehicles; it opens into a corrugated-iron garage.

The Pit Area also constitutes the base's Vehicle Repair Laboratory. Darren, Bolo, and Shell often work here.

RESIDENTIAL DECK

Each suite consists of a living room, bedroom, and bathroom. Unlike Strike Force, the Shadow Warriors don't spend much time in these quarters.

Suite #1. Lorelei. These quarters are utilitarian. Her living room is an office for administration and study; she keeps extra costumes and normal street clothes in the closets; her furnishings are unexceptional. There's nothing here to tie Lorelei with either Shante or Jeannine Dell.

Suite #2. Sai. Fairly bare of furniture, decorated with Korean paintings and artwork.

Suite #3. Psyche. American furniture, some sports magazines and texts on parapsychology and the preternatural.

Suite #4. Empty, used as guest quarters.

Suite #5. Empty, used as guest quarters.

Suite #6. Empty, used as guest quarters.

Suite #7. Bolo and Shelvastra. Features a confusion of strewn clothing, scattered tools and electronic parts, gutted electronic gear rewired in strange ways, etc. Not dirty, but dauntingly messy.

Suite #8. Empty, used for guest quarters.

Kitchen. Since no one in the Shadow Warriors or the civilian staff can cook, only the refrigerator (holding drinks and bagged lunches) and microwave see steady use.

STUDY DECK

Library. Contains works on electronics, parapsychology, medicine, and engineering, and very little else.

Study/Council Room. Mostly used for reading.

Bathroom.

Cybernetics Lab. Used by Bolo.

Particle Beam Weapons Lab, Robotics Lab. Used by Bolo.

Electronics Lab. Used by Lorelei, Bolo, and Shell.

Security and Criminology Lab. Used by Bolo (Security) and Lorelei (Criminology).

Laboratory Offices.



THE MINIJETS (VSTOL Aircraft)

The team has three Very Short Take-Off and Landing minijets, two-man fliers built by Bolo. Though unarmored and not super-fast, they're adequate for close transportation and can land on any city street, rooftop, or yard. Lorelei can pilot hers; Psyche and Sai intend to learn how.

THE MINIJETS

MAX: 125" Flight *
ACC: 5# **DCC:** 5 **TURN:** 9 **STR:** 20
DEF: F4 B4 L3 R3 T3 U3
BODY: 7 **ISIZ:** 1 **DMG:** +3D6 **SIZE:** 3
DCVM: -5 **MASS:** 609 kg **KNB:** -3"
CARRY: 400 kg **PASS:** 2

* Flight has Stall Speed 4", does 2 1/2D6K Damage from Exhaust

Does 2 1/2D6K Damage from Exhaust

Characteristic Cost: 92

Pts Equipment

- 2 Radio, OIF
- 5 Ejection Seats (2), IIF
- 1 Floats, OAF

Total Cost: 100 points

Pts 75+ Disadvantages

(5-point contribution from Lorelei for one, from Psyche for a second, from Sai for a third)

- 5 Complex (Piloting Skill, familiarity with light planes)
- 20 2x BODY, Electrical Attacks

Total Points: 100 Points



THE OHLEN

(Shelvastra's Scoutship/Spaceplane)

Shelvastra's spaceplane was a fast but defenseless scoutcraft seemingly made of tinfoil. Since coming to Earth, she and Bolo have given it heavier armor and other gear.

THE OHLEN

MAX: 500" Flight *
ACC: 6# **DCC:** 8 **TURN:** 10 **STR:** 20
DEF: F11 B11 L11 R11 T12 U12
BODY: 10 **ISIZ:** 1 **DMG:** +5D6 **SIZE:** 3
DCVM: -5 **MASS:** 3t **KNB:** -5"
CARRY: 400 kg **PASS:** 2

* Flight has Stall Speed 16", does 9D6 Normal Damage from Exhaust, Not Air Breathing

Does 9D6 Normal Damage from Exhaust

Characteristic Cost: 121

Pts Equipment

- 10 Orbital, OIF
- 2 Radio, OIF
- 5 FTL on Flight, 1 ly/day, OIF
- 27 Radar, -1/1280", OIF
- 7 Computer: INT 8, Starnap Database, Navigation Skill 11-, Autopilot 11-, OIF
- 5 Ejection Seat with Parachute, OIF
- 3 Radar Reflectors, -7, OIF

Total Cost: 180 points

Pts 150+ Disadvantages

(5-point contributions from Shelvastra and Bolo for 150-point base)

- 5 Complex (Piloting Skill, familiarity with Military Jets)
- 20 2x BODY, Electrical Attacks
- 5 One Turn Startup

Total Points: 180 Points

THE CIVILIAN STAFF

The Shadow Warriors have four civilian employees:

Dr. Athelney Boerger: A general practitioner who dabbles in biochemistry, Boerger treats the team's cuts and bruises and maintains extensive files on their biological peculiarities in case they're ever seriously hurt. He's also a professional golfer. 6'3", brown hair and blue eyes, 52.

Darren Gold: A master mechanic, Darren assists Bolo and Shelvastra on their projects, keeps the base equipment in tune, and (in his free time) rebuilds classic cars from scratch as part of the junkyard's official cover. 5'10", black hair and brown eyes, 33.

Angelique Greene: An Army veteran, Angel is the base's security officer, in charge of manning base security cameras and walking rounds in the junkyard; she's also an avid motorcyclist. 5'7", blond hair and brown eyes, 29.

Lou Huey: Balding, sweaty, and nervous, Lou Huey is nevertheless a good administrator, accountant, and investment advisor. He keeps the Shadow Warriors finances level. 5'7", balding brown hair and brown eyes, 48.

HISTORY OF THE CAMPAIGN



Now that you are familiar with the history provided in the section on Teams we are going to elaborate, filling in the blanks and discussing what the game events actually meant to the players. This should give you an idea of what the campaign was like, showing you some of the pitfalls and rewards presented by a long-term campaign.

Campaign history, as experienced by the characters, is presented in normal text; behind-the-scenes history, as experienced by the players, is presented in italics.

PREGAME HISTORY

*In the summer of 1981, I was loaned one of the first copies of **Champions** in order to write a review of the game for Space Gamer magazine. I playtested the game for review — and that “playtest” has been going on ever since.*

But before I began that campaign, I worked up a pre-game history for the world. This history drew extensively on published comic-book titles, especially those of the two major comic-book publishers.

On the “Strike Force Earth,” most of the pulp heroes of the 1920s-1940s had appeared, adventured, and retired or died. Most of the 1930s-1940s superheroes also appeared; many of them were retired by the 1950s, and the rest were chased underground by the McCarthy purges.

A new generation of supers debuted beginning around 1961; and, while many of these heroes are still active nearly 30 years later, this boom died down during the 1970s. Then, as if on a periodic 20-year cycle, a third generation of superheroes appeared beginning in 1981; these included Strike Force, other player-character teams, and many NPC teams.

One such NPC team was the Lightbearers, a New York group whose chief enemy was the notorious Overlord. Months before Strike Force was founded, the Lightbearers made their last assault on Overlord, but were roundly defeated, one member killed, one member implanted with a mind-control device, the rest scattered, the team broken.

Actually, the Lightbearers were my first attempts at character creation, and their assaults on Overlord were the solo sessions when I learned the rules. When I was ready to begin the campaign, I kept the Lightbearers as NPCs, and used Overlord in the first episode. Overlord became a campaign fixture, and la Panthere, the mind-controlled Lightbearer, later became one PC hero’s love interest.

THE FIRST ADVENTURES

The independent hero ShadowWalker, in his secret ID on a repair assignment, detects coded transmissions. Partially decrypting them, he realizes they are villain-to-villain communications suggesting a rendezvous. Interested, but not wishing to be tromped by villains, he seeks out other independent heroes: Teleporting martial artist Phosphene, romantic swordsman Swashbuckler, and mystic brick Lightrune.



Actually, in the first adventure, the players just sat down with their characters, and I had to figure out a reason why they’d all be together. I bounced the above rationale off ShadowWalker’s player, and he was agreeable; So, in Panel One of the adventure, the heroes are all together, overlooking the rendezvous site. By game-master standards it was a crude technique ... but we learn as we play.



ShadowWalker's player was a Genre Fiend (see the Campaigning section for more on player-types); Phosphene's, a Mad Thinker/Builder; Swashbuckler's, a Combat Monster. Lightrune was a GM player-character, present to counteract the preponderance of stealth characters.

In this adventure, Overlord is considering buying a property the Carousel agency is abandoning. But the heroes infiltrate, are discovered, fight Overlord and his companion Lady Power (not to mention the Carousel agents) and chase them all off. It is a minor victory and a fun episode.

Immediately afterwards, on the street, the team is approached by a woman and her daughter; the woman, believing them to be the better-known Crusaders, persuades them to help train her mutant daughter Jeannine, who is developing super-powers. Baffled, but drawn to Jeannine, they agree. (See Lorelei in the Shadow Warriors section.)

At the beginning of the second play-session, anxious to figure out why these supers would stay together at all (much less take along new PC Jeannine, an underpowered 15-year-old mutant girl), I concocted the above explanation and presented it to the players of the previous episode: "It's mere minutes after your victory over Overlord, and you're still on the street corner, talking about the fight and your opponents... when suddenly you're approached by ..." After introducing Jeannine and her mother, I suggested to ShadowWalker that he might explore this team idea by going out and rounding up more solo heroes to form the basis of a new team, and he agreed. Suddenly I had an easy explanation for all the new characters to be present. These were brute-force ways to accomplish important campaign functions, but they worked; and because I sought the players' opinions on whether or not their characters might do these things, asking just exactly how they'd go about them, no one had a problem.

The new players were Lorelei's, a Romantic/Builder; Napalm's, a Combat Monster; and Shiva's, a Pro from Dover/Copier.

In this second adventure, the team discovers that the citizens of a small upstate town are being mind-controlled. Investigating, they discover another of Overlord's small bases and invade ... and set up the campaign's fiercest ongoing PC-to-PC conflict.

Phosphene fights la Panthere, one of Overlord's mind-controlled female bodyguards, and narrowly defeats her. He is impressed with her style, ability and beauty. When at last she is defeated, the new hero Shiva strikes her with killing blows — to make sure she doesn't get up to trouble the heroes further. Abruptly, as Overlord is being chased off once again, we have a fight between player-characters as the enraged Phosphene attacks the indifferent Shiva. The fight is inconclusive, and Lightrune heals la Panthere... but bitterness arises between Phosphene and Shiva.

Fortunately, this was just good role-playing going on. While the characters were snarling at one another, the two players in question were grinning from ear to ear, delighted with the role-playing opportunity.

In this and subsequent adventures, the team adds members Napalm, Samiel (who becomes a foster mother to Jeannine), and Ichi-ban.

Of the new players, Samiel's and Ichi-ban's were both Plumbers ... and I was starting to grow worried, both because the playing group was getting very big and because I was starting to have an idea of how divergent were the interests of the players.

The team takes the name Strike Force and uses reward money to buy a junkyard to serve as their secret base. Phosphene receives the first hints of his association with the Blood (see him in the Strike Force section). Jeannine takes the code-name Lorelei and becomes romantically fixated on the rakish Commodore, also a member of the Blood.



Unfortunately, Lorelei's player didn't make this clear to me. It was years before Lorelei was able to pursue a relationship with Commodore because I was unaware of the interest ...

EXPLORING OPTIONS

As the team membership stabilized, we, both players and GM, began exploring options within the campaign.

The earliest adventures had followed the same, simple pattern: Heroes hear of trouble, go to where the trouble is, attack the villain, and capture him or drive him off.

Now, the heroes began actually to investigate villains, keeping their eyes on the news, pursuing leads. And villains were beginning to come after them, too.

New villains appear: Affrighter, of the Blood, tries to murder the population of a village in order to achieve apotheosis. ShadowWalker's Hunter sends brainwashed duplicates of ShadowWalker himself to kill him. The Producer kidnaps team members (with old movie monsters) and then sets them free to stop a giant Japanese monster from tromping Washington underfoot.

New heroes also debut: Red Archer, Bolo, and Nightwing.

Red Archer's player was a sort of Genre Fiend/Combat Monster; Bolo was from Phosphene's player; and Nightwing was an NPC, a helpful convenience, for he allowed me to get the team to more distant settings more easily.

About this time, new hero-teams debuted, as several of the players decided that they wanted to game-master, too. Rather than have numerous alternate-dimension Earths, we parcelled up the Strike Force America: The East Coast to me, the Midwest to Shiva's player, the South to Lorelei's player, the West to Phosphene's player, Canada to ShadowWalker's player.

THE FIRST MINI-SERIES

So far, every play session had been a complete story, beginning with danger signals and ending in the defeat of the villain. It was now time for something longer and more demanding, a full-length mini-series.

The demon called the Mockery tries to destroy the Earth by merging parallel dimensions into the Earth's dimension. In the first episode of the mini-series, Strike Force finds dimensional rifts that are releasing monsters into the world; they investigate and discover that someone is tampering with the very fabric of the space/time continuum.

In the second episode, the Mockery discovers Strike Force's investigations and send supers against them — duplicates of a WWII superhero team. These supers, with coordinated maneuvers and code-words, humiliate Strike Force and the team barely escapes. Strike Force discovers and releases (from interdimensional prisons) two long-lost superheroes whose origins are tied in to the Mockery, and whose energies can lead the team to the Mockery's dimension. But Napalm, saving Lorelei from guards, is shot to death, the first Strike Force hero lost in the line of duty.

Actually, I'd noticed that Strike Force had never developed such things as maneuvers and code-words, and I wanted to encourage them to do so. I had the sudden realization that the way to do so was to have them fight (and lose to) a team which utilized such conveniences. Their enemies were built on 50-75 points less than the Strike Force heroes, but whipped them anyway ... which galled the team into developing its own code-words and maneuvers.

In the third episode, new heroes debut: Psyker (a replacement for Napalm), Defender, and Shawna Ferris. Around the world, monsters are pouring in from numerous rifts, and the team fights several of them while NPC magicians prepare to send them to the Mockery's dimension.

The appearance of Bolo not long before, and now Defender (from Red Archer's player) and Shawna Ferris (from Lorelei's player) cued me in to the fact that good players are always looking for new and interesting role-playing challenges... so they'll always be creating new characters. Even if the campaign is the best it can be, good players will always want to introduce new characters... all of which means that new GMs shouldn't be disturbed when their players start coming up with new PCs. It's when they don't want to play any characters that the GM should be worrying.

In the fourth episode, Strike Force is launched into the Mockery's hellish dimension. Attacked by the WWII duplicate supers who beat them before, the new, organized Strike Force is victorious, then defeats the Mockery, who perishes. Strike Force gains the respect of the world's other super-teams.

DEPARTURES

Several unrelated adventures follow the Mockery mini-series. The Producer creates a flying saucer scare; Overlord unleashes his power-armor corps, the Steel Brigade; Affrighter tries another apotheosis scheme; and new heroes debut, including Tempis and Charade.

Tempis was from Ichi-ban's player, part of the exploration process discussed above; Charade's was new, a Romantic Plumber.

Then the Warstars adventure occurs. Colonists from the planet Dekare had settled a new world but were chased off their world by insectoid invaders. Trying to escape back to Dekare, they blunder into Earth space. Earth's heroes rise to help them in a major crossover adventure; they defeat the insectoids and send the Dekarian Colonists on their way.

But Defender decides to abandon Strike Force and his family fortune to accompany the Dekarians and learn their scientific secrets. He sells his mansion and worldly fortune to Strike Force for \$1, and departs.

Soon after, the Sisterhood of Fire, a mystical society which is eternally vigilant against a demonic power, kidnaps Red Archer, places him in a block of magical amber (in suspended animation), and mystically treats him to be a guardian against their demonic enemy.

Not long after that, Strike Force encounters and inconclusively fights the Man in Black, an intangible mass murderer with unknown motivations. During the adventure, another fight erupts between Phosphene and Shiva; the team retires to the mansion to resolve the situation once and for all. Phosphene and Shiva decide they can no longer work together; their methods are too different.

The resolution: Strike Force splits into two teams. One team, called Strike Force, led by Phosphene and dedicated to non-lethal crime-fighting, gets the mansion HQ and half Defender's fortune and holdings. The other team, called the Shadow Warriors, led by Shiva and dedicated to covert

crimefighting where lethal force is sometimes necessary, gets the junkyard HQ and the other half of Defender's fortune and holdings. But ShadowWalker, disgusted with the whole affair, resigns his membership and leaves the join the Crusaders, a more settled super-team. Swashbuckler, too, leaves Strike Force, but because he refuses to choose between the teams and wishes to adventure with both of them.

Again, there was no anger behind these squabbles — just good role-playing. But Defender, Red Archer and ShadowWalker had left the team for unfortunate real-world reasons; the player of Defender and Red Archer had joined the Air Force, and the player of ShadowWalker the Navy. Both had to leave the campaign to serve their hitches.

The Sisterhood of Fire and Man in Black were examples of a convenient campaign tool: Introduce an enigmatic society or character, not explaining his origins or motivations until some later event in the campaign turns out to be a perfect place for him to reappear. The Sisterhood of Fire and Man in Black both turned out to be appropriate for the Black Enchantress' story, described further on.

Following are several less-intense and unconnected adventures. Strike Force meets the Circle. The team accidentally visits the homeland of the Blood, discovering that the Blood patriarch Azor has escaped; Vixen joins the team during this adventure. Strike Force has another run-in with Overlord.

Vixen was another character from Lorelei's player; she'd belonged to the Canada campaign run by ShadowWalker's player. When he left for the Navy, the campaign died. That's one benefit of having several campaigns on the same world: When one is cancelled, the characters from it can perhaps transfer to the other campaigns in the same world.

The team discovers Narian, a village on a world in the Chaos Zone, an alternate dimension where the laws of nature are very different; Narian is frequented by many inter-dimensional travellers and is a strange place to visit. Meanwhile, the Shadow Warriors face the Mad Slasher, a villain who also later ties in with the Black Enchantress.

Finally, it was time for a lengthy break from the Strike Force campaign. People needed a rest from it. Lorelei's player was bored and unhappy with the character and I didn't understand why. I was no longer feeling inspired when creating adventures. We had two alternatives: Continue playing and burn out, or put things on hold. The campaign went on hold.

During this break, Phosphene secretly tried to return to the Blood homeland. He was captured by Azor, leader of the Blood, and brainwashed, then returned to Earth as the supervillain Phantasm, in order that he might participate in the Great Super-Villain Contest. La Panthere joined Strike Force to use its facilities to look for Phosphene, with whom she'd fallen in love. Shiva, his enemy Loc Ban Tor close on his heels, faked his death in a tenement fire and later reappeared as Sai; Lorelei became leader of the Shadow Warriors. With Phosphene gone, Lightrune became leader of Strike Force. During all this, a year of real-world and campaign-world time went by ... and when it was time to begin again, the GM and players were energetic and enthusiastic.

All of which means this: When you're tired of your campaign, just put it on hold until you're ready for it.

THE GREAT SUPER-VILLAIN CONTEST

Lorelei turns 18 and has a big birthday bash; Phantasm kidnaps her from it, drugs her, and deposits her in a magician's cabinet. It's Round One of the Great Super-Villain Contest (from the *Champions* adventure of the same name), and Phantasm has defeated Lorelei. Soon after, Lorelei tracks Commodore down and declares her interest in him; they embark on an affair of the heart.



Finally, I learned of Lorelei's abiding interest in Commodore and reintroduced him into the campaign. Abruptly Lorelei had a subplot that really interested her player, who was never again so dissatisfied with the character.

At about the same time, blue-booking entered the campaign — see the description of this in the Campaigning section. It turned out to be a great boon to the Builder and Romantic characters especially.

As the Great Super-Villain Contest continues, Phantasm is captured, revealed to be Phosphene, brought back into his right mind, and reinstated as Strike Force leader; but he decides to continue on as Phantasm to learn more about the Contest. Charade meets and becomes romantically interested in Sabre, the cousin of Phosphene and Commodore (*Organization Book III*). Sai (re)joins the Shadow Warriors.

In the third round of the Contest, Phosphene, Ichi-ban and Lightrune infiltrate the Crimson Claw's base and summon the teams, who attack. The Crimson Claw, is revealed to be an agent of the Blood patriarch Azor and is killed in combat against the hero Tempis; and the Emerald Eye is destroyed.

In the story's epilogue, Lorelei marries Commodore, and Charade marries Sabre Carstairs.

The GSVIC was a turning-point for the campaign. The players and GM were now comfortable with multi-part stories. The process of blue-booking allowed us to introduce romance sub-plots (which the female players had long wanted) without them becoming tiresome to the players not interested in them. The team rosters were now more or less stable, the superheroes knew one another and their powers, and the campaign at long last felt and acted like a comic book.

After the **GSVC**, several lighter-toned and unconnected adventures occur: The teams' Christmas vacation in Vermont is disrupted by a powerful ghost; Strike Force encounters Criterion Research (*Adventurers Club #6*); a mini-series featuring the teenaged Avant Guard heroes is run.

It was now occurring to me that a campaign is paced best when you have a long, involved, mini-series followed by several unconnected and light-hearted adventures. The mini-series allow important campaign elements to be introduced or concluded; they encourage character development at its highest level; they provide for wonderful melodrama. The unconnected adventures, on the other hand, give the players and characters a chance to wind down, relax, and recharge themselves for the next mini-series.

THE TKTK HORDE

Strike Force finds itself transported to the far-distant world of Dekare. Dekare was settled by the Shivall race and is a peaceful high-tech society. (Its long-departed colonists, those aided by the supers of Earth in an earlier episode, had not yet returned there.)

Several years ago, Dekare was conquered by the TkTk Horde, a race also descended from the Shivall. The TkTk had caused sequential volcanic eruptions to wreck the world's agricultural economy, then moved in to take over with little cost or trouble. The planetary leader, before he was captured, had almost finished constructing a mystic device designed to summon help; now, years later, the device accidentally activates and summons Strike Force.

The team travels through this ravaged world, meeting Dekarian freedom fighters and the TkTk occupation forces. Strike Force rescues the planet's leader, who needs neurosurgery available only on Earth; the team wrecks the local TkTk headquarters and manages to return to Earth, preparatory to going back to Dekare once more.

But members of the "TkTk Friendship Alliance," an advance guard of TkTk invaders, have arrived on Earth, promising all sorts of high technology — but only to the United States of America. Strike Force recognizes this as a typical

TkTk ploy; the invaders have seen the superpower conflicts on Earth and know that the Soviets will begin war rather than let the United States have faster-than-light spacedrives and fusion reactors. But the U.S. government, anxious to get the technology, isn't listening to Strike Force's objections; it brands Strike Force as traitors and sends them into hiding.

While some team members repair the Dekarian leader's ruined health and return with him to Dekare, the rest conceive a plan: Phosphene manages to convince the Producer to recreate a network news studio, down to its famous anchorpersons and reporters, and beam out an announcement that the U.S. government has seen through the TkTk ploy and is refusing the offer. The TkTk, thinking their plan has failed, attack ... and are defeated by Earth's superheroes. Meanwhile, on Dekare, the warship ruling the planet is invaded by the rest of Strike Force. From both Earth and Dekare, the TkTk invaders have to limp home, defeated.

THE BLACK ENCHANTRESS

From The Coriolis Effect another fine Champions adventure in print, I drew several characters and plot elements, including The Black Enchantress, Dr. Avery/Dr. Arcane, and Donna Hannah, and combined them with several plot elements which had already appeared in the campaign but not been fully explained. We didn't run through the adventure as it was written; we just used the elements which suited the storyline I had in mind.



This is something that new GMs may not intuitively realize — that you don't have to follow the plots of store-bought adventures exactly as written. In fact, when you do, the tight plot restrictions sometimes built into these adventures may limit the PCs' options far too much. Novice GMs have to learn the hard way that no published adventure can anticipate every plan or situation presented by every character. Though it's difficult to learn to improvise in these situation, the first step is in realizing that you can deviate from the printed page — and will have to, if your campaign is to be as much fun as it can be.

In this adventure, the previously-introduced Sisterhood of Fire became guardians against the Black Enchantress' mother Ch'andarra; the Red Archer, kidnapped by them, was being magically treated to defeat Ch'andarra's minions. The previously-introduced Man in Black and Mad Slasher were the Black Enchantress' childhood tools used to murder her foster parents and other innocents.

In the adventure, the Black Enchantress begins by discovering where the Sisterhood of Fire is keeping Red Archer, the guardian primed against her; she steals the Archer, then begins stealing the scrolls she needs to bridge the dimensional gap and permit her mother to enter this plane. Fighting the monsters released in her wake, Strike Force meets Luster (see her in the Strike Force section) and, after an initial bad reaction, invites her to train with the team.

Calling in mystic specialists, the team meets Dr. Clinton Avery, his granddaughter Donna Hannah, and Dr. Kent Veiss (see *Organization Book III*; his Bloodletter personality recognizes Phosphene as Blood and begins plans to kill Phosphene). The Black Enchantress (in her secret ID, a friend of Donna's) attacks and steals Avery's scroll; Avery dies from injuries sustained in the fight.

In Washington, D.C., the new hero Skyrocket spots some strange mystical doings. Getting aid from Strike Force, he finds a D.C. warehouse, which contains a horrible tentacular monster... and the giant block of amber which houses the Red Archer. The monster is defeated, the Red Archer released. His new magics are analyzed, and he discovers that he is the guardian prepared against Ch'andarra's arrival and minions.

At the showdown with the Black Enchantress, Phosphene cowers the villainess, who hides within her scrolls; her minions are destroyed; Bloodletter appears and attacks Phosphene but is chased off. Phosphene coaxes the Black Enchantress out of her scrolls to talk to her ... but Red Archer shoots her, apparently disintegrating her. The infuriated team banishes Red Archer back to his own plane.

In the story's epilogue, Strike Force becomes the guardian of Donna Hannah; she begins to study magic to learn if the Black Enchantress was actually destroyed.

Later, Donna Hannah became the second Dr. Arcane, continuing the family tradition.

Luster was a new heroine from Lorelei's player. Skyrocket was a new character from Pinchus' player; Pinchus was introduced as early as the third episode but played irregularly, and it was time for his player, a Genre Fiend/Tragedian, have a new, regular character.

This was another seamless mini-series. But by this time, doing a long storyline was no longer a challenge; once again, it was time to try something different ...

RESOLUTIONS

It was time, in fact, to resolve some old plotlines which had been unchanged within the campaign for years.

In the next several adventures, the Bloodletter attacks again and again, slaying innocents in order to get shots in at Phosphene.

Power Lord begins and ends his career. Overlord's idiotic oldest son, believing it to be time for the world to quail at his feet, leaves his father and attacks Strike Force Mansion with the Steel Brigade and a crew of mercenary supervillains. While Strike Force is out, he captures the MMT and other civilian employees, including Ichi-ban's wife Ryoko. But she has managed to send out a distress signal. Strike Force returns, on guard, and recaptures the mansion, taking Power Lord in the bargain; with Luster's help, they find Power Lord's base and free the prisoners.

Ichi-ban, disturbed because of the kidnapping of his wife, uses his powers to sneak into the super-prison holding Power Lord; he poisons and kills the young villain.

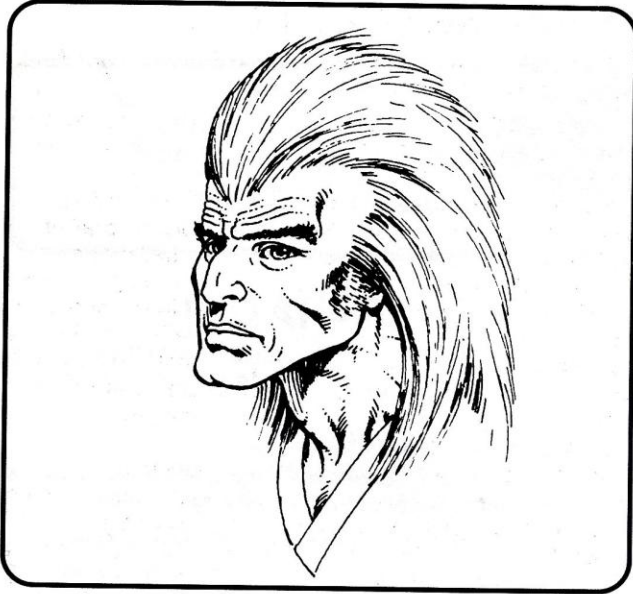
But the crime is too perfect: The investigators, finding absolutely no motives or clues among the people who could have performed the murder, call in superhero help. And Aureole of the Circle discovers Ichi-ban's involvement. He confesses and agrees to stand trial. The stunned members of Strike Force expel him from the team.

Meanwhile, Lorelei finally tracks down, frees, and is reunited with her long-lost father.

Strike Force has its climactic battle with Bloodletter. Though unable to defeat him in combat, the team has discovered that he's really a parasitic energy-form which only emerges when Dr. Veiss is asleep. So, while most of the team fights Bloodletter, other heroes surround Veiss with a force wall impenetrable to the Bloodletter, then wake Veiss up. The Bloodletter, unable to survive outside Veiss when the man is awake, perishes; Veiss is free of his influence.

Lady Power, mother of Power Lord, leaves Overlord. She barter her services to Scoff, a demonic being, in return for great temporary powers and a crack at Ichi-ban. At Ichi-ban's trial, she attacks him, destroying his magical powers; but Strike Force intervenes, and she fails to kill him. She is recalled by Scoff, her powers reduced, and begins her eternity in service to him. Ichi-ban is declared innocent by reason of temporary insanity but is stripped of U.S. citizenship and returned to Japan.





Elsewhere, Sai's government employers order him to kill a man — and the target turns out to be Lorelei's brother Hamilton. Realizing how close he came to hurting someone he cared for, Sai resigns from his position. But, since he Knows Too Much, his employers contract someone to kill him — they hire his old enemy Loc Ban Tor.

There was no longer any reason to keep Lorelei's father a prisoner; the situation had been milked of all its emotional appeal, so Lorelei was allowed to find a way to rescue him. That's a lesson it took me a long time to learn: The GM has to be vigilant for the signs that a sub-plot is becoming boring to a player. One sure sign is when the scenes you set up fail to achieve the emotional reaction you envisioned, or when all the characters' actions seem to be oriented at changing something you'd decided was unchangeable; this means that it's time for a change, for the subplot to be altered or resolved.

Ichi-ban's player decided that his samurai code demanded vengeance for the kidnapping of his wife and decided that Ichi-ban would kill the man. Since Ichi's player was soon to be departing for a job in Minnesota, I thought the situation provided a very good way to put Ichi-ban on ice ... and also to bring about some interesting changes in the character of Overlord. See Overlord in the Villains and Neutrals section for more on this.

As evil as Bloodletter was, and as seldom as superheroes ever get a chance to really, finally obliterate a villain, I decided to give them such a chance. By making Bloodletter and his host Dr. Veiss into distinct personalities, by making Bloodletter a parasitic ghost with no place on this world, and by making him slaughter innocents by the score, I made his destruction inevitable. The only way to stop his rampage of death and to free Veiss from his torment was to destroy Bloodletter, and the team was clever enough to figure out how it might be done.

And Shiva, who had never really been confronted with the harm his bloodthirstiness could cause, had it abruptly shoved into his face. Presented with the necessity of choosing between the path of expediency and the path of heroism, he chose the latter; now he must experience the benefits and the consequences of that choice.

A NEW DIRECTION

At this point, I'd done about as much as I could with the Strike Force / Shadow Warriors campaign as it existed. I could continue running the campaign as it was for a long time ... but it was inevitable that eventually I would begin to run out of interest. If I planned to continue running the campaign, I had to come up with some interesting new direction for it; the alternative was to wrap up the campaign with some spectacular blowout adventure. But the players wanted the campaign to go on. It was time to utilize some of the "New Campaign Directions" advice I gave in the Campaigning section — time to choose a new direction for Strike Force.

One of the oldest comic-book conventions is that the high tech encountered and developed by the supers doesn't change anything. If you invent cheap antimatter reactors, you either lose them or keep them to yourself; you don't market them or give them to the world. That would change the world drastically. It would begin to resemble the real world less and less — and the real world is a convenient and comfortable basis on which to hang your campaign.

I thought it would be an interesting new direction if, all of a sudden, the technology invented by the characters could be distributed, be marketed, begin changing the world. In a few years, the world would be advanced far beyond its current level of technology. The Terrans would soon become a starfaring race. This was the direction I wanted the campaign to take, and the players had no problem with it.

But this begged the question: Why hadn't this been going on all the time? Why hadn't superheroes always been able to distribute their technological learnings?

150 years ago, a bizarre alien life-form called the Governor was anxious to see what would happen to a developing race if its scientific growth were artificially retarded. It came to Earth and began slowing technological progress.

Overlord, retired from villainy, discovers that some force is keeping him from distributing his brilliant works on genetic engineering. Strike Force, visiting him after seeing the works of his son Fire Hawk, decide to help him. Their investigations draw the Governor out of hiding; they defeat it and make it swear to depart Earth forever.

This set the stage for a flurry of technological growth ... but was not enough to reshape the world from the ground up. That would take some sort of catastrophic change. I decided it was time to destroy civilization as we now know it.

The evil Darklord, most powerful being of the Chaos Zone, begins a massive invasion of the Earth. Across several episodes, many of Earth's heroes (including Strike Force) forge their way through the Chaos Zone to get at him, while the remainder try to protect the Earth. The latter limit the loss of life on Earth, but the world's military might and economies are ruined. The heroes in the Chaos Zone defeat Darklord and send him into exile. Once returned to Earth, they begin planning for the rebuilding of Earth from the ground up; and with the Governor gone, Earth technology can now quickly achieve what would otherwise be a far-future look and level of sophistication.

That brings us up to the present. In the future, the campaigns set in this recovering Earth, an Earth with accelerated technological growth, will gradually become more like high-tech far-future superhero series, with more emphasis on planetary exploration, interaction with galactic empires, and dealing with the rapid advance of science, in addition to the more common threats posed by various villains.

CRISIS OF CHAMPIONS



An Adventure Outline For *Champions* Campaigns

This adventure is just one way to utilize Strike Force and the Shadow Warriors — not to mention a stellar cast of famous superheroes and supervillains from the comic books.

If you're a player, DO NOT read further into this adventure.

PREMISE

This is a multidimensional crossover adventure. Your heroes will be encountering supers from a variety of parallel but different Earths. This follows the comic-book convention that there are great numbers, perhaps an infinity, of different Earths in parallel dimensions, each one slightly or significantly different from your campaign Earth, and many of which have superheroes.

THE VILLAIN'S PLAN

In this adventure, the Reapers have recently developed a prototype interdimensional teleporter ray which allows them access to some of these parallel worlds.

Reapers leader Alasder Dell has figured out how to use this device to defeat his hated nemeses, Strike Force and the Shadow Warriors — and coincidentally capture the superheroes of many parallel worlds, so that the Reapers can loot these parallel worlds as well.

This device will not allow him to teleport heroes into the heart of a sun or even an alternate-world volcano; it only transfers people from one Earth to the exact same place on a parallel Earth, but that's enough for Alasder Dell.

Dell's plan is this: He sends squads of his Carousel agents into each new world to learn about it, specifically about its government and superheroes. They acquire as much information as possible about the superheroes and bring it back to the Strike Force Earth.

Then, the villain team Cobra (and any supervillains you care to add to Cobra) dress in costumes identical to those of the supers of that Earth, then commit heinous and bloody crimes on another Earth.

Finally, the Reapers beam the actual superheroes to the world where that world's superheroes believe them to be new, powerful, murderous villains.

In this fashion, Dell tricks each world's superheroes into defeating the supers of the "next world over." When he's through, he hopes, he'll have a whole chain of worlds where the major superheroes have knocked one another off. As each superteam is captured, the Reapers beam them into its own super-prison.

PREPARATION

Prepare for this adventure by deciding which worlds you want to use in the adventure. Here are some suggestions for super-worlds to use:

- (1) Your Own Campaign World.
- (2) The Strike Force / Shadow Warriors World, if you want these teams to come from an alternate continuum.
- (3) The Worlds of the Major Comic Book Companies.
- (4) The Champions (aka Guardians) World (if you have issues of the *Champions* comic book, which was based on characters from the original campaign played by Hero Games).

THE ADVENTURE

Here's how this mini-series will probably begin and be played out:

EPISODE ONE

In the first episode of this mini-series, your campaign supers discover the bloody aftermath of a supervillain attack. New, previously-unknown supervillains broke into a bank or research facility, stole lots of stuff, killed a lot of people in horrible and violent ways, and escaped. Witnesses got lots of good pictures of and film on these villains, so our heroes can study their powers and methods.

Later, our heroes run across these selfsame villains, who seem confused but nonetheless defend themselves from the player-characters' attack. Arrange matters so that it's a close match, but so the player-characters defeat these villains. Once defeated, these villains will disappear in a teleport beam; the heroes will think they've been rescued, when in fact they've been beamed to the Reapers' prison. Naturally, these "villains" are actually the superheroes of an alternate world; it's best if you use heroes who are not well-known to your players.

EPISODE TWO

Mere minutes after that last fight, your heroes find themselves teleported into the bombed-out rubble of a bank, surrounded by dead and dying innocents — and immediately under attack by an arriving hero-team unknown to them.

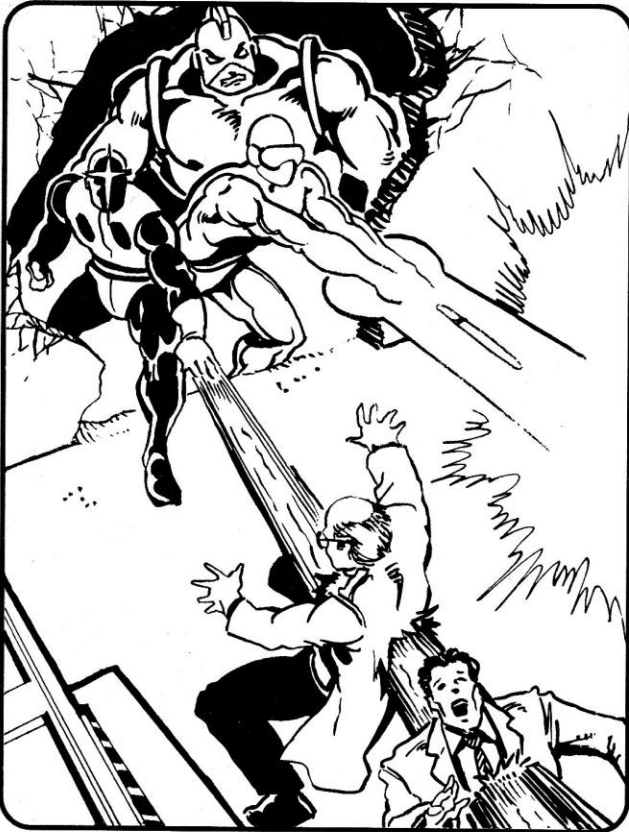
If you're not making Strike Force a part of your game-world, then the arriving team is Strike Force. If you are making Strike Force part of your world, these heroes are members of some other team — a team known to your players from comic-books, but not known to their characters.

These arriving heroes recognize the player-characters — as the villains who stole and murdered earlier in the day. The PC heroes are now in exactly the same position as were the supers they captured earlier in the day.

The attacking supers will be spouting the same vengeful sentiments that the PCs were earlier — the *exact* same — and it shouldn't take too much brainwork for your heroes to understand the trick that's been played on them.

Match the attacking heroes pretty closely with your own heroes. If the attacking heroes are very experienced, and you're using Strike Force for them, use the experienced versions of the team; if not, use the 0-experience versions; if somewhere in between, use a mixture of the two.

If your heroes win, the defeated heroes are mysteriously teleported away (to the Reapers' prison, though the PCs won't know this). Then, your heroes must face more oncoming superhero teams, too many for them to handle (and who aren't willing to listen to reason — they saw what happened to Strike Force) or lots of police officers, and should run off to try to collect themselves.



If your heroes lose, have the Reapers plans go a little awry. The Reapers beam those attacking heroes, the victors, to a world where they are wanted for murder — they're attacked by the superheroes there. But the Reapers fail to beam the player-characters into their own prison fast enough; the local authorities take the player-character heroes into custody.

If, instead of defeating or being beaten by the attacking heroes, your heroes manage to negotiate with them, they can pass their theories on to the team — but that team is immediately beamed to a world where they're wanted for murder and are attacked by the heroes there.

In any event, at the end of Episode Two, your player-characters are (at least temporarily) trapped on an Earth which is both familiar and deceptively different, one filled with superheroes who want to capture and bash them for heinous murders; they'll be on the run from other hero-groups or perhaps even imprisoned by the authorities.

Note that this doesn't work very well when one of the heroes has a reliable mass interdimensional Teleport; you might have that hero hit by a beam (developed by Cobra) to Destroy the power Interdimensional Teleport. This should trap the heroes at least temporarily.

EPISODE THREE

In this episode, you need to give the heroes a basic idea of what's going on — assuming they haven't figured it out.

A magical or technological hero may be able to detect and analyze the teleportation energies at the site of the other team's disappearance or on their own bodies; this will clue them in that these are interdimensional transport energies.

Or, the heroes might stumble across the Cobra villains setting up another superteam. They'll spot the villains — who are wearing distinctive costumes that don't fit them properly. Even better, they might be dressed as a hero-team known to the player-characters, and from their own world — but as soon as they hear the other supers talk, they'll figure out the deception.

Then, you need to encourage the heroes to figure out what they're going to do about this — hopefully, they'll have started on this already, but some teams may need a nudge in the right direction. Obviously, the heroes need to discover or invent a means to detect and trace those teleportation energies — so they can track the villains back to their lair and straighten things out.

EPISODE FOUR

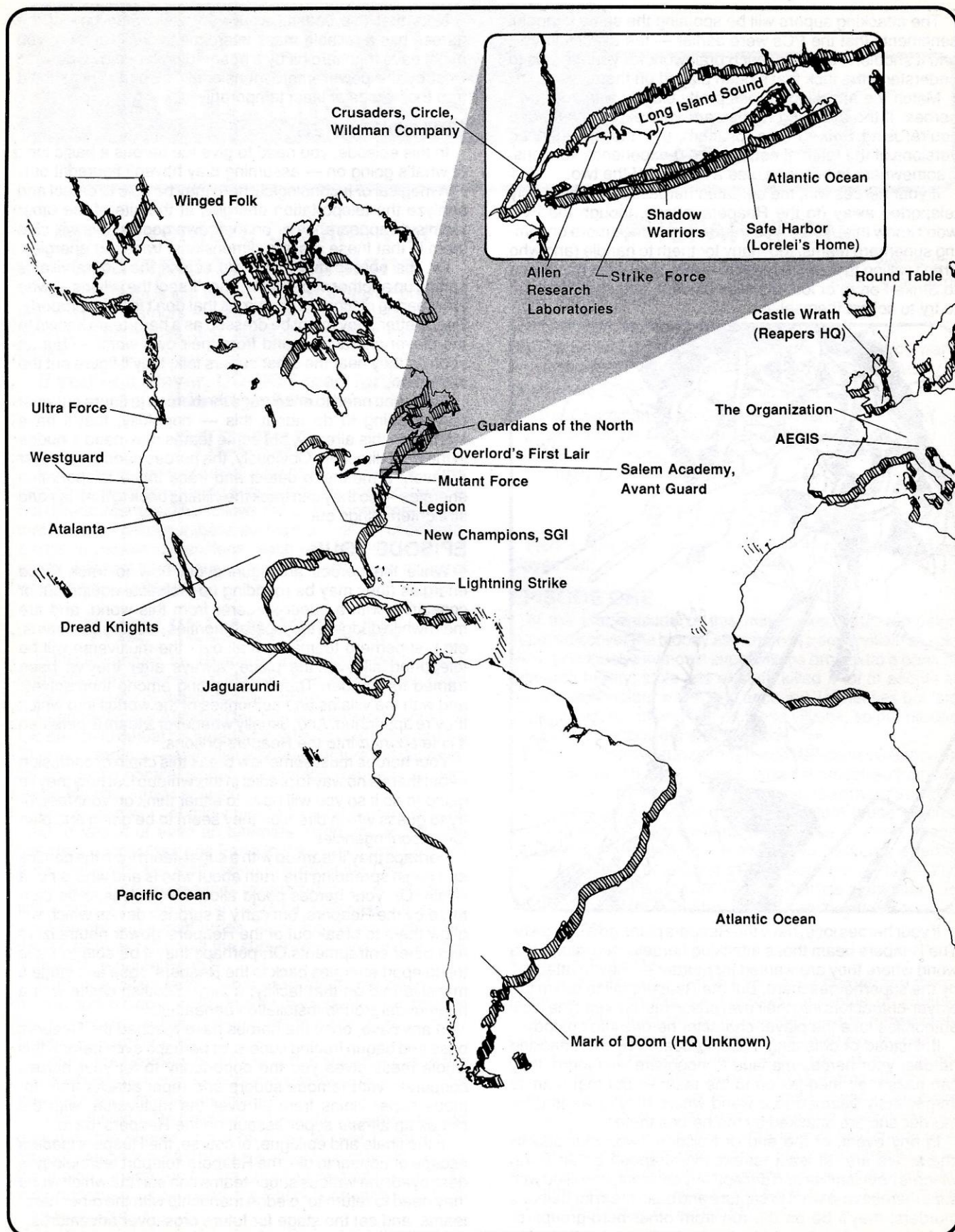
While the heroes are figuring out how to track those energies (they may be rounding up technical equipment or consulting with a super-sorcerer from this world, and are meanwhile dodging the local authorities, local super-teams, etc.), superhero teams from all over the multiverse will be teleported all over the place, always after they've been framed for murder. They'll be fighting among themselves, and with the villains and authorities of the worlds into which they're appearing. And, usually whenever a team is defeated it is teleported into the Reapers prisons.

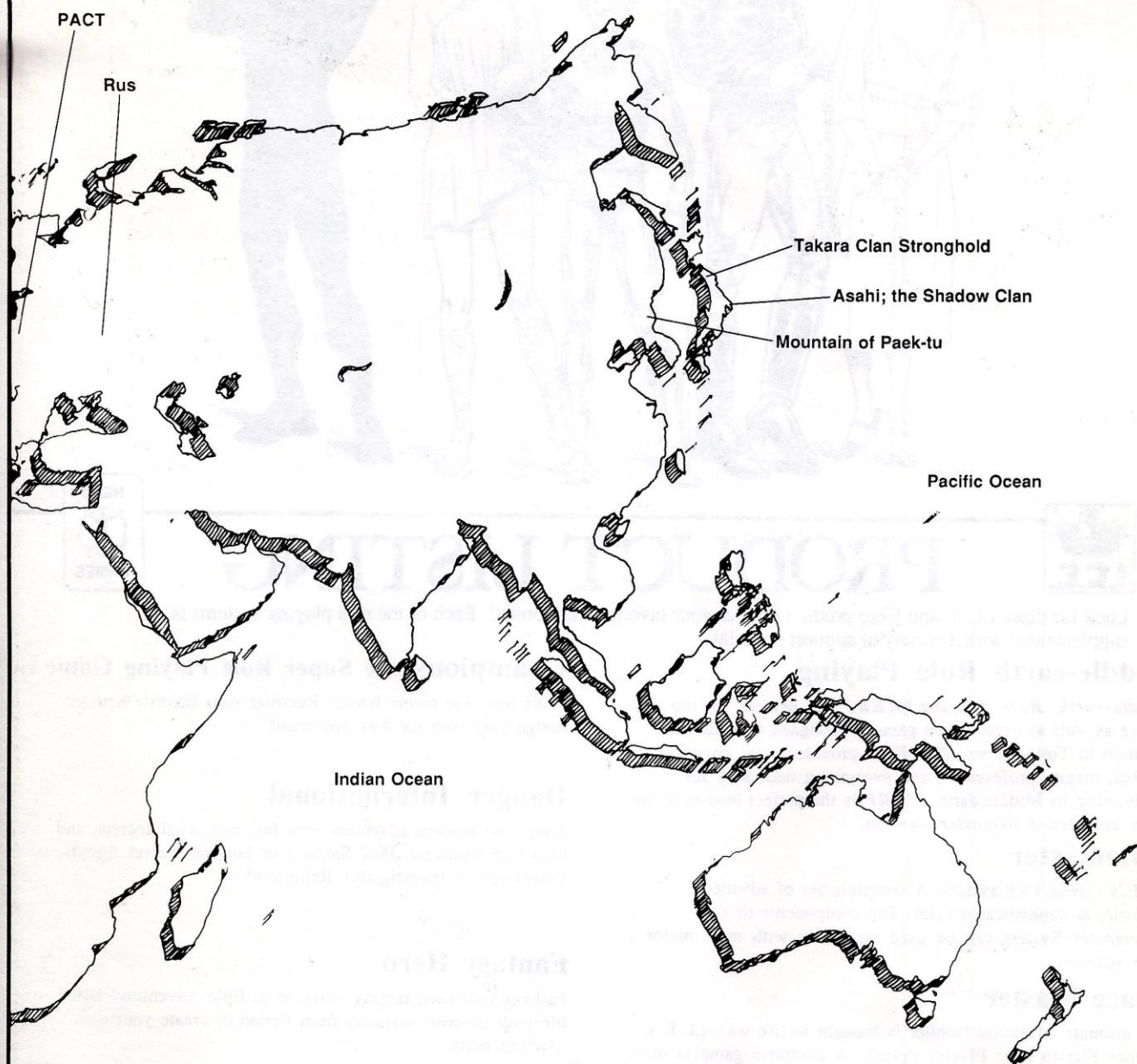
Your heroes must somehow break this chain of confusion — but there's no way to predict in this writeup just how they're going to do it so you will have to either think on your feet, or try to guess which direction they seem to be going and plan for all contingencies.

Perhaps they'll team up with a super-team from the comics and begin spreading the truth about who is and who is not a villain. Or, your heroes could allow themselves to be captured by the Reapers, but carry a surprise device which will allow them to break out of the Reapers' power neutralizers and other entrapments. Or, perhaps they'll be able to trace the teleport energies back to the Reapers' base and stage a massive raid on that facility, a large Scottish castle with a huge underground installation beneath it.

In any case, once the heroes have reached the Reapers base and begun freeing supers, or perhaps even before, this whole mess gives you the opportunity to let your heroes cooperate with famous supers and repel attacks from famous supervillains from all over the multiverse, with the climax an all-star super assault on the Reapers' base.

In the finale and epilogue, of course, the Reapers leaders escape or appear to die; the Reapers' teleport technology is destroyed; the various super-teams can sort out which world they need to return to, pledge friendship with the other hero-teams, and set the stage for future crossover adventures.





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