CLASSIC ORGANIZATIONS

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Chad Dedicates This book to: Dave "I hate you Chad, I wanted to rewrite PRIMUS and DEMON" Hoover, Dan "Now I have a job *and* a life" Silver, David "Can't there be a Soviet super without some kind of patriotic reference in his name" Simpkins, Tom "you want the maps by *when*" Reed, Jim "My life does not revolve around roleplaying games" Coursy, Bob "I didn't want you to feel left out" Lunt, Kevin "I would never deem myself low enough to read trash like this" Maxon, Aaron "When will our book ever get published" Loeb, Rick "I don't oppose roleplaying on principle, just practice" Burkhardt, Rob "I have a real job now — the rest is up to you" Bell, Monte "I want this book in three weeks" Cook, Doctor "My favorite villain of all time" Destroyer, Keith "The man who defined Doctor Destroyer" Hannigan, Marc "Don't you think we could do something funny this year" Blumberg, Mike "I couldn't think of anything to go in the quotes" Maloney, Sue "But you're wrong Keith" Grau, Claudia "You know I really like this JI stuff" Vanderborght, Don "I'll stick to the old stuff" Prust, J"I didn't mean for you to go away angry"J, the Alliance (Blaique, Gwen, Chunk, Steve, Augie, Rebbie, Randy, and Josh), the Rangers (may they rest in peace), and the cast of Miss Lonely Hearts (though they will probably never read this work). Finally, I would like to thank Stephanie Kovaks for reasons I couldn't expect anyone to understand.

Rob does not.

Finally: Both editors would like to take this opportunity to thank their parents. (HI MOM!)

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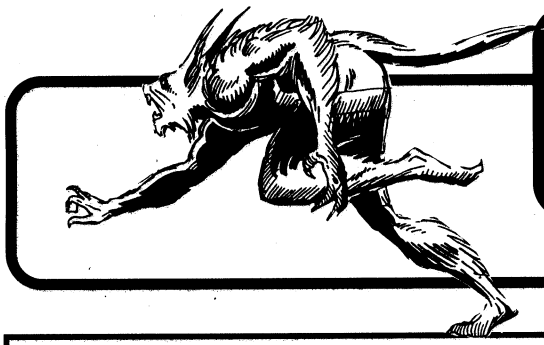


INTRODUCTION

The superhero talent contest was only three hours away, but Seeker refused to worry about it. The Champions had spent the last three weeks fighting against a DEMON nest, and Seeker figured the team deserved some R&R. And no place was better for that than the new Sanctuary — with its sun, white beaches, and perfect Margaritas. Seeker was just about to order himself another when Solitaire ran up, breathless.

"SEEKER! I've been looking all over for you!"

She sounded annoyed, but Seeker wasn't worried. So long as Quantum wasn't around, he figured he could handle Solitaire.

"Oy Soli, what's this?"

"Seeker..." Solitaire was tapping her foot. "The contest is almost about to begin. We heard the New Guard practicing — they're going to do some Russian folk tale. Nobody has seen the CLOWNs, but you can be sure they're getting something ready. But you...." Solitaire used her telekinesis to knock Seeker from his beach chair. "You're sitting out here like a lump."

"Too right! I thought Jag said 'e'd be thinkin' up our sketch."

Solitaire's face broke into a mischievous smile, and she held up a short, hot pink mini-skirt. "Oh, don't worry, the skit is all ready. But this time, we voted that you get to wear the dress..."

There is much more to the Champions Universe than just the supervillains and their various superteams. Besides them, there are *organizations.* Organizations are usually larger than superteams; they might have dozens of paranormals and thousands of agents.

Organizations play a different role in the campaign as well. With a supervillain, or even a supervillain team, the basic scenario is relatively simple: The villains come up with a plot, the heroes foil it, and the villains are thrown in jail. But with an organization, the situation is a little more complicated. While the heroes might arrest six supervillains, it's a different matter to incarcerate 1,000 agents. Moreover, the plot that the heroes stopped might have only been a small part in a larger, master plan. In general, organizations are the focus of longer and more involved adventures. Played properly, organizations are long-term, recurrent features in the campaign world.

Classic Organizations includes some of the best organizations from HERO Games' hoary past. These organizations, along with those published since the *Champions* hardcover came out, form the basis and bedrock for the Champions Universe. Along with *Classic Enemies*, this book should provide enough background for almost any *Champions* campaign.

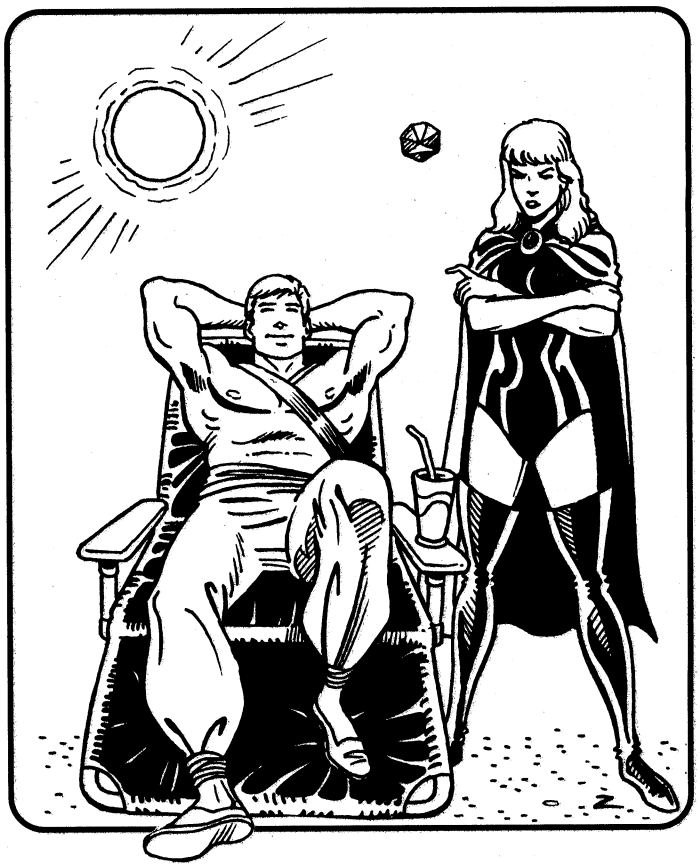
WHAT'S INSIDE

This book contains 5 full-blown organizations, along with other background information. There are more than sixty-five characters and forty scenarios. *Classic Organizations* is divided up as follows.

Introduction: This section explains the various sections of the book, and also includes the *Assault on Sanctuary*, a huge superpowered brawl involving 80 paranormals.

Neutral Ground: (Originally presented in *Neutral Ground*) — This chapter describes the Sanctuary, a social club exclusively for paranormals. Sanctuary has been moved from its urban location, and is now located on a dreamy resort island in the South Pacific. Because Sanctuary is a club where supervillains and superheroes can interact, it allows the GM to run a variety of noncombat scenarios.

Red Doom: (Originally presented in *Red Doom*) — This chapter deals with two Soviet superteams: Red Doom and the New Guard. New Guard is the official team of the USSR, and a loyal guardian of the *Rodina.* Red Doom, in contrast, is a villain team led by a rogue KGB colonel.



PRIMUS: (Originally presented in *PRIMUS and DEMON*) — PRIMUS is America's foremost super agency. They are one of the best equipped and trained agencies in the world and their duty is to keep an eye on paranormals and make sure they don't get out of line. PRIMUS can provide a GM with either a shady government organization, or a powerful ally for the PCs.

DEMON: (Originally presented in *PRIMUS and DEMON*) — This chapter deals with DEMON, an organization dedicated to the black arts. They represent a powerful cult with a purely evil intent — the domination, or destruction, of the world.

CLOWN: (Originally presented in *C.L.O.W.N.*) — CLOWN is a group of zany supervillains who engage in "crimes" for the fun of it all. CLOWN can provide a welcome break from "the psychopath of the week", and allows the GM to run lighter-hearted scenarios.

HOW TO USE THIS BOOK

Classic Organizations is intended to be a "core" book for the Champions Universe. The organizations and characters in this book are fully integrated with the characters in the *Champions* hardcover and *Classic Enemies.*

But this is not the only way that GMs can use this book. Each of the organizations in this book can stand independent of the rest. The GM can easily drop them into his campaign. In the same vein, *Classic Organizations* contains over sixty fully detailed characters. GMs who don't want to bother with the rest of an organization's framework can use these characters as independent superteams. Finally, there are about 3 dozen scenarios. These scenarios can be run directly, using the characters provided, or they can be modified for the GM's own NPC villains. All in all, there should be something for everyone.

WHAT ABOUT THE OLD ORGANIZATION BOOKS?

Classic Organizations should be especially useful to GMs who own the original organization books, and who have already integrated some of the organizations into a campaign. To be sure, *Classic Organizations* presents these organizations again, and some of the text is the same. However, all the characters have been rewritten for the new *Champions* rules. In addition, there are dozens of new scenarios, and extensive notes on what the organization has been up to since the organization book was first published. Using these notes, the GM should be able to update the organization, and have new adventures with some old standbys.

It is important to note that nothing in *Classic Organizations* invalidates what was published in the previous books. Instead, *Classic Organizations* takes that information and expands and updates it. For example, if you have been using Comintern and the Supreme Soviets (from the original *Red Doom*), then the *Red Doom* chapter in this book will show you how the teams have changed in the past three years. As with everything else, take what you like, and throw out the rest.

AUTHOR'S NOTES

This book, obviously, follows in the footsteps of Scott Bennie's *Classic Enemies.* Like *Classic Enemies, Classic Organizations* re-issues some older *Champions* products, but completely redone for the new system. Also like *Classic Enemies,* this book forms an important part of the emerging Champions Universe.

But the similarities don't end there. Much as Scott did, we really enjoyed working on our book. The organizations presented here represent some of the best organizations ever published by HERO Games. It was nice to make them available to the many gamers who have never seen them before.

Even those who have seen these organizations previously have only seen them in them in the old HERO system. A lot of the rules have changed since the characters were originally published, and they all needed to be updated. We had to go through and decide which martial art a character would have learned and which skills would be appropriate for the character since many of them didn't exist in the previous edition of the rules. It was a lot of work.

Honestly, though, it was really special to update these organizations for the HERO fans who already use them. Although the organization books were state-of-the-art when they were published, time had passed, and they needed some updating. Doing this book enabled us to clear out some chaff and add in some new characters. If a good campaign features change, then the Champions Universe should as well.

Finally, doing *Classic Organizations* allowed us to improve on some already fine products. Couldn't CLOWN be even funnier? Wouldn't Sanctuary really need a strong-arm enforcer to keep the peace? Wouldn't it be more interesting is DEMON focused on magic? In *Classic Organizations*, we were able to deal with all of these issues, and in ways that we think enhances the entire product. We hope you like them.

Rob Bell
Chad Brinkley

ASSAULT ON SANCTUARY

"I tell you Lana, in all my years of reporting on the superhero business, I have never seen a battle like the one going on here. According to eyewitnesses, at or about 4:00, a large group of supers flew into Sanctuary and started to attack the paranormals already inside. The exact identity of these attackers has not yet been determined, but it seems that more than a dozen East Bloc supervillains are involved, including members of the Warsaw Pact and Comintern. There are also unconfirmed reports that several supervillain teams are involved, including Bullet's Raiders, the rock band Roadkill, and Project ARMOUR, a supervillain team from the Great Britain. On the opposite side are the residents of Sanctuary, Eurostar, and several superhero teams. According to one cameraman, CLOWN is also involved."

"Jim, is there any indication of what the attackers are trying to accomplish?"

"No Lana, there have been no statements, and a Soviet spokesman has emphatically stated that the attack was not *authorized by the Politburo or President Gorbachev. From watching the battle it's hard to tell who is winning or losing... although the Sanctuary buildings are taking things pretty hard."*

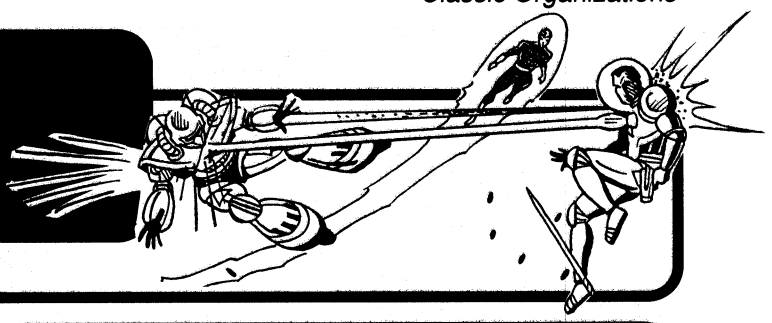
"Jim, have the authorities responded yet?"

"Yes, there are PRIMUS roadblocks set up all around the block, and the local National Guard is on its way. Several Silver Avengers are already on the scene, and the word from Washington is that the Golden Avenger is on his way. They're all standing back until things calm down. No one wants to go in there."

"No one but you, right Jim?"

"Right! I'll call in my next exclusive report from the heart of Sanctuary. This is Gyro-Jim Dugan, signing off."

THE ASSAULT



BACKGROUND

December 7 seemed like just another ordinary day at Sanctuary. The place was packed with paranormals of every stripe and persuasion: Eurostar sitting in the Trophy Room, the Champions, Strike Force, and the Protectors were having a good-natured superhero round-table luncheon, and Professor Muerte was playing chess against a DEMON Morbane while the rest of Terror Inc. watched. Hyperion and a small group of his Golden Age comrades were in the garden with the Deacon, holding a quiet memorial service on the anniversary of the Pearl Harbor attack. Pooka and the rest of the staff were scurrying about, trying to satisfy the guests and keeping an eye on the CLOWNs, who were goofing around in the gameroom. Foxbat was there, trying to recruit some supervillains to help him in his latest "Master Plan." And in her fourth floor room, Tokamak and the Scarlet Sentinel (sans battlesuit) were having a secret meeting.

Meanwhile, an entirely different group of paranormals was preparing for battle. Col. Vasalov, leader of the Supreme Soviets, had assembled a motley collection of paranormals to attack Sanctuary. The attackers had different motivations for going along with Vasalov's scheme. The Supreme Soviets, the Comintern, and the Warsaw Pact were under Vasalov's direct orders. M.A.C.E. and the Ultimates were both repaying old debts to Vasalov, although the Ultimates had decided to disguise themselves so that they wouldn't be permanently banned from Sanctuary. The supervillain band Roadkill had recently been ejected from Sanctuary, and were looking for an opportunity to even the score and bust some heads. And for Bullet and his Raiders, the price just happened to be right.

For the last time, Vasalov went over his plan. He knew he had to keep it simple — anything complicated would be lost on a group this big. "So remember," he said gesturing at a map, "the goal is to wreck that place once and for all." The map was unnecessary — all of the assembled paranormals knew Sanctuary intimately. A fight there would be as familiar as a a childhood pillow fight in the basement.

However, Vasalov had not told his group the *whole* truth. They all thought the plan was to go in and trash the Sanctuary complex. But Vasalov actually intended this to be a diversion. While all the rest were locked in combat, Vasalov would use his Supreme Soviets to assassinate Tokamak and Scarlet Sentinel. Tokamak was a former teammate who was embarrassing Vasalov. And Sentinel had papers that could destroy Vasalov and his team. Vasalov planned to deal with both individuals — permanently.

THE BATTLE

At precisely 4:00 PM, three U-Haul trucks drove up outside the gates of Sanctuary. These trucks held the members of Roadkill, M.A.C.E., and Bullet's Raiders. Simultaneously, the two huge helicopters carrying the Warsaw Pact and Comintern landed in the back of the complex. A large unmarked hovercraft drove up, with the disguised Ultimates aboard. Vasalov and the Supreme Soviets were already at Sanctuary's front gate, disguised in civilian clothes. According to Gyro-Jim Dugan's exclusive report, Scorpia remembers looking outside at the assembled host, but she thought nothing of it. "I was in Sanctuary," she said. "Nothing ever happened in Sanctuary. Besides, what was the big deal in seeing a bunch of supervillains walking across the lawn? It happened all the time."

Suddenly — and without warning — the paranormals launched their most powerful blasts. Plasmoid's plasma bolt ripped a huge hole in the wall, and started a fire. Big John punched a vital support beam, and the roof started to sag. Heavy Metal and the rest of his band started a raucous music track. Then the entire attacking host leapt into Sanctuary. The largest paranormal battle in history had begun.

The battle was an incredibly confused melee, with over 40 members on each side. There were tremendous heroics, and ridiculous melodrama. All in all, it was an experience that the participants would never forget.

THE MAIN BATTLE

On the ground floor, the combat was quite serious.

Eurostar, the most powerful and best organized superteam on the premises, was also the best prepared. (Fiacho's extensive European contacts had alerted him that something like this might happen, so he had kept the team in a high state of readiness.) Once the fight began, Eurostar gathered in the Trophy Room. Fiacho recognized that there was little to gain from pursuing the fight, yet didn't intend to allow the other heroes and villains to steal all the glory. Eurostar singled out Bullet's Raiders — an American group — and tore through them like paper. Eurostar then jumped into the general melee.

When the battle began, Strike Force and the Protectors were in the cafeteria with the Champions. Strike Force and the Protectors decided to join forces. Moments after striking their agreement, the roof to the cafeteria caved in, and the Warsaw Pact and Comintern leapt through. The resulting battle took several minutes, and before it was over, Eurostar joined the fray — attacking both sides.

As for Professor Muerte, he was playing chess with a Morbane in the Lounge when Battle-Axe and M.A.C.E blasted through the wall. Professor Muerte summoned the rest of Terror Inc., and the battle was joined. Meanwhile, the Morbane

was busily summoning a demon — Yu'Genothrax. Yu'Genothrax had the ability to drain superpowers from any paranormal. After draining the Morbane (thereby ensuring that the summoning spell wouldn't be reversed), Yu'Genothrax went about draining both sides. Battle-Axe recognized the danger to her team; moreover, she had realized that Vasalov was really using the battle as some sort of diversion. After knocking out the last of Terror Inc., Battle-Axe felt that her debt was repaid. She gathered up her team — some of whom had lost their powers — and tried to escape. Unfortunately, she hadn't guessed that PRIMUS could arrive on the scene so quickly, and with *such* heavy weapons. M.A.C.E. did escape, but only by leaving Aggro and Charmer behind.

When the dust had cleared, only a handful of paranormals were still conscious. Fiacho and Durak stood defiantly over a pile of Eastern Bloc paranormals, while Quasar and Lightrune were back-to-back, guarding some of their fallen comrades. The buildings of Sanctuary were obliterated — almost nothing was left standing. Although the defenders of Sanctuary had beaten the attackers, they hadn't been very successful in protecting Sanctuary...

THE SECONDARY BATTLE

Meanwhile, in the gameroom, a much less serious combat was taking place. When the assault began, Defender and the rest of the Champions decided to let Strike Force and the Protectors defend the cafeteria. Meanwhile, the Champions would go into the gameroom to make sure that no one was injured there. They were about to enter when the entire ceiling collapsed with a crash. The gameroom was filled with a loud guitar riff. Roadkill had *arrived*.

And not just Roadkill. Standing next to the band, the Champions could see a group of paranormals that looked vaguely... familiar. There was a guy with a gun, an amorphous being with a glowing energy field, and three others. Seeker shouted over the music "Who are you?" The man with the gun looked at his partners for help, then shouted back, "I'm ... Sticker. And we are the... Supremes." Merry Andrew, leader of the CLOWNs, sniggered audibly. "The Supremes?" Almost on cue, several CLOWNs crooned "STOP! In the name of love..."

Needless to say, the battle was joined.

The battle in the Gameroom was even more disorganized than the one going on upstairs. Roadkill only wanted to break things and cause trouble. The Ultimates — disguised as the "Supremes" — wanted to get back at the CLOWNs, while maintaining their disguises. The Champions wanted to somehow stop the violence, and the CLOWNs just wanted to have fun. In the end, Roadkill's music was so bad that all the combatants focussed their attacks on the band, who were mercifully silenced before 10 seconds had passed.

And what of Foxbat? Foxbat had been in the gameroom, trying without success to interest Merry Andrew in his latest scheme. When the fight broke out, Foxbat saw a golden opportunity to further his plans by using his Foxbat Tracer™. (Each Foxbat Tracer is a small two inch disk, with a picture of Foxbat's face on the front. Once attached, the Foxbat Tracer enables Foxbat to know the exact location of the subject. The Foxbat Tracer also gives a general breakdown of the target's superpowers.) While the battle raged, Foxbat bounced from person to person, nimbly attaching the Tracers. Once he was done, he hid in the mechanical room, next door. He knew that once he threw the control switch, he would know where everyone was, and what their superpowers were. This would be just one small step in the master plan, but it would lead inevitably to Foxbat becoming the most powerful man in the world, as well as the coolest, most handsome, best dressed, (etc.)

What Foxbat didn't know was that during his conversation with Merry Andrew, the CLOWN had surreptitiously *reversed* the polarity on the Tracers. When he threw the switch, Foxbat wasn't able to determine everyone else's location.

But they could determine his.

One by one, the combatants realized what had happened. For some reason, they knew exactly where Foxbat was — he was hiding behind that door over there. Moreover, they knew that he had dismantled his gun (in order to create the Tracers). The fight slowly ground to a halt, as the superheroes and supervillains gathered around the door.

Meanwhile, inside, Foxbat was shaking the Tracer Controller. He had turned it on, but he wasn't getting any readings! Foxbat banged the switch against

the wall, but still nothing. "Oh well," he thought, "Such minor setbacks are compensated for in my Master Plan." He turned the door handle.

Outside, the heroes and villains saw the knob begin to turn. Each one readied his largest attack.

Foxbat opened the door, only to stare down the "barrels" of a dozen angry paranormals. Obsidian held up one of the Tracers and squeezed it into dust. Foxbat smiled a sickly smile, and tugged on his collar. "I don't suppose you would believe that I'm under, uh, mental domination of uh, Dr. Destroyer?" Foxbat tried feebly to look sincere.

He didn't wake up for several days.

Afterwards, the battle resumed, with the Ultimates (whose disguises had become ripped in the melee) squaring off against the Champions, with the CLOWNs serving as a peanut gallery. After trading several blows, Defender and Binder agreed that they would both rather be fighting the annoying CLOWNs than each other. The CLOWNs, seeing the way the wind was blowing, decided that discretion was the better part of discretion. They lit off, and the Champions and the Ultimates spent the rest of the battle chasing the CLOWNs through the collapsing halls of Sanctuary.

Long after the fighting was over, the Golden Age heroes arrived, just in time to "save the day." It had taken them some time to realize that something was happening (having Feur knocked through the middle of their service was their best clue), and by the time they had gotten themselves together, it was too late to do anything. Even so, the battle was the most exciting thing that had happened to them in years.

THE ASSASSINATION

Of course, all the fighting was intended as a diversion so that Vasalov could carry out his real goal: the assassination of the Scarlet Sentinel and Tokamak. When the assault began, Vasalov's Supreme Soviets were dressed in their Secret Identities. Once everyone was distracted, the Supreme Soviets sneaked onto the grounds. Vasalov expected everyone to be so preoccupied that there would be no interference in his plans.

Unfortunately for him, Vasalov was not the only tactician on the field. Immediately after the assault began, Pooka teleported to the top of the roof to survey the situation. He noted the various groups that were attacking his beloved Sanctuary. But something didn't make sense. The attack had been carried out with military precision, but these were groups that never worked together. Someone had organized them, and organized the attack. Only one man could command the loyalties of the Warsaw Pact, Comintern, and M.A.C.E. — Col. Vasalov.

Pooka's mind quickly took up the second question: What did Vasalov want? Although there were numerous valuable items on the premises, none warranted a full-blown paranormal war. Obviously Vasalov was after someone. Pooka remembered the Sentinel had asked special permission to have a private meeting with Tokamak. There was the target!

Pooka radioed the other members of his staff — Strikeforce, Waxman, Charcoal, Trasher, and Rush. Charcoal and Trasher didn't respond — they had already been knocked out by the Soviets. Rush, sounding ill, told Pooka that he was busy rescuing children from the collapsing "Tots All Right" nursery. Realizing how badly he was outnumbered, Pooka told the others to join him on the fourth floor, where Tokamak's room was.

Waxman never made it. Unbeknownst to Pooka, Disinformer — a member of the Supreme Soviets — saw Waxman as a shapechanging rival, and was determined to kill him. Disinformer disguised himself as Pooka, and met Waxman on the stairs. Waxman saw through Disinformer's disguise, proving himself the true master of disguises. His victory was short-lived, however, as Disinformer killed him.

Meanwhile, Pooka and Strikeforce had met the Supreme Soviets in the hall outside the room. Vasalov split his team in two. Ivan, Cosmo, and Sputnik (the members that Vasalov considered too "weak" to carry out an assassination) fought against Pooka and Strikeforce. Meanwhile, Vasalov, Loupe Garoux, and People's Commando continued on into the Tokamak's room.

There they confronted Tokamak. Sentinel had explained his situation to Tokamak, and she realized how important it was that he escape. Sentinel had climbed out the window only moments before. If he was to make good his escape, Tokamak would have to give him some time. Closing the window, she stood in front of the bathroom door as if to guard it.

Vasalov walked into the room and looked coldly at Tokamak. "Get out of our way. We've come to kill the traitor."

Although she could easily calculate the odds, Tokamak squared her shoulders. "Over my dead body."

Vasalov nodded, and Loupe Garoux leapt forward. Simultaneously, People's Commando opened up with his AK-47. Tokamak fought bravely, but eventually fell. With a smile, Vasalov opened the bathroom door, only to find the room empty. Tokamak died knowing that Sentinel was safe.

When Tokamak was finally defeated, Vasalov's plans were in tatters. Sentinel had escaped — with the papers. Vasalov realized that if he didn't escape immediately, he might be captured himself, and thus revealed as the mastermind behind the assault.

Gathering Loupe Garoux, Disinformer, and People's Commando about him, Vasalov slinked out of Sanctuary, and out through the PRIMUS lines. Loupe Garoux carried Tokamak's body. Other members of the strike team made it out as best they could.

AFTERMATH

Once the battle started to wind down, PRIMUS assault agents, led by the Golden Avenger himself, moved in. They arrested Pooka and most of the other combatants for endangering the peace, although almost all charges were eventually dropped. Foxbat ended up serving the longest term — thirty days for contempt of court.

The Sanctuary itself looked like ground zero. The walls were collapsing, the ceilings had caved in, the basement was unstable, and there were numerous fires. The site was condemned by the city government, and the U.S. government evicted the Sanctuary altogether — to the great happiness of the local residents and insurance actuaries. (For more information, see the *Neutral Ground* Chapter.)

Lastly, several paranormals had died in the assault.

Tokamak and Waxman were killed, and Rush died of a heart attack shortly after the assault ended. Rush and Waxman were buried in a local cemetery, after a funeral ceremony attended by most of the paranormals who frequent Sanctuary. Tokamak's body was never found (it had been taken by Vasalov), but her friends held a quiet memorial service in a nearby chapel.

ROLEPLAYING THE ASSAULT

In the previous section, the assault on Sanctuary is presented as history — something that has already happened. The player characters have no direct role in the battle; they hear about it like everyone else in the world. Treating the assault as history lets the GM determine the outcome of the fight, without the PCs potentially changing things. And since the rest of *Classic Organizations* assumes that the assault occurred as described above, treating it as history is the simplest way for the GM to handle it.

But what if the GM *wants* to run the fight as a scenario? Is it possible for the PCs to take part? Isn't there some way for the PCs to participate in the largest paranormal battle the Champions Universe has ever seen?

Of course there is. But it will take some work on the part of the GM. This section explains the various ways the GM can run his PCs through the biggest battle they have ever seen...

PREPARING FOR THE ASSAULT

HOW TO CHANGE "HISTORY"

The first thing the GM has to decide is how much he wants to allow his PCs to alter the "history" as described in the narrative. The assault described above is the one that the rest of *Classic Organizations* is based on. For example, the *Red Doom* chapter assumes that Tokamak is dead, Vasalov is wearing her armor, and the Scarlet Sentinel escaped. The *Neutral Ground* section assumes that the Sanctuary was destroyed and Waxman was killed. And so on.

None of these will necessarily occur if the GM allows the PCs to completely alter the flow of the battle. Therefore, before combat begins, the GM should decide how much he wants the PCs to alter events. Of course, they might go far beyond his expectations, but as long as he is prepared, the GM has a much better chance of limiting their alterations to the history.

NO CHANGES

In this case, the GM doesn't want to make any substantive changes to the history. To do this, he should involve the heroes in either the Main Battle or the Secondary Battle — they can fight alongside Strike Force or the Champions. The GM should not allow the PCs to see Vasalov, or to interfere with his assassination plot. The GM should run the combat in a way that ensures a maximum of property damage. And if any of the heroes starts to leave the battle area (in a way that he might spot the Supreme Soviets), the GM should "encourage" him to stay in the fight by having some villain attack him.

Note that even though the GM is trying not to alter history, he can still make minor adjustments to help fit the assault into his campaign. (See *Adjusting for a Campaign*, below.)

MINOR CHANGES

In this case, the GM is willing to let the PCs affect the course of the battle, so long as they don't change something that is fundamental to the history. (Fundamental changes are those that would invalidate the majority of this book, and would thus require significant work from the GM.) In the assault on Sanctuary, the fundamental events are:

1. Sanctuary is destroyed, with significant property damage, and some loss of life.
2. Sentinel escapes from Vasalov with his papers.

Less fundamental, but still important events are:

3. Tokamak is killed, and Vasalov escapes with her suit.
4. Rush is killed.
5. A Morbane summons Yu'Genothrax.

If the GM can avoid changing these five events (especially the first two), any other circumstances should be fairly easy to deal with. For example, if the PCs capture Disinformer, this will mean that Waxman doesn't die. The GM will have to decide how this changes the set-up of the new Sanctuary on Destruga. But since Waxman is only a secondary character, it will not be as important as, say, Sentinel being killed by Vasalov. For that, see *Major Changes*, below.

If he chooses to run the assault while allowing the PCs to make minor changes, the GM can allow the PCs more freedom than if he allows them no changes. So long as he preserves the fundamental events, he is safe, and he can still use the majority of *Classic Organizations* with only minor work.

MAJOR CHANGES

In this case, the GM allows the player characters to change the entire course and outcome of the assault. The GM need have no restrictions on the PCs: If they spot Vasalov and capture him, then Tokamak is saved, and history is radically changed.

This gives the PCs the most freedom to affect events, and frees them of the constraints of a fixed plot. However, the more they change, the less useful *Classic Organizations* is. For example, if the PCs capture Vasalov, he will be unable to create his Red Doom — and that section of *Classic Organizations* will not be usable. Similarly, if they keep Sanctuary from being damaged, then there is little reason for Pooka to move it to Destruga. Of course, the GM can always cover himself by having Vasalov escape from jail, for instance, but again, this is more work for the GM.

THE ROLE OF THE PLAYER CHARACTERS

The GM should also determine the role that he wants the PCs to play.

WHICH PART OF THE BATTLE?

The assault on Sanctuary is neatly divided into three sub-battles, the Main Battle, the Secondary Battle, and the Assassination. The Main Battle is similar to the conflicts that take place in most mainstream comic books. The villains are villainous, and the battle is significant, but in the end, all of the participants will be able to walk away. The Secondary Battle is just that — it's a little silly. Played for laughs, the Secondary Battle is like the fights that take place in humorous comic books. Finally, the Assassination most closely mimics the tone of graphic novels. It has serious consequences and some truly evil villains. And when the Assassination is over, two superheroes will have been killed.

Based on the tone of his campaign, the GM should choose one of these three sub-battles for his PCs. (Note that letting the PCs participate in the Assassination can make it much easier for the PCs to alter "history"; see above.) The GM should then position the PCs in the proper section of the building, and run the assault through their eyes.

Example: *Because he runs a typical comic book campaign, Chad decides that he wants his PCs to participate in the Main Battle. This means that he needs to get the PCs into the Lounge or Trophy Room. He starts the scenario with the PCs in the Lounge reading a map. All of a sudden, M.A.C.E. comes charging through the wall...*

WHITHER THE NPCS?

The assault on Sanctuary assumes that there are a plethora of NPCs. Obviously, this is an important part of the scenario: The PCs should feel as if they are part of a gargantuan super-brawl. However, the GM shouldn't let the PCs feel overshadowed by the actions of the NPCs.

Therefore, instead of simply adding the heroes to the mix of NPCs, the GM can let them *supplant* one of the NPC groups.

Example: *John likes to run a slightly funny campaign, and has decided to put the heroes into the Secondary Battle. But instead of having them fight alongside the Champions, he uses the PCs instead of the Champions. Thus one of the heroes finds the Foxbat Tracer, and so on.*

Even if he uses the PCs alongside the NPC heroes, the GM should make sure that all of the interesting occurrences (like finding the Foxbat Tracer) happen to the PCs; such events are obviously wasted on NPCs.

ADJUSTING FOR A CAMPAIGN

Once he has made all the other preparations, the GM should make a concerted effort to adjust the assault for his own campaign. The villains and heroes described in the narrative are those from the standard Champions Universe. However, in a campaign setting, the most important factor when setting up the assault is familiarity: The PCs should be familiar with most of the combatants. Thus, if the heroes have fought against the Conquerors but never met Eurostar, then the GM should use the more familiar Conquerors in their place. The GM should also substitute original campaign villains for any of the ones mentioned here. And obviously, if there are some original heroes already associated with the campaign, the GM can use them in the place of the Champions, the Protectors, or Strike Force. This is a fine opportunity to do a cross-over with another Champions campaign; since there is plenty of room for heroes, it is possible for a GM to manage two (or more) PC superhero teams.

The GM can also use the heroes' Hunteds when choosing villains for the assault. A Hunted can be especially interesting if he is — at least initially — on the same side as the hero. When will the hunter attack? How long can the hero trust him? Will the two enemies declare a truce, at least for the duration of the assault? Only the GM can decide for sure.

Obviously, the GM should only use those characters that he has statistics for. The assault uses villains and heroes from a wide variety of products. This is not a intended to hype sales; rather, it is intended to show the unity of the Champions Universe. If the GM doesn't have, say, *To Serve and Protect*, then he obviously can't use the Protectors. In this case, the GM should replace the team with a different group of heroes.

RUNNING THE ASSAULT

This section describes the location of each sub-battle, and the role that each of the combatants plays. All combatants are divided into three categories: Vasalov, Sanctuary, and Independent. "Vasalov" are those that are under Col. Vasalov's command, and are attacking Sanctuary. "Sanctuary" are those paranormals that were in Sanctuary when the assault began; these individuals are at least initially defending it. Independent paranormals are those that attack both sides indiscriminately.

MAIN BATTLE

The Main Battle takes place on the Ground Floor and in the cafeteria in the basement. It continues until everyone is either exhausted or one side is knocked unconscious.

VASALOV

Raiders (*Classic Enemies*): A group of superpowered mercenaries, the Raiders just want to do a professional job and escape. Unfortunately, they are attacking the Trophy Room, which is where Eurostar is located. In the Assault, the Raiders are quickly trashed by Eurostar.

M.A.C.E. (Major Actions Cadre and Executive —*Kingdom of Champions*): M.A.C.E. is a British supervillain team paying off an old debt to Vasalov by joining his assault. Battle-Axe — the team's leader — feels no great loyalty to the cause, and will order her team to leave as soon as she feels the debt has been fulfilled. M.A.C.E. attacks the Lounge, where it runs into Terror Inc., the Morbane, and (soon) Yu'Genothrax. In the assault, M.A.C.E. defeats Professor Muerte and his team; M.A.C.E. then flees.

Warsaw Pact (*European Enemies*): A loosely knit team of Eastern Bloc supervillains, the Warsaw Pact is attacking because it is under Vasalov's orders. Along with the Comintern, the Pact breaks through the floor of the Ground Level, and attacks into the cafeteria. In the Assault, the Pact fights against Strike Force, and is eventually defeated.

Comintern (*Classic Organizations, Red Doom*): Comintern is a team of Soviet and Eastern Bloc paranormals that are under Vasalov's direct command. At this time, Comintern consists of Ivan, Peristroika, Red Shield, and Nemesis. Along with the Warsaw Pact, Comintern attacks into cafeteria. Comintern fights against the Protectors, and is eventually beaten.

SANCTUARY

Terror Inc. (*Classic Enemies*): This is a supervillain team led by the megalomaniacal Professor Muerte, who

SECONDARY BATTLE

The Secondary Battle takes place in the Gameroom, in the basement. It continues until one side is knocked unconscious, or until the GM puts a stop to the nonsense.

VASALOV

Roadkill (*Roadkill*): A heavy metal band that consists entirely of supervillains, Roadkill was ejected from Sanctuary two weeks ago for refusing to turn down some amplifiers. They are returning to bust some heads and to show their disrespect for Pooka and the other authorities. In the assault, Roadkill begins by playing their music extremely loudly; both sides attack just to shut them up.

"Supremes" — the Ultimates (*Classic Enemies*): An American supervillain group with something of an inferiority complex, the Ultimates are in disguise. Calling themselves the "Supremes", the team consists of Sticker (Binder), King Smooth (Slick), ToughMan (Black Star), Lightning (Charger), and Plasmoid (Plasmoid — he never really understood this disguise thing). The Ultimates are repaying a debt to Vasalov, and will not unduly endanger themselves. They attack the Gameroom, and eventually attack Roadkill and the Champions.

SANCTUARY

Champions (*Champions*): The Champions are the premier superhero team. They charge into the gameroom to make sure no one gets hurt. The Champions fight against Roadkill, the Ultimates, and CLOWN, in that order.

INDEPENDENTS

CLOWN (*Classic Organizations, C.L.O.W.N.*): CLOWN is a team of superpowered goofballs and misfits that only want to have fun. They begin combat in the Gameroom, and "fight" against everyone. They take special glee in ridiculing Binder and the rest of the "Supremes."

Foxbat (*Classic Enemies*): A bumbling supervillain, Foxbat is in the gameroom trying to promote his latest

ASSASSINATION

The Assassination takes place on the top floor of Sanctuary. It continues until Tokamak and Sentinel are dead, have escaped, or until the Supreme Soviets are captured.

VASALOV

Supreme Soviets (*Classic Organizations, Red Doom*): People's Commando, Col. Vasalov, Cosmo, Loupe Garoux, Soyuz, Marathon, Sputnik; also Disinformer. The Supreme Soviets are a Soviet superteam under the direct command of Col. Vasalov. For that reason, he is using the team to carry out the assassination of Tokamak and Sentinel. Once they reach the third floor, the team breaks into two groups. The first, Cosmo, Sputnik, Soyuz, Marathon, and Disinformer, runs interference and fights against the Sanctuary residents. The second group — Loupe Garoux, People's Commando, and Vasalov himself — carry out the actual assassination. Because of Tokamak's bravery and deception, Sentinel escapes, and the Supreme Soviets must flee, their mission unaccomplished.

SANCTUARY

Sanctuary Residents (*Classic Organizations, Neutral Ground*): These are the paranormals who actually live in Sanctuary. Commanded by Pooka, the group quickly assembles on the Third Floor to defend Sentinel and Tokamak. However, they are overmatched by the Supreme Soviets. Waxman is killed by Disinformer. Rush later dies of a massive heart attack.

INDEPENDENTS

Scarlet Sentinel, Tokamak (*Classic Organizations, Red Doom*): Two former Soviet paranormals, both of them are now plotting against Vasalov. When the battle begins, they are in Tokamak's room on the Third Floor. Tokamak gives her life fighting against the Supreme Soviets, but Sentinel escapes.

MAIN BATTLE (CONT.)

wanted to visit Sanctuary to play chess against a Morbane from DEMON. Terror Inc. begins the battle in the Lounge, where it is beaten by Yu'Genothrax and M.A.C.E.

Morbane (*Classic Organizations*): This Morbane from DEMON is visiting Sanctuary to continue his chess rivalry with Professor Muerte. He begins the assault in the Lounge. Once the battle begins, he summons Yu'Genothrax, and is then attacked by the Demon. He is eventually knocked unconscious.

Strike Force (*Strike Force*): A superhero team from Earth 2, Strike Force is visiting Sanctuary for a special superhero luncheon, and thus begins the assault in the cafeteria. Strike Force fights against the Warsaw Pact, and beats them, although only Lightrune is left standing.

Protectors (*To Serve and Protect*): A San Francisco superhero team, the Protectors are also in the cafeteria for the superhero luncheon. In the assault, the Protectors defeat Comintern; Quasar is the only character still conscious.

INDEPENDENTS

Eurostar (*Classic Enemies*): An extremely powerful European supervillain team, Eurostar wants to demonstrate its power, and in the process trash some American paranormals. Eurostar begins the battle in the Trophy Room, where they are attacked by Bullet's Raiders. After disposing of the Raiders, Eurostar moves down into the Cafeteria, where it takes on all comers. When the battle ends, Eurostar has defeated an impressive number of opponents, although only Durak and Fiacho are still conscious.

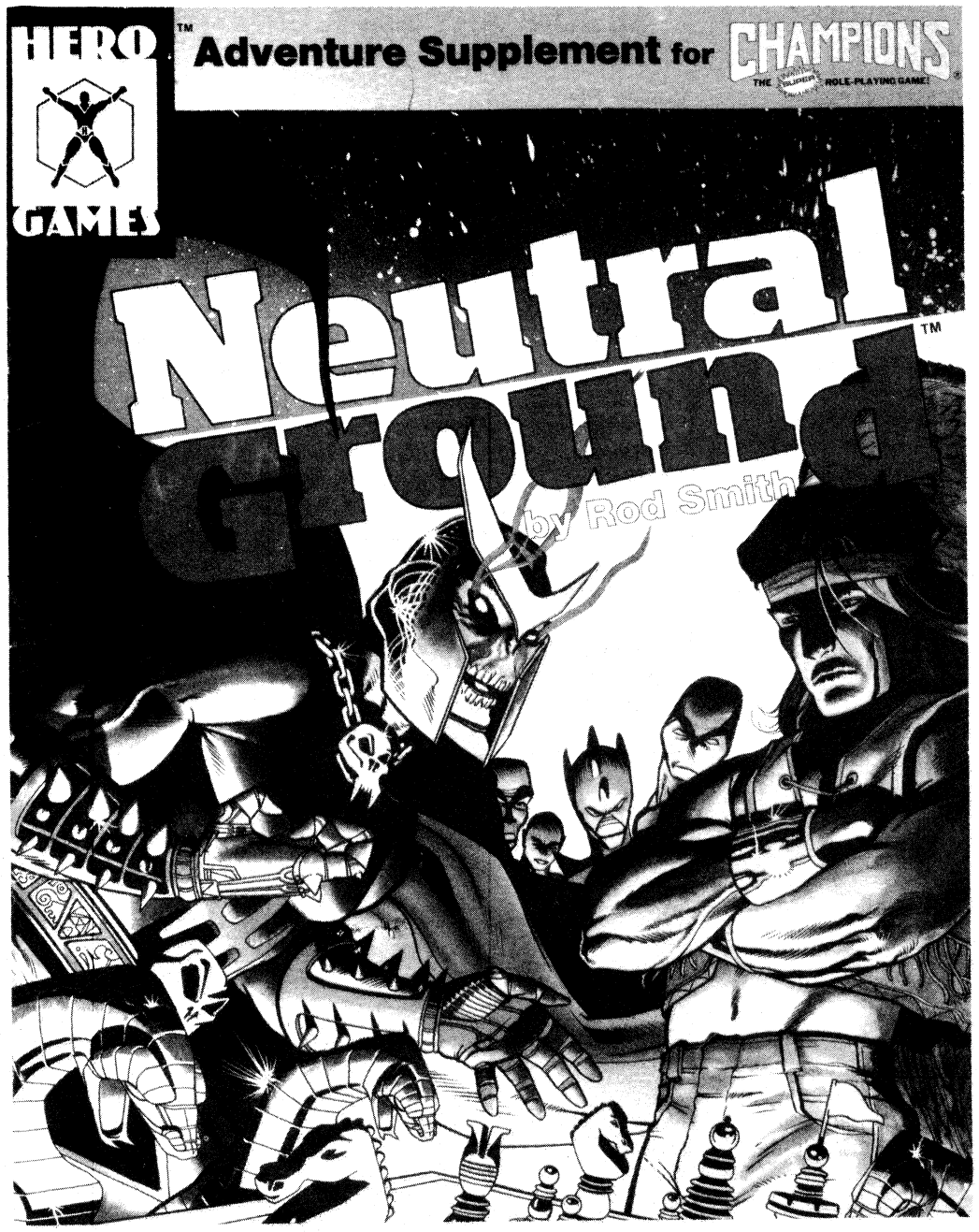
Yu'Genothrax (*Classic Organizations*): A demon summoned by the Morbane, Yu' Genothrax only wants to avoid being attacked. He is summoned into the Lounge, where he drains the Morbane, Professor Muerte, Giganto, and two members of M.A.C.E.

SECONDARY BATTLE (CONT.)

Master Plan. When combat begins, Foxbat tries to attach a Foxbat Tracer to each of the combatants; when done, he hides in the Mechanical Room. (For a full description of the Foxbat Tracer and what it does, see *The Battle*, above.)

"So Lana, to sum up, today was a day when Sanctuary's vaunted `Neutral Ground' wasn't Neutral at all. At least two superheroes are known to have died in the assault, and several more are missing. In addition, this assault will almost certainly mean the end of Sanctuary, at least in its current form. As you can see behind me, there is almost nothing left of the Sanctuary buildings. Moreover, according to my sources in PRIMUS, the Golden Avenger will immediately press the President to eject Sanctuary from the United States as a security risk. So all in all, it has been a day of profound importance to the entire paranormal community. They're going to be feeling the repercussions of this for a long time to come."

"Thank you, Jim." Lana looks into the studio camera. "You have been listening to another super exclusive from Gyro-Jim Dugan. We'll take a commercial break, and be right back with the weather..."



By Rodford E. Smith

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INTRODUCTION

The concept behind Sanctuary is simple. Given the limited numbers of those who possess superhuman abilities, they are easily the smallest minority around. It seems only natural that members of this select group would want some place to go where they could spend time with people like themselves, people who would understand their lives and problems.

That place is Sanctuary.

Sanctuary was created to look after the interests of paranormals. In addition to providing a meeting place, it watches out for unfair treatment of superhumans by any and all governments and the media. In short, Sanctuary takes care of its own. The manager, a retired hero named Pooka, is dedicated to this work and is very good at what he does.

Sanctuary was once comparable to an old-fashioned Gentlemen's Club including the facilities of an athletic club and a college dormitory. There were several large rooms available for various functions, as well as a gymnasium, swimming pools, a small infirmary, a chapel, a cafeteria, and numerous one-room apartments. In addition to serving as a gathering place for local paranormals, Sanctuary was often used by visiting heroes and villains who need a secure place to stay.

Now Sanctuary is a resort on a small south sea island known as Destruga, named for its previous owner Doctor Destroyer. When Destroyer was defeated (see *The Island of Doctor Destroyer*), the island fell into UNTIL's hands and was then obtained by Sanctuary after the assualt which nearly destroyed the club. A tropical resort was built on the island, and in so doing, Sanctuary took on less of a "club-like" aspect and more of a vacation-spot feel. It is now a place for paranormals to relax, bask in the sun, and take it easy.

One unique service still provided by Sanctuary is that it is an absolutely neutral ground, as it is a sovreign nation, not subject to the laws of other countries. All paranormals are welcome, even those on the "wrong" side of the law. Many people who are considered villains in the outside world are members, and it is not uncommon to find several of them there at a time, rubbing elbows with heroes whom they may have battled more than once. Anyone who obeys the rules may stay; anyone who violates them must leave.

In a ***Champions*** campaign, the club is intended to provide a place where player characters can go to socialize with other super-powered beings. Life isn't all battles and subplots, and even the most dedicated crimefighter or world conqueror needs some time off now and then. At Sanctuary, the Player Character can pick up the current rumors, find out the latest advances in deathtrap technology, or just play cards. One of the great attractions of Sanctuary is that superhuman abilities are accepted there. Paranormals may stay at the club without being expected to use their powers for the benefit of mankind or to commit a crime, the two extremes of behavior that the majority of normals think of in connection with paranormals. This casual attitude about powers allows Sanctuary's visitors to relax, without feeling the need to conceal their ability. Many superpowered individuals will go to Sanctuary just so they may enjoy their gifts without worrying about the reactions of those less gifted.

Sanctuary can be a useful addition to your ***Champions*** campaign, serving as anything from an occasional plot device to a major influence in the PCs' lives. Players should at least be aware that the club exists and what it does, even if they never actually make use of its services.

BACKGROUND

Sanctuary was created more than two decades ago by the retired hero Hyperion. Initially, it was a social club, no more than a place for people with unusual abilities to get together and relax among their fellows. Over the years, the scope of the project has widened considerably. In addition to its original functions, Sanctuary now provides important services to paranormals with physical, emotional, or legal troubles. Sanctuary's staff includes professionals in several fields, such as medicine, psychology, and law. These are the sorts of skills paranormals often need but have trouble getting access to. For some, Sanctuary is the only answer.

Sanctuary was founded at a time when the United States government was becoming uncomfortable with the actions of various supers. In addition to the obvious problems caused by superhuman criminals, many government officials were increasingly concerned about the actions of uncontrolled vigilantes. Several government-backed agencies were being formed to replace independent hero teams (PRIMUS being the obvious example), and congressional legislation had been proposed to limit the activities of non-sanctioned crime fighters. It seemed possible that the Age of Heroes would come to an early end.

Hyperion, though he had been away from the hero business for many years, still remembered the sense of loss he had felt after going into retirement. Shortly after WWII came to a close, he had tried to start an informal social group of retired adventurers but had failed, due primarily to a post-war attitude that things should get back to "normal." Hyperion's wife died suddenly in 1976. Feeling very lonely after her unfortunate death, he decided to try again to create a place where superhumans could meet with their peers.

After much searching, Hyperion decided that the best place for the club would be near a city which contained several retired heroes and a number of active hero teams, such as New York. He purchased a lot in the town and hired lawyers were to handle the details of setting up a trust fund. The lawyers also asked to provide guidelines for the club's operation. The club was named "Sanctuary" from the first and was intended as a place for crime fighters to meet and share their experiences. In later years it would become a refuge for all paranormals from a sometimes hostile world.

Even Hyperion underestimated the need for such a service. He also failed entirely to anticipate that supervillains would also want to use it. For the first two years, the existing building was quite sufficient, though beginning to show a bit of wear from benign neglect. Most of club's patrons were in their forties, and there were few members younger than thirty. For the most part, the club was used by retired heroes (and the occasional reformed villain) to get together and reminisce about the "glory days."

Known villains had been members of Sanctuary since the early days, though at first this was limited to allowing only retired (and reformed) criminals into the club. The practice of letting actively wanted criminals hide out in Sanctuary began only a few years ago, when Sniper, a well-known vigilante superhero, was accused of murder. Sniper fled to Sanctuary, explaining to Pooka that he had been framed by a man named Sharpes, his arch-enemy. Sniper had learned from one of Sharpes' henchmen that the villain planned to have him killed while he was in jail awaiting trial. Despite the fact that Sniper was legally a "criminal", Pooka took him in.

The police arrived at the club's main gate only to find several respected heroes standing outside. Their spokesman, Mind Titan, made the police an offer: if the fugitive was allowed to stay on the grounds until the trial, Sniper would be escorted to the courthouse by Sanctuary members. If the police tried looking for him on Sanctuary grounds, they would need a warrant. Mind Titan assured the lawmen that by the time they got a warrant, they would never find Sniper in Sanctuary.

Pooka, with the backing of Hyperion, supported those heroes who had decided to protect Sniper. Over the years, what had been an immediate response to an explosive situation evolved into official club policy. Given that the definitions of "hero" and "villain" are inherently fuzzy, Pooka and Sanctuary have decided that they cannot fairly judge Sanctuary members on what they do outside the club. Any member of Sanctuary can take refuge in the club, and expect to be hidden from his enemies (be they the police or VIPER).

While Sanctuary used to have a number of problems with government agencies wishing to search the premises, the move to Destruga has made this a problem of the past. The only law enforcement agency Sanctuary has to worry about now is UNTIL, the international police. Even they have all but given up trying to find a Sanctuary member who makes it safely onto the island. They do, however, make a conscious effort to steer fleeing villains away from the resort and the safe haven it provides. There is almost always an UNTIL boat, in international waters staking out the club to watch when a wanted criminal leaves the island.

In addition to legal attempts to violate the protection of Sanctuary, there have been several instances of more severe actions taken against the institution. Twice, government-sanctioned heroes have tried to invade Sanctuary to capture a wanted criminal. Both attempts failed, with Silver Avenger William Batterson and Captain Star both winding up in the club's infirmary. No formal charges were pressed in any of these instances, but both heroes involved are now *persona non grata* in Sanctuary.

There have been four similar intrusions by criminals attempting some action against members of Sanctuary; all of these efforts were unsuccessful. More attacks might have been made by supervillains if the club weren't so useful to them. Either out of gratitude for past services or because they recognize that they may need Sanctuary in the future, few supervillains will take action against the club. In fact, many super villains have aided in the defense of Sanctuary throughout the years.

Sanctuary has also been the subject of six full-blown assaults by villain groups or criminal organizations. The first of these attacks came soon after the defeat of a proposed bill which would have restricted hero activities. The bill's downfall had been largely due to the efforts of Sanctuary. A group of VIPER leaders felt that the bill would have helped immensely, especially considering how useless conventional law enforcement agencies had been against them. They sent operatives to destroy the club's buildings, along with everyone in them, to prevent their meddling in the future. They nearly succeeded. Only some clever tactics by Pooka and the presence of two vacationing superteams (the Capitol Patrol and Project Sunburst) enabled Sanctuary members to save their beloved club.

The second attack, by Eurostar, was made in an attempt to capture the alien explorer Enon. The next three assaults were made in attempts to kill heroes or villains staying at Sanctuary for protection. Two of these attacks were made by organized crime groups, with supervillain help. Only one attack was made by an individual — and Grond has never tried that trick again.

Of course the most recent assault was the most destructive. Vasalov succeeded where several criminal organizations and super villain groups had failed in the past: he penetrated Sanctuary's defences and leveled the club. The repercussions of the fight nearly destroyed the club. Sanctuary lost its United States charter, its facilities and most of the original staff.

Fortunately for the paranormal community, the remaining members of Sanctuary were determined that the club should survive. They acquired a deserted south sea island from the United Nations — Destruga — and began to rebuild. (While the island had once been the home of Doctor Destroyer's original stronghold, it had been clean for a number of years.) Almost immediately, Sanctuary opened for business. At first the facilities were rough, with tents and crude shelters, but construction (aided by many super-powered individuals) proceded quickly. Now it is a beautiful, luxurious resort. It seems that despite a change in status, Sanctuary will be around for quite some time. For this, paranormals everywhere can be thankful.

THE RESORT

Sanctuary is a well-run operation. Most people, however, don't appreciate the amount of time and energy which the staff has to put in to make everything run smoothly. The staff works diligently to ensure that members are provided with all of the service and facilities which they require.

OPERATIONS

Most of the staff works on a regular, full-time basis. When the club was first created, Pooka attempted to use robots as staff, but several gadgeteers started reprogramming them without Pooka's consent. Now all the staff members are safely warm-blooded (with the exception of Peace Keeper who Pooka trusts to take care of himself), and Pooka made it clear to all mentalists that tampering with the staff will earn an immediate expulsion from Sanctuary.

There are three shifts at Sanctuary. The full time staff will work for only one of these shifts five days a week, although many work extra hours and come in on their days off to use the resort's facilities.

Day Shift — 7 a.m. to 3 p.m.
Middle Shift — 3 p.m. to 11 p.m.
Night Shift — 11 p.m. to 7 a.m.

The full-time staff is outlined below along with their schedules. For the most part, these employees can be found within the resort on a 14- during their shift, on an 11- an hour or two before or after their shift, or on an 8- at any other time. There are also several beepers which are used by the "On Call" medical staff and those who have volunteered for "On Call" duty that can be used to contact them on a 14-.

SCHEDULES

Schedules are carefully worked out to allow staff members to work hours they are comfortable with. Furthermore, an effort has been made to make sure that all of the resort's services can be provided at any time they might be needed.

ADMINISTRATION —

General Manager: Pooka (Day Shift): It is the duty of the General Manager to see that the resort runs smoothly. A retired hero, Pooka is a driven man who oversees every aspect of operations, a task made considerably easier by his ability to teleport. The Staff answers to him, and he is answerable to Hyperion alone. Pooka is always on call when not at his desk.

Middle Shift Manager: Charcoal (Middle Shift): The Middle Shift Manager is the General Manager's assistant and second-in-command. Charcoal was good friends with Waxman (the original middle shift manager) and has taken on his shift because she feels its what he would have wanted. While on duty, Charcoal is extremely diligent and watchful.

Night Manager: Corona (Night Shift): When most of the regular staff has gone, Corona comes out of his special room to watch over his adopted home. Sanctuary's Night Manager is an energy being that lives one of the special environment rooms. During off-duty hours he can be found there as he rarely uses any of the resort's facilties.

Secretary: Metalla (Day Shift): In the resort's Arrival Complex there is a very special titanium-alloy typewriter that is run by a devoted woman who just happens to have a metal body. Without Metalla's filing system, Sanctuary would not run nearly as well as it does. During her off hours she can be found sunbathing on the beach (although she seems not to tan well).

Lawyer: Edgar Marchant: Few lawyers will touch a case involving paranormal abilities. To Edgar Marchant such cases are not only his trade, but his life's work. He defends super-powered individuals almost exclusively and in so doing has become one of the finest attorneys in his rather specialized field, a status that suits him well. Since Sanctuary's move to Destruga, Edgar has been forced to brush up on his international law. He does not live on the island, but he comes there frequently when needed (an office is maintained for him there) and can be reached day or night by telephone.

ENGINEERING —

Handyman: Mark Harper (Day Shift - On Call): Mark is an able workman who has been fascinated by heroes and works for next to nothing — just for the opportunity to be among many who were his childhood idols. Since the death of Rush, Mark has taken on twice the number of duties. He also is overseeing much of the new construction on Destruga. When he isn't working, he is on call.

KITCHEN STAFF —

Note: *There are numerous cooks and kitchen staffers now that Sanctuary is a resort with a large restaurant, two bars and a number of snack bars. These are the most notable personnel and/or the managers.*

Head Chef: Herbert Nugyen (Middle Shift): Herbert is in charge of Tahiti's kitchen and all of the food and drink preparation on the island. He does his job efficiently, managing the various employees and producing a wide variety of delicacies himself from recipes developed in the restaurant he used to own.

Assistant Cook: Theodore Reynolds (Day Shift): Theo is Herbert's assistant in the kitchen and runs it when he is not present. Although he had never cooked before coming to Sanctuary, he is a fast learner and is showing quite a talent. His talent for management is not as good as Herbert's.

Shift Cook: Martha Hodges (Night Shift): An over-serious matron, Martha sees to the guests' needs in Tahitis during the late-night hours.

MEDICAL STAFF —

Chief Physician: Dr. John Brinton (Day Shift-On Call): Since a superhero helped Dr. Brinton extricate himself from involvement with VIPER, he has directed his efforts to providing the very special care needed by many paranormals. He is one of only a handful of doctors qualified to treat such cases.

Head Nurse: Eileen Compton (Middle Shift-On Call): A competent nurse and compassionate woman, Eileen is confidant and friend to many of her patients and donates many long hours to caring for Sanctuary's guests.

Nurse: Susan Chang (Night Shift): Susan is a pleasant young woman. She has a smile and a kind word for everyone she meets and is well-liked by all.

Psychologist: Dr. Harold Quinby (Day Shift): The good doctor has been involved in researching the eccentricities of the paranormal psychology for many years and has written several books on the subject. He is an able psychologist whose advice has been a boon to many of the club's members over the years. He has even turned a few lives around.

SECURITY STAFF —

Head of Security: Charcoal (Middle Shift): Charcoal now wears two hats as assistant manager and head of security. As such, she has two offices but can rarely be found in either.

Security: Peace Keeper (All Shifts): Peace Keeper provides the active component of Sanctuary's security. Since he never gets tired, Peace Keeper is the perfect guard — he's never off duty. The android's powerful weapon systems and vast intellect make him a match for almost any threat which the club might face.

Security: Yu' Genothrax (All Shifts): Yu' Genothrax stays in the basement of the hotel all day. His unique abilities, however, allow him to see things throughout the resort and his pseudopods can travel throughout Sanctuary's airshafts to reach almost any room in the hotel, and even outside. His ability to neutralize an opponents super powers has proven invaluable to the club's defence.

MISCILLANEOUS PERSONEL

United Nations Liaison: Jacob Reisner (Day Shift): An excellent negociator, Jacob was never the "agent-type." Chosen by the U.N. Security Council for this position, this UNTIL man has done a worked hard to improve Sanctuary-UN relations since its move into the international community.

Chaplain/Counselor: The Deacon (Middle Shift): The Deacon is a man with the ability to control minds, but he is trained to put them at rest with religious guidance or compassionate counselling. He has saved quite a few lives in his day, and will always be there if he is needed again. He and Dr. Quinby are not terribly fond of each other, but the Deacon will not voice any disagreements or complaints, so the animosity is silent.

Miscellaneous: Strikeforce (All Shifts): Kurt, alias Strikeforce, is a paranormal who can duplicate himself into as many as eight individuals. This allows him to sleep in shifts. At least one of him seems to be on active duty 24 hours a day, 7 days a week. He is doorman, janitor, butler and chef, sometimes all at once. He also makes an excellent beach volleyball team when he is taking some time off.

THE STAFF (NORMALS)

EDGAR MARCHANT

The resort's chief lawyer

Important Skills: KS: Business Law 15-, KS: Criminal Law 13-, KS: International Law 13-, Conversation 13-, Persuasion 13-

Physical Description: Edgar is a physically small man, standing barely 5' 5", and is completely bald. He has pale blue eyes and is fifty-five years old and somewhat overweight.

Edgar is a senior member of the major law firm Marchant, Pearson and Altmiller, and does not reside on the island. He has experience in both business and criminal law, though he prefers to allow others to handle the criminal cases. Currently he is studying International Law so that he cna continue to serve all of Sanctuary's legal needs. Despite his apparent weight problem, he is quite fit and can be surprisingly quick on his feet when necessary. He has an extremely forceful personality and tends to boss his clients around. Because of his work for Sanctuary, he usually wears well-tailored body armor (+5 PD and +5 ED) built into his suits. He may need more protection than that. At least two of the villains he has represented on behalf of Sanctuary have threatened him, claiming that Edgar didn't do a good enough job of defending them.

When the big move was made, he remained at his firm's offices in the States but frequently travels to Destruga.

JACOB REISNER

United Nations Liaison

Important Skills: KS: Law Enforcement 12-, KS: Negotiation 14-; Bureaucratics 14-, Criminology 12-, Fam w/ Small Arms

Physical Description: Jacob is of medium build, 5' 8" tall, has brown hair and green eyes, and is fourty years old.

Jacob Reisner is the liaison between Sanctuary and the United Nations. His is a tough job and one he approaches with great professionalism. An UNTIL agent who showed nmuch more promise in diplomacy rather than subterfuge or combat, Jacob was chosen by the Security Council for this job.He makes every attmept to be impartial when he is working, and this has resulted in fair dealing between Sanctuary and the UN. He is well-respected and liked by most who encounter him. He constantly wears a bullet-proof vest (+6 PD and +6 ED, Activates 14-) and carries a .44 Magnum revolver (2d6 RKA, +1 STUN mod) with three speed loaders. Jacob, in his off-hours enjoys the facilities and has many friends on Destruga.

DR. JOHN BRINTON

Chief Physician

Important Skills: PS: Physician 15-, KS: Medicine 15-, KS: Experimental Medicine 11-; Paramedic 17-

Physical Description: Dr. Brinton has dark brown hair and eyes, stands 6' 1", and weighs 165 pounds. He is forty-eight years old, but doesn't look it.

John Brinton never intended to get involved with paranormals — he considered them a part of life but paid little attention to them. A son of a very wealthy family from central Kentucky, he got into medicine because his parents expected him to. He was very good at it, good enough to attract the attention of VIPER, which tried to blackmail him into helping them. They underestimated John; he notified the Lexington police. The police, in turn, arranged for John to set up a sting operation involving the criminals. Since VIPER used supervillains, the police also asked for help from the Capitol Patrol. The operation went flawlessly, and several important VIPER operatives wound up in jail.

After working with these dedicated police and superheroes, and feeling some of the excitement and reward they experienced, John decided that something was missing from his life. When Sanctuary advertised for a full-time physician, he applied and easily got the job.

John enjoys the challenge of dealing with the special problems of paranormals and despite his good natured grousing, feels a sense of accomplishment with every patient he is able to restore to health. Although there have been threats from VIPER as a result of his betrayal, nothing has come of these yet, and John doesn't worry about them. He is very handsome and often flirts with his female patients. Since he is still single, many flirt right back. He, like many of the resort's employees, enjoys the luxurious resort and its fine beaches in his off hours.

EILEEN COMPTON

Head Nurse

Important Skills: PS: Nursing 15-; Paramedic 15-

Physical Description: Eileen is 50, stands 5' 6" tall, weighs 156 pounds and has blonde hair and green eyes. Her features are broad and strong.

Eileen has previous experience in helping paranormals; her late fiancee was Jayhawk, a costumed hero with a knack for getting hurt. She met him while he was a patient in the hospital where Eileen worked. After he was killed, she decided that people like Jayhawk deserved the best medical help they could get. Eileen campaigned for two years, trying to get funding for a specialized hospital but without success. When Eileen heard about Sanctuary, she realized that these people were doing what she had failed to do, so she decided to work for the club.

A large part of Eileen's motivation is admittedly a desire to see her late fiancee's fight against crime carried on, but she is also genuinely interested in what Sanctuary does. Though her years of dedication to her profession have worn her down, she still has a warm, sincere personality. and a total commitment to her patients. Unfortunately, one of her patients, a villain by the name of Hideous, developed an obsession with Eileen. She told concerned friends that she is in no danger, but she was the victim of an attempted kidnapping by the villain. This attack was foiled by some visiting heroes, but she was severely shaken by the incident. For this reason and others, particularly since Sanctuary has moved to an island and she dislikes water,.she is thinking about leaving.

SUSAN CHANG

Nurse

Important Skills: PS: Nursing 14-, PS: Music 14-, PS: Psychology 11-; Paramedic 13-, Criminology 13-, Cryptography 13-, Conversation 13-, Persuasion 13-, Fam w/ Small Arms

Physical Description: Susan is twenty-eight years old, 5' 3" tall and slim, with fine features and dark hair and eyes.

Susan has proven herself invaluable. She was hired before the move when the increasing demands on the medical staff made it clear that more help was needed. People just seem to want to open up to this young, innocent, pleasant-natured young woman. She sometimes seems too good to be true, but no one at Sanctuary has ever caught her out of character.

Susan was once an agent for VIPER who infiltrated the club to gather information. Susan performed her task admirably, and VIPER has learned a great deal about certain superheroes (and their weaknesses). However, she became so involved with Sanctuary and her new friends there (and the fact that she has secretly fallen in love with Dr. Brinton), that she now rejected her VIPER ties and serves as a legitimate nurse. VIPER of course is not happy about this, but has yet to make any move in regards to her "defection."

DR.HAROLD QUINBY

Staff Psychologist

Important Skills: PS: Psychology 16-, PS: Psychotherapy 15-, KS: Mental Disorders 17-; Conversation 15-

Physical Description: Dr. Quinby is 5' 10" tall and of average build, with thinning brown hair and brown eyes. He is fifty-one years old.

During his career, Harold has written two popular books:*Superheroes and the Women who Love Them* and *Hero Envy*. He jumped at the chance to work for Sanctuary when the position of staff psychologist was offered to him a few years ago. Hyperion decided that someone with extensive work in the field of superhuman psychology would be an important addition to Sanctuary, and Harold has had more experience than almost anyone else. Dr. Quinby has been very happy with his position and has done a lot of good work, although many of the people at Sanctuary feel that Dr. Quinby is more interested in gathering material for his next article than in helping his patients. Harold is a psychologist, not a psychiatrist; he can provide advice and give counseling, but can not prescribe medicine. He knows several psychiatrists and can recommend one to a paranormal who needs help. A calm, collected individual, Dr. Quinby is a bit absent-minded about anything not directly related to his work. He is also extremely self-contained and rarely seems bothered by anything. He likes flowers and often works on his beds of tropical flowers around Sanctuary in his spare time. Rumor has it that he is working on another book, tentatively entitled *The Id, theEgo and the Superhuman.*

HERBERT NUGYEN

Head Cook and Kitchen Staff Manager

Important Skills: PS: Cook 14-, PS: Kitchen Management 12-

Physical Description: Herbert is 5' 6" tall and weighs 210 pounds. He has a round face, black hair, brown eyes, and is forty-seven years old.

Herbert is in charge of all of the food and drink preparation at Sanctuary, and he handles this like the captain of a ship. He is an able cook and a good manager, but can't stand for anyone to come meddling into his kitchen. Even Pooka stays out when Herbert is there. Herbert previously owned a small Korean restaurant, which he ran with his son Robert. Unfortunately, he made some bad investments and was forced to sell the restaurant to pay his debts. Herbert took his original job before Sanctuary moved as a temporary measure; but, the combination of good pay, challenging orders, and interesting customers have kept him working here for quite some time, and even moved with the resort when it moved to Destruga. Now he is in charge of a number of employees and actually has little time to cook himself. Herbert threatens to quit every time he has a disagreement with Pooka, but he never will.

Herbert works during the day shift, but his influence carries over to the other shifts as well. A gruffly good-natured fellow, he nevertheless refuses to give an inch on anything he feels is important. More than once, this short, stout man has told off a powerful super hero or villain — and gotten away with it.

Herbert's son Robert at one time worked with him in the kitchens at Sanctuary (before it moved), but he was fired by Pooka when it was discovered that he was gathering information on heroes and selling it to various tabloids. Robert is quite an embarassment to Herbert, and mentioning him is not a good idea.

THEODORE REYNOLDS

Assistant Kitchen Manager

Important Skills: PS: Cook 12-, Familiarity with Kitchen Management; Familiarity with Conversation

Physical Description: Theo is 6' tall and weighs 195

pounds. He is twenty-five years old.His skin is quite tanned, his hair is black, and his eyes are brown.

Theo is Herbert's right hand man, and is quickly becoming known as not only a fair cook, but an interesting person to chat with as well. Although he is still quite young, Theo has travelled all around the world with his mother, the famous explorer Katharine Reynolds. In his life, Theo has gone on African safaris, climbed the Himilayas, seen ever major city, and done everything from bunji cord jumping to alligator wrestling.

When Robert Nugyen left, Pooka advertised for a new assistant kitchen manager. Although Theo had never held an actual job, he thought that working at Sanctuary would be one more challenge for a thrill-seeker like himself. He has found that quite a bit of his free time and on-duty is taken up by swapping his stories of traveling around the world for super-hero's stories of battles or travels to other planets. He greatly enjoys this, and plans on staying for quite some time, even though, in many ways his job is far more "tame" than many of his past pursuits.

MARTHA HODGES

Third Shift Cook

Important Skills: PS: Cook 11-

Physical Description: Martha is 5' 4" tall, weighs 95 pounds and has a square face, grey hair and faded blue eyes. She is 68 years old.

Martha is a sour old woman who is in charge of the third shift at Tahitis. She was offered Robert Nugyen's position when he was fired, but she refused. She rarely talks, and when she does, every other word is profanity. No one at Sanctuary can recall having seen her smile, and the food she cooks is usually overdone and underseasoned.

What no one at Sanctuary knows is that Martha once dated Hyperion in his civilian ID. Hyperion did not view the relationship as serious, but Martha did, and she was crushed when he broke it off. Martha has not seen Hyperion in over forty years, and he is not likely to recognize her. She has since been married and widowed, so her last name has changed, and she has aged badly. The fact that she is now working for her former lover has not helped her disposition.

FUNDING

Sanctuary is a non-profit organization. In addition to the original trust fund established by Hyperion, many other donations have been made. Some of these gifts have come from paranormals, but most come from wealthy individuals who have been helped by heroes. Many supervillains contribute money.

Additionally, a great deal of the necessary construction and repair work around the resort is done by volunteer labor, which helps cut operating costs.

Still, the staff does have occasional budget problems. The expenses involved in helping some of the problems typical to paranormals, such as purchasing rare medicines for treating illnesses or injuries, can be staggering. There have been times when Sanctuary has had to hold fund drives to raise the money necessary to continue operations and now the need for money is greater than ever, as the cost of moving and rebuilding was quite staggering. It is these worries that have Pooka in a constant state of stress. See the *Scenarios* section for more information on other attempts to raise money.

RELATIONS WITH THE UNITED NATIONS

Sanctuary has always lived on the edge of the political knife. When it was still in the United States, Sanctuary ran afoul of the government more then once. Its policy of shielding villains made it especially unpopular at times.

Following their expulsion from the United States, the club's staff figured that they would have no more problems with federal intrusions into Sanctuary's daily operations. Unfortunately, UNTIL has never been very fond of the club. Now that it is within international jurisdiction, Sanctuary has come under attack from the international police force.

In much the same way that the US government did when Sanctuary was on their soil, the United Nations appointed a liason to negociate when problems arose. He functions much in the same way that an ambassador to a foriegn nation would. This man, Jacob Reisner, is quite competent and has already showed that he can handle this difficult job in appropriate and ofter creative ways.

STAYING AT SANCTUARY

Sanctuary never closes. For some lonely heroes and villains, Sanctuary is the only place they can go for company on Thanksgiving or Christmas. During the holidays (especially when the weatehr is good) there is often a rather bizarre assemblage of paranormals who have come together for each other's company.

CHECK IN

Guests and members arriving at Sanctuary must sign in at the arrival complex, located just inside the main entrance. They may use whatever name they wish while at the club.

Characters not known to the desk attendant may be required to prove that they actually possess superhuman powers. There are several high-tech sensing devices in the office behind the front desk, including a "mutant detector" taken from a Genocide base. People may step behind the counter and be tested in private. Device-based powers have created some problems, especially since people have used effects from devices (which are considered legitimate powers, as long as the devices are not commercially available) just to get into Sanctuary. Non-superpowered costumed adventurers or people whose powers don't register on any of the detectors may have to provide clippings of their exploits, or even make a demonstration of their abilities. If this is the case, they will be advised by the staff to use caution when showing their powers, in order to avoid damage to the reception area. Some individuals may be forced to wait for confirmation of their status, either through research or the use of certain powers by the office staff volunteer members.

Well-known paranormals visiting or staying at Sanctuary may keep their public identity concealed from the rest of the guests if they so desire. A hero may actually find himself in the position of appearing at Sanctuary in his Secret ID in order to avoid anyone knowing that he is a popular hero! More common is the situation where a famous or infamous individual stays for a while at Sanctuary in another costumed guise, in order to ensure his privacy.

Visitors who are not regular guests are asked to fill out a short questionnaire, letting the staff know what they will need and what they will be doing while at Sanctuary. If a hotel room or bungalow is desired — and empty rooms are usually

available — then the character will be given a key. He will also be given a list of rules, which must be read, signed and returned. Copies of these rules are available on request. Those who don't wish to abide by the rules are free to seek lodging elsewhere.

VISITOR QUESTIONNAIRE
MEMBERSHIP APPLICATION

Name to be used while at Sanctuary: _____
Name by which you are commonly known: _____
Legal name (optional): _____
How long will you be staying?: _____
Will you require a room during your stay? Yes / No
Will your room require a special environment? Yes / No
Are you wanted by the law at this time? Yes / No
Are you currently in need of medical attention? Yes / No
Do you wish to apply for membership? Yes / No
Do you wish to reserve a function room? Yes / No
Do you wish to attend/teach a class? Yes / No
Comments: _____
_____
_____

The check-in rules described above are the result of some problems with paranormals who have abused the anonymity available at Sanctuary. Villains who had been banned from the club entered in disguise to enjoy the benefits of Sanctuary. These new rules have headed off a number of potential scandals, to the great relief of Pooka, although there have been protests about the loss of privacy.

There are always visitors at Sanctuary, no matter what the time of day. Although few people use the living quarters at any particular time, it is common to find several paranormals on the grounds. They may simply have stopped by for a relaxing afternoon or to leave a message. Sanctuary is not a boarding house; most of those who use the living quarters will usually stay only a day or two. On average, between ten and twelve of the rooms will be in use, and several bungalows.

Also available to those who are working at the club is a computer listing of current guests and staff, using the names they signed in with. The listing also includes any scheduled events and the hours various function rooms are open. Some facilities are available only by appointment, such as the "Handball" Court, which is much in demand. Other equipment or rooms may be reserved for special occasions. However, medical needs always have priority. If a doctor decides that someone requires the jacuzzi for hydrotherapy, the patient gets it.

PAYING YOUR WAY

Room, board and medical or legal aid are provided by Sanctuary. Supers short on cash can pay their way by doing chores for the club. However, services beyond these usually have a mandatory fee and may not be paid for in labor. There are good reasons for this. For example, facilities such as the "Handball" Court, the jet skis and motor boats, and other equipment have large maintenance costs.

Guests may stay as long as they like, although freeloaders will be pressured by their peers to leave the club or work for their keep. Someone is always needed to care for injured paranormals, clean the grounds or go on errands in the States for the resort, so there is no problem for anyone willing to work. Sanctuary also needs ambassadors of goodwill — individuals willing to talk to reporters or dignitaries. These members may present statements to the press, write letters to editors or politicians, or simply represent Sanctuary at meetings or public ceremonies. (Stories are still told about the time Voyager took on this duty and held a twelve hour press conference.)

This sort of volunteer work can carry far beyond simply earning a meal and a place to stay. Although Sanctuary is not an employment agency, it will help paranormals find jobs, either mundane or with an organization that pays its members. Needy super-powered individuals who behave themselves and help out around the resort may receive a letter of recommendation from Pooka, which carries considerable weight in some circles. Many down-and-out heroes and villains have received a second chance with a new group or sponsor, or even a pardon, thanks to one of Pooka's letters.

Volunteer jobs vary from specialized maintenance — such as keeping the atmospheric control systems in the environment simulation rooms in working order — to general cleanup and handy work. Floors must be swept, waste baskets emptied and laundry done.

In addition to attending to the needs of the institution itself, the administration of Sanctuary often agrees to do favors for important people or other organizations. This practice has earned the club a great deal of good will over the years and is one reason that Sanctuary's unique state of independence is recognized by various governments and the UN.

MEMBERSHIP

Becoming a member is easy. One applies for membership, and if approved (refusal is extremely rare), the applicant pays a nominal fee and is issued a card. Approval is based on research done by the staff, which can take anywhere from a day to a week, at the end of which Pooka will review whatever material is available on the prospective member. If Pooka decides that the candidate is sincere and a good risk, Pooka will grant him membership — *with* the understanding that this membership can be revoked by executive decision at any time. Renewals are made annually, with lifetime memberships available. Members also receive a subscription to the club newsletter, *Sanctum Writ*. (Needless to say, *Sanctum Writ* is considered to be extremely valuable by superhero fans.)

RULES AND REGULATIONS

There are few rules for people who wish to use Sanctuary's facilities, but those that do exist are rigidly observed. If any of these rules are broken, the offender is removed from the

club, and his membership is revoked — permanently. Pooka has sometimes been accused of using this authority to keep out people he personally dislikes.

The most important rule is: "No fighting." Anyone who starts a fight will be quickly taken care of by Peacekeeper and/or Yu' Genothrax. Sanctuary is at heart a neutral ground, where bitter enemies may wind up at the same table for dinner. Those who can't tolerate such a situation are welcome to leave. People who are unlikely (or unable) to follow the rules, such as paranormals suspected of crimes of violence or who are incapable of self-control (like individuals with the Berserk Disadvantage) will be allowed to enter and carefully watched.

Those who stay in the rooms or bungalows must avoid disturbing the other guests after 8:00 PM. Since there is little space in these rooms for parties, these rules are fairly easy to observe. Anyone wishing to have a large party may reserve one of the function rooms or outside. Beach parties are quite common at Sanctuary.

Guests are asked to be polite and respectful to others in Sanctuary, whether member, staff or visitor. They are to obey all reasonable requests by the staff. Anyone who is routinely rude or obnoxious may be ejected, although since the move, Sanctuary has taken on more of a relaxed party-style atmosphere.

While Pooka rarely ejects anyone for minor violations, this is entirely at his discretion. Several people have protested that expulsion is too severe for most of the infractions and that milder penalties are needed for lesser crimes. Pooka has listened to these complaints but has not yet altered his behavior.

SERVICES

The primary job of Sanctuary has always been to take care of paranormals. In the early days, this meant providing a place for them to get together, eat, socialize, and maybe stay for the night. Later, a fund to cover medical expenses was established. As Sanctuary entered the 80s, however, it was realized that supers needed to keep a watch on those who might try to take away their rights. Sanctuary was, almost by default, one of the best institutions for the job.

Hence Sanctuary provides a wide variety of services to paranormals. Everything from education to legal advice can be handled through the club. In return for these services, members do all they can to help the club maintain these special operations which are a boon to paranormals everywhere.

The service aspect of Sanctuary has become less important now that it has moved. It has returned more to its roots of being a place where paranormals can gather and socialize.

PARANORMAL PROTECTION

One of the most important jobs Sanctuary performs is monitoring the media for mention of paranormals. The staff makes an effort to check radio and TV broadcasts, newspapers, and magazines for inaccurate or prejudiced articles. They are quick to respond to such statements with letters, protests or rebuttals delivered through a spokesman for the club. Lately, the bulk of this effort has been taken over by a separate but associated organization, the Paranormal Protection League, but the Sanctuary staff remains active to this day.

To head off potential public relations problems, Sanctuary acts as a watchdog in the area of superhuman activities. This means both protecting people who are in trouble and censuring those who abuse their super powers. Sanctuary keeps a list of super-powered individuals from all over the world. No action is taken against those with criminal records, but these files are often used by hero teams as a reference when evaluating potential allies.

Take, as an example, Sanctuary's current listing for Blackstar, (from *Classic Enemies):*

BLACKSTAR

Real Name: Unknown

Offensive Power Level: High Paranormal

Type: Strength. Estimated Max Lift 30 Tons

Defensive Power Level: Very High Paranormal

Type: Tough Flesh. (Density Increase ?)

Movement Powers (if any): None

Special Powers (if any): Can "phase" through solid objects

Number of Arrests: 18

Number of Convictions: 5

Number of Acquittals: 4

Number of Escapes: 11

Group Affiliation: Ultimates

Type: Self-proclaimed Villain Group

Current Status: At Large

Comments: Blackstar is currently wanted by UNTIL and the U.S. Government

The information in these files is gathered from public records and from the testimony of people who know or have encountered the individual being evaluated. These files are periodically updated by Pooka, as new information is collected.

The staff and members of Sanctuary also lobby politicians and political groups to promote paranormal causes, mostly through letter-writing campaigns but occasionally by promising favors or calling in favors owed to the club or its members.

In addition to these ratings of superhumans, Sanctuary keeps a similar listing of organizations which may have some impact on paranormals. Updated editions of the lists of paranormals and organizations are published at least once a year, and are available only to Sanctuary members and organizations which Sanctuary endorses.

Sanctuary is also the place where visitors from other worlds are sent if they don't want to deal with a government or if a government doesn't want to deal with them. More than one castaway from another planet or plane of existence has returned home through the aid of Sanctuary's members. For example, Enon, a survivor of a wrecked exploration ship, was brought to Sanctuary by Captain Star, a hero who sometimes works for the FBI. The alien's injuries were treated and arrangements made for him to work with professors from a local university to build an FTL communicator. Until help arrives from his people, his lifeboat is being stored in the club's garage.

The staff of Sanctuary sometimes works closely with the Metropolitan Extra-Terrestrial Enclave (METE) on these problems. (See *Alien Enemies*). While there is some overlap between the functions of Sanctuary and METE, they have no problem co-existing.

Another important function provided by Sanctuary is to act as a negotiator in hostage or siege situations involving paranormals. The chief operative here is the Deacon, who first entered the public eye nearly two decades ago doing just this job. It is a matter of pride to him that none of the negotiations he has supervised have ended in violence.

SANCTUARY AS SANCTUARY

Over the years, while Sanctuary was still located in the United States, legal authorities had come to an unspoken but very real understanding with Sanctuary. For the most part, the various city, state and federal agencies left Sanctuary strictly alone, treating it almost as a sovereign country. Even if a wanted villain secretly holed up in the complex, little fuss was made. Law officials knew that without the cooperation of Sanctuary's members, they would never find, let alone catch, a villain hidden on the grounds.

Now that Sanctuary has moved, it has become a sovereign nation, fully independent of any government. It is able to provide complete legal sanctuary to anyone desired. This continues to make it unpopular with law enforcement agencies, but so far, no open conflict has arisen because of it.

Sanctuary provides further aid by having knowledgeable, experienced lawyers defend paranormals on trial. Those who accept this help are asked to repay expenses, although all supers can expect legal guidance regardless of their financial situation. Any paranormal or recognized costumed adventurer may use this service, whether they are a member or not; it functions much like an ACLU chapter devoted to defending the rights of the paranormal.

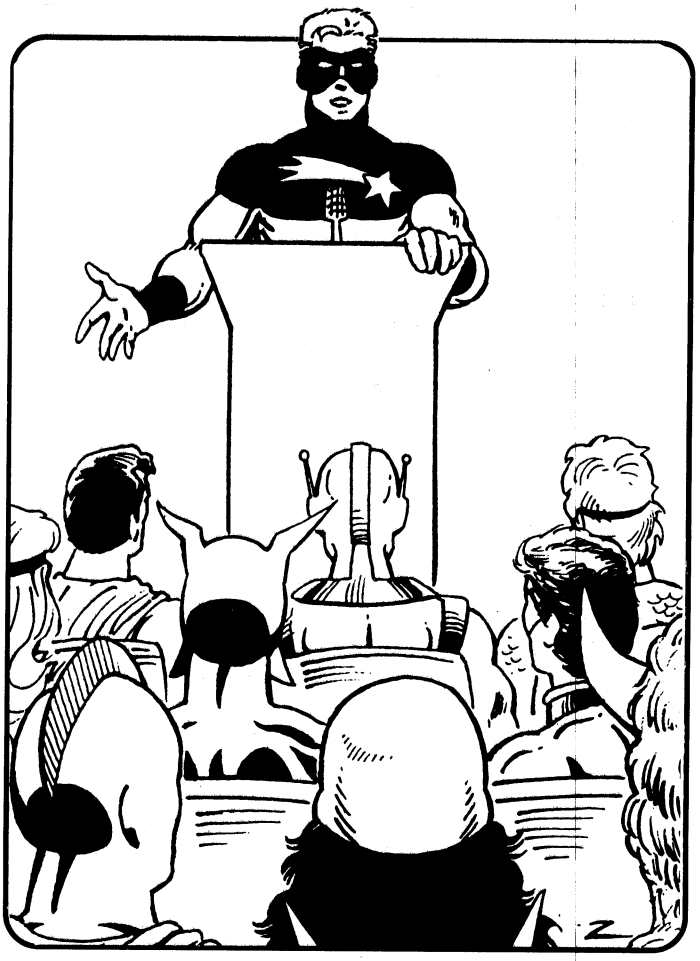
Because of the villains who have taken refuge in the resort, there is a rule that all property that is obviously stolen (a fire truck or the Mona Lisa, for instance) will be confiscated and returned to its owner. In spite of this, many criminals use Sanctuary. Some don't see themselves as villains, and others are charming rogues who stay at the club as much to annoy stuffed-shirt heroes as to keep themselves out of jail. At times, a real rotten egg will stay at the club and provide a test of the other members' tolerance, but so long as he obeys the resort's rules, he is allowed to stay.

CONTINUING EDUCATION

Courses in various subjects are taught at Sanctuary. If any classes are planned, the schedule will include information on them, including any requirements for enrolling. Subjects include such topics as "Law and the Superhuman" and "The Care and Feeding of Team Vehicles." In addition to subjects strictly for paranormals, General Educational Development courses are taught, which allow an individual to earn the equivalent of a high school diploma. This has proven surprisingly popular with many paranormals, especially those with origins which prevented a conventional education. Volunteers are always being sought to teach these classes. If a subject is enough in demand, the teacher may even be paid.

It is also possible to continue higher education within the walls of Sanctuary. Due to its very nature, Sanctuary attracts many of the very best scholars in the world. Casting aside their professional jealousy, many supervillains and heroes give select classes in their specialties whenever there is sufficient demand for these services. Imagine studying under Defender or Prof. Muerte!

An example of a typical five day schedule of classes is presented below.



	MONDAY		TUESDAY		WEDNESDAY	
8:00-9:00	First Aid	(General Use)				
9:00-10:00	Martial Arts	(Gym)	Martial Arts	(Gym)		
10:00-11:00	Martial Arts	continues	Martial Arts	continues		
11:00-12:00	Aerobics	(General Use)	Surfing	(Beach)		
12:00-13:00						
13:00-14:00	Swimming	(Beach)	Basic Strategy	(Castle o' Fun)	Outdoor Sports	(Beach)
14:00-15:00	Paranormal Law	(General Use)				
15:00-16:00	Polynesian Dance	(Beach)	Vehicle Tips	(Motor Pool)		
16:00-17:00	Aerobics	(General Use)				

	THURSDAY		FRIDAY	
8:00-9:00	First Aid	(General Use)	Indoor Sports	(Gym)
9:00-10:00	Martial Arts	(General Use)	Theoretical Physics	(Conference)
10:00-11:00	Martial Arts	continues		
11:00-12:00	Detective Work	(varies)		
12:00-13:00	Aircraft Piloting	(varies)		
13:00-14:00	Basic Strategy	(Castle o' Fun)	Advanced First Aid	(Infirmary)
14:00-15:00	Disarming Tactics	(Gym)		
15:00-16:00	Alchoholics An.	(General Use)		
16:00-17:00	Painting	(General Use)		

In addition to these classes, influential guests will often lecture at the club. These lectures are very popular, and cover a wide range of subjects. Many young paranormals have been affected by the stirring speech of a famous hero, and a few claim their lives were changed forever by such an experience. Because of this kind of response, Pooka is always looking for people to speak at the club and will go to great lengths to secure a guest he feels is worthwhile.

RECREATION

Sanctuary has much to offer in way of recreation. Its beaches are excellent, and during the day there are always plenty of informal volleyball games (all sorts of sports equipment can be obtained in the hotel), surfing and weightlifting competitions, and get togethers. Jet skis and motor boats are available for use. At night, there are campfires, organized dances and singles nights, costume and theme parties, private parties, night swimming, etc.

Annually, there is the Mr. and Ms. Sanctuary Competition, the Water Skiing Contest, the Great Air Race (for flying supers), and the All-Star Super Wrestling Competition (televised for charity).

In addition to these activities, Sanctuary schedules several celebrations each year. The two biggest have always been Founding Day (still celebrated despite the move), marking the opening of the club, and Hyperion's birthday. There is talk about starting another annual party commemorating the move, but it is apparent that many members, including Pooka, consider this to be in bad taste, considering the circumstances. If your players have been through a lot lately and need a break, have them receive invitations to a party at Sanctuary. It could be used as a prelude to another adventure or simply as a way for them to unwind.

CHARITIES

As part of the effort to help supers, Sanctuary is constantly organizing activities for members. The most popular, for both the paranormals and the public, are the visits to schools and hospital wards.

There is a backlog of volunteers for this duty. Most superpowered individuals, including many seen as villains, get a charge out of entertaining kids and will eagerly sign up for a trip. Some of the more notorious volunteers may be asked to either decline or disguise themselves. Pooka has a secret worry that some day there may be an incident during one of these visits, but so far this has not happened.

Public appearances at city and state government affairs of various nations are another popular task, although one generally reserved for heroes. These may involve nothing more than saying a few words and signing autographs, but occasionally a paranormal or group of paranormals will be asked to lend a hand in getting a project started. While the actual work done is usually minor, such as teleporting/tunneling a small amount of dirt out of an excavation sight, this might save significant labor. If this also happens to save the taxpayers some money, the Sanctuary representative on the scene will be sure to mention this to the press.

Given the currently somewhat strained relationship between Sanctuary and various international government agencies, there is little overt cooperation with UNTIL. This is something of a disappointment for older members, who will fondly recall such events as embassy parties and foreign goodwill trips.

GAMING TIPS

Some other advice on using this book: in addition to being a source of adventures or for occasional social activities, Sanctuary can be a continuing feature in the campaign. By having Player Characters attend some of Sanctuary's many classes, for example, the GM can provide a reasonable explanation for the source of new skills. The medical technology available at the club can be used as the rationale behind buying off such PC disadvantages as Dependencies or Physical Limitations. In short, Sanctuary can be used as a rational source of improvements for characters.

If there is a need to fill in game time, or for the player characters to earn brownie points at Sanctuary, there is no lack of things that need doing. For instance, Pooka is always looking for people to teach courses; players are encouraged

to volunteer for this and may even suggest a subject not in the usual curriculum. Pooka will ask them to teach it if enough people are interested, and the character is qualified. In addition to working for Sanctuary itself, players may find themselves with the opportunity to help individual NPCs who have problems.

The favors earned at Sanctuary can also be very important. In the give-and-take world of law enforcement, what you know is often less important than who you know, and whether they owe you something. It is even possible that a villain could be persuaded by a hero to surrender, on the basis of a favor owed through Sanctuary. Conversely, a defeated villain might ask a PC to look the other way for a moment while he escapes, on the basis of their common membership in the club.

Sanctuary's usefulness as a source of knowledge should not be underestimated either. In addition to a small but excellent library, there is a great storehouse of individual expertise to be found in the members and staff. Contact Sanctuary and ask if they know who can identify a strange talisman or scroll. Ask the club's members who might have designed the new weapon VIPER used last night. Check the grapevine for word on where the master villain you are hunting might be hiding. Talk to the medical staff about that strange pain in your arm. There is an incredible amount of information available.

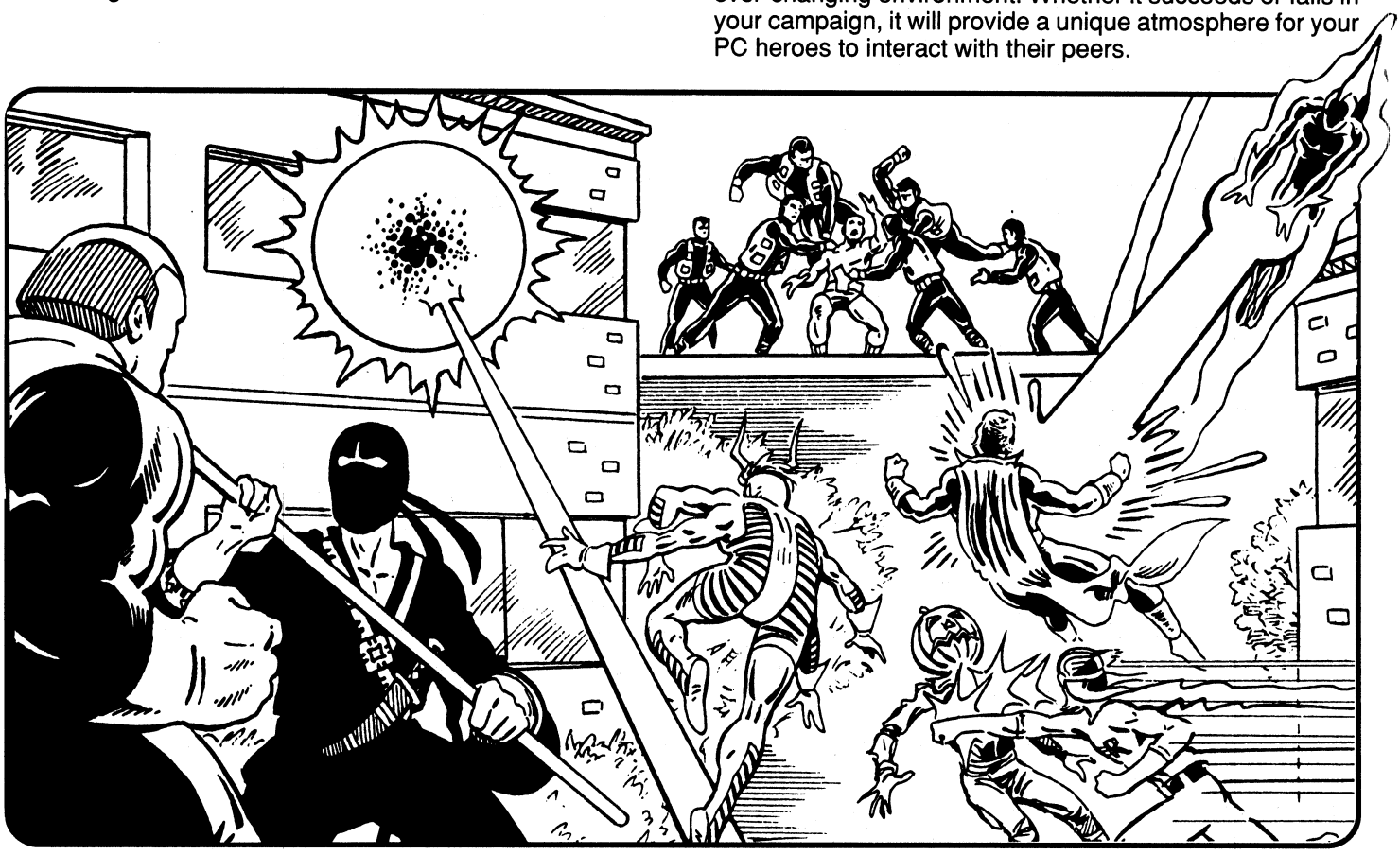
If a campaign is just getting started, Sanctuary could be a good way for the PCs to get together. They might not even have to create a formal team, but simply agree to meet at Sanctuary occasionally to combine efforts against a common enemy. Even if they do go on to form a team and get a headquarters of their own, they can still retain their ties to the club that got them started.

THE FUTURE OF SANCTUARY

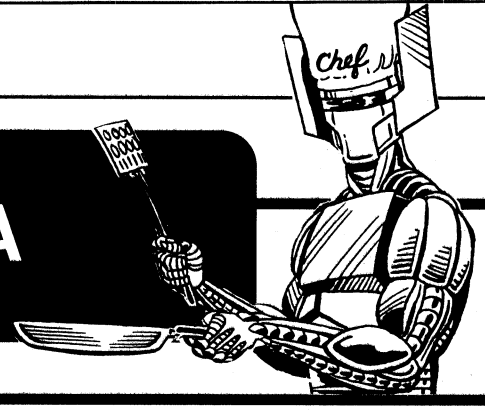
The future of Sanctuary is, of course, left up to each individual GM. Sanctuary is, by its very nature, a somewhat transitory stage in the development of paranormals. In a period of rampant bigotry, Sanctuary would never be allowed to exist; conversely, if paranormals were treated like normal citizens there would be no need for the club. Sanctuary serves to bridge the gap between anti-paranormal prejudice and full acceptance of paranormals into the community.

The club, therefore, should not merely be a resort with some bizarre inhabitants. Sanctuary should continue to grow and develop as the campaign itself grows and develops. Are tensions between mutants and the government reaching a fever pitch? Sanctuary would likely be at the forefront of the fight against anti-mutant measures. Has a major war broken out between different criminal organizations or countries? Such a conflict could easily spill over into the hallowed halls of Sanctuary, regardless of Pooka's attempts to enforce the peace. And will Sanctuary survive at all? Despite the good work it provides, almost all the club's members see something they would like changed. Moreover, the club has made powerful enemies both in the government and in the criminal underworld. Perhaps the centrifugal forces of jealousy and selfishness will tear the club apart. Once gone, Sanctuary could be remembered as a "Noble Experiment" — well intentioned, but ultimately doomed to failure.

In any case, keep in mind that Sanctuary is a dynamic, ever-changing environment. Whether it succeeds or fails in your campaign, it will provide a unique atmosphere for your PC heroes to interact with their peers.



DESTRUGA



Destruga itself is a small island, located approximately 500 miles west of Tahiti. The climate is tropical, with warm breezes blowing in over the blue ocean waves. Originally a volcanic atoll, Destroyer and his robot servants transformed the island — giving it forbidding cliffs and a high plateau. Since Destroyer was vanquished, the cliffs have crumbled somewhat, and today there is a soft beach surrounding most of the island. Behind the beach, the cliffs rise up to the plateau.

As might be expected, the flora is tropical with plenty of palm trees and swaying grasses. KC and Metalla have had some success introducing friendly animals, and it is not unusual to see birds diving for fish off the beach.

Not everything is idyllic, of course. After Destroyer was defeated, the island was turned over to the jurisdiction of UNTIL, which used the place for live-ammunition exercises. Despite Pooka's efforts to clean up the place, there are still a lot of bullet casings (and worse) scattered about.

It is important to note that everything on Destruga has been built with paranormals in mind. In addition to making everything tougher (stronger doors, thicker floors), there are also accommodations for most unusual visitors. Thus the doors are especially wide and tall, the halls have room for two supers to walk abreast, etc. The staff at Sanctuary are also constantly modifying the club to take advantage of new ideas or improvements.

1. The Arrival Dock. This looks exactly like a set from "Fantasy Island." The dock is made of wood, and is tastefully decorated with tropical flowers, tiki torches, and the like. The dock is used whenever a visitor is unwilling to use the Trans-tube; such visitors typically arrive in large seaplanes. Whenever someone flies in, Pooka makes sure that some attractive Polynesians are there to greet them in traditional style — leis and all. Afterwards, the visitors are taken by golf cart to the hotel Arrival Complex for registration.

2. The Power Plant Pooka managed to scavenge materials from Doctor Destroyer's experimental Neutronic Sphere Induction Field. Using these parts, Professor Muerte constructed a larger, less efficient (but still powerful) Neutronic power plant. This plant is more than capable of serving all of the island's power needs.

The plant is automated and requires only occasional maintenance.

3. Lighthouse This 70-foot tower serves the dual purposes of being a navigation beacon for ships and a transmitting and receiving station for Sanctuary's satellite link. Open to the public, the top floor of the Lighthouse offers a tremendous view of the surrounding ocean, and is one of many romantic spots on Destruga.

Next to the spotlight is a single piece of graffiti that reads "Mothman was here '90." Underneath, someone else has scrawled "But then he flew too close to the light, and was never seen again."

4. Training Town This street scene was constructed as a practice area for supers. While the buildings are as tough or tougher than normal buildings, many are empty shells, like an adamantium Hollywood set. In the basement of the "police station" is the Sanctuary Danger Room. Keys to the danger room can be signed out from the security station.

In addition to practice combats, the town can be used for dramatic recreations. With a little advance notice, Charcoal can modify the town so that it looks like any specific city location. In general, it is set up like the scene on the map included in the *Champions GM's Screen and Accessories*). (And yes, "Roses" restaurant is included!)

5. The Beach Hut This is a good-sized pavilion that has restrooms and showers for those sunning on the beachfront. Sailboats and surfboards can be rented here, as can jet-skis. Some of the jet-skis have been specially modified, and water races are common.

The beach hut also has a snack bar serving such fine beach cuisine as cold beer and chili-dogs. As with all food-service establishments on Sanctuary, the hut also caters to the nutritional needs of most known aliens and extra-dimensional beings.

6. North Dock This dock is reserved for the small sailboats and jet-skis available for rent. It is also the dock for Sanctuary's excursion yacht and the parasailing and water-skiing tow-boats.

7. Security Perimeter This line separates the more public parts of the island from the private areas reserved for the island's permanent residents and their guests. Because a fence would be unsightly, the perimeter is actually a series of wooden poles placed about 50 feet apart. The poles contain sensors and force-field projectors. When the sensors detect someone about to pass between the poles, a 6 DEF force wall is raised along that part of the wall, and a large arrow points in the direction of the Guard Booth (7A). The guards in the booth are also alerted.

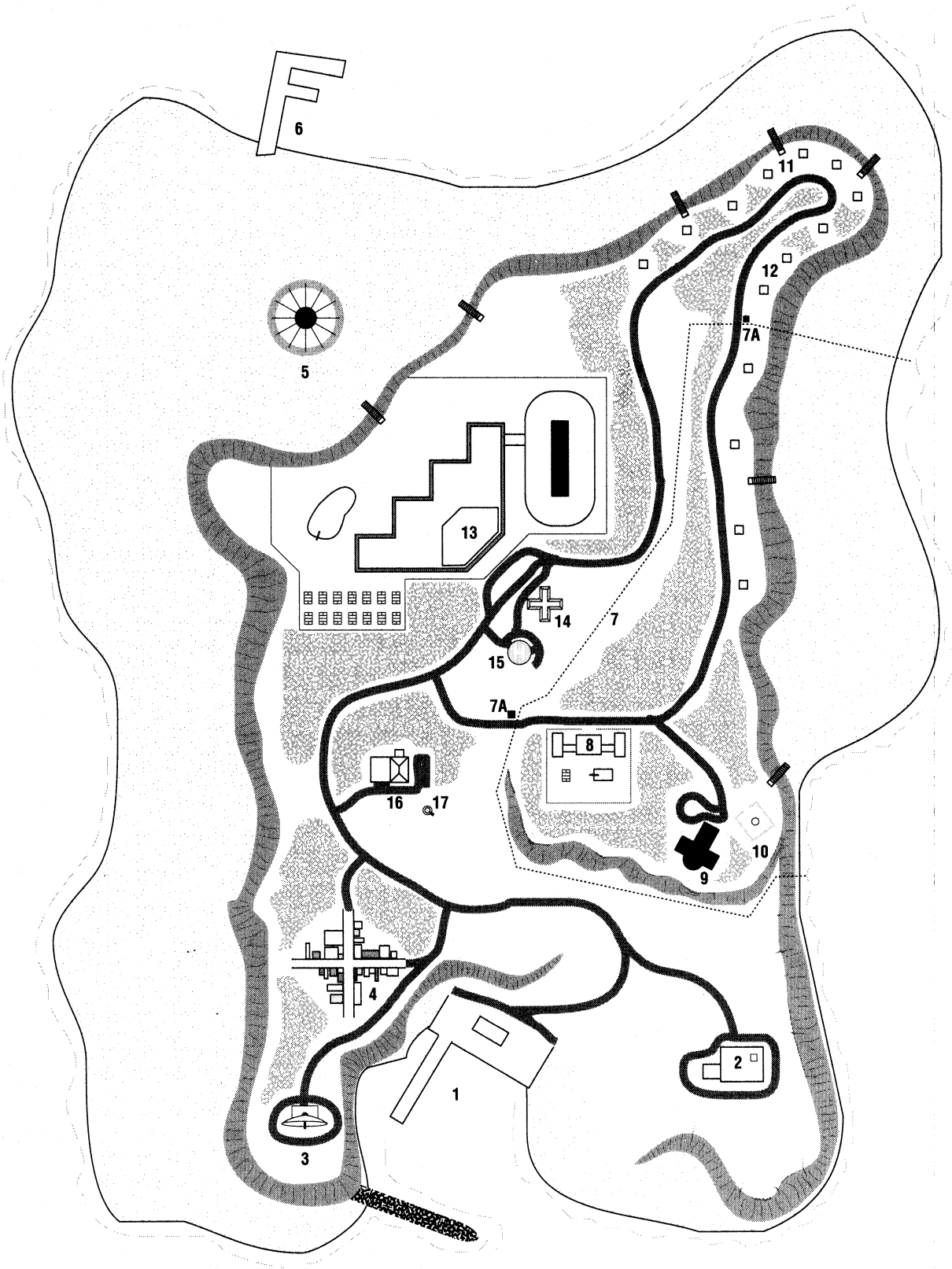
7A. Guard Booths Visitors to the island's "private" section are asked to sign in here. No one is refused admittance unless the guards have been given specific orders, but Pooka likes to keep track of who is coming and who is leaving. (He also recognizes that the individuals who actually live on Destruga need a little privacy from the more transient guests.)

8. Residence Home This large, bungalow-style house is the home of Sanctuary's permanent residents, including the paranormal staff, the twenty normal staffers, and the 15 security guards. The guards live in relatively well-appointed barracks, while the other staffers get their own rooms. (Because the PCs will rarely see this building, no floor-plan has been provided.)

For privacy, the bungalow is surrounded by a 6-ft. high stone wall. There is a private tennis court and pool in the back.

9. Chapel (Under Construction) This small, non-denominational chapel is being built on the island's highest point. Deacon is overseeing the construction, and is being helped by many of the more religious supers. When completed, the chapel will have an open atrium, to better take advantage of the Sunday morning sunrise.

DESTRUGA



10. Garden This is a small, hedged garden with blooming tropical flowers. In the middle is a memorial that Pooka brought with him from the old Sanctuary garden. The memorial is a plain granite obelisk four feet tall, inscribed with the words "We Remember." Several heroes have had their ashes spread in this tiny peaceful area.

11. Bungalows These small cottages are administrated by the hotel (except for those inside the security perimeter, which are reserved for guests of the permanent residents). While each cottage is not much larger than a room at the hotel, it does offer privacy and a small kitchen and back porch overlooking the ocean. Although Pooka recommends reserving the bungalows in advance, there are usually openings for any paranormal that wants one.

12. "Special" Bungalows While superficially identical to the other bungalows, these bungalows can be rigged to provide environments more comfortable for aliens and other non-humans. While the walls of these bungalows appear to be wood, they are actually made of hardened ceramic.

13. The Hotel Complex This resort hotel tower is a glorious poured-stone and mirrored glass affair. It is nine stories tall, and has a gym/recreation complex next door. It also has an outdoor pool and four tennis courts.

14. The Arrival Complex This is a modern, two story office building. The first floor holds the "Trans-tube" teleportation equipment, as well as the processing center and security checkpoints for new arrivals. Those visitors arriving by more direct means (under their own power, or from the docks) are required to report to this area to register shortly after they arrive. The upper floor houses Sanctuary's administrative offices.

15. Helipad. While this appears to be a normal helipad, it is actually reinforced to withstand rocket exhaust. (With all the superteam transports coming and going, it often has to!)
Visiting paranormals are not allowed to park their vehicles here; it is intended as a drop-off only. The vehicles are kept in the Motor Pool.

16. Security HQ/Motorpool Once the villa of Doctor Destroyer and the entrance to his underground tunnel network, this building has been changed into Security Central for the island.

17. The Memento of Doctor Destroyer This quad autocannon is the only one of Destroyer's left in place. It has been deactivated and bronzed, and has a plaque reading "In gratitude to our benefactor, Doctor Destroyer, without whom none of this would be possible."

THE HOTEL/CONVENTION CENTER

The Hotel looks like a classic resort, and was in fact modeled on Hyperion's favorite Oahu Hilton. The building is nine stories tall, and its glassy sides glow golden in the sunset.

In the building there is a basement (not shown on the maps) which is used for storage of normal hotel equipment. This is also where the demon Yu' Genothrax lives. The first floor contains the lobby, hotel services, restaurant, and offices. The second through seventh floors are identical. The second floor houses hotel employees. The 3rd-7th floors are for guests.

The eighth floor is smaller than the rest, and holds only the gentleman's club (called the Lounge in the old Sanctuary). The top floor is a bar. The convention area/gym building is one story tall, though the area over the main gym is three stories high.

1. Lobby This is a typical hotel lobby, though many security cameras are cleverly hidden in recessed light fixtures and potted plants. All security cameras feed to Island Central Security. This room and the hotel offices are the only rooms in the building that are so monitored.

The lobby also functions as Sanctuary's new trophy room. Arranged artfully to catch the eye are some off the many warrants, certificates, awards, wanted posters, keys to cities, trading cards, and medals associated with paranormals. There are also such souvenirs as a half-melted 1940s robot, a 1945 penny the size of a manhole cover, and a giant stone head with a surprised expression. (Any campaign souvenirs that the heroes donated to Sanctuary are here as well.) A row of display cases holds the costumes of heroes and villains, and file cabinets has scrap-books with photos and yellowed clippings.

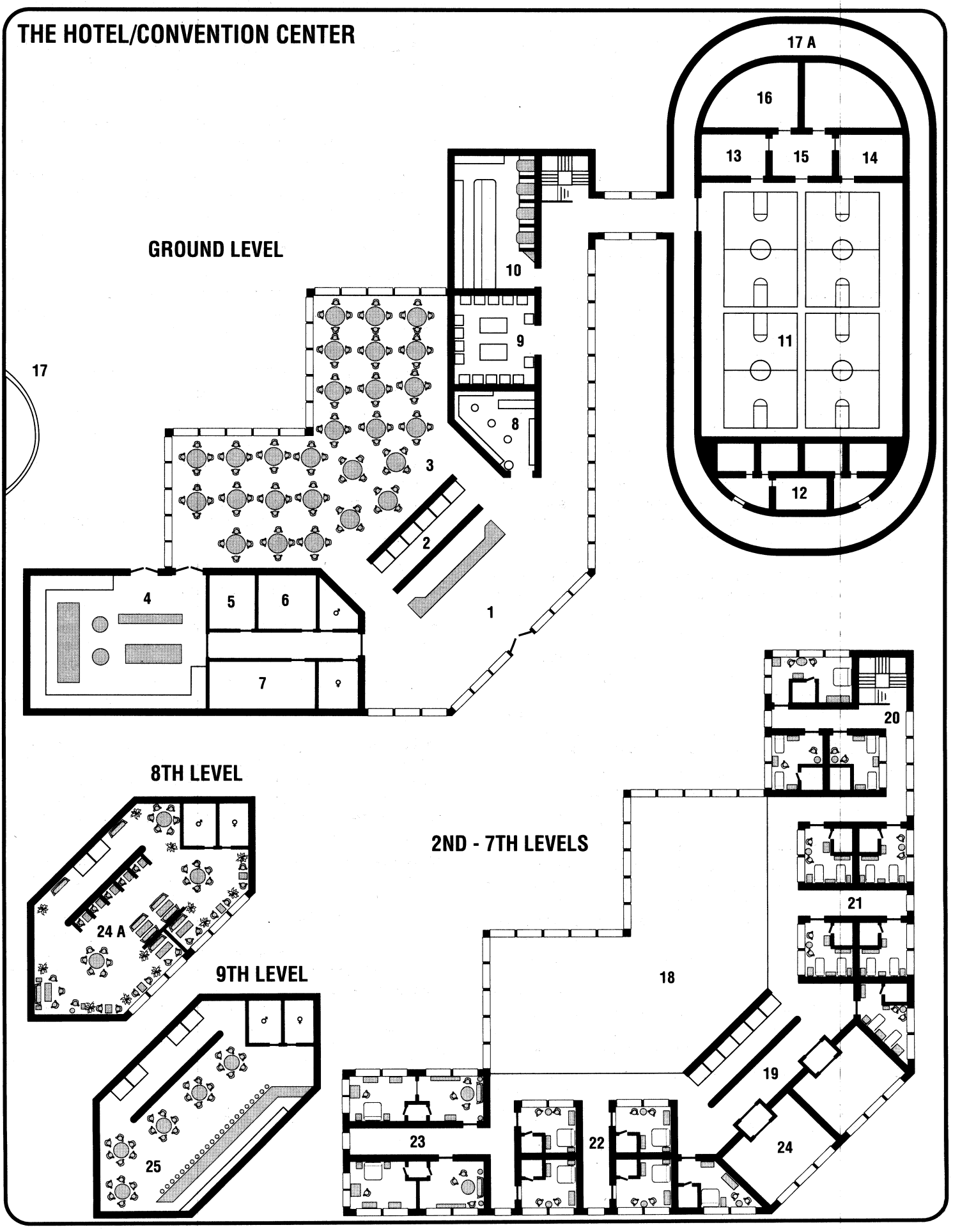
On the east wall are two locked cases with bulletproof covers. Inside one are displayed weapons of all types, from simple swords to rayguns. Magical weapons are included, many of them apparently innocuous items. All of these have been rendered harmless by one means or another, but most could be returned to operation with the right skills and a few minor repairs.

The other case contains gadgets not intended for use as weapons. There are utility belts, lock picks, smoke bombs, disguise kits, communicators, climbing gear, and many other items.

Most of the "trophies" in this room have been donated by retired paranormals or their heirs. Some of it has been given to Sanctuary by police agencies, although this has tapered off since Sanctuary was moved to Destruga.

2. Elevators A bank of four elevators runs up the middle of the hotel. One side of the elevators are glass, and look out onto the hotel's seven-story atrium. The elevators are very fast and efficient — a futile attempt to discourage flying supers from soaring up the atrium (and bricks from jumping down).

3. Tahiti's Tahiti's is the four-star restaurant that occupies the ground level of the atrium. While it is decorated with a South-Seas motif, and specializes in Polynesian food, the chefs have the knowledge and ingredients to cook almost anything, and the daily specials often feature non-terrestrial cooking. (The Orion shine-cubes were well received, but the Denebian grub flambe was mostly left on the plates.) The service is sometimes slow, but is always correct — springing from the time an unfortunate waiter brought Grond a triple-burger with mustard instead of catsup...


THE HOTEL/CONVENTION CENTER
GROUND LEVEL
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8TH LEVEL
2ND - 7TH LEVELS
24 A
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9TH LEVEL
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25

In addition to the usual chefs, paranormals who consider themselves gourmets are encouraged to use the kitchens to cook for the other guests. Once a month, Hyperion hosts a cooking competition among any guests who wish to compete.

Because it has plenty of seats, Tahiti's is used for all sorts of informal gatherings. The tables are frequently pulled together so that more paranormals can sit together.

4. Kitchen This is Tahiti's' well-stocked kitchen. A cook is on duty twenty-four hours a day, since some aliens have different biological clocks. (The alien called Thok, for instance, needed almost constant feeding to keep up with his whirring metabolism while he visited.) As a result, the room service is excellent.

5. Hotel Manager's Office Officially, Pooka is the hotel manager, but in truth he has little time to oversee the paperwork. (Of course, since Destruga is its own sovereign nation, there isn't nearly as much red tape as there would be somewhere else.) Metalla often stands in here, handling the payroll and other personnel chores.

6. Accounting Office This room holds the hotel's safe. After innumerable thefts and pranks, Pooka established a competition — he asked the greatest super-thieves to try to design a safe that they couldn't crack. He then incorporated all the designs into a device that a frustrated CIA called "the safest damn safe in the world." (Security Systems Roll -15 to open).

Obviously, such a safe is a regular topic of conversation among super thieves. The paranormals who helped design the safe wonder how Pooka tricked them into it. There is also a $100,000 reward offered in *Villainy Unbound* to the first thief who successfully cracks the safe ("No, Bulldozer, ripping it apart won't count.").

GM's Note: In addition to guests' valuables, Charcoal keeps the copy of *Villainy Unbound* inside the safe, along with a vellum note of congratulations. The way she sees it, anyone who can get into that safe deserves all the applause he gets. Besides, Charcoal wants to know when someone cracks the safe, so she can go about creating an even better one...

7. Employee Lounge This is a typical lounge, with a sofa, several comfortable chairs, and lockers for the employees to keep their personal possessions. It is one of the few places at Sanctuary where the normals outnumber the supers, and the conversation here revolves around working conditions at Sanctuary, what a slave-driver Pooka is, and which superheroes give lousy tips.

8. Flora's Gift Shop This is a seemingly unexceptional hotel gift shop. Many strange, chintzy gifts can be bought here, such as Sanctuary sun-visors, glow-in-the-dark "super ashtrays", breath mints stamped with Dr. Destroyer's picture ("Destroys morning breath") and bendable Foxbat action figures, marked down to half-price. There are a variety of comics and newsmagazines, along with the ubiquitous *Superhype* and free copies of *Sanctum Writ.* In the back are tacky T-shirts, with slogans only paranormals would understand ("I almost got eaten by a subterran" or "Superheroes", where the "h" has been replaced by a bright neon-pink "Z"). Obviously, these are highly valued by supergroupies the world over.

The shop is run by a matronly old New York woman named Flora. PRIMUS has tried to buy the shop from her many times to use as an undercover station, but Flora has refused again and again. Being near so many super-types makes her feel glamorous.

9. Castle o' Fun This video arcade/gameroom is a favorite hangout of the more militant and anti-social heroes and villains. While the attendant (Dmitri Savvakos) is an honest man, his video game supplier is actually a VIPER operative. VIPER is constantly trying to smuggle in games with built-in monitors, subtle mind control devices, and the like. To date, these plots have not been discovered solely because none of them have yet worked properly.

10. Snak Bar. British intelligence, the CIA, and the KGB all wanted a surveillance post on Destruga, but when it became clear that the only available franchise was the hotel snack bar, the three agencies entered into a cooperative venture (rather than enter into a bidding war that would attract undue attention). Under the auspices of Tri-State Food Services, the "Snak Bar" is manned day and night by undercover intelligence personnel. Sadly, each agency still maintains its own agenda, and this causes friction between the shift managers which tends to surface in petty squabbles. The argument between Boris (the morning manager), Rick (the afternoon manager) and Nigel (the night manager) over how strong to make the coffee has been going on for several months.

11. Gymnasium This room is three stories tall and sports two basketball courts. One of the courts has a reinforced floor and titanium rims and backboards — to accommodate some of the more physical rebounders. The baskets can be raised higher than regulation level when supers with growth or stretching play.

12. Racquetball/Handball Courts Two of these courts are normal handball courts, but the center one is similar to the one in the old sanctuary gymnasium, with armored walls and massively reinforced floor. Projectiles range from handballs to shotputs to wrecking balls.

Ever since Mindlock accepted a bribe and used her mental powers to help Oculon win the unlimited-class handball tournament, the room has been psi-shielded as well. (This tournament was the first and last competition of any sort where Oculon did *not* whine about the outcome.)

13. Men's Locker Room and Showers

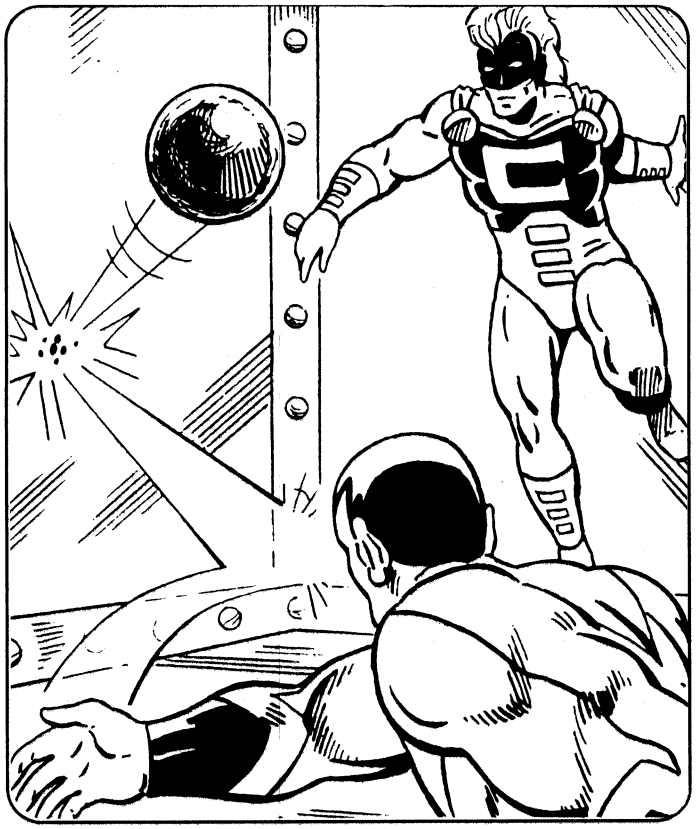
14. Women's Locker Room and Showers Aliens and entities which are neither male nor female are free to choose which locker room to use. Each locker room also contains a special "shower" that has a variety of settings, based on what is considered "clean" on the user's home planet. Thus an athlete might shower in liquid nitrogen, skim milk, or even a fine dust. It is considered a good joke to let new members try out the special shower with some especially obnoxious setting.

15. Lounge This room has health-food snack machines and wide, comfortable couches. On one wall is a wide-screen TV, that is usually tuned to CNN, ESPN, or the Sci-Fi Channel. After an unfortunate "repair" incident, Plasmoid was banned from this room, but everyone else is welcomed. When he visits, Powerhouse spends a lot of his time here.

16. General Use Rooms These rooms have carpeted floors and one mirrored wall. The western room is normally used for aerobics, martial-arts or other classes. The aerobic classes are classified according to the skills of the instructor, and are usually well-attended by female supers. (Those spandex costumes aren't very forgiving.) The east room is a weight room, with a variety of free-weights. In addition, there is a electro-magnetic setup that can handle up to a 75 STR, although the press uses so much electricity that the lights dim momentarily when the press is at full power.

A popular new addition is the super-reinforced arm-wrestling table in the weight room. A chalkboard on the wall keeps track of the standings. The current champion is Ogre, but Sanctuary bodybuilders say that his reign will only last until Giganto or Grond come to visit.

For conventions, both of these rooms can be converted into meeting rooms.



17. Pool This pool can be filled with either fresh or salt water. The deep end is 20' deep, and has a tunnel with pressure locks that leads down beneath the island and outward, to open 200' offshore to the west. (Anyone who swims in is still expected to check in — although the staff can come to the pool if the guest can't leave the water.)

17A. Track This would be a standard 1/4 mile jogging track... if not for the high-speed guardrails and banked corners. With these modifications, the track can safely handle runners at up to 300 MPH.

2ND THROUGH 7TH FLOORS

18. Atrium This empty space is seven stories tall, and is dominated by a large "modern art" metal mobile sculpture, which rotates slowly in the drafts. The sculpture has been reinforced to the point that it can hold several humans (on his first visit Seeker swung out onto it, bringing the whole thing crashing down into the lobby).

One side of the atrium is glass, overlooking the beach and ocean. The other side is lined by balconies at each level. The effect has been compared to that on board a cruise ship.

19. Hallway/Balcony Along the balcony there are small planters, that contain a variety of plants donated by the guests. Despite Pooka's best efforts, these planters also contain a variety of bugs, donated by various espionage agencies. As in the Snak Bar, the intelligence operatives are so thick that they tend to trip over one another; it is not unusual for a spy to pull up someone else's listening device while hiding his own.

20. Stairwell This stairwell contains snack machines and an ice dispenser. The ice can either be based on water or a variety of other substances.

21. Standard Room. 2 single beds These are typical hotel rooms, with two double beds. The rooms compare favorably with those in nice hotels — they are always clean, and the televisions get clear reception from the Light House. The rooms are also set up with privacy in mind; the walls are laced with lead and anti-magics.

22. Standard Room. 1 double bed This is similar to #21, but with a single double bed. It is intended for couples. The hotel management draws no conclusions about who chooses to stay with whom, although Superhype always seems to have inside information on the subject.

23. Double suite w/living area & big bathroom This is like #22, but is even more comfortable. It is intended for guests who will be staying for several nights (but who don't want to stay in a bungalow).

24. Adjustable Room This room can be adjusted to many different environments. There is a reinforced airlock on door, and the walls are hardened and airtight. Dispensers on the ceiling control the room's pressure and atmosphere.

EIGHTH FLOOR

24a. The Gaslight Room The Gaslight Room takes the entire eighth floor, and is decorated with the elegance of the Gentleman's Club of the Victorian Era. Velvet chairs and couches are arranged in small clusters with antique side-tables and free-standing lamps. There is a large oriental carpet that was rescued from old Sanctuary, and the walls are covered by valuable paintings. Drinks made in the Starstruck Lounge can be passed down to the Gaslight Room by a dumb waiter; they are then delivered with a flourish by Strikeforce. All in all, the mood is one of restrained elegance and gentility.

The Gaslight Room is understood to be the domain of the older (and calmer) guests. They play cards, talk about world events, and reminisce about past exploits. Occasionally the guests give speeches, or host symposiums on subjects of interest.

The Gaslight Room is also where the guests play chess. Professor Muerte is a frequent visitor, and even Dr. Destroyer has made appearances when an especially fascinating game presented itself.

NINTH FLOOR

25. Starstruck Lounge A top-floor bar, the Starstruck is a favorite place for late-night socializing — the only thing missing is a dance floor. (There was a movement to name the bar "Aces High" but this was thought to be in poor taste.)

The bar itself is stocked with a huge variety of alcohols and extra-terrestrial stimulants, and the bartenders have several unique house drinks. (Try the Dark Seraph — and you'll be at GM's discretion.) The bar closes at 4:00 a.m., although it has been known to stay open all night for really special events.

ARRIVAL COMPLEX

This squat building houses the Trans-tube teleportation machinery and the Sanctuary offices. It is built in industrial gray — it is intended to be functional, not beautiful. Below the complex is the infirmary.

1. Trans-tube Room This contains control equipment and three teleport pads. The teleport equipment looks vaguely like the "Transporters" on Star Trek. To function, the Trans-tubes instantly teleport whatever is at the other end of the "tube" — which is located in an identical complex outside the UN building in New York. One of the "tubes" is oversized, in order to teleport visitors with Growth.

The Trans-tube was an anonymous gift from some technologically gifted guest; Pooka is currently looking into ways to establish new Trans-tube teleport points. He would especially like to establish a Trans-tube in Paris, where it would be convenient to European supers.

2. Security Checkpoint This is the room where guests must "check in". If they are regular guests this procedure is very fast; otherwise the visitor must fill out a lengthy form, prove he is a paranormal, etc. True to its nature, Sanctuary almost never refuses a paranormal guest, although Pooka might demand that certain unpredictable weapons be left at the desk — for the safety of the other guests.

3. Stairwell

4. Waiting Room Visitors wait here while staffers calibrate the Trans-tube.

5. Welcome Center This is basically a tourist information room, with lots of pamphlets describing the many services Sanctuary offers. There is usually someone on hand here to help first-time visitors.

6. Guard Post Two guards are on duty here at all times. If threatened, they are trained not to fight, but to call for help. Since the Sanctuary offices are right upstairs, help is usually quick to arrive.

7. Vault New arrivals' dangerous accessible foci are supposedly stored here. Actually Pooka takes them to his office, and stores them later in the safe in the hotel, which is much more secure than this vault.

SANCTUARY OFFICES

8. Reception Area This is Metalla's front area. There are several office couches, and a coffee table with current magazines and a neat stack of every issue of *Sanctum Writ.*

9. Records Room Lots of old financial and legal papers kept on shelves here. Office Supplies are also stored here

10. Director's Office This is Pooka's office, which he keeps impeccably clean and organized. On the walls are numerous pictures of both the old and new Sanctuary. He has a large mahogony desk, some file cabinets and a number of bookshelves filled with reference works and personal records and journals.

11. Conference Room

12. Offices Here is Hyperion's office (which he actually uses very rarely), filled with momentos and photos of Golden Age adventurers and events. Next to his office is Charcoal's office where Charcoal keeps her paperwork. She hates desk-work, and the place is piled high with forms and memos. A rarely used computer sits in on a table next to the desk.

13. Legal Offices This is Edgar Marchant's office for when he is present at the resort, as well as the storage room for a very complete file system on the legal status of every known paranormal in the Champions Universe.

14. Foreign Liaison Office Jacob Reisner's lavishly appointed office shows that Sanctuary will spare no expense at making Reisner an ally. Of course, it is not possible to so easily influence or turn his head, but he enjoys the luxurious office anyway (which the staff realizes now — but it doesn't hurt to keep him happy). There is a large desk, a number of file cabinets, a small bar, a couch and some padded chairs here.

INFIRMARY

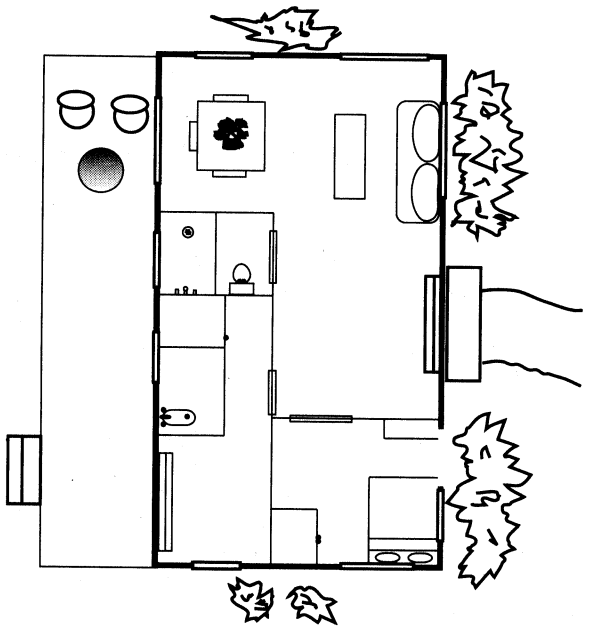
15. Infirmary This room contains some of the most advanced medical equipment in the world, much of it donated by research organizations or super-intelligent gageteers in return for performance data. All types of surgury can be performed here.

16. Therapy Room Here is a whirpool bath, parellel bars an instrumented exercise bicycle, a treadmill, and other physical therapy equipment. Use of this room as a gymnasium by guests or staff is greatly discouraged.

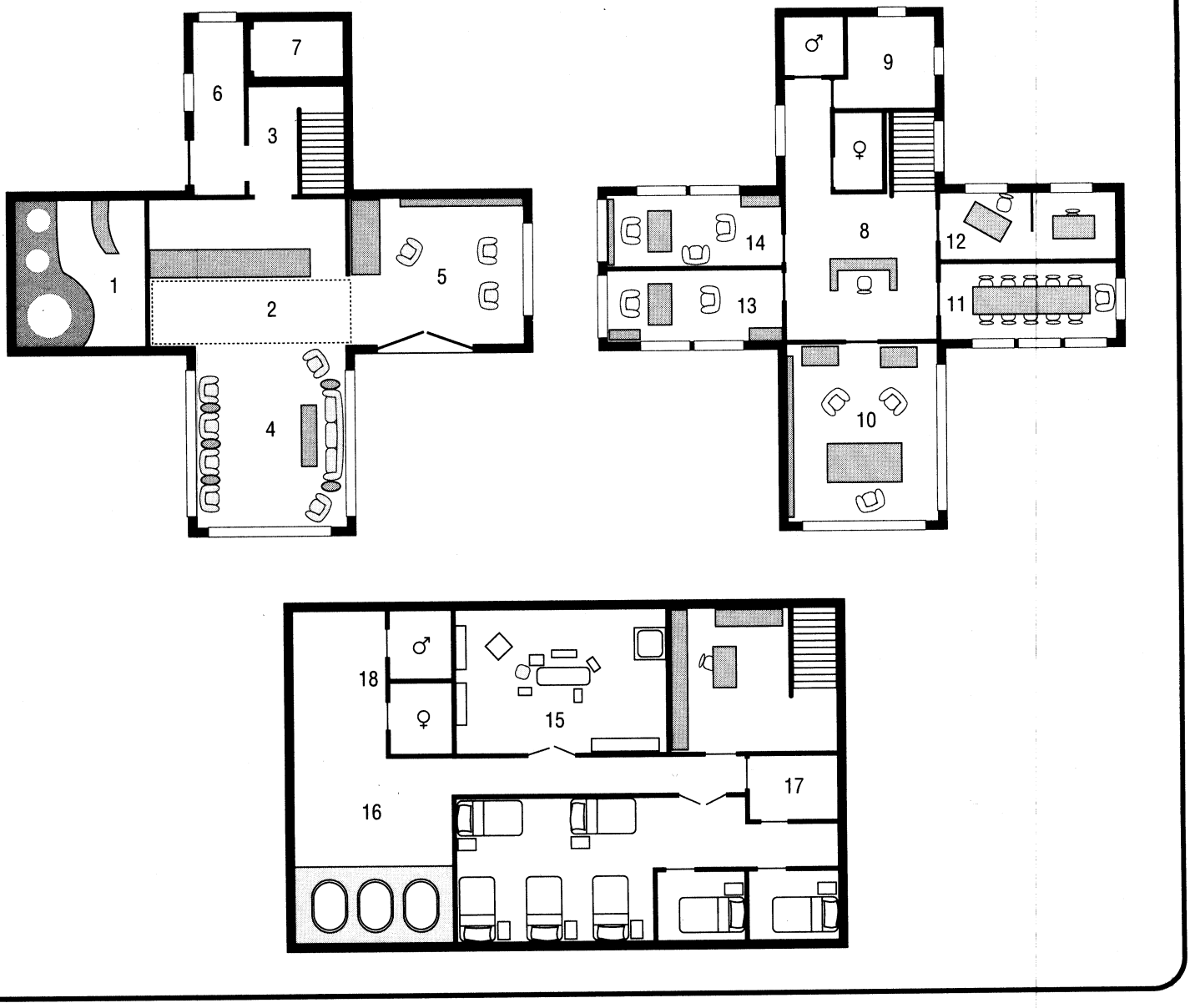
17. Examination room This is where Dr. Brinton examines his patients, and where Dr. Quinby holds therapy sessions. The walls here are extra-reinforced (DEF 10 BODY 12) to compensate for when these sessions produce violent outbursts.

18. Rest Room.

A BUNGALOW



THE ARRIVAL COMPLEX



VILLA OF THE DESTROYER

This villa was formerly the sumptuous quarters of Dr. Destroyer. Damaged in the initial assault against Destroyer, the villa was almost obliterated during one of UNTIL's live-ammo exercises. After the smoke settled, only the external walls were left standing.

When Pooka arrived on the island, the villa was the only building on the island — UNTIL had sulkily taken all their prefab barracks with them. Pooka used the villa as his headquarters. After the rest of the buildings were constructed, Pooka decided to make the villa his garage and security headquarters.

1. Motor Pool This is Sanctuary's motor pool. In addition to 6 golfcarts and three landrovers, there is a variety of construction of equipment, including a bulldozer. (Once he got the equipment all the way to Destruga, Pooka thought it would be cost-effective to keep it. Transportation costs were prohibitive, and besides, with all the supers running around, Pooka figured that it would be nice to be able to repair some of the damage...)

In addition to the ground vehicles, there are a variety of vehicles belonging to the guests. These can range from VSTOL planes (like the Champions' slingshot) to spaceships and submersibles.

2. Garage This is a large mechanical shop where guests and staff can repair vehicles. In addition, the garage functions as Destruga's machine-shop, and all sorts of repairs are done here. There are numerous vehicles in varying stages of disrepair, and there is frequently someone in the room tinkering on a jet-ski or the like. In the middle of the room is a massive hydraulic lift, and there is also a rack of radiation suits. On the wall is a signed, yellowed photograph of Rush.

LOWER LEVELS

Located directly beneath the villa is what remains of Destroyer's sprawling underground complex. After his arrival, Pooka decided that the tunnels were too dangerous to use, and ordered all but a few of them walled up. The lower levels can be reached by the huge hydraulic lift that moves the floor of the motor pool; there is also a stairway in the back of the garage.

1. Security Room This is the room where guards monitor the cameras all over Destruga. There are several banks of consoles and multi-screen televisions.

If they see any trouble, the guards are told to report immediately to Peacekeeper, Overseer, or Pooka. They are not to intervene under any circumstances.

2. Peacekeeper's Office This has been designated as Peacekeeper's office, but the robot has no need for an office, and almost never uses it. The security guards have pulled a sofa into the room, and often take naps there.

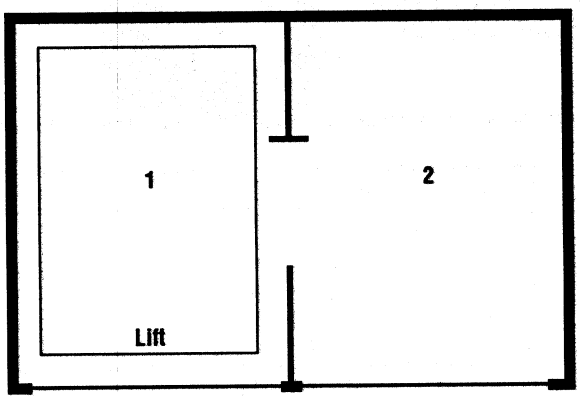
3. Charcoal's Office This is Charcoal's other office, where she keeps security records and other materials. She has a desk, a computer and a number of file cabinets here. The walls are bare, and she obviously rarely spends much time here.

4. Guard's Lockeroom This room is where the guards change into uniform; the lockers hold their personal effects while the guards are on duty. Like the Employee's Lounge in the hotel, the lockeroom is a good place to catch "normal" gossip.

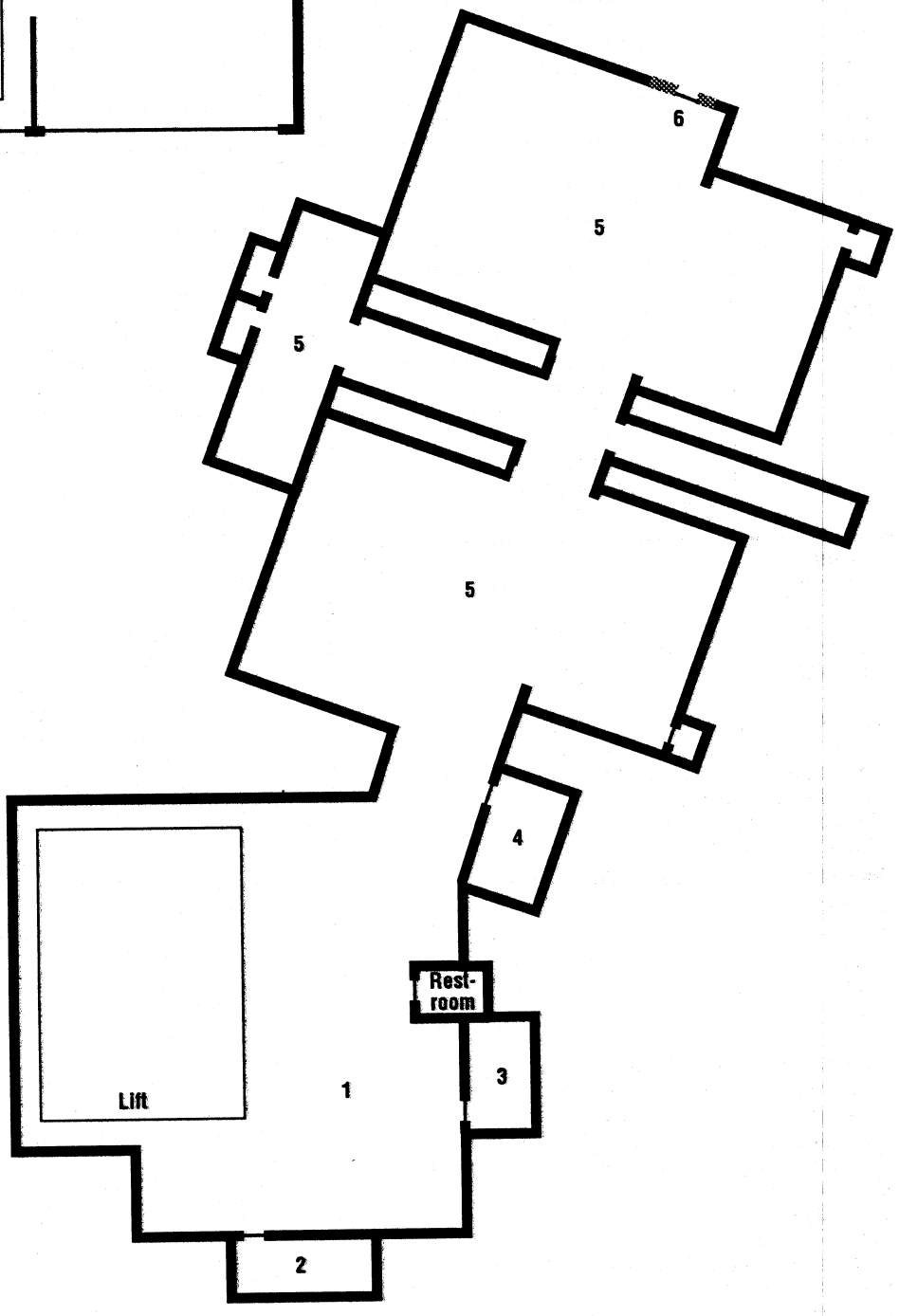
5. Storage Room This huge tunnel is used for storage. Especially large items are brought down on the lift and then wheeled into the tunnel. Most of the items in the tunnel are covered with tarps, but observant visitors can see construction equipment, including a crane, which was used to build the hotel. Visitors are not normally allowed down here.

6. Wall This concrete wall blocks off the rest of Dr. Destroyer's underground complex. In the middle of the wall is a padlocked door. It is considered high adventure by younger heroes to pick the lock and poke around in Destroyer's old base. But this is nothing to worry about — UNTIL checked those tunnels out thoroughly, didn't they?

VILLA OF THE DESTROYER



Top Level



Lower Levels

CHARACTERS

POOKA

Val	Char	Cost
20	STR	10
32	DEX	66
23	CON	26
15	BODY	10
23	INT	13
15	EGO	10
20	PRE	10
12	COM	1
15	PD	11
11	ED	6
6	SPD	18
10	REC	2
46	END	0
37	STUN	0

100+	Disadvantages
10	x2 Effect from mental illusions
15	DNPC: Martha Harrington (Normal wife), 11-
10	DNPC: Louise Harrington (Competent daughter), 11-
20	Hunted: Enemies of Sanctuary, 8-
13	Watched: U.S. Government, 11-
15	Psych Lim: Thinks he is always right (takes criticism poorly)
15	Psych Lim: Needs to be in control
10	Psych Lim: Sees Sanctuary as a part of himself
10	Psych Lim: Compulsive worker (workaholic)
15	Phys Lim: Traumatic flashbacks of Vietnam Assault on Sanctuary
10	Public Identity
207	Hero Bonus

Cost	Powers	END
70	50 pt Variable Power Pool, No Roll, OAF Weapons, Can Only be Changed in Arsenal *Example Pool Selection*	
(18)	2d6 HKA, 1/2 END (katana, 4d6 w/STR & M-ARTS)	1(3)
(19)	4d6 HA, 0 END, +2 OCV, +2 w/Block (sai, 12d6 strike, 14d6 "Kick" with M-ARTS)	2
(13)	4d6 Entangle, 2 Recoverable Charges (nets)	[2c]
50	20" Teleport, 1/2 END	2
17	7 Fixed Locations, 2 Memorized Locations	
20	Martial Arts (Karate)	

Maneuver	Pts	OCV	DCV	Damage
Strike	4	+0	+2	8d6
Kick	5	-2	+1	10d6
Block	4	+2	+2	Abort, block
Dodge	4	—	+5	N/a
Disarm	4	-1	+1	40 STR Disarm

25	Find Weakness with Strike 14-
8	+2 Damage Classes (Already figured in)
3	Weapons Elements: Sai, Staff, Sword
9	Acrobatics, Breakfall, Climbing (All 15-)
9	Combat Driving, Sleight of Hand, Stealth (All 15-)
3	Bureaucratics 13-
9	Demolitions 14-
1	Fam w/Tactics
1	Vietnamese (Basic Conversation, English Native)
5	PS: Administration 14-
2	KS: Military Organization and Procedure 11-

Cost	Powers	END
2	AK: Sanctuary 11-	
1	AK: Vietnam 8-	
2	Fam w/Small Arms	
20	+2 Overall Levels	
10	+10 with Martial Arts	

OCV:11; **DCV:**11; **ECV:**5; **Phases:** 2, 4, 6, 8,10,12

Costs:	Char		Powers		Total		Disadv		Base
	183	+	267	=	450	=	350	+	100

Background: It wasn't Walt's fault that he was born brilliant. He spent his early years in classes where he was always the smartest student, and was often smarter than his teachers. Given a lack of competitors, Walt set his own lofty goals, and then systematically achieved them. By the time he was college, Walt was a supremely self-confident and competent young man.

But Walt was more than just intelligent — he was a mutant, born with the potential for paranormal abilities. His powers first manifested themselves in January 1973, during the last days of the American involvement in the Vietnam War. Walt had volunteered for the service, and was serving as the 2nd Lieutenant in charge of a unit which was pinned down by enemy fire. As grenades and mortar fire rained down on the position, Walt looked around and realized that he had been cut off from the rest of his command. When two Viet Cong soldiers rushed his bunker, Walt began fervently wishing that he were somewhere — anywhere — else. Suddenly, he was.

As the only survivor of the battle, Walt felt ashamed. Moreover, he blamed himself for not figuring out a way to defeat the enemy. For the first time in his life he was wracked by self-doubt. He never told his superiors what actually happened, claiming instead that he simply couldn't remember how he got away. In the hectic activity following the signing of the cease fire, this was accepted at face value.

Walt mustered out a few weeks later, still feeling disgusted with his military record. He began taking long, aimless walks through his home town. One night, while wandering through a particularly rough neighborhood, he was attacked by four muggers.

Walt had learned martial arts as a young man and had honed his skills to razor sharpness in the jungles of Vietnam. He was more than a match for the young criminals, even without using his recently discovered power of Teleportation. Afterwards, gazing down at their unconscious bodies, he realized that this was the first time he had felt really alive since the jungle ambush, months earlier.

Using the inspiration of the costumed crime fighter, Walter decided to pursue and punish those who victimized others. He chose the name "Pooka" from tales of a magical creature that could appear out of nowhere. As Pooka, Walt fought the worst scum imaginable, both paranormal and normal, often taking suicidal risks.

Three months later, Walt encountered his first superpowered opponent, and was seriously injured. The long period of inactivity necessary for his recovery gave him plenty of time to think. Walt finally realized that his actions were little more than self-punishment

for the crime of being alive when his friends weren't. He came to terms with his guilt and self-pity, understanding that because of it, he was well his way to self-destruction. He stopped the majority of his late-night heroics, saving Pooka for special occasions. Walter tried to make a normal life for himself, deciding to marry and raise a family.

But Walt wasn't normal. He found it difficult holding a mundane job, and found it nearly impossible to take orders from individuals that he didn't respect. His aggressive nature and his obsessive perfectionism made regular employment difficult. His wife, Martha, was supportive and understanding, but it irritated Walt that they often had to live on what she earned at her bank job.

Fortunately, Walt read in a local paper that Sanctuary was being formed and was looking for an administrator. Walt had heard about Hyperion and thought that this might be the kind of job he could actually enjoy. The job interview was very much a two way affair, and Walt grilled Hyperion just as thoroughly as Hyperion questioned his potential emplo²ee. To his surprise, Walt found that Hyperion was a man he could respect; Hyperion, for his part, liked the young man's intense personality. Hyperion felt that it would take this kind of drive to run Sanctuary

Walt's new job was just what he needed. He could work with people he respected, while holding a position of responsibility. The job also allowed him to choose his own hours and earn a respectable living. It seemed that Walt finally had achieved control over his environment.

The truth, of course, was that he hadn't. Walt put his life into the club, and did everything he could to make it work. But he didn't have the raw power necessary to stop Vasalov from invading the club and destroying it. Still worse, Walt didn't have the power to successfully defend those who had tried to take sanctuary in Sanctuary.

It was like Viet Nam all over again. Walt blamed himself for everything that had happened, and this pushed him much closer to the precipice. Although he has put all his energies into rebuilding the club, he has never completely recovered from the blow.

Quote: "How much time will this take?"

Personality: Walt is a control nut; he wants to be able to dominate every aspect of his life. This is especially obvious with regards to the Sanctuary; there is nothing that Pooka isn't interested in. (Obviously, this is very annoying to his subordinates.)

This has become much worse since the club was destroyed. Although he has taken steps to prevent another attack, Pooka is still obsessed with security. He shouts at his co-workers and guests, and has become even more demanding and difficult. His friends are worried for Walt's mental health and have suggested that he seek professional help, but Walt shrugs them off, saying that "There isn't time for that, dammit."

It is important to note that Walt's entire life revolves around the club. He has few friends, and none that are not in some way associated with Sanctuary. Its successes are seen as his successes, while he is blamed for all its failures. As a result, Walt a workaholic, almost compulsively tries to get as much done in a day as possible. He is a man who is usually right, and knows it; as a result, he trusts his own judgement above all others. He will be a ruthless enemy if he feels that someone is threatening "his" Sanctuary.

Powers/Tactics: In combat, Pooka first takes the time to watch a foe from a safe place, using his Find Weakness. Then he either attacks or, if the situation warrants it, returns to his arsenal to change his Weapons Pool to be most effective against whomever he is fighting.

Appearance: Walter Harry is 5' 10" tall, weighs 170 pounds, has brown hair and a light complexion, and is 38 years old. His hero costume is a black gi, with running shoes and a black, full-face mask. He has a square, serious face and usually looks weary.

CORONA

Val	Char	Cost
0	STR	-10
23	DEX	39
23	CON	26
23	BODY	26
13	INT	3
8	EGO	-4
15	PRE	5
0	COM	-5
10	PD	10
25	ED	20
4	SPD	7
18	REC	26
46	END	0
35	STUN	0

100+	Disadvantages
20	Distinctive Features: Sphere of pure energy
5	Dependence: On charged gas chamber 1/Day or 3d6
25	Berserk: When facing the people who caused his transformation 14-, 8-
20	Hunted: Enemies of Sanctuary, 8-
15	Hunted: Government of Chiquador, 8-
10	Watched: U.S. Government, 8-
10	Psych Lim: Hates his current state
10	Psych Lim: Feels tied to Sanctuary
10	Psych Lim: Vengeful
20	Phys Lim: Can not manipulate objects
20	Phys Lim: Can Only speak through appropriate electronic devices
10	Public Identity
143	Hero Bonus

Cost	Power	END
30	EC — Energy Control	
30a	8d6 EB, Damage Shield	6
30b	12d6 EB	6
30c	Desolidification vs all but Electricity and Mental Powers, 0 END	0
42d	15" Teleportation; 491, 520" (983 KM) Noncombat, Only through conductors (-1)	3
13	5" Flight, 0 END, Persistent, Always On	0
30	Full Life Support	
30	50% rED Damage Reduction	
15	25% rPD Damage Reduction	
7	1 BODY Regeneration, Only in contact with high energy sources	
2	AK: Neutral Ground 11-	
2	KS: Politics 11-	
1	Fam w/Oratory	
3	English (Fluent with native accent, Spanish native)	

OCV: 8; **DCV:** 8; **ECV:** 3; **Phases:** 3, 6, 9,12

Costs:	Char		Powers		Total		Disadv		Base
	143	+	265	=	408	=	308	+	100

Background: Corona is no longer human. The treatment which gave him his powers transformed him into a self-maintaining electrical field — a living being composed of electricity.

Louis Fernandez was a simple man who was a victim of a barbaric test performed on him by the government of Chiquador, his South American homeland. For the crime of speaking out against his government, Louis was used as a specimen in a project to create superhuman soldiers. Of the 28 people subjected to the treatment, only Louis survived. He escaped shortly after his transformation.

Louis nearly died several times over during the next few days. He learned by accident that he could safely sleep only when surrounded by a high electrical charge, such as is present in some clouds. While drifting in one of these clouds he encountered a U.S. Navy weather plane. Intrigued, he made his way aboard and rode back to the plane's base. He was discovered there by Thunderstroke, a civilian hero with energy powers. Thunderstroke persuaded the military authorities at the base to let Corona return with him to America.

Because Corona needs a special environment for sleeping, he presented special problems to those trying to help him. So he was brought to Sanctuary; the staff provides and maintains such an environment in return for his services.

Corona normally acts as the night manager at Sanctuary, taking the graveyard shift when there are fewer people around. His ability to transmit himself through phone or power lines can come in handy when someone far away runs into trouble, providing that they can reach a telephone. In fact, most of his exposure to America outside the walls of the original Sanctuary had resulted from being called on to help with various missions.

Quote: "How does this work?"

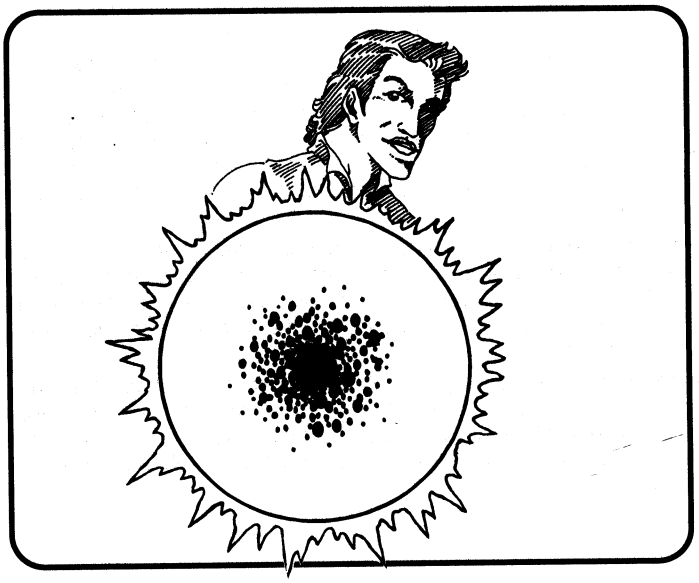
Personality: Louis hates his condition and the people who caused it. He often speaks of returning to his homeland and hunting down those responsible. The Deacon has spent many long hours with Louis, trying to help him adjust to his powers and strange state.

Since Sanctuary was moved to Destruga, Corona has stopped trying to become an American citizen — he feels that his proper place is with the club. This has left him without many goals. He is currently looking for a new hobby, or some other way to direct his energies. The Deacon hopes he finds one soon; otherwise, Louis might well return to Chiquador to exact his vengeance.

Powers/Tactics: Corona is a being of energy; as such he is non-solid and has no weight. He can fire energy blasts from his structure.

In a fight, Louis' normally quiet personality is submerged by rage. He turns his anger against his enemies, attacking without mercy. He has not killed anyone yet, but people who know him are afraid that he might.

Appearance: Louis can assume a semblance of his previous form, but his natural state is a glowing ball. His voice is a buzzing rasp which can only be heard through such devices as modified transistor radios placed at various locations around Sanctuary and carried by his friends. As a human being, Louis was a small, dark-skinned man, 5' 6" tall and weighing 155 pounds. He had a square face and dark hair and eyes.



STRIKEFORCE

Val	Char	Cost
20	STR	10
14	DEX	12
18	CON	16
15	BODY	10
13	INT	3
14	EGO	8
18	PRE	8
12	COM	1
9	PD	5
5	ED	1
3	SPD	6
9	REC	2
40	END	2
40	STUN	6

100+	Disadvantages
20	Normal CHAR Maxima
10	1 1/2x Effect from magical powers
25	Suceptibility to duplicates taking Body Damage: 2d6/ Phase
30	Suceptibility to duplicates being killed: 3d6/Phase
10	DNPC: Karen (Normal daughter), 8-
10	DNPC: Lisa (Normal wife), 8-
20	Hunted: Enemies of Sanctuary, 8-
10	Watched: U.S. Government, 8-
20	Psych Lim: Code vs Killing
15	Psych Lim: Loyal to Pooka
15	Psych Lim: Protective of Family
10	Reputation: Former villain (gone soft) 11-
10	Public Identity
337	Hero Bonus

Cost	Power	END
384	Duplication (7 Duplicates with everything but Regeneration)	
20	50% rPD Damage Reduction, Only to Duplication	
20	50% rED Damage Reduction, Linked to Duplication	
5	5 rPD/3 rED, OIF Flak Vest, 11- Activation	
16	2 BODY Regeneration, Not when duplicated (-1/4)	
5	+10 PRE, Only to Defend against PRE attacks (-1)	
21	Martial Arts (Dirty Infighting)	

Maneuver	Pts	OCV	DCV	Damage
Punch	4	+0	+2	6d6
Roundhouse	5	-2	+1	8d6
Low Blow	4	-1	+1	2d6NND vs rDEF
Disarm	4	-1	+1	30 STR disarm
Kidney Blow	4	-2	+0	1d6+1K

2	Weapons Elements: Knife and Chain	
20	Find Weakness with Roundhouse 13-	
9	Breakfall, Climbing, Stealth (All 12-)	
9	Concealment, Security Systems, Paramedic (All 12-)	
9	Demolitions, Survival, Weaponsmith (projectile) (All 11-)	
3	Streetwise 13-	
1	Fam w/Tactics	
2	AK: Neutral Ground 11-	
2	KS: DEMON 11-	
5	PS: Butler 14-	
4	PS: Chef 13-	
2	Fam w/Knife & Chain	
2	Fam w/Small Arms	
5	+2 with Dirty Infighting	
6	+2 with Punch, Roundhouse, & Disarm	

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

Costs:	Char		Powers		Total		Disadv		Base
	90	+	552	=	642	=	542	+	100

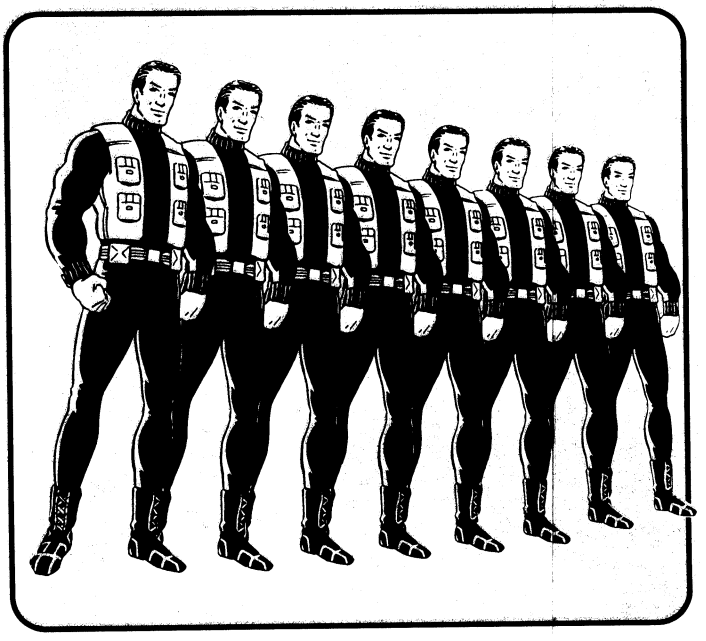
Background: Kurt was a natural. From his early days in a street gang to his hitch as a squad leader of a special forces unit, he was more than a match for any opponent. After the war, he became a mercenary and honed his skills to lethal perfection. His accomplishments brought him to the attention of DEMON. He was recruited and served them well for several years. As a reward for his contributions, the Morbanes who commanded his cell performed a powerful spell that gave him the power to duplicate himself, becoming, in effect, a one-man strike force. As Strikeforce, he had a successful career as a supervillain, and eventually decided to leave DEMON and "go into business for himself". This was not taken well by the Morbanes who created him. For this, he is hunted by their agents to this day. Fortunately, he has managed to overcome, outwit, or outrun everything DEMON has thrown at him so far...

In the years that would follow, he was married to a young woman who had no idea that her husband was a notorious villain. At first, this relationship was part of a "secret identity" that he had devised for himself and she was no more to him than a part of his disguise. Eventually, Kurt fell in love with his wife and they had a child together. Even though his private life was changing, his career was at its peak. Strikeforce was hunted by hero teams across the country, but they thought they were looking for eight men instead of one, so he was able to stay one step ahead of his pursuers. That was until Pooka joined the hunt.

The teleporting hero caught up with Kurt just seconds before a bomb was set to go off near a federal reserve bank. Pooka disarmed the bomb, but Strikeforce got away. Later, Kurt learned that his wife and daughter had come to town to surprise him, and were near the bank when the bomb was scheduled to go off. The thought of his family dying because of his villainous schemes filled him with remorse. The next day, he turned himself in at Sanctuary and revealed the secret of his powers and everything he knew of DEMON. After a short prison term, he was released into the custody of Pooka with the stipulation that he serve the rest of his term on the grounds of Sanctuary.

Kurt fought bravely in the battle at Sanctuary, and has worked hard to rebuild the club. Although he is no longer legally obligated to stay with Sanctuary, his wife and daughter love Destruga, so it seems that Strikeforce will be helping Pooka for quite a while longer.

Quote: "You rang?"



Personality: Though he was once a cold, calculating villain, Kurt's life has turned around. He is now a polite, compassionate man who always has a kind word for his new friends. The only time that elements of his previous existence show themselves are on the rare occasions that he is forced to enter a combat situation. In battle, he relies on his instincts, which are the instincts of a veteran mercenary — efficient and deadly.

Powers/Tactics: The spell that has been cast on Strikeforce enables him to create as many as seven duplicates of himself. The same magic also helps protects him from harm while he is duplicated. If he reabsorbs all of his duplicates, he can regenerate wounds. This has proven very useful after battles where there were eight targets on the field instead of one. Strikeforce is also trained in several Martial Arts and is a master of Savate, which is a form of kick-boxing.

In combat, Strikeforce is the ultimate team. He will isolate one or two opponents and coordinate his attacks until that foe is "neutralized". He is very well trained and takes advantage of terrain, cover, and surprise as often as possible. He used to use various military weapons, but he has given them up in favor of unarmed combat, which is less dangerous to innocent bystanders.

Appearance: Kurt is 6' tall with a muscular build, neatly trimmed black hair and a moustache. While on duty, he wears a spotless black butler's uniform that looks a little awkward on his strapping frame. If he is asked to go into a combat situation, he will don his old costume which is a black turtleneck bodysuit over which he wears a military style vest and a thick belt with numerous compartments.

HYPERION

Val	Char	Cost	100+	Disadvantages
40*/10	STR	24	15	Distinctive Features: Handsome Titan
23*/11	DEX	32		
23*/10	CON	21	20	Hunted: Old WWII Villains, 8-
12*/10	BODY	3	20	Hunted: Enemies of Sanctuary, 8-
18	INT	8		
14	EGO	8	10	Psych Lim: Likes to tell stories about "the old days"
23*/13	PRE	11		
20*/14	COM	4	20	Psych Lim: Code vs Killing
10+*/2	PD	2	20	Psych Lim: Idealistic/Sees the world in black and white
10+*/5	ED	4		
5*/2	SPD	10	10	Reputation: Golden age hero, 11-
13*/4	REC	0		
46*/20	END	0	15	Secret Identity
50*/20	STUN	5	144	Hero Bonus

Cost	Power	END
24	EC — Sun Powers, Only in Hero ID	
26a	10d6 EB, 1/2 END (heat blast)	2
24b	2d6 Flash vs Sight Sense Group, Explosion, Damage Shield	6
13	1d6 Flash vs Sight Sense Group, 0 END, Linked to EB, 14- Activation, Only in Hero ID	0
41	15 rPD/20 rED Armor, Only in Hero ID	
2	Immunity to Intense Heat and Cold, Only in Hero ID	
8	Flash Defense (10 pips visual), Only in Hero ID	
14	+9" Run (15" total), Only in Hero ID	2(3)
6	Change Environment (generates light), 0 END, Only in Hero ID	0
8	Instant Change to any clothes, Incantations	
9	Breakfall, Climbing, Riding (All 14-)	
9	Stealth, Concealment, Paramedic (All 14-)	
9	Conversation, Bureaucratics, Oratory (All 14-)	
3	Scientist	
9	Science Skills — Classics 14-, Archeology 13-, Anthropology 11-, History 11-	
3	PS: Teacher (PRE) 14-	
2	AK: Greece 11-	
3	Greek (Fluent with American accent & literacy, English native)	
3	Latin (Fluent with American accent & literacy)	
20	+2 Overall Levels	

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

Costs:	Char		Powers		Total		Disadv		Base
	132	+	236	=	368	=	268	+	100

* Only in Hero ID

Background: In 1938, Rod Brinkley was just a normal man, a classics professor at the University of Chicago. Like some other — more famous — professors, Brinkley also dabbled in archeology. In August 1938, Brinkley discovered evidence that the Helmet of Hyperion, a mythical Greek artifact, was located on a mountaintop about 30 miles from Athens. Brinkley immediately requested a leave of absence, and went off in search of the artifact.

However, Brinkley was not the only one looking for artifacts. On the other side of the world, several Nazi archaeologists had reached the same conclusions as Brinkley. Since the SS believed that there was still power in Greek artifacts, a team of scientists and stormtroopers was dispatched to Greece.

The Germans arrived shortly after Brinkley, and followed him to the mountain. Thereafter followed five harrowing weeks of cat and mouse, with both Brinkley and the Nazis digging for the helmet. The Nazis tried to bribe, seduce, and threaten Brinkley, but nothing

would sway him. In the end, they captured him and threw him in a cave that they had already explored.

However, Brinkley was much more skillful than the Nazi archaeologists, and realized that the cave wasn't really natural — it had been dug by someone, long ago. Searching about, Brinkley discovered a secret door, which led to a hidden chamber. There, on a simple table, was the Helmet of Hyperion. Next to it was a brass plate with an inscription in ancient Greek. The inscription read: "In times of trouble, wear the Helm and call my name."

The legends said nothing of this! Brinkley knew that the Nazis intended to kill him, so on a whim, he put the helmet upon his head. In a quiet voice, he whispered "Hyperion."

"KABOOOOM!!!!"

With an explosion of blinding light, Brinkley disappeared, and in his place stood a tall, tan, muscular man who glowed with sunlight. Although his mind was intact, Brinkley had been transformed into a likeness of Hyperion, the Greek Titan of the sun! Brinkley cast out his hand, and a beam of sunlight flashed across the room.

Brinkley ran up the stairs, and quickly dispatched the Nazis who were guarding him. Over the succeeding years, he would become one of the superheroes that protected America during World War II. As a "Golden Age" hero, he fought against Nazi supervillains and saboteurs. He even had his own comic book.

With the end of the war, Hyperion decided to hang up his helmet and return to normal life. (Because his powers involved such a radical transformation, no one ever discovered his true identity.) He wrote several textbooks on Greek mythology, married his college sweetheart, taught his classes, and watched the newer, younger, heroes. His was a satisfied life.

In 1976, Brinkley's wife died in an automobile accident. Brinkley, feeling lonely, tried to contact some of his old superhero friends. To his surprise, there was no place where they could safely meet. There was also increasing hostility to superheroes by the public. Hyperion decided to do something about it, and created Sanctuary. He left the day-to-day operations to Pooka, and contented himself to occasional visits.

After the assault destroyed the original club, Hyperion decided to take a much more active role. He currently lives in the new Sanctuary, and helps Pooka coordinate the rebuilding.

Quote: "Now son, in the old days there wasn't all this talk about mutant powers or radioactive spiders. No, in the old days, I just put on this helmet and said 'Hyperion'" (KABOOOOMMM!)

Personality: Hyperion is a classic Golden Age superhero come to life. He views most issues as right or wrong, black or white. He is above all else, predictable in his thoughts and in his actions. After fifty years of superheroing, he is pretty much set in his ways.

At Sanctuary, Hyperion acts as the aged, and sometimes gruff, grandfather. He calls everyone "son" (even the women), and always has sage advice for his listeners. He tends to spend most of his time in his Hyperion identity.

Powers/Tactics: Hyperion has the ability to control the light of the sun. He can project a powerful heat ray which momentarily blinds the target. Hyperion is also capable of radiating an intense light which blinds those who approach him. Hyperion is nearly immune to intense heat and light in all of its forms.

To activate his Hyperion persona, Brinkley must put the helmet on his head and say "Hyperion." This is primarily a special effect, and thus worth no points, although it is conceivable that a villain might be able to use it against him. Once he becomes Hyperion, Brinkley only changes form if he wills it; his powers are not based on the helmet.

Appearance: Glowing with the light of the sun, Hyperion looks like a Greek Titan walking the earth, He is incredibly muscular and handsome. Brinkley looks like a fairly typical 70 year-old man.

METALLA

Val	Char	Cost	100+	Disadvantages
60	STR	35	10	2x Effect from magnetic attacks
20	DEX	30		
23	CON	26	20	Distinctive Features: Metallic woman
15	BODY	10		
13	INT	3	20	Hunted: Enemies of Sanctuary, 8-
10	EGO	0		
13	PRE	3	10	Psych Lim: Fear of Drowning
16	COM	3	10	Psych Lim: Feels tied to Sanctuary
10+	PD	0		
6+	ED	0	10	Psych Lim: Watches out for Pooka
4	SPD	10		
14	REC	0	20	Psych Lim: Code vs Killing
46	END	0	10	Phys Lim: Poor manipulation of small objects (-5 DEX roll)
50	STUN	0		
			10	Phys Lim: Can't swim (sinks like a rock)
			10	Public Identity
			23	Hero Bonus

Cost	Power	END
20	15 pips Density Increase, 0 END, Persistent, Always On (CHAR already figured in)	
51	20 rPD/15 rED Armor	
25	Missile Deflection vs All Energy Attacks, Continuous, Uncontrolled (reflective skin)	
5	1d6 Flash vs Normal Sight, Damage Shield, 0 END, Persistent, Always On, Only with bright light (-1/2), 8- Activation (-2) (shiny metal skin)	0
20	Life support (Immune to intense heat/cold, vacuum/pressure, radiation, disease and aging; No need to sleep, eat or excrete)	
2	+1" Run (7" total)	1
-2	-2" Swim	
3	Bureaucratics 12-	
2	AK: Neutral Ground 11-	
2	KS: Politics 11-	
4	PS: Secretary 13-	
1	Fam w/Journalism	

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

Costs:	Char		Powers		Total		Disadv		Base
	120	+	133	=	253	=	153	+	100

Background: Metalla is a physical misfit, although she is better adjusted to her altered state than Corona. She gained her powers quite suddenly, for reasons that are still a mystery to her. For a short while she was part of a short-lived superteam called the Changelings. Although she was a successful superheroine, it didn't suit her somewhat unassuming temperament, and Metalla yearned for a chance to return for her "normal" life as a corporate secretary. When Sanctuary opened up, she saw her opportunity, and grabbed it. She has been the secretary ever since.

As secretary, Metalla serves as general receptionist, and helps Pooka keep Sanctuary running. Marjorie also edits the club newsletter, *Sanctum Writ*, which is published bi-monthly; bootleg copies are quite popular with superhero groupies. Sanctuary helps Marjorie in a number of ways, many of them associated with her enormous weight. She normally goes barefooted, and must sleep on a special bed made from the top of a heavy woodworking bench. She constantly worries that she will fall through a floor or wind up in water over her head.

Quote: "I'm sorry, Pooka is busy right now. Can I help you?"

Personality: Before her transformation, Marjorie was an exceptional corporate secretary — the kind that every boss needs to have. She was responsible, cheery, intelligent, and cordial. She now serves as Pooka's right hand; he often wonders how he ever got along without her.

As for herself, Metalla finds Pooka somewhat intimidating. More than anyone else, she can see what the destruction of Sanctuary has done to him. Although she can't possibly force him to, she has been secretly trying to get him to get some psychological counseling before he snaps altogether.

Powers/Tactics: Marjorie is made of organic steel, much like the Joe Magarac of Serbo-Croation legend. She is strong and very tough. Unfortunately, she has no special life support abilities, and would drown if she ever fell into water over her head.

Appearance: Metalla is 5' 6" tall, weighs 960 pounds and has silver hair, skin and eyes. She is 32, and wears fairly normal clothes, except that her feet are usually bare. She looks like a metal statue of a normal woman, come to life.

Background: Casey (or KC) claims that his abilities are what any human can develop with the proper training and discipline. As a child, Casey was taught an ancient Oriental discipline by the grandfather of a Chinese family which lived next door. By the time he was fifteen, Casey could protect himself from damage, heal minor cuts, and levitate for nearly a minute, all through the force of his will, or chi.

In college, Casey volunteered for an experiment to study psionic abilities and was given a drug designed to stimulate these faculties. The drug had no immediate effect, and Casey's case was written off and filed away.

Whether it was due to a delayed effect from the drug or simply because he achieved a new plateau in his development, Casey's abilities began to increase dramatically over the next few months. Being an avid environmentalist, he decided to use these abilities to fight against the wanton destruction of the Earth. Over the next several years, KC acted as a powerful advocate for radical environmental groups around the world.

Eventually his lawless activities caught up with him, and KC found himself on the run from the authorities. He decided to hole up in Sanctuary, figuring that he could recruit more paranormals to his cause. In the end, he stayed for several years, and became friendly with both Pooka and Overseer. When Sanctuary decided to move to the island of Destruga, KC came along as their resident environmental "expert."

Quote: "The order and chaos of nature serve as the perfect mirror for the Yin and Yang of your soul, dude!"

Personality: KC is a bizarre blend of Eastern mystic and modern environmental activist. On one hand, his oriental training has taught him to be serene, polite, and controlled. Meanwhile, his experiences in "GreenWar" and other groups have taught him the need for action. At any given moment, he might be found meditating in the lotus position, or agitating young college students. The other workers at Sanctuary haven't really figured him out yet.

Powers/Tactics: Casey can generate and utilize the chi, or life force, present in every creature and object. He can use this chi to surround himself with a powerful protective field, let out powerful sonic shouts and levitate. In addition, Casey is a trained martial artist.

Casey likes to avoid combat when possible. If he feels he is danger, he will use his chi powers to protect himself and then try and escape.

Appearance: Casey is 6' tall, broad shouldered and very handsome. He weighs 160 lbs., and has long blonde hair, blue eyes and a strong, square face. He dresses plainly and simply. He is sometimes surrounded by a glowing aura, the color of which varies with his emotional state.

CASEY

Val	Char	Cost	100+	Disadvantages
20	STR	10	10	x1 1/2 Effect from chemical attacks
26	DEX	48	20	Hunted: International Supers, 8-
19	CON	18	15	Hunted: FBI, 8-
10	BODY	0	15	Hunted: KGB, 8-
13	INT	3	15	Psych Lim: Environmentalist
14	EGO	8	15	Psych Lim: Distrusts authority figures
13	PRE	3	10	Psych Lim: Vengeful
16	COM	3	10	Psych Lim: Tries to follow Chinese philosophy
15	PD	11	10	Reputation: Rabid environmentalist, 11-
15	ED	11	10	Public Identity
5	SPD	14	50	Villain Bonus
8	REC	0		
38	END	0		
30	STUN	0		

Cost	Power	END
48	Multipower (60 pt reserve, chi), Incantations	
5u	4d6 NND, Area of Effect Cone (9" Side)	6
5u	3d6 Flash vs Hearing Sense Group, Area of Effect Cone (9" Side)	6
3u	4d6 Aid vs All Lowered CHAR, Only up to starting value (-1/2), Self Only (-1/2)	6
3u	20" Flight, 0 END, Concentration — 1/2 DCV Throughout, Incantations Throughout, 0 End Cost	0
3u	15 rPD/15 rED Force Field, Concentration — 1/2 DCV Throughout, Incantations Throughout, 0 End cost	0
13	50% PD Damage Reduction, Only vs attacks he is aware of (-1/2)	
7	25% ED Damage Reduction, Only vs attacks he is aware of (-1/2)	
6	+3" Run (9" total)	1(2)
15	Martial Arts (Aikido)	

Maneuver	Pts	OCV	DCV	Damage
Throw	3	+0	+1	4d6+v/5, opponent falls
Hold	4	-1	-1	30 STR grab
Escape	4	+0	+0	35 STR escape
Dodge	4	—	+5	N/a

9	Acrobatics, Breakfall, Stealth (All 14-)
5	Oratory 13-
2	AK: Neutral Ground 11-
5	KS: Oriental Philosophy 14-
5	KS: Ecology 14-
3	Spanish (Fluent with native accent, English native)
3	Chinese (Fluent Conversation w/American accent)
6	+2 with Throw, Hold and Dodge
5	+1 with Ranged Combat

OCV:9; **DCV:**9; **ECV:**5; **Phases:**3, 5, 8, 10,12

Costs:	Char		Powers		Total		Disadv		Base
	129	+	151	=	280	=	180	+	100

CHARCOAL

Val	Char	Cost	100+	Disadvantages
40	STR	30	10	DNPC: Current boyfriend (competent, 11-)
26	DEX	48		
23	CON	26	10	Distinctive Features: Butch biker-type
10	BODY	0		
10	INT	0	20	Hunted: Enemies of Sanctuary, 8-
13	EGO	6		
15	PRE	5	10	Watched: U.S. Government, 8-
18	COM	4	10	Psych Lim: Seeks father's acceptance
10+	PD	2		
10+	ED	5	10	Psych Lim: Takes her job very seriously
5	SPD	14		
13	REC	0	15	Psych Lim: Protective of Sanctuary
46	END	0		
42	STUN	0	15	Psych Lim: Code vs Killing
			5	Reputation: Hyperion's daughter, 8-
			10	Public Identity
			46	Hero Bonus

Cost	Power	END
12	1/2 END cost on STR	2
45	+15 rPD/15 rED Armor	
10	+10" Leap (20" horizontal, 10" vertical)	
6	+3" Run (9" total)	1(2)
6	Life support (Immune to intense heat/cold, and vacuum/pressure)	
3	Life Support (Self contained breathing), Costs END, 3x END, Extra Time — One Phase (holding her breath)	3
11	Martial Arts (Basic Training)	

Maneuver	Pts	OCV	DCV	Damage
Strike	4	+0	+2	10d6
Block	4	+2	+2	Abort, block
Throw	3	+0	+1	8d6+v/5, opponent falls

9	Acrobatics, Breakfall, Climbing (All 14-)	
4	Combat Driving (cars and motorcycles) 14-	
3	Mechanics 11-	
2	KS: Biker gangs 11-	
2	AK: Neutral Ground 11-	
2	PS: Security guard 11-	
6	+2 with Martial Arts	

OCV:9; **DCV:**9; **ECV:**4; **Phases:**3, 5, 8, 10,12

Costs:	Char		Powers		Total		Disadv		Base
	140	+	121	=	261	=	161	+	100

Background: Felicity has always been a strange person. She is a tomboy, yet she likes dressing up when the occasion demands. Though not normally a subtle woman, she is capable of great tenderness and compassion. In short, she is a mass of contradictory personality traits. As Charcoal, she is a regular "brick-ette," being strong, fast and tough. She has strange tastes in men, and particularly likes motorcycle gang members.

The daughter of a famous hero, Felicity uses her mother's maiden name to avoid embarrassing her father with her escapades. She doesn't bother trying to maintain a secret ID for herself, since she wants people to know who she is. "Charcoal" is just a nickname, given her by her friends at the club. As Charcoal, she is one of the most active and flamboyant staffmembers of Sanctuary. Someday, Felicity hopes to join a regular hero group, but for now is satisfied with staying here and gaining experience from her responsibilities and from talking with the veteran superheroes who frequent the club. Although only **24**, she is already a formidable fighter and normally acts as Sanctuary's bouncer in addition to her new duties as Middle Shift manager now that Waxman is dead. There are rumors that Charcoal is Hyperion's daughter.

Quote: "And just where do you think *you're* going?"

Personality: Although certainly an adult, Charcoal is still trying to escape from under her father's shadow. A man who would accept nothing less than the best, he frowned on Felicity's friends and her poor grades at school. Although she would never admit it, the thing she wants more than anything else is his acceptance.

Like Pooka, Felicity was transformed by the assault on Sanctuary. As the nominal chief of security, she feels as if she let everyone down. The fact that her partner — Waxman — was killed in the assault only makes things worse. Although she still tends to party on her off-hours, Charcoal has become very diligent while on the clock.

Powers/Tactics: Felicity is incredibly strong and tough. Although perhaps not as powerful as other bricks, she is very quick, and has received extensive hand-to-hand training from some of the superheroes she has met in Sanctuary.

Appearance: Charcoal is 5' 6" tall, is fair skinned and weighs 125 pounds. Her hair is flaming red, her eyes green. She usually wears outfits made of leather with lots of buckles, studs and chains, although a T-shirt, shorts and running shoes are another favorite. Charcoal has an elfin, triangular face and an impish grin.

THE DEACON

Val	Char	Cost	100+	Disadvantages
8	STR	-2	20	Normal CHAR Maxima
14	DEX	12	(5)	Age: 40+
13	CON	6	20	Hunted: Enemies of Sanctuary, 8-
10	BODY	0		
23	INT	13	10	Watched: U.S. Government, 8-
23	EGO	26		
25	PRE	15	20	Psych Lim: Pacifist
12	COM	1	15	Psych Lim: Feels the need to help people
5	PD	3		
3	ED	0	(15)	Psych Lim: Selfless
4	SPD	16	(10)	Public Identity
5	REC	0		
26	END	0		
21	STUN	0		

Cost	Power	END
34	Multipower (60 pt Reserve), Requires an (Oratory) Skill Roll, Incantations (must be able to talk)	
3u	12d6 Mind Control	6
3u	4d6 Ego Attack, 0 END, Must know the fears of the victim (-1/2)	0
10	Mental Defense (15 pips)	
9	Conversation, Persuasion, Deduction (All 14-)	
15	Oratory 20-	
3	PS: Counselor (PRE)14-	
3	PS: Negotiator (PRE) 14-	
3	SC: Psychology 12-	
2	AK: Neutral Ground 11-	
7	KS: Religion 16-	
2	Latin (Basic Conversation with Literacy, English Native)	

OCV:5; **DCV:**5; **ECV:**8; **Phases:**3, 6, 9,12

Costs:	Char		Powers		Total		Disadv		Base
	90	+	94	=	184	=	84	+	100

Background: Samuel learned early in life that he could influence people with ease. His parents hoped that he would become a famous evangelist, but Samuel realized that a conversion made under the influence of his powers was not conversion at all. Instead, he became a respected writer on matters of religion and philosophy. In this fashion, he could express his faith and beliefs without risk of accidentally exercising his powers.

Samuel's first taste of heroics came when the Georgia State Police asked him for help. Five members of the Hurricane Underground were holed up in a farm house near Samuel's home town. The police wanted him to act as negotiator. The terrorists were heavily armed, had a hostage, and were holding the police at bay. Samuel was supposed to communicate through a telephone, but instead walked calmly through the police line and knocked on the front door. The situation ended with the peaceful surrender of the terrorists.

Word got around, and Samuel, now nicknamed the Deacon by the press, was soon much in demand. He felt uncomfortable with his new role but realized that it was a necessary one. He made a promise to himself that any reasonable agreement he negotiated would be carried out.

When the Federal government decided to recruit heroes to form a team of their own, the Deacon was on their list of possible members. The group was to be a part of PRIMUS and would neither have a separate name nor act independently of the parent organization.

Samuel was reluctant to join, but after much prayer and discussion with friends decided to participate. He thought that he would spend most of his time negotiating with criminals.

Instead, the Deacon found himself in the thick of all the battles the team fought. Though never actually struck by an opponent, Samuel was gassed, drugged, caught in explosions, shot twice and had a building dropped on him. After a year and a half, he had his fill of the whole program. He left, and returned to religious writings.

When Sanctuary began operation, the Deacon realized that the club would need a spiritual and moral advisor. His skills were especially important in the aftermath of the attack on Sanctuary, and although Pooka has refused counseling, Deacon has helped most of the others deal with their various losses.

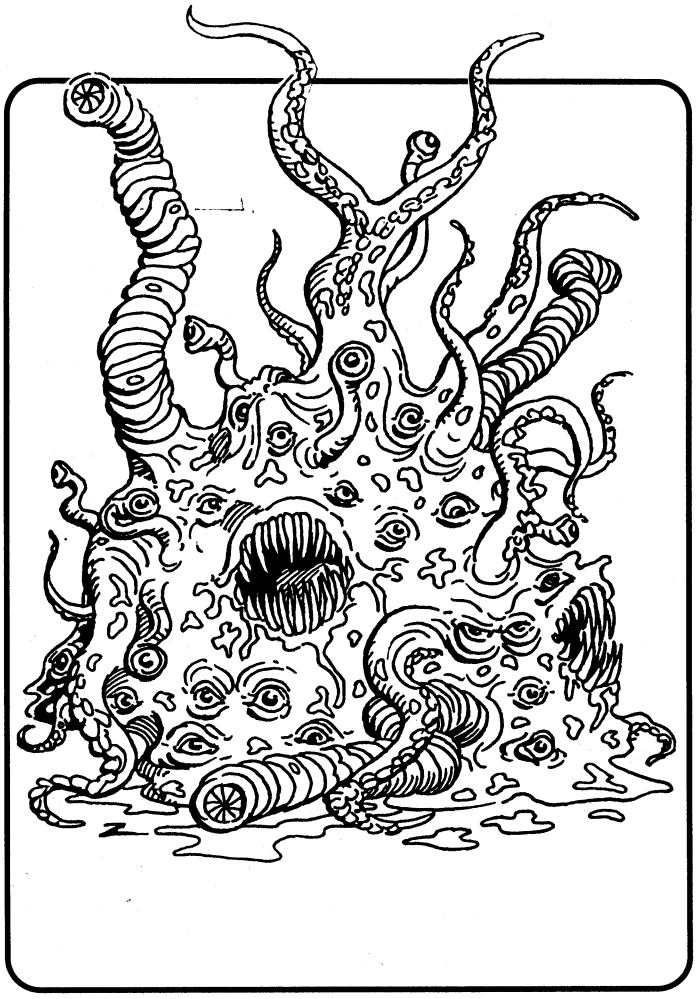
The Deacon is building a new non-denominational chapel on Destruga. Until it is completed, he holds his services on a deserted stretch of beach.

Quote: "Tell me what's troubling you."

Personality: The Deacon is a true pacifist, which puts him in the minority of Sanctuary's residents. He is confident of his religious beliefs, but never overbearing or judgmental. A true Southern gentleman, most visitors find him easy to talk to, if a little old fashioned.

Powers/Tactics: Samuel has the ability to manipulate others with words. He can actually persuade people to do things completely against their nature, or he may send them into a flurry of self doubt and fear (ego attack). His primary tactic in combat is to avoid it.

Appearance: Samuel is 6' 1" tall, weighs 180 pounds and has blue eyes and brown hair. He is 46 years old. Samuel normally wears severe, three-piece suits, with string ties, and carries himself stiffly.



YU' GENOTHRAX

Val	Char	Cost	100+	Disadvantages
40	STR	30	20	x2 BODY and STUN from magical attacks
23	DEX	39		
40	CON	60	20	Hunted: Anopheles, 8-
20	BODY	20	15	Hunted: Occult Hunters, 11-
18	INT	8	10	Watched: Neutral Ground Staff, 11-
18	EGO	16		
35	PRE	25	15	Psych Lim: Sworn to protect Neutral Ground
0	COM	-5		
20	PD	12	15	Psych Lim: Protects Innocents
20	ED	12	10	Psych Lim: Dislikes Violence
6	SPD	27	10	Psych Lim: Underconfident
16	REC	0	10	Psych Lim: Shy and nervous
60	END	-10	10	Phys Lim: Sees only in Infrared
65	STUN	0	10	Phys Lim: Large, sticky and unwieldy body
			25	Distinctive Features: Amorphous Extradimensional Horror
			15	Reputation: Extradimensional horror, 11-
			678	Extradimensional Demon Bonus

Cost	Power	END
322	Multipower (332 pt reserve)	
32u	7d6 Power Drain, Affects all mutant powers, Damage Shield, 0 END, Indirect (through air vents), Rec 5pts/ Minute	0
32u	7d6 Power Drain, Affects all magical powers, Damage Shield, 0 END, Indirect (through air vents), Rec 5pts/ Minute	0
32u	7d6 Power Drain, Affects all alien abilities, Damage Shield, 0 END, Indirect (through air vents), Rec 5pts/ Minute	0
32u	7d6 Power Drain, Affects all technological devices, Damage Shield, 0 END, Indirect (through air vents), Rec 5pts/ Minute	0
32u	7d6 Power Drain, Affects all mental powers, Damage Shield, 0 END, Indirect (through air vents), Rec 5pts/ Minute	0
31u	7d6 Major Transformation (Paranormal into normal), 0 END, Cumulative, Damage Shield, Indirect (through air vents)	0
30	50% rPD Damage Reduction (amorphous form)	
15	25% rED Damage Reduction (amorphous form)	
10	Damage Resistance (10 rPD/10 rED)	
30	Full Life Support	
5	Extra Limbs (Variable tentacles and pseudopods)	
10	Clinging with full STR	
10	+5" Running (11" Total)	1(2)
50	8" Stretching, 1/2 END	2
18	Clairsentience with Infrared Vision and Touch, 1/2 END, Linked to Stretching, Clairsentience distance limited to the range of Stretching (-1/4)	
5	Infrared Vision	
20	N-Ray Vision (Not through magical force fields)	
5	Discriminatory Feel	
10	+5 Touch Perception	
3	Scholar	
36	Knowledge Skills — Abstract Reasoning, Extradimensional Etiquette, Occult, Magic, Human Folklore, Demon Bureaucracy, Demonic History, Earth History, Neutral Ground Codes and Rules (All 14-)	
2	AK: Neutral Ground 11-	
5	AK: Home Dimension 14-	
2	PS: Extradimensional Races 11-	

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

COSTS:	Char		Powers		Total		Disadv		Base
	234	+	779	=	1013	=	863	+	150

Background: Yu' Genothrax was a demon "mutant." He was not evil, blodthristy or interested in extra-dimensional conquest. Whereas his father had been a demonic sorcerer, and his brothers had become powerfu warriors, Yu' Genothrax was perfectly satisfied to stay in his Demon-Lord's castle, dealing in less-violent affairs Yu' Genothrax did have a power which kept him from being destroyed by the more violent demons: he could drain the powers of others. Because of his powers and differences,he was shunned by demonkind — which was fine with Yu' Genothrax.

Then came the day that Yu' Genothrax felt the summoning spell that yanked him from his cubbyhole. Yu' Genothrax had heard that from his brothers that the summoning would transport a demon to a wondrous world where the ground didn't burn, and the demon lords couldn't crack their whips. The brothers cautioned Yu' Genothrax that the summoning would only last a few minutes, so he should make the most of it.

Thus Yu' Genothrax was not entirely surprised to find himself on earth, having been summoned by a powerful DEMON Morbane, Anopheles. Looking around, he quickly decided that earth seemed much more amenable than the stinking planes of the abyss. So before the Morbane could send him back to hell, Yu' Genothrax drained *him* of his magical abilities. Then, seeing that a fight was going on, Yu' Genothrax walked around, draining the various combatants. Eventually the fight wound down.

But what was Yu' Genothrax to do? The leader of one side, a man called Pooka, limped over to the demon to thank him for all that he had done. Yu' Genothrax had never been thanked before in his life. He vowed his undying loyalty and servitude to Pooka, which Pooka accepted.

Today Yu' Genothrax is a vital part of the new Sanctuary's security apparatus. Although "shy," he is prepared to do whatever it takes to ensure that Sanctuary is never ravaged again.

Quote: "I am the sworn protector of Sanctuary — and your powers frighten me not."

Personality: Although he looks like a fetid pool of dripping protoplasm and floating eyestalks, Yu' Genothrax is actually a very shy, retiring individual. Whereas many people jump when they first see Yu' Genothrax , he jumps when he sees *anyone*.

Powers/Tactics: Like most demons, Yu' Genothrax has magical abilities. In his case, these abilities enable him to drain the exceptional abilities of others. This is magical, and affects all abilities regardless of their source; thus Yu' Genothrax could disable a powered-armor suit, drain mutant abilities, and even cancel out magical spells. While Yu' Genothrax must touch his foes to effect them, his amorphous body allows him to reach through air vents and surprise opponents from behind. Furthermore, any person who touches Yu' Genothrax will be effected by this neutralization power.

In combat, he will sit in the hotel basement where he doesn't have to actually face his foe. He will then use his enhanced senses to target a foe and surprise them by attacking them through Sanctuary's heating ducts and air vents.

Appearance: A pulsing puddle of Lovecraftian goo, Yu' Genothrax sprouts eyestalks and tentacles. Yu' Genothrax lets off a horrible smell and a squishy noise whenever he moves.

PEACE KEEPER

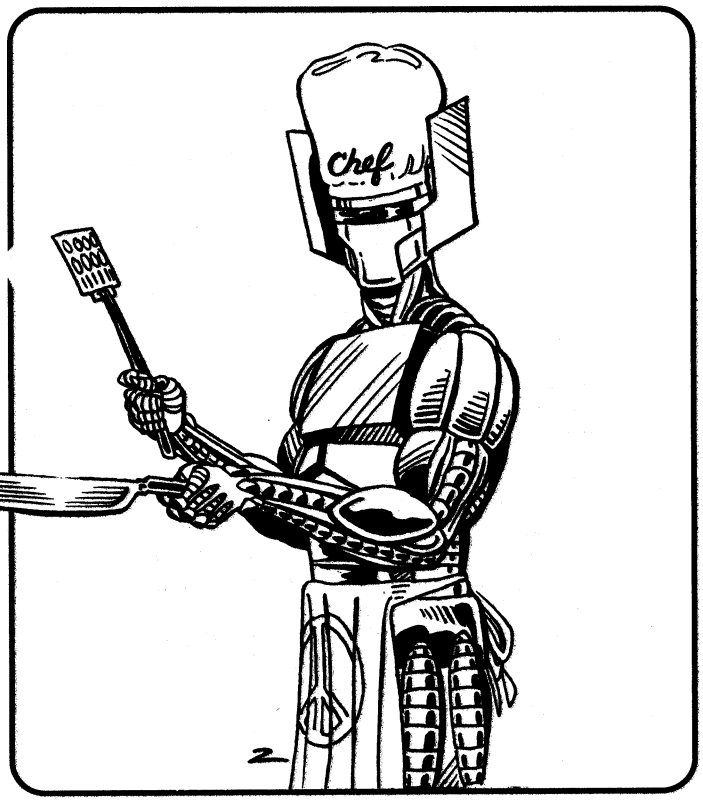
Val	Char	Cost	100+	Disadvantages
60	STR	50	10	x2 STUN from gravitic attacks
23	DEX	39	10	x2 BODY from Magnetic Attacks
40	CON	60		
15	BODY	10	30	Susceptibility to Electricity: 3d6/Phase
23	INT	13		
14	EGO	8	15	Watched: Dr Destroyer, 11-
40	PRE	30	10	Watched: Neutral Ground Staff, 11-
2	COM	-4		
30	PD	18	15	Hunted: Actual Mechanon, 8-
30	ED	22	20	Psych Lim: Code vs Killing
7	SPD	37	15	Psych Lim: Sworn to Protect Neutral Ground
20	REC	0		
80	END	0	15	Psych Lim: Afraid of killing
90	STUN	25	15	Psych Lim: Secret programmed orders
			10	Psych Lim: Seeks purpose in life
			10	Phys Lim: Must follow programmed orders
			20	Distinctive Features: Mechanon robot
			20	Reputation: Killer robot, 14-
			320	Superbeing bonus

Cost	Power	END
75	Multipower (75 pt reserve, modified weapons systems)	
7u	2d6 RKA, Armor Piercing, No Range Penalties, +1 Stun Multiplier (laser)	7
7u	10d6 EB, Affects Desolid (plasma bolt)	7
7u	6d6 Entangle, 1/2 END (molecular bonder)	3
7u	3d6 Stun Drain, Area Effect Radius (6" r), 1/2 END (stunner)	3
3u	10d6 EB, physical, Explosion, 4 Charges (concussion rockets)	[4c]
3u	3d6+1 RKA, Explosion, 4 Charges (fragmentation bombs)	[4c]
30	Damage Resistance (30 rPD/30 rED)	
30	Full Life Support	
15	Mental Defense (18 pips)	
10	Flash Defense for Sight and Hearing Sense Groups (7 pips Visual, 3 pips Audio)	
10	Lack of Weakness (10 pips)	
10	Power Defense (10 pips)	
17	17" Flight, OIF Antigravity Units, Extra Time —1 Phase	3
10	Infrared and Ultraviolet Vision	
10	360 degree vision	
10	Hi-range Radio	
9	Cryptography, Criminology, Inventor (All 14-)	
6	Systems Operation, Computer Programming (Both 14-)	
6	Mechanics, Electronics (Both 11-)	
3	Scientist	
20	Science Skills — Mechanical Engineering, Electrical Engineering, Bionics, Cybernetics, Robotics, Chemistry, Physics, Genetics, Nuclear Physics, Advanced Math (All 14-, INT based)	
2	KS: Neutral Ground rules and codes 11-	
3	AK: Neutral Ground 12-	
5	PS: Butler 14-	
10	Eidetic Memory	
6	Speed Reading, Absolute Time Sense	
6	Bump of Direction, Lightening Calculator	

Cost	Power	END
10	Cramming (x2)	
10	+2 with multipower	
20	+2 Overall levels	

OCV:8 DCV:8 ECV:5 Phases: 2, 4, 6, 7, 9, 11, 12

COSTS:	Char		Powers		Total		Disadv		Base
	308	+	377	=	685	=	535	+	150



Background: Mechanon Reserve Unit Alpha Omicron 7 "awoke" with a start. Was it because the Mechanon prime has been destroyed, and needed to be replaced? No... Just some foolish organic that was tampering with the lab. The Reserve Unit's programming in this case was simple: destroy the organic, and then self-destruct so that no other organic could gain information from the lab. Reserve Unit Alpha Omicron 7 rose to do its duty.

Surprisingly, the organic did not seem surprised to see the robot. Wearing powered armor and a majestic red cape, the organic looked down on the robot. "Yes," he said in a deep bass voice, "You will do nicely indeed." Suddenly, and without warning, the reserve unit was deactivated.

When next it awoke, the reserve unit found itself on the doorstep of Sanctuary, with a ribbon around its head. It knew that he had a new name — "Peace Keeper". There was a voice inside its head that said, over and over "Protect Sanctuary." And deeper — in its subconscious — was a voice that said softly "wait for me."

Since its reactivation, Peace Keeper has served as the "heavy" that helps keep Sanctuary's visitors in line. The robot also protects Sanctuary from outside attacks. Peace Keeper is still learning about this world and its role in it, but whoever reprogrammed it seems to have completely reversed its hatred for humanity. Today Peace Keeper loves its job, loves its "employers", and loves all the various people that he meets in Sanctuary.

Quote: "Do not be afraid, I will not hurt you unless you force me to."

Personality: Peace Keeper seems to have a personality as far removed from Mechanon as possible. Whereas Mechanon is overconfident and arrogant, Peace Keeper is somewhat meek and

friendly. Whereas Mechanon hunts superheroes, Peace Keeper associates with them on a day-to-day basis. And whereas Mechanon wants to eradicate all organic life, Peace Keeper refuses to kill anything, for any reason. Since it feels that its own life was a gift, it refuses to take that gift away from anyone.

At Sanctuary, Peace Keeper is a joy to have around. Not only does its powerful presence give the residents a sense of security, but Peace Keeper's zest for life is almost contagious.It is not unusual to see Peace Keeper walking through the halls wearing an apron and a chef's hat.

Of course, it is generally acknowledged at Sanctuary that Dr. Destroyer is the one who reprogrammed Peace Keeper, and the good Doctor does nothing without an ulterior motive. Whether or not Peace Keeper has some deeper, secret programming, only the future can tell.

Powers/Tactics: Like Mechanon, Peace Keeper has a wide variety of powers that it can use in battle. Peace Keeper usually tries to negotiate before fighting, but if combat begins, it tries to disable his foes with a minimum of force. Peace Keeper will never use lethal force, even if ordered to do so by Pooka.

Appearance: Peace Keeper looks exactly like Mechanon, a fact that would cause it no end of troubles if it tried to live on the outside world. It is a 7-foot robot, with a metallic silver color, and gold cords.

TRASHER

Val	Char	Cost	100+	Disadvantages
45	STR	35	10	Distinctive Features: Handsome football jock
23	DEX	39		
23	CON	26	10	Enraged: When BODY taken 11-, 11-
15	BODY	10		
13	INT	3	20	Hunted: Enemies of Sanctuary, 8-
10	EGO	0		
15	PRE	5	20	Hunted: VIPER, 11-
18	COM	4	10	Watched: U.S. Government, 8-
20	PD	11	10	Psych Lim:Acts like a dumb jock
20	ED	15		
5	SPD	17	10	Psych Lim: Violent
14	REC	0	20	Psych Lim: Overconfidence
46	END	0	10	Reputation: Violent hero, 8-
50	STUN	0	15	Secret Identity
			20	Hero Bonus

Cost	Power	END
15	5 rPD/5 rED Armor	
10	+5" Run (11" total)	1(2)
20	2 BODY Regeneration	
18	Martial Arts (Football)	

Maneuver	Pts	OCV	DCV	Damage
Blocking	4	+0	+0	60 STR to resist shove; block, abort
Flying Tackle	3	+0	-1	9d6+v/5, he falls, target falls, FMove
Foul	4	+2	+0	11d6
Rush	4	+0	+0	60 STR shove
Sack	3	+1	+1	9d6, target falls

3	PS: Football (DEX) 14-	
2	KS: American football 11-	
2	AK: Neutral Ground 11-	
10	+2 with Martial Arts	
6	+2 with Throwing and Catching	
4	+2 Sight Perception	

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

Costs:	Char		Powers		Total		Disadv		Base
	165	+	90	=	255	=	155	+	100

Background: Jerry Tresher had always been good at sports, and many people claimed he would someday become a professional football player. He was attending the University of Kentucky on a football scholarship when he gained his powers by volunteering for a medical experiment. Jerry learned that a cute graduate student he had been trying to meet was running the tests, and hoped to impress her by helping with the project. Unfortunately, his "witty" comments so rattled the young woman that she accidentally injected Jerry with an overdose of the metabolic enhancer. Jerry went into shock, and awakened in the campus hospital.

Tests showed that he was now as strong as thirty men. However, his altered physical state caused him to be dropped from the football team. Because he was no longer eligible to play, he lost his scholarship.

Jerry worked his way through the rest of college, holding a number of odd jobs, many of them taking advantage of his strength. After graduating, he bummed around for a couple of years before starting work at Sanctuary as a member of the security team.

During the battle that destroyed Sanctuary, Jerry did his best to defend Tokamak and Scarlet Sentinel, but was overwhelmed. Afterwards, he was so ashamed of his performance that he left the club. Although Pooka has made several offers, Jerry has never visited his former friends, and has never set foot on Destruga.

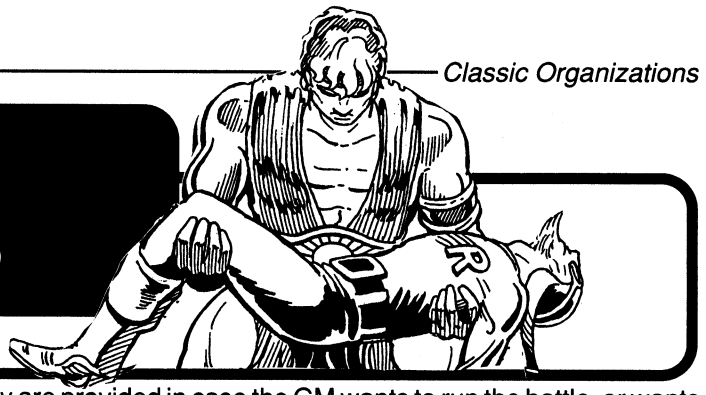
Quote: "Time for a gut-check!"

Personality: Sports were the focus of Jerry's early life, and he tends to think in sports metaphors. He hopes to get into sports again someday, either in a paranormal league, or as a coach. Jerry especially enjoyed using the racquetball court in Sanctuary.

Powers/Tactics: Trasher is superhumanly strong, tough and fast, as well as a skilled fighter. He is also very agile, thanks to his sports training.

Appearance: Trasher is 6' 1" tall. He weighs 200 pounds and has brown hair and eyes. Jerry normally wears comfortable, casual clothes. He has a strong, square face and a weightlifter's build.

DECEASED CHARACTERS



The following characters died in the assault on Sanctuary. They are provided in case the GM wants to run the battle, or wants to change the course of history and have them survive.

WAXMAN (DECEASED)

Val	Char	Cost	100+	Disadvantages
25	STR	15	20	x2 Effect from Transformations
23	DEX	39		
23	CON	26	20	Hunted: Enemies of Sanctuary, 8-
12	BODY	4		
13	INT	3	10	Watched: U.S. Government, 8-
10	EGO	0		
13	PRE	3	10	Psych Lim: Optimist
14	COM	2	10	Psych Lim: Prankster
10+	PD	5	10	Psych Lim: Looks out for the younger staff
10+	ED	5		
5	SPD	17	20	Psych Lim: Code vs Killing
10	REC	0	10	Reputation: Reformed criminal, 11-
46	END	0		
37	STUN	0	10	Public Identity
			87	Hero Bonus

Cost	Power	END
10	EC — "Wax" Body, Extra Time — One Phase	
10a	Shapeshift into any living thing, 0 END	0
10b	20 pips Growth, 0 END	0
10c	20 pips Shrinking, 0 END	0
10d	10 rPD/10 rED Armor	
67	50 pt Variable Power Pool, No Roll, Only to mimic powers of the form that is taken (-1/2), Mimic largest powers first (-1/2), Can't mimic magic or technology, only organic powers (-1)	
13	Martial Arts (Dirty Infighting)	

Maneuver	Pts	OCV	DCV	Damage
Roundhouse	5	-2	+1	9d6
Disarm	4	-1	+1	35 STR disarm
Kidney Blow	4	-2	+0	1d6+1K

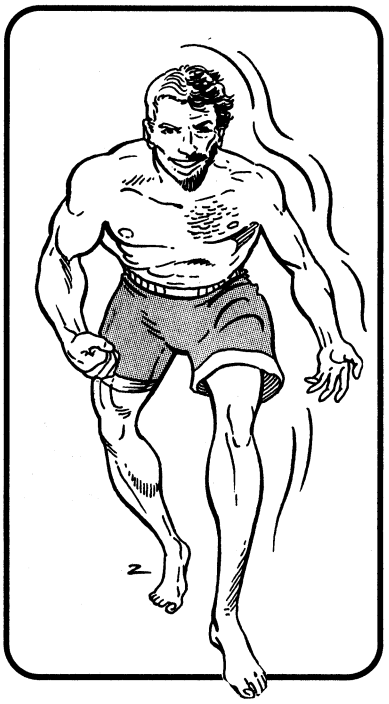
19	Disguise, Acting, Mimicry (All 13-)
3	Streetwise 12-
2	PS: Security Guard 11-
2	AK: Neutral Ground 11-
2	KS: Current Events 11-
6	+2 with Disguise, Acting and Mimicry
6	+2 with Dirty Infighting
8	+1 with all Combat
10	+1 Overall Level

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

Costs:	Char		Powers		Total		Disadv		Base
	119	+	188	=	307	=	207	+	100

Background: Robert McAdams refused to discuss his past or the origin of his powers, except to firmly deny that he was a mutant. The most popular theory in Sanctuary was that Robert had dabbled in some sort of forbidden magic, and perhaps opened a door that wasn't meant to be opened.

For many years, Robert earned his living through crime, using his powers and wits to take money from other, always wealthy, people. As a man who could change his looks almost at will, Waxman easily evaded security systems and the police.



Waxman joined Sanctuary four years ago, in the belief that working there might be more interesting than stealing. This intuition was proven correct, and he never regretted the decision.

Waxman was the primary covert operative on the staff of Sanctuary. He also earned the position of second in command, and ran the club when Pooka was away.

In the battle at Sanctuary, Waxman quickly guessed that the targets of the attack were Tokamak and Scarlet Sentinel. What he didn't know was that someone was gunning specifically for him. Disinformer had heard that a superlative disguise artist was working at Sanctuary. A jealous and dangerous man, Disinformer decided to eliminate his "rival." In the middle of the assault, Disinformer disguised himself to look like Pooka, and then went looking for the Waxman. Disinformer found Waxman on a deserted stairwell. Waxman saw through Disinformer's disguise (one of few ever to do so), and Disinformer shot him dead. Waxman's body was later found by Charcoal.

Quote: "If you really want to, you can do anything."

Personality: Waxman came from humble beginnings, and was always striving to better himself. He saw himself as an example to all the other criminals who visited Sanctuary. "Look at me", he seemed to say, "You can go straight just like me."

Robert also had a sense of humor and tended to pull stunts like arriving for his shift at the Security station in the form of the person he is relieving. The story of the time he crashed the "Ladies Only" pool party is still a favorite of many Sanctuary regulars.

Powers/Tactics: Waxman was an accomplished shape shifter and a skilled actor. His power to mimic the natural abilities of whatever form he took meant that he could fly like a hawk, have the fangs of a wolf or the night vision of a cat. He could not duplicate a non-organic Power. Robert's Martial Arts could only be used while he was in human or near-human form.

Appearance: Robert was normally 5'11" tall, weighing 165 pounds. He had brown hair and eyes, with a rectangular, moderately handsome but unremarkable face. He tended to wear loose fitting outfits, since his clothes didn't change with him.

RUSH (DECEASED)

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	2x Effect from gas attacks or poisons
29	DEX	57		
15	CON	10	25	Suceptibility to Pushing: 3d6 BODY/Phase
12	BODY	4		
13	INT	3	15	DNPC: Kid he's babysitting (Incompetent), 8-
13	EGO	6		
13	PRE	3	20	Hunted: Enemies of Sanctuary, 8-
10	COM	0		
7	PD	4	15	Hunted: WWII Villains, 8-
5	ED	2	10	Psych Lim: Private person
8	SPD	41	10	Psych Lim: Shy and quiet
10	REC	8	15	Psych Lim: Protective/Fond of Children
40	END	5		
30	STUN	2	15	Psych Lim: Code vs Killing
			15	Secret Identity
			22	Hero Bonus

Cost	Power	END
60	Multipower (60 pt reserve)	
6u	+20" Run (26" total), 1/2 END, x8 Noncombat	2(3)
4u	+20" Swim (22" total), 1/2 END, x8 Noncombat	2
7	Clinging with full STR, Linked to Running	
10	360 degree Vision	
5	+10 PD, Only vs Move by, Move Through and Falling Damage (-1)	
3	Breakfall 15-	
5	PS: Maintenance Man 14-	
4	PS: Childcare 13-	
2	SC: Chemistry 11-	
2	AK: Neutral Ground 11-	
2	KS: Cars 11-	
2	KS: History	
15	+5 with Movement	

OCV:10; **DCV:**10; **ECV:**4; **Phases:** 2, 3, 5, 6, 8, 9, 11, 12

Costs:	Char		Powers		Total		Disadv		Base
	150	+	127	=	277	=	177	+	100

Background: Phil Ballard was thirteen years old when he started work at a chemical plant, back in 1938. He did general cleaning and maintenance around the building after regular work hours. It was a good job for a black kid during the Depression.

One of the people he met on this job was Mark Horton, the son of the plant's manager. They struck up a friendship, though Mark's father tried to discouraged them. Mark would come to the plant after school to ride home with his father. Since Mr. Horton often worked late, that gave the two young men plenty of time to talk while Phil worked.

One evening, when the two were together, something strange happened. As Phil opened the door to a lab, clouds of white smoke came billowing out. Phil slammed the door, but not before he had inhaled the strange gas. Choking, he fled.

Phil suddenly found himself moving faster than he ever had before, faster than he had believed possible. Unused to such speed, he missed a turn and smacked into a wall. He was still unconscious when the firemen arrived.

A quiet soul, Phil never felt the urge to don a costume and become a public figure. This is not to say that he did not help when he could, but he never went looking for trouble. Once, late in the Second World War, he helped his childhood friend, who was now "Hyperion", to foil a desperate Nazi plot. Rush refused recognition for his deed, insisting that he had merely done what he could to help his country. Afterwards, he continued to lead his own life, and has used his superpowers only when there was no other course of action. When Hyperion decided to create Sanctuary, Rush agreed to work there as a maintenance man.

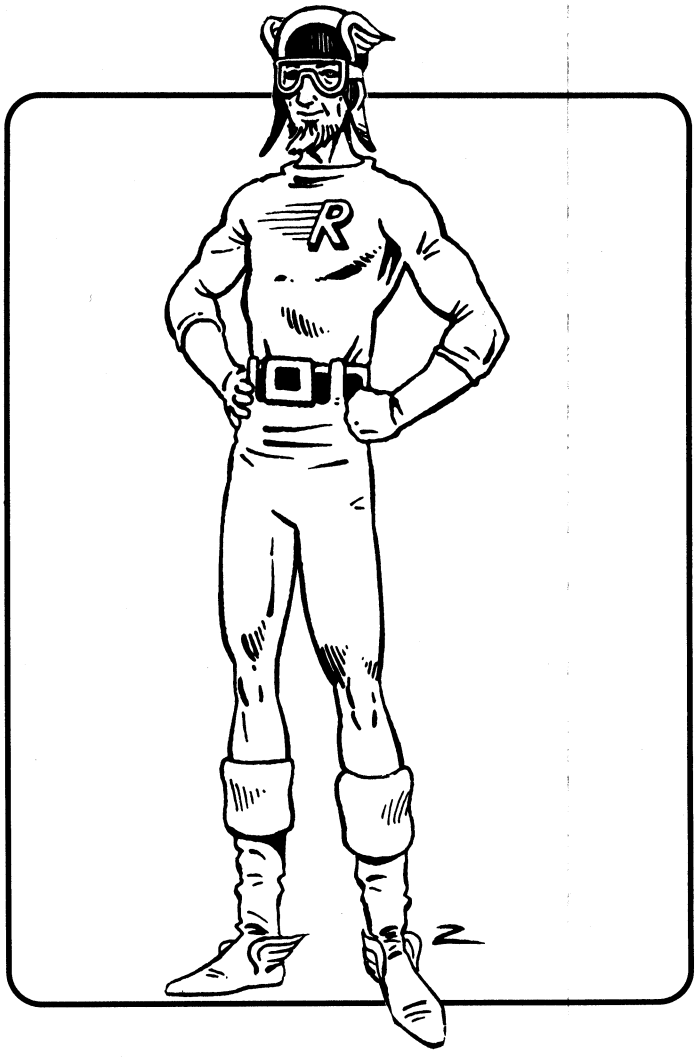
When the assault on Sanctuary began, Rush was in the "Tots all Right" day care center. The raging battle was shaking the foundations of the building, and Rush feared that the children might be in danger. He quickly grabbed a pair of kids and raced outside, returning almost immediately for two more. He did this again and again, his aged limbs growing weary at the unfamiliar work. Suddenly he felt a piercing pain in his chest. Rush ignored the agony until the last of the children was safe. Then Rush collapsed, the victim of a massive heart attack. Hyperion carried his friend to a hospital, but there was nothing the doctors could do. After saying a few quiet words to Hyperion, Rush died.

Quote: "Alright son. Calm down and think it through."

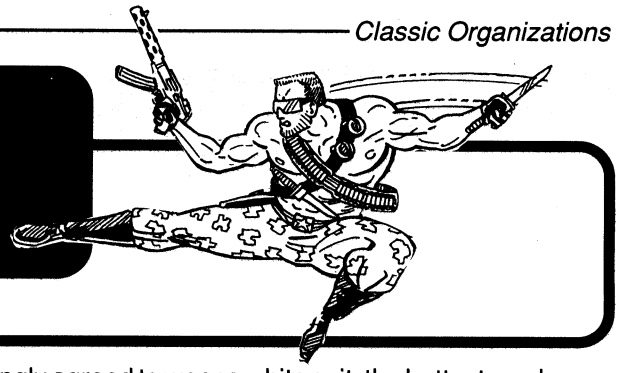
Personality: Rush was a private person, and was difficult to get to know. He was content with his life, and one of his greatest pleasures is to visit the children at the day care center. Occasionally, he even gave rides for the children at the "Tots All Right" day care center.

Powers/Tactics: Rush could run at great speed, and acted several times as fast as a normal human. If forced into a violent situation, Phil would spend his first actions getting normals out of the area. He then returned with the longest, heaviest item he could carry and did a Move By on the most dangerous target.

Appearance: Rush was 5' 10" tall and weighed 150 pounds. He had salt-and-pepper hair and was 63 years old. He usually wore overalls and work shirts, with expensive running shoes on his feet. For formal occasions he would don a twenty year old suit that still looked new.



SCENARIOS



SUPER FANTASY CAMP

In this humorous scenario, the heroes must help Pooka keep an eye on twenty five superhero groupies that spend a week at Sanctuary. In addition to dealing with fans, the heroes must also deal with a legitimate threat that the fans unleash during one of their pranks. The scenario is for any number of heroes, of any experience level.

BACKGROUND

Shortly after moving Sanctuary to Destruga, Pooka realized that the club was running dangerously short of money. Although Hyperion had endowed the club with millions of dollars, the costs of moving and paying for damages from the assault had created a deficit. Pooka had no intention of letting Sanctuary run into the red, so he called a meeting of Sanctuary's staff. There, he told them to brainstorm fundraising ideas.

After a lot of bad ideas, finally they came upon one they liked. Charcoal had read in Sports Illustrated about a "Baseball Fantasy Camp" where baseball fans could go and play baseball with their favorite baseball stars. The players would give the fans a week of training, and then at the end of the week, the fans got to play a baseball game alongside their heroes. "Surely," said Charcoal, "Anyone who would pay $10,000 to take a pitch from Sandy Koufax would pay twice that to fly through the air with Hyperion."

No one could have anticipated the response from the small ad that appeared in Superhype magazine. Within hours, Metalla was swamped with calls. There were old men who wanted to relive golden-age memories with Hyperion. There were young men and women who had grown up reading about the Champions, and who would give anything to fly in the Slingshot, or watch cartoons with Defender. There were even a few supervillain groupies, who heard about the camp in the supervillain fanzine *Villainy Unbound*. They could imagine nothing better than sticking it to Seeker, or somehow going full contact with the likes of Blackstar.

And thus the Sanctuary Super Fantasy Camp was born.

After going through the legal paperwork, Pooka decided to run the camp for one week each year. He would charge a hefty fee to most of the applicants, although he did admit a handful of charity cases (and reserved 2 spots to the "Make a Wish" Foundation). The paranormals that participated would get to spend a week around their fans, and would greatly help the club. Not surprisingly, most of the supers that Pooka contacted were glad to help.

Since then, the staff has been busy constructing the sets for the camp. There is a firing range, a "City-scene", and a danger room. A number of techno-buffs have constructed gadgets for the visitors, and Snapshot (from CLOWN) has agreed to capture the entire event on film. Pooka has grudgingly agreed to wear a white suit, the better to welcome the guests to their "Super Fantasy Island." Everything is ready... right?

(GM's Note: If the GM doesn't want Sanctuary to have financial problems, there could still be a Super Fantasy Camp. After all, such a camp would be a tremendous boon to public relations. Besides, Sanctuary could give the fees to a deserving charity, or use them to set up an insurance plan for paranormals.)

GETTING THE HEROES INVOLVED

The simplest way to get the heroes into the scenario is for Pooka to "ask" them to help out. (Pooka's requests usually sound more like orders, but he can be polite if he has to.) If they balk, Pooka can tell the heroes that some of the "supercampers" have specifically asked for the PCs — it would be a shame to let down their fans, wouldn't it?

Of course, the Super Fantasy Camp is also a natural for any supergroupies that might be associated with the team, including DNPCs, NPC fans, and the like. The PCs might decide to keep an eye on these individuals; they might even decide to go to the camp themselves, in Secret ID!

As a last resort, the GM can say that the PCs are visiting Sanctuary when the Supercampers arrive. Since one of the other hero teams couldn't make it (they were trapped in the clouds of Magellan, terribly sorry), Pooka dragoons the reluctant heroes into helping him.

PLOT

The scenario revolves around the hi-jinks a group of normals could have while visiting Sanctuary. The GM can play this out for as long as it is fun, and then segue into *Summoning*, the final subplot.

THE SUPERCAMPERS

As mentioned above, the campers themselves are an eclectic mix of twenty five people who are willing to pay big bucks to spend time with their favorite paranormals. The GM should use all the appropriate DNPCs from the campaign, as well as any other normal NPCs who might be interested. In addition, he can use some of the following individuals.

Buck Weathers: A sergeant in World War II, Weathers met Hyperion in Berlin in 1945, and has kept up a correspondence. Weathers' VFW post held a drawing to see which member would get to go to the camp, and Weathers won. At the Super Camp, Weathers is the informal leader of the oldsters.

Nicholas Weatherby III: Wouldn't it be great to be eight years old, with fabulously wealthy parents? Nick is. He's also spoiled rotten and used to getting his way. Nick is a good candidate for "most likely to set off a supervillain berserk."

Blackthorn: A college student whose rich uncle just died, "Blackthorne" decided to spend the inheritance money on the camp. Blackthorne takes little concern for his appearance; his only interest is the occult, and magically based paranormals. He tends to wear all black, talk mysteriously, and smoke clove cigarettes. For him, the Camp is even better than a Sci-Fi convention.

"Sharkey" Malone: Sharkey is a small-time hood from Washington D.C. who is coming to the camp to "make moves" with some of the supervillains. (Sharkey and his buddies took up a "collection" and Sharkey won.) Sharkey will take every opportunity to badger supervillains about his latest plan.

Gyro-Jim Dugan: Here to get an exclusive on this new "scam."

Freddy Foswell: That's right, Foxbat. Freddy waited in vain for Pooka to invite him to be a counselor; when this didn't happen, he decided to come as a camper. Freddy's disguise will almost certainly fall apart within minutes; he'll try to impress his fellow campers by going up to the PCs to say "Don't recognize me, huh? That just means my Foxbat-Disguise is working." He'll walk away, mumbling about how the "fools will never be able to defeat my plan..."

In general, the GM should design a full range of campers, liberally using DNPCs and other NPCs from the campaign. Movies like *Willie Wonka and the Chocolate Factory* provide good inspiration.

It is important to remember is that these people are *fans*. They have paid tens of thousands of dollars, just so that they can play out a week-long fantasy with their favorite paranormals. They have done research, and they know everything that has ever been published about the heroes. Think of two dozen trekkies that are given the opportunity to spend a week *on board* the Enterprise. Sure they're a little unbalanced, but they are having the time of their lives.

Wouldn't you sign up?

THE SUPER COUNSELORS

The counselors, obviously, are the paranormals who have agreed to help out. They include the staff from Sanctuary, the PCs, and Snapshot from CLOWN. In addition, the GM should decide which groups of NPC hero and villain teams are involved. Since this is primarily a light-hearted scenario, he should choose teams that would fit in. For example, the following paranormals might participate:

Champions (from the Champions hardcover): Seeker and Solitaire insisted.

Ultimates (from *Classic Enemies*): In order to make up for taking part in the Assault on Sanctuary, the Ultimates have sulkily agreed to be counselors.

Team Alpha (from the *Champions* hardcover and *Classic Enemies*): Led by PeaceKeeper, this is a motley team that will function as the second "villain" team. The other members are Bulldozer and Pulsar.

The counselors are given some perfunctory training, and Pooka tells them to be on their best behavior. He isn't expecting much in the way of trouble — how many problems can 25 normals cause?

ARRIVAL

The campers arrive through the teleportation tube (they can come by seaplane if the GM prefers), and they are assembled on the beach. Pooka gives a short speech, and the heroes are then assigned a "team" of six campers. The group includes Freddy (Foxbat), Gyro-Jim, and any other NPCs the GM wants to burden the PCs with. Any DNPCs should be assigned to the Ultimates. The PCs should each talk to the campers; the other paranormals do likewise.

ACTIVITIES

For the rest of the week, the PCs train, eat with, and socialize with their charges. The GM should customize to the abilities of the PCs. If one of the heroes can fly, then Pooka equips the campers with jet backpacks (5" Flight), and the hero can lead his charges into the sky. If a hero shoots energy-blasts, then the campers are given strap-on blasters (2d6 Energy Blast), and can take target practice down at the shooting range. If a hero is incredibly strong, then Pooka hands out exo-skeleton servo-motors (30 STR), and the entire crew can participate in a tug of war. And so on.

In the midst of all this, the heroes should be training the campers for the "super-battle" that is scheduled to take place at the end of the week. This is a superpowered brawl that will be fought on the mock-up of the city block. The actual paranormals are expected to fight each other, while the campers can engage in watered down mock combat among themselves.

In between scheduled activities, the fans relentlessly badger the characters about what it is like to be a hero, what is paranormal dating like, does Dr. Destroyer have bad breath, and so on. Each day should end with the heroes mentally and physically exhausted.

COMPETITIVENESS

Of course, not everyone is as diligent or as well intentioned as the PCs. The Ultimates, for instance, have been busy telling their campers how easy it is to be a supervillain — and how easy it will be to beat the heroes in the "super-battle." Since their group of campers are mostly villain groupies, the Ultimates have been getting an unaccustomed dose of encouragement. This has only increased their swagger, and their campers openly boast about how their counselors are going to "kick some hero butt" when the superbattle occurs.

As could be expected, the PCs' campers have heard about this, and intend to even the score. Over dinner, several of them, still armed with their gadgets, saunter over to the Ultimates' table, and tell the Ultimates' campers to put up or shut up. A fight breaks out, with the Ultimates cheering for their campers, who are predictably fighting dirty.

Whether or not the heroes get involved in this foolishness, Pooka soon runs over to break up the fight, which has trashed his cafeteria. The Ultimates and their campers stalk out, promising to see the heroes at the battle.

SIDEKICKS?

In addition to normal fans, the supercamp has attracted several young men (and one girl), who want nothing more than to become sidekicks to superheroes. The way they figure it, Batman had a sidekick, and so did a bunch of other heroes in the early 1970s. Surely if they can just convince the heroes of how cool it would be...

These sidekick-wannabes pick out their target paranormal, and follow him around ceaselessly. They continuously pepper him with questions, sneak into the PCs' quarters after dark, offer to bring him coffee in the morning, etc. They absolutely, positively, refuse to be put off; if the hero says "No", they simply redouble their efforts.

How the GM resolves this is up to him; if he is willing, a hero might actually take on a sidekick from the group!

DON'T FEED THE ANIMALS

Although the Fantasy Camp is going on, this doesn't mean that Sanctuary is closed down. In fact, a typical group of paranormals will spend time at the club during the week. This would be no problem, except that one of the campers, Jack Tipper, is a first-class autograph hunter. Having collected glossy 8x11" photos of 120 paranormals, John has spent three years getting the subjects to sign them. With only 14 autographs to go, he intends to complete his collection at Sanctuary.

In order to ensure that each of the missing paranormals will be at Sanctuary, John did a little research. First he broke into the Sanctuary computer to get the mailing address for each one. Then he dug through his back copies of *Superhype*, *Superstar*, and *Villainy Unbound*, to see what might interest each individual. Finally he mocked up some fake Sanctuary stationary. The result were fourteen carefully forged invitations to various special events at Sanctuary. Thus Halfjack was invited to a special seminar on "Living with Cybernetics", supposedly hosted by the supervillain PsiBorg. A "Dr. Simonicus" wrote to Hideous, telling him that he had figured out a way to fix his face. "Obsidian" challenged Firewing to a gladiatorial duel of honor. Worst of all, Professor Muerte decided to fly all the way from South America in order to play a game of chess with Bobby Fischer, who supposedly was coming out of retirement just to play one game.

On the appointed day, John sneaked away from his group of campers. John intended to hit the visitors up for autographs before they figured out was going on (and got mad). Unfortunately Halfjack, Hideous, and Firewing ran into each other in the Teleport Tube, and began talking about special events taking place at Sanctuary. Instantly suspicious that so much could be happening in one day, the three pulled out their invitations, which of course looked identical. Once they got to Destruga, they met Professor Muerte, and told him what was going on. The four fuming supervillains vowed to exact vengeance, if they could only find out who was behind the plot.

It was this moment that Jack tapped Professor Muerte on the back and demanded an autograph.

It is up to the GM to decide when the PCs enter the scenario. They can arrive just as the villains are about to rend Jack limb from limb. Or one of the heroes can see Jack slinking away from the rest of the group; the hero can then follow him to the fateful meeting. It is even possible that Jack might get cold feet, and will confess to the hero what he has done — and can the hero please help get him out of this fix?

In any case, the PCs will have to talk their way out of a very tense situation with some very angry supervillains. They might even have to fight to save Jack from his (well deserved) punishment. Of course, if the heroes can somehow give the villains what they came for (if one of the heroes can play a good game of chess, for example), then everyone might leave amicably.

The GM should alter this plot to fit his campaign; John can be replaced with any DNPC or NPC who would do something so foolish. Similarly, the paranormals could be anyone who would fall for the hoax. If the GM wants to make the scenario especially difficult, perhaps John contacted Eurostar or Dr. Destroyer...

GYRO-JIM KNOWS ALL

Before he registered for the fantasy camp, Gyro-Jim signed an exclusive contract with *Superhype* magazine. Every night he intends to write another installment of his column "My Week with the Supers".

Of course, Jim needs to get material for his column, and this means doing research. (Even though *Superhype* has been accused of making up its stories, that's not for Gyro-Jim — he's a real reporter. "— And don't you forget it!") Each night, Jim intends to sneak around Destruga, in order to see who is talking to whom, and what they are saying. Jim also hopes to get some really juicy gossip; rumor has it that Lady Blue is going to meet a certain handsome Australian superhero this weekend. In order to go around undetected, Jim has bought a top-quality Green Dragon costume. So long as he fakes an Oriental accent, he figures he will be able to "Walk with the paranorms, talk with the paranorms, eat, and drink, and ..."

How long the disguise holds up is up to the GM. Jim might be caught sneaking away from the group, or the heroes might spot him eavesdropping on conversations in the cafeteria. If left to his own devices, Jim might get caught clinging outside Lady Blue's fourth floor window. As in *Don't Feed the Animals*, the heroes will have to defuse a difficult situation.

Pooka, meanwhile, will be getting more and more frustrated with the disruptions caused by the camp. He will summon a brief meeting of the counselors and vow that he will "Never, ever again allow something like this to happen."

SUMMONING

The final, and ultimate disruption, occurs on Friday night — the night before the super battle on Saturday afternoon. For a week, the campers have been talking among themselves, boasting about their various extra-curricular exploits. After the autograph incident, Jack Tipper was on top, but he was surpassed by Gyro-Jim and his Green Dragon costume. Tonight, Blackthorne and Freddy Foswell (Foxbat) have decided to take things one step further. Working together, they intend to break into the trophy room, and steal a magical artifact of great power!

Freddy and Blackthorne make an interesting team. Blackthorne makes every effort to be strange and mysterious, while Freddy is openly loony and annoying. Although he thinks Freddy is a loud, boorish bozo, Blackthorne is is impressed with his knowledge of Sanctuary and its layouts. Freddy, for his part, is just happy to have someone to talk to.

Blackthorne, along with some like-minded friends back home, has determined that a famous nicknack, the Cube of Dimitrios, is secreted with all the other super paraphernalia. If he gets his hands on it, Blackthorne figures he can mount it in a black pendant and wear it with his other black clothes. The cube would be the perfect accoutrement for his Vincent Dimitrios costume. Freddy, for his part, just wants to have something cool to talk about.

What neither one realizes is that the Cube is actually an artifact of great power — power that was never fully deactivated. When used properly, the cube can summon forth a Golem of tremendous power to do the bidding of its wielder. The Golem takes on the visage of whatever the summoner is thinking of.

CUBE OF DIMITRIOS

• Summon Golem of Dimitrios, 0 END, OAF Cube, Independent, No Conscious Control, Incantations. Actual Cost: 208, Real Cost: 33.

• 60d6 Dispel Summoning, 0 END, OAF Cube, Independent, Requires a (magic) Skill Roll, Incantations. Actual Cost: 270, Real Cost: 57.

Total Actual Cost: 478, Total Real Cost: 90

And so, late Friday night, Freddy and Blackthorne sneak away from their bungalow and into the trophy room. Because it is so late, there is no one in the room; Freddy knows his way around from his last visit as Foxbat. The pair enter the trophy room, and Freddy uses his Foxbat Glasscutter to open the case. Together they reach into the case and grab the Cube.

Blackthorne is the first to examine it. He holds it up to the light, and tells Freddy, "I read that when he used to use this, Dimitrios used to say `Dark of the Dwarfstar, power that be... Open your power, bound unto me.' Look, the mist in the cube looks like a hologram of Dimitrios. Cool, huh?"

"Awesome... let me see it."

"No way, I'm still looking at it. Let go."

"Give it here, urrhhf."

Things that go bump in the night

Outside the trophy room, unforeseen events are occurring. In pronouncing the age-old invocation, Blackthorne inadvertently activates the magic inside the Cube. A 300' Golem appears on the beach next to the building. Given the thoughts running through Blackthorne's mind, the Golem's face looks like Vincent Dimitrios, one of the most powerful wizards in the world. Then, taking its cue from the wrestling match in the trophy room, the Golem starts to walk up the beach to ravage Sanctuary.

GOLEM OF DIMITIROS

STATS — STR 100, DEX 11, CON 10, BODY 26, INT 5, EGO 0, PRE 50, COM 10, PD 1+, ED 1+, SPD 3, REC 6, END 0, STUN 0, **Total Stat Cost:** 27

POWERS — Full Automaton (takes no Stun), 80 pips Growth (0 END, Persistent, Always On, 300' tall, 6,400,000 Kg, -10 DCV, +10 PER rolls against, +16" Reach, -16" KB), STR is Area Effect and 0 END, +10" Running (16" total, 0 END on full running), Shapeshift into anything the cube holder imagines (0 END, Persistent, Always On), 15 rPD/15 rED Armor (hardened), +4 Levels HtH **Total Powers Cost:** 589

DISADS — Distinctive Features (300' Golem), Phys Lim (Large and Unwieldy Body), Reputation (Powerful Magical Artifact), x1.5 Body from Sonic Attacks), **Total Disads:** 70

At this point, everyone in Sanctuary wakes up to see the Golem. All of the club's visitors, as well as the campers and counselors, can respond to the threat in their own way. What the heroes do is up to the GM. They can of course attack the Golem. Alternately, they can try to determine what created it. A simple head count can tell them that two campers are missing — Freddy and Blackthorne.

Meanwhile

Meanwhile, in the Trophy Room, Foxbat has finally grabbed the Cube, and is looking into it. Shaped by Freddy's mental energies (?), the mist in the cube takes the form of Foxbat, in costume. Freddy thinks this is so cool that he dances around the room, then starts thinking of other supervillains. He watches in rapt attention as the mist forms each supervillain in turn.

Outside on the beach, the Golem ignores its attackers and squashes bungalow after bungalow. Suddenly its form changes. Although it is still 300' tall, it suddenly looks like Foxbat — ping pong gun and all. The only difference is that this Foxbat is extremely handsome and muscular. Moments later, it stops attacking, and just stands still, looking confused. (Freddy is completely self-absorbed, and has no violent thoughts to motivate the Golem.) Next the Golem changes form again, to that of a 300' tall Grond, then a 300' tall Dr. Destroyer, then a 300' tall Plasmoid, then a 300' tall PC (any of them will do). In each of these forms, the Golem stands still, with a slightly dazed expression. (Inwardly, the Golem wonders if the summoner is a moron.)

Wrap-up

Once the Golem starts switching forms, even the most dense PCs should be able to figure out who is behind the problem. After that, they need merely find Foxbat and his partner in crime. The pair is still in the Trophy Room, wrestling over the Cube. They are completely oblivious to what is going on outside.

When the PCs arrive, Freddy and Blackthorne try to look innocent and hide the cube, which is difficult since neither is willing to let the other have it. If forced to fess up, Blackthorne admits that he spoke the ancient summoning mantra, but "so what — this thing got drained a long time ago. They said so in *Mystic Masters* issue 286." If told that the power is still there, Foxbat and Blackthorne say "Coooooopoooo!", and run to the window, where they are astounded by the mayhem they have produced.

Meanwhile, the heroes must figure out a way to dispose of the Golem. If any of them have magical skills, the GM can let them use the abilities to banish the Golem back into the cube. Otherwise they are stuck with trial and error. The GM can heighten the excitement by having the Golem rampaging toward the heroes even as they try to banish it.

Eventually, the Golem is sent home, and Freddy and Blackthorne are sent to their rooms. Everything can slowly get back to normal.

THE LAST DAY

With Sanctuary in shambles, with the usual guests mutinous, with the counselors exhausted, Pooka wants nothing more than for the disastrous camp to end. If the Golem did enough damage, Pooka might cancel the last day of camp altogether, and just send the campers home. Otherwise he holds the final superhero battle. In this combat, the PCs are expected to fight against the supervillains, while the villainous campers fight against the heroes' campers. The outcome should be based on what happens in the PCs' combat. Although the villains' campers cheat and play dirty, the heroes' campers are unified by a sense of purpose and the

cause of righteousness. (Yeah right...) If the heroes have done a halfway decent job of training their campers, then the villains should be defeated, just like they are in the comic-books.

After the battle, the campers can collect autographs, thank their favorite heroes, and be on their way. Between the heroes and villains, Gyro-Jim and the Golem, fun and the sun, it is a week that none of them will ever forget.

CONCLUSION

And what of Sanctuary? Among insurance bills, clean-up costs, damage done by the Golem, and assorted expenses, the camp actually cost more money than it made. Pooka asserted that it was "the worst seven days of my life"; he put Charcoal on KP just because the whole thing was her idea. Pooka has vowed to never, ever do it again.

And yet, anything is possible. Who knows? After he's had a year to let memories improve, maybe Pooka will let Charcoal convince him that "if we just fix a few minor problems..."

SANCTIONING SANCTUARY

This is a much more serious scenario involving the ongoing political battles between Sanctuary and the United Nations. Since there is little direct combat, the GM can use as many or as few heroes as he wants.

BACKGROUND

When it was ejected from the United States, Sanctuary was offered the island of Destruga, which until that time had been under the jurisdiction of the United Nations. However, not everyone was happy with the decision to give up the island. Sanctuary and Pooka had made a number of enemies over the years, and several nations opposed the move. Moreover, UNTIL and its influential leader — Major Juan Martinez — categorically opposed it. Since the defeat of Doctor Destroyer, UNTIL had been using Destruga as a live-fire training grounds, and as a testing facility for some of its more exotic weapons. Martinez also argued that the island would become "a haven for the worst international criminals and super-terrorists." Despite these objections, a majority of the Security Counsel voted in favor of the proposal — probably because the nations liked the idea of the supervillains staying *far away*.

However, lately Sanctuary's reputation has suffered a series of blows. Several national law enforcement officers have attacked the club, claiming that Sanctuary "takes heroes off the streets, and puts them on the golf course." *Superhype*, which had its reporters banned from the island, attacked the club as exclusionary, elitist, and snobbish. A huge expose by Gyro-Jim Dugan claimed that Pooka was a petty dictator, who ran the club on his own whims. (The article was expanded into a best-seller titled *Pooka — The Man who Would Be King*.) Pooka denounced the article, but there was enough truth to it that a number of paranormals left the club and formed a group, "Supers against Sanctuary," calling for his ouster.

The most serious charges involved Sanctuary's policy of harboring supervillains. Although this is always a point of contention, it came to a head following a "Supervillain Conference" that was held at Sanctuary. Following the conference, there was a huge raid on Stronghold and several other super prisons. After the break, a majority of the villains fled back to Sanctuary. Law Enforcement officials around the world have blamed Sanctuary for providing a place where the villains can safely meet and formulate their plots. Martinez is again asking the UN to de-authorize Sanctuary; if they do, he says he will send in his UNTIL troopers and "clean out that nest of vipers once and for all."

GETTING THE HEROES INVOLVED

This scenario has wide impacts on the entire paranormal community. The heroes can be drawn in by being at Sanctuary during the supervillain conference, or they can be pulled in later, once Sanctuary starts to break apart. Eventually, some paranormals will phone the heroes and ask them what their feelings are about the whole situation.

Note that on the issue of Sanctuary, the PCs might have different opinions. The GM can maximize or minimize this intra-group conflict, according to the tone he wants to create.

PLOT

During the supervillain conference, Sanctuary was a raucous place, with late-night parties, dangerous brawls, and a general feeling of lawlessness. Most of the heroes decided to leave, and Pooka and the staff maintained order as best they could. Everyone breathed a sigh of relief when the villains left.

Unfortunately, they weren't gone for long. After the massive raid on Stronghold, the villains poured back into Sanctuary, in even larger numbers than before. Pooka listened to reports of the raid in consternation. He knew that Sanctuary existed only because the United Nations permitted it. The raid broke one of the unwritten rules — that Sanctuary would never become a staging ground for supervillain attacks.

Pooka deals with the situation as best he can. The American press attacks Sanctuary vociferously, and an Illinois Congressman has called the raid "an act of war — a second Pearl Harbor." Meanwhile, the supervillains, their ranks swelled by their freed comrades, plan to use Sanctuary as a safe-haven from which they can launch future attacks.

THE VILLAINS

Led by Sunburst and Neutron, a large group of supervillains have realized that Sanctuary offers unique opportunities for paranormal criminals. Finally there is a place for villains to flee — a place where no organization or hero can bother them. In fact, at Sanctuary the heroes help keep the villains from going to jail!

Some of the more intelligent villains, including Sunburst, realize that they are pushing Sanctuary, and that these glory days won't last forever. However, they feel that so long as they get out in time, they are not in any direct danger.

THE HEROES

The heroic community is torn by what should be done about the villains. There are a large group of heroes that subscribe to Sanctuary's original ideals of providing a Sanctuary for any paranormal who needs it. But far fewer heroes want the villains to take over Sanctuary, and use it as a glorified villain base. And there are a growing number of heroes who feel there should no villains allowed into Sanctuary, ever. Ironically, many of these heroes are vigilantes

who are themselves wanted by law enforcement authorities.

The most strident opponent of Sanctuary is Juan Martinez and UNTIL. Martinez is using all of the forces at his disposal to turn Sanctuary against supervillains; he has, for instance, refused to give UNTIL information to heroes who don't help him. In the event that UNTIL is given the go-ahead to attack Sanctuary, Martinez can count on the support of many heroes — heroes who would never fight against UNTIL on behalf of a group of supervillains.

THE STAFF

The staff is truly torn by everything that is happening. Of everyone, Hyperion is the most idealistic, and wants to stand by all the residents to the club. Pooka is much more of a realist, and recognizes that something must be done. Moreover, he is much more concerned with the survival of the club in some form. Hyperion has said that Sanctuary must be "done right or not at all;" Pooka wants it to survive in some capacity.

THE PCS

The PCs, play an extremely important role in what happens to Sanctuary. The dilemma that is presented to them is far from simple. On one side are arrayed most villains and idealistic heroes. On the other side stands UNTIL and most law-and-order heroes. In the middle is Sanctuary, which is sure to be hurt no matter what happens.

DECISION TIME

If the heroes advocate kicking out the villains, then there should be a series of fights on Destruga, between the heroes and the villains who refuse to leave. If the heroes say that the villains should be allowed to stay, they must work to convince the other heroes at Sanctuary. They can then go and argue their case before the UN Security Council and UNTIL. If the heroes vote to abolish Sanctuary, they can lead UNTIL's attack against the villains and heroes that will fight to preserve their club.

There is some room for compromise, although not much. For example, Sanctuary could maintain its status as a safe-haven, but might require a lengthy entrance procedure. (This would enable law officers to catch supervillains before they got "over the border", and would mean that villains couldn't flee onto Sanctuary only one step ahead of the law.) Alternately, Sanctuary could allow law officers to extradite especially dangerous supervillains, or the club might eject anyone breaking the peace or endangering the club.

This is, obviously, an extremely open-ended scenario; the GM should allow the heroes to resolve the situation according to their own prerogatives. The decision is also extremely political; the PCs might have to fight against other heroes, and their allies might be supervillains. Regardless of what they decide, there should be plenty of opportunities for speech-making, intrigue, and even combat. Have fun with it!

CONCLUSION

Whatever they decide to do, Sanctuary will be changed by these events. It is entirely possible that some of the staff might decide to leave, up to and including Hyperion. If they played an important role in reshaping Sanctuary, the PCs might even be asked to stay on as advisors or administrators. If this seems to dry and unexciting, remember that a lot of paranormals are going to be unhappy with whatever the heroes decide, and some of them are not beyond violence. Perhaps another assault on Sanctuary is in the offing!

ATTACK OF THE DESTROYER

This is a deadly-serious scenario that details Dr. Destroyer's conquest of Sanctuary. It can have wide-ranging effects on the game world, and there are severe consequences if the PCs are defeated.

BACKGROUND

Although he only comes to Sanctuary infrequently, Dr. Destroyer has long had an interest in the club. As a world-threatening supervillain, it is one of the few places where he can actually relax and interact with other human beings. He has won some epic chess games on the premises, and has even given a scientific lecture or two.

But for all of that, Dr. Destroyer has also seen Sanctuary as an integral part of his plans. The more successful Sanctuary was, the more paranormals would spend time there. And Dr. Destroyer liked the idea of being able to deal with all of his superheroic enemies in one place.

Destroyer knows that nothing has stopped him so much as the activities of superheroes. Time and again the heroes have hindered or delayed portions of his master plan. This time, Destroyer intends a massive pre-emptive strike that will trap the heroes before they can become a problem. His bait — of course — is Sanctuary.

One week before he strikes, Dr. Destroyer travels to Sanctuary. Although not a frequent visitor, this is not especially remarkable, and the guests give him his usual wide berth. Late at night, Destroyer walks out of his room, and into the night. (If the GM wants, an especially intrepid hero might see Destroyer, and follow him.) Destroyer travels down into his old complex. There, he opens a hidden door, and steps into a secret chamber — a chamber that was never found by conquering superheroes or UNTIL investigators. Inside are three dozen gleaming robots. One by one, Destroyer activates his Destroids. Afterwards, he walks to the Teleport Tubes, and leaves the island. (For more information on the Destroids, see *Day of the Destroyer*.)

GETTING THE HEROES INVOLVED

To get into the scenario, the PCs need merely be visiting Sanctuary, and in the handball court. There could be some sort of game going on, or the PCs could be engaged in a duel. There could even be NPCs involved, although this is not recommended, since the GM will then have to worry about what the NPCs are doing for the rest of the scenario.

PLOT

Monday seems like a normal day at Sanctuary. There is a multi-team conference for superhero teams, and a dozen supervillains are also lounging on the beach. Suddenly Peace Keeper, who is in his room, feels a secret command. Standing stock-still, the top of his head opens, to reveal a spinning satellite dish. A blue beam shoots out from the disk. Moments later, the entire island is surrounded by a glowing blue force field.

But that's not all. Moments before Peace Keeper received

his secret orders, Dr. Destroyer and Menton stepped through the Teleport Tube. Destroyer turned to the control panels, and with an imperious wave, blasted them into slag.

After Peace Keeper erected the force field, Menton and the Destroids go to work. Using his mental powers, Menton locates the Champions (and any other heroes the GM wants to use) and then Mind Controls them. Meanwhile, the Destroids attack from complete surprise, overcoming all defenders. Within five minutes, Destroyer is in sole command of Destruga. And five minutes later, Menton has established mental control of all the superheroes at Sanctuary.

Except for the Player Characters, of course. While the attack was going on, the heroes were in the handball court, which is protected from mental energies. (Why didn't Destroyer check out the court? Destroyer, has never visited the courts. With typical arrogance, he assumed that anything that he doesn't consider important must therefore be unimportant.)

THROUGH THE LOOKING GLASS

When the heroes emerge from the courts, it will not be immediately apparent that anything has changed. On the surface, Sanctuary looks undisturbed; there are the usual number of heroes and villains wandering around. However, if the heroes try to talk to anyone, it will become clear that something is wrong. Everyone looks *too* cheery. They smile, they laugh — but all in a mindless kind of way. And if asked about it, they will uniformly deny that anything has changed.

If they investigate, the heroes can determine that something very significant has happened. The Teleport Tube has been demolished and there was some sort of fight in the cafeteria. Many of the heroes look like they were in a fight, but no one is willing to acknowledge it. If they go to the cliff, the heroes can see a blue force field that surrounds the entire island. Perhaps the most disturbing thing is that no one else seems concerned. The beaten-up heroes are still holding their conference in the damaged cafeteria, and Strike Force is still bringing refreshments. What is going on?

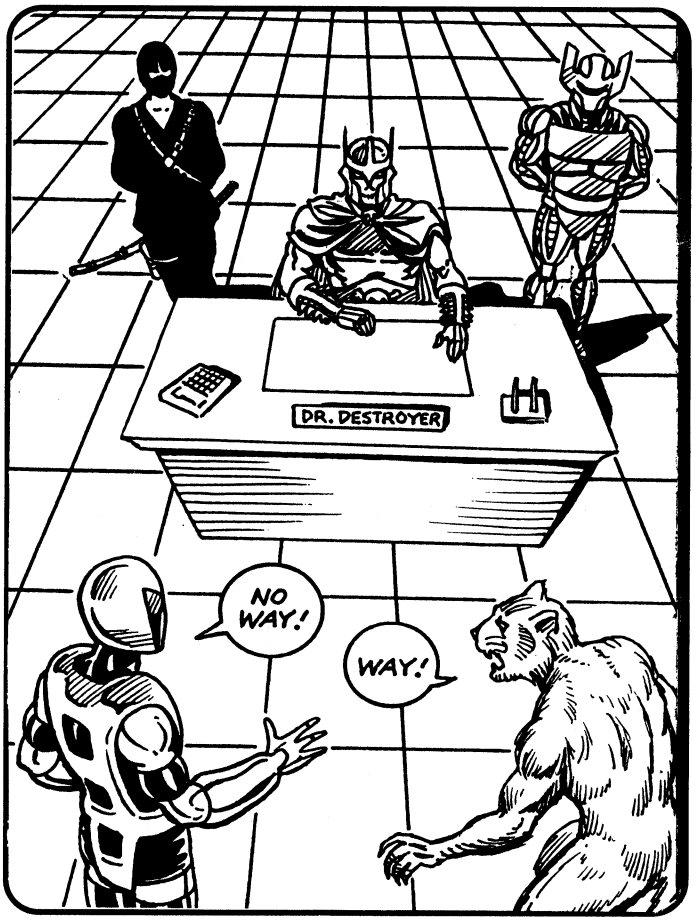
The truth, of course, is that Dr. Destroyer is in control of the island. After having Menton issue blanket commands ("Act Normally. Do not leave Sanctuary. Nothing is wrong."), Destroyer has scheduled appointments with each hero. At the appointment, Destroyer intends to give the hero his specific marching orders. At the same time, Menton will direct all of his mental energies into enforcing the Mind Control.

Eventually, the heroes should find their way to Pooka's office. Surely Pooka can tell them what is going on, and who is behind the bizarre events. (If the heroes need any urging, they can follow some other heroes who are arriving for their appointments.) When they get to Pooka's office, Metalla will cheerfully smile at them and usher them in.

WHAT ARE YOU DOING HERE?

When they open the door, the heroes see Destroyer, sitting at Pooka's desk. Next to Destroyer stands Menton, smiling. Next to Menton is Peace Keeper, with his head still open and a blue beam shooting out. Pooka is sitting meekly in the corner. Ten Destroids stand along the sides of the room as an honor guard. (GM's note: If played properly, Destroyer's presence should be a total surprise — similar to the sudden appearance of Darth Vader at Cloud City in *The Empire Strikes Back*.)

Regardless of what the PCs do, Destroyer looks at them disdainfully. (If they attack, Menton and the Destroids stop them.) Destroyer rumbles, "It is obvious that you have avoided the mental commands. It does not matter. I will see you tomorrow at 10:00 for your final commands. Until then you can entertain yourselves however you wish."



The Destroids forcibly usher the heroes out of the room and into the hall.

COUNTDOWN

The heroes now have less than 24 hours to stop Destroyer. How they do this is up to the GM and the players' imaginations. They might be able to salvage some powerful weapons from Destroyer's base, or they might be able to break the mental commands on some of the other heroes by manipulating their emotions. If they can somehow get a message to the outside world, the PCs might be able to get some help (although they will have to defeat Peace Keeper and "turn him off" in order for the help to get through the blue force field). One of them could challenge Destroyer to a game (chess, perhaps), with Sanctuary hanging in the balance

Throughout all of this, the PCs have to deal with the Mind Controlled paranormals who are wandering around Destruga. Although none of them are actively watching the PCs, they are all under Menton's mental thrall, and will stop the heroes from actively working against Destroyer.

FINAL ATTACK

Finally, the PCs should be able to make an assault on Destroyer in his office. They must fight through waves of Destroids, and several mind controlled heroes. When they finally get to Destroyer, he looks at them in disgust. "So, this is how you repay my mercy? Come Menton, we have other logs in the fire." With a blinding flash of light, Menton and Destroyer teleport away.

Simultaneously, Peace Keeper's head snaps down, and an LED display appears in his eyes. The display is a clock, and it is counting down one minute, second by second. Peace Keeper, meanwhile, goes berserk. Peace Keeper himself has regained control of his mind, but not of his body. He shouts to the heroes that he is going to explode — they must destroy him first. The heroes, of course, are welcome to come up with novel ways to disarm Peace Keeper without killing the noble robot.

CONCLUSION

With Destroyer defeated, the heroes must still go about the island, deprogramming all the paranormals who have been mind controlled. This offers a good opportunity for roleplaying; the GM should encourage the PCs to come up with unique ways to talk to each individual hero.

Destroyer himself is of course permanently banned from Sanctuary. Moreover, the Sanctuarites begin a room-by-room search of the Destruga to make sure that he doesn't have any other surprises secreted away. This could be an adventure in and of itself; who knows what robots and traps are hidden in secret chambers beneath the island?

Finally, the heroes have saved Peace Keeper from total destruction. If one of them is skilled in robotics or computer programming, they can try to rewire him; otherwise the task can fall to NPCs. Obviously, Peace Keeper is eternally grateful to the PCs, and feels as if his soul has been purged. Whether Dr. Destroyer has some deeper, buried purpose for Peace Keeper, only the future can tell...

OTHER SCENARIOS

DEPUTY HERO

Even though he's just a robot, Peace Keeper occasionally has things he must do, and this takes him away from Sanctuary. In the meantime, Sanctuary will be without a vital member of its staff, and a vital cog in its security. Without Peace Keeper, Pooka worries that tensions between various groups in Sanctuary might spiral out of control. Therefore, he needs someone to stand in and take Peace Keeper's place. The chosen deputy or deputies must be honest, fair, cheerful, and willing to help preserve Sanctuary.

Sounds like a job for the PCs.

Assuming the PCs fit the profile, Pooka approaches them and asks them to stand in for a day. Their roles are the same as that of Peace Keeper — to preserve the peace and serve the guests. The heroes are given small badges, and told to walk the grounds.

During the day, the GM can throw all sorts of complications at them. There is violence brewing between the Champions and the Conquerors. The PCs must step in before a fight breaks out. Two heroes argue over whose turn it is to play pool, and the heroes must mediate. A child hero (who can't swim) keeps getting in trouble on the beach. Of course, the CLOWNs think the heroes look ridiculous, and do everything possible to trip them up.

If he wants the adventure to take a serious turn, the GM can have the PCs discover a plot by some vigilante heroes to kidnap a villain from Sanctuary. The heroes have to either break up the plot or let it go by (and face the justifiable wrath of Pooka).

Eventually Peace Keeper returns, and the heroes can give up their responsibilities. If they have done an especially good and evenhanded job, Pooka might even ask them to become semi-permanent wardens.

WAYWARD ASSAULT

Sanctuary is, of course, located on what was once the island of Dr. Destroyer. Now everyone on earth knows that Destroyer was defeated, and his island was turned over to the UN. But what about heroes that aren't from this earth...

In a far away dimension, Destroyer's plot came much closer to fruition. He actually succeeded in launching his mind-control satellite, and for 10 years he ruled earth as an absolute monarch. Finally, a dimension-travelling hero came across the dimension, and destroyed the satellite

The heroes of the dimension (called the "World of the Destroyer") decided that no one — anywhere — should have to suffer as they had suffered. They agreed to undertake a quest — a quest to defeat Destroyer on all the dimensions. With the dimensional traveller leading them, they set off towards the PCs' dimension.

With a thunderclap, the huge army of paranormals appears over Sanctuary, and attacks. The GM should determine what alternate world heroes are in this army, and what they look like. (See *Champions in 3-D* for more information on how to do this.) The otherworld heroes attack Sanctuary's villains fiercely. They also attack the heroes, assuming that they have been mind-controlled. The PCs must survive the initial assault, and then convince the invaders to stop the attack. Afterwards, they must figure out a way to get all the paranormals back to their home dimension.

PLAYING GAMES

One thing that Sanctuary does is give the PCs a chance to relax — to escape from the responsibilities of being a hero. In order to simulate this, the GM can actually let the players play games, while staying in character.

To do this, break out the real cards, and play the game for real. The GM or (better yet) guest players can play for any NPCs, and the players can play for their characters. Card games are a good place to start, and poker can be especially exciting. Obviously, if any of the characters use their skills or abilities to gain an advantage, the GM has to set up some house rules to handle it. Still, it is much more exciting for the players to actually hold the cards and make the bets, rather than simply making Gambling Skill Rolls and counting the dice. Besides, doesn't everyone really want to try and bluff down Professor Muerte?

For truly ambitious players, there is no reason to stop at card games. Mightn't paranormals like boardgames too? Imagine a game of Diplomacy, where the some of the positions are played by members of Eurostar. It might be fun to play chess against Malachite, or even Grond!

Finally, the players might want to try roleplaying while

roleplaying — their characters playing characters. While this takes a lot of work and effort, it can be fun and diverting. Who gets to play GM? What genre would the heroes want to play? The possibilities are limited only by the imagination.

MACHINE MADNESS

Dr. Destroyer isn't the only supervillain with a grudge against the superheroes who stay at Sanctuary. Mechanon, too, has been stymied by the accursed paranormals. Moreover, Mechanon is disgusted that one of his own duplicates — Peace Keeper — works at Sanctuary and protects the organics. Something must be done!

Mechanon started by researching Destruga itself. Using his invisible robot drones, Mechanon was thrilled to discover that Destroyer had left two dozen of his Destroids on the island. Mechanon also realized that he himself could infiltrate Sanctuary, by disguising himself as Peace Keeper.

On the day of the attack, Mechanon dresses himself in a serving apron, and flies to Sanctuary. He secretly disables Peace Keeper, and then activated the Destroids.

The heroes can realize that something is going on the moment the Destroids attack. Astute heroes can quickly recognize that these aren't typical Destroids. Instead of being silent (or speaking with Destroyer's voice), these Destroids repeat, in unison, "Die Organics." In addition, Destroyer is nowhere to be seen, and the Destroids seem to have no purpose but to attack the assembled supers.

Meanwhile, Mechanon — still in his Peace Keeper disguise — is sneaking towards the Trans-tube teleporter. He has determined that it is possible to overload the teleport tube, creating an explosion that will obliterate Destruga.

The heroes should see Mechanon while they are fighting the Destroids. They can notice that "Peace Keeper" is carrying himself more stiffly than usual. The apron, which is normally spattered with stains, is now made of the finest silk. Finally, "Peace Keeper" is taking no notice of the combat that is going on around him.

If the heroes confront "Peace Keeper," Mechanon briefly tries to maintain the impersonation. However, the master of machines is not a master of disguises! The moment Mechanon feels that the heroes are getting too suspicious, he tears off the disguise and attacks.

Once Mechanon is defeated, the heroes can find Peace Keeper, and turn him back on. The faithful robot is immediately apologetic, and vows not to let it happen again.

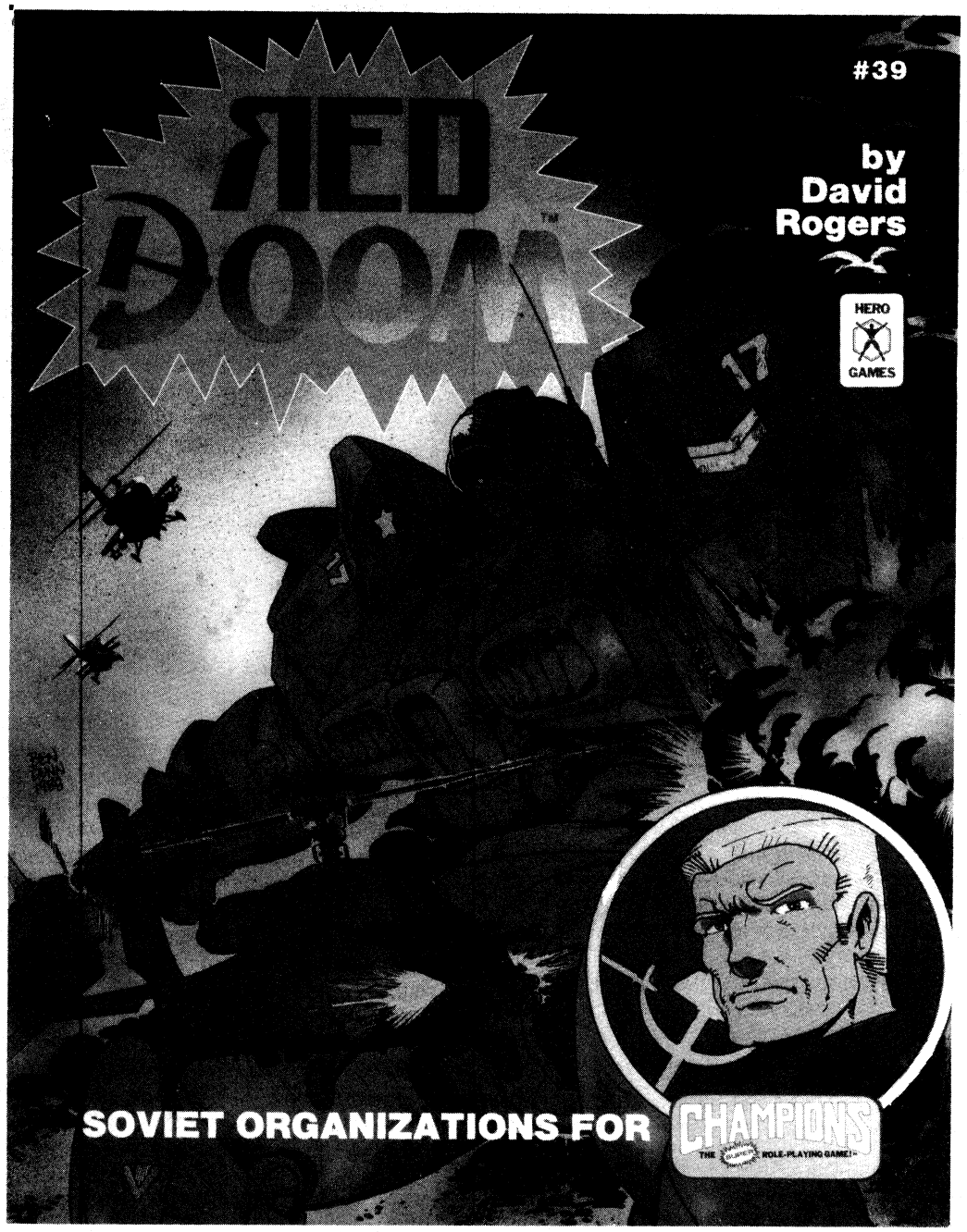
MURDER, MOST FOUL

Because Sanctuary is a setting where combat is actively discouraged, it is a perfect locale for a superpowered murder mystery. Mysteries don't always work well in a superheroic setting, because so many would-be detectives have powers that make the solution obvious. However, on Sanctuary, *everyone has* superpowers, and the GM can use this to compensate for the PCs abilities.

Example: *The hero Mind Titan has 12d6 Telepathy, which is enough to allow him to read the memories of most targets. Obviously this would make a good mystery impossible; all Mind Titan would have to do is use his telepathy on all of the suspects, and then identify the guilty party. Thus, when designing his mystery, the GM makes sure to give all of the prime suspects enough Mental Defense to protect their minds from the Titan's probes.*

The mystery itself can involve theft, blackmail, or kidnapping. Perhaps best of all is a murder mystery. Tensions are always running just below the surface at Sanctuary, and it wouldn't be all that surprising for someone to take matters into his own hands. For example, a villain might be hunted by an NPC hero. One night, while both were at Sanctuary, the villain was killed in is sleep. Pooka "deputizes" the heroes to discover what actually happened, which might be much more complex than it appears. (Maybe some arch villain has a grudge with the villain, and is using the hero's visit as a chance to frame him. Still worse, the PCs themselves might somehow be implicated in the plot — with only a limited amount of time to clear their names.)

The mystery can end when the guilty parties are apprehended. Although they cannot be prosecuted in Sanctuary, they are permanently blackballed from the club (and they might face charges at home).



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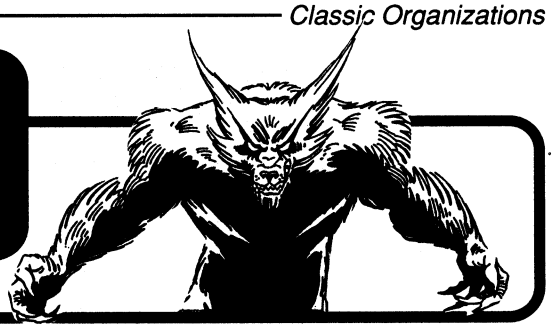
INTRODUCTION



Red Doom

In cold war America, this was the name given to all Soviet superheroes. The communist paranormals were considered avatars of tyranny — and dangerous components in the Kremlin's arsenal.

The truth, of course, was that "Red Doom" never existed. There were Soviet superpowered beings, but they were more similar to American superheroes than supervillains. Organized into two teams — the Supreme Soviets and the Comintern — these Soviets traveled around the world, rescuing people from burning buildings, stopping criminals and terrorists and performing other acts of heroism. To be sure, there were conflicts with Western heroes, especially over political matters. But there was never a Soviet villain group bent on world domination.

Until now...

In 1990, the two Soviet hero teams disintegrated. Some of the members joined their former leader to form a new group: Red Doom. Led by Col. Vasalov, Red Doom intends nothing less than conquest of the Soviet Union.

The remaining paranormals formed a different team. Unlike the members of Red Doom, these were true superheroes — men and women who believed in justice and fair play. Led by Ivan, they formed their own team — the New Guard. The New Guard stands beside Soviet reformers, and fights against Red Doom.

And between the two teams, the Soviet Union will never be the same again.

A HISTORY

In the early days of the Great Patriotic War of 1941-1945, the Red Army's ranking marshall came to Stalin with bad news. "Comrade Secretary, the progress of the struggle goes slowly. Our tanks, our soldiers, our equipment, and our morale are all superior to that of the enemy, but we have no one to match against the Nazi *ubermenschen."*

"Well, comrade," responded Stalin, "let us make some."

The general was immediately and permanently replaced for being the bearer of bad tidings, but his ideas have been tremendously influential in the decades since his untimely departure. Since that day, the Soviet Union has worked to create or recruit powerful and loyal superheroes. Their first hero, General Mayhem, has long since faded into the history books, but more have followed in his footsteps.

THE EARLY YEARS

The heroes of the U.S.S.R. worked more or less independently of their government, much like most American superheroes. Although they were carefully watched, and some were recruited into government service, the Byzantine nature of Kremlin politics prevented the government from assuming direct control of the paranormals. After all, who would control them — the party, the Army, or the KGB? So long as they didn't cause too much trouble, the Soviet supers enjoyed a surprising degree of freedom. All this changed in 1979, when the invasion of Afghanistan was in the planning stages. Fearing high war casualties, Warsaw Pact leaders finally decided to gain control over the Eastern Bloc paranormals. The Politburo authorized the creation of the Comintern, or Communist International, of Superheroes. This small group, led by a Politburo political officer code-named the Premier, aided the Soviet effort in Afghanistan considerably.

BREZHNEV'S MLADENETSY

Impressed by their power and versatility, Chairman Brezhnev ordered then KGB-chief Andropov to develop another unit like the first, to be headed by a KGB officer, which would be responsible solely to the head of the KGB and the Chairman of the Communist Party. This group was code-named the Supreme Soviets.

In time, Brezhnev died and Andropov took his place as the head of the Communist Party. The Supreme Soviets reported directly to him alone. Shortly afterwards, the Comintern was badly beaten in Lebanon by a cadre of American superheroes. Several of their members, including the Premier, were killed by Austin's Green Avenger, creating a major international incident. In a daring effort to consolidate power, Andropov merged the now-leaderless Comintern with his own Supreme Soviets, headed by KGB Colonel Sergei Vasalov. With the Supreme Soviets at his right hand, no one dared question him. Only Andropov's untimely death prevented an even greater consolidation of power.

GLASNOST GLORY

In the confusion that followed Andropov's death, Col. Vasalov maneuvered himself into a non-voting seat on the Politburo. With the combination of his KGB connections and the influence of his superheroes, he held tremendous power and influence.

But for Vasalov, this wasn't enough. He felt he could never become *too* powerful. And so he plotted, weaving intricate intrigues against his fellow members. One Politburo member was found consorting with a CIA agent, and had to resign. A World War II veteran was found dead of a heart attack. A high minister was found with documents linking him to corruption; he was forced to resign. Before long, Vasalov was the second most powerful man in the Soviet Union. Only Gorbachev stood between him and ultimate power.

Meanwhile, Vasalov had been reorganizing his paranormals. Wanting to avoid power plays by Ivan and Nemesis, Vasalov re-established the Comintern; this time as an

auxiliary team to the Supreme Soviets. He put all the trouble-makers together, where he could keep an eye on them, and insisted on adding Disinformer and Peristroika to the team.

Finally Vasalov felt ready to make his final power play. The target was Gorbachev; the prize was the Soviet Union. Vasalov knew that he couldn't accomplish the goal by himself, and he had to take other members of his team into his confidence. First he spoke to People's Commando, then Disinformer, then Scarlet Sentinel.

This was a fatal mistake. Sentinel, seemingly the most loyal of members, was actually a deep-cover West German spy. Sentinel knew that he couldn't reveal his true identity. If he did, Vasalov would denounce him as a traitor — and Gorbachev would remain unconvinced. Instead, Sentinel knew he would have to present the information as a loyal Soviet, one with the interests of Mother Russia at heart. Sentinel stole some of Vasalov's papers, and sneaked away to Sanctuary. Assuming that he was safe there, he worked to prepare his presentation. He knew that the presentation would have to be perfect — if he didn't convince Gorbachev of the danger, Vasalov would certainly triumph.

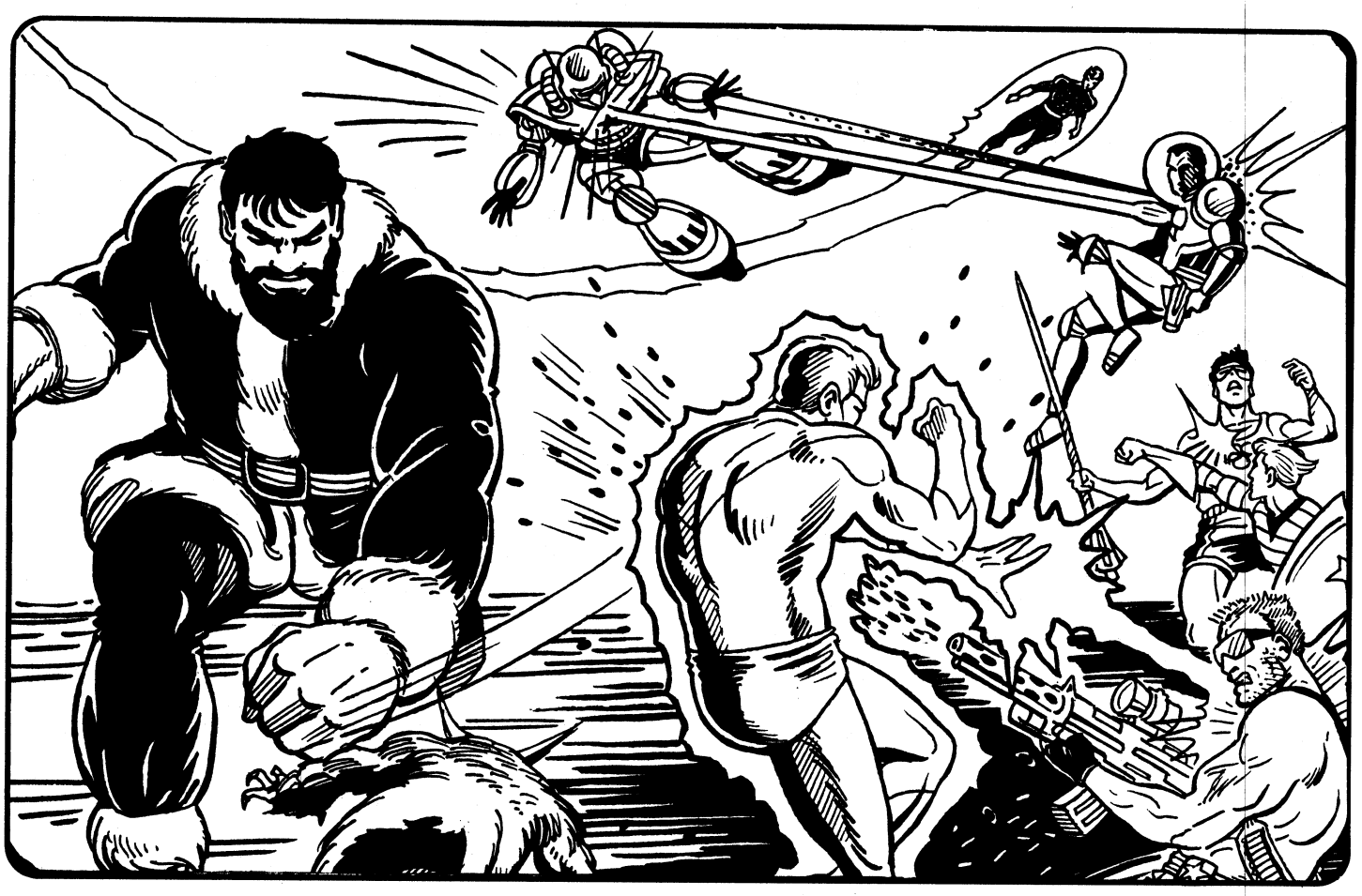
However, Vasalov had discovered that the papers were missing, and immediately recognized their import. If Sentinel wasn't stopped, all of Vasalov's plans would be overturned. Driven to desperation, Vasalov organized the mammoth assault on Sanctuary. Fortunately for Gorbachev, the assault was a failure. The next day, Sentinel presented the evidence of Vasalov's treachery.

For a few long hours, it seemed that Gorbachev might be overthrown. Loyal troops ringed the Kremlin, to protect the Politburo from attack. But the assault on Sanctuary had exhausted Vasalov's super-soldiers, and many deserted him to support Gorbachev. By the time the sun set, Gorbachev was the clear victor.

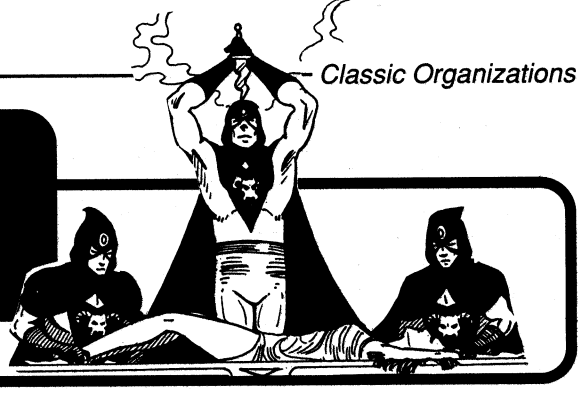
THE NEW ORDER

Realizing his defeat, Vasalov quickly contacted some of his superpowered teammates, and offered to create a new team. This team — Red Doom — would exist solely for its members. It would be a classic villain team. In the end, People's Commando, Soyuz, Loupe Garoux, Marathon, and Red Shield joined up.

Meanwhile, Gorbachev recognized that the Soviet Union needed a superhero team, to offset Vasalov if nothing else. After choosing Ivan as the leader, Gorbachev agreed to give the team autonomy as superheroes. Ivan eventually recruited Cosmo, Sputnik, Scarlet Sentinel, Peristroika and Nemesis into his "New Guard."



RED DOOM



MEMBERSHIP

Col. Vasalov (leader), People's Commando, Loupe Garoux, Soyuz, Marathon, Red Shield.

ORIGIN

Red Doom is very much the creation of Col. Vasalov. After the Assault on Sanctuary, Vasalov realized that the Soviet Government would soon move to reorganize the Supreme Soviets and Comintern. Wanting to preserve his own power base, Vasalov contacted each of the paranormals working for him. His offer was simple: he was forming a new superteam, one that would follow the wishes of its members. No longer would the paranormals be subject to arbitrary rulings from on high. The only authority would be his — Vasalov's — and he would make sure that each of the team's members got his fair share.

Not surprisingly, Vasalov found plenty of takers. People's Commando was disgusted with USSR's civilian leadership, so he joined right up. Loupe Garoux wanted a loosely knit team where he could indulge his blood lust. Marathon and Red Shield had nowhere else to turn. Vasalov appropriately christened the team "Red Doom."

Vasalov was not yet through with his membership drive, however. Seeing that Soyuz was always willing to follow orders, Vasalov "ordered" him to join the team. Vasalov has spent a significant amount of time conditioning Soyuz so that he responds to Vasalov's orders above all others.

Finally there was the case of Disinformer. In Disinformer, Vasalov saw a kindred spirit — one who normally would have been the first recruit to Red Doom. But Vasalov had an more important job for Disinformer — as Red Doom's mole in the New Guard. At Vasalov's request, Disinformer professed loyalty to the Soviet Government. He now sends Vasalov reports on the New Guard and their heroic activities. With Disinformer as his ace in the hole, Vasalov is certain to have the upper hand if the two teams ever meet.

GOALS

Red Doom exists to fulfill the cynical and vengeful desires of its members. Spearheaded by People's Commando and Loupe Garoux, Red Doom has launched bloody attacks on the infrastructure of the Soviet Union. To satisfy Marathon and Red Shield, Red Doom sometimes travels outside the USSR to attack tempting American targets.

Unknown to anyone but Vasalov, Red Doom is also laying the groundwork for an eventual takeover of the Soviet Union itself. The seemingly random attacks tend to aid Vasalov's former allies, and punish his foes. When the time comes, he intends to cash in these debts.

TACTICS

Although extremely powerful, Red Doom is led by a former tactician, so they tend to scout out a target before going into battle. If possible, Vasalov will have a full description of any potential enemies, along with their strengths and weaknesses. Vasalov sees this as the only way to counterbalance the tendencies of his oft-impetuous teammates.

In combat, Red Doom tends to fight as six individuals, rather than as a tightly-run team. Loupe Garoux and Soyuz charge directly into battle, engaging opponents in hand-to-hand fighting. Marathon and Red Shield are right behind, sometimes using ranged attacks first to soften up the opposition. Peoples Commando has enough military experience to know about fire support, and will usually stay in the back, hold his actions, and wait for a good shot. Vasalov, in his Tokamak suit, also hangs back, directing his team and helping where necessary. Red Doom rarely takes prisoners, and some members (Loupe Garoux, Peoples Commando), actually go out of their way to increase the body count.

RELATIONS

Red Doom is comprised primarily of bitter loners, and thus the group dynamics are brittle. Vasalov is firmly in charge, and ensures that the missions are carried out, although he has acquiesced to the wishes of some of the members. Loupe Garoux and Peoples Commando both revel in death and destruction, and therefore enjoy each other's company. Meanwhile, Marathon and Red Shield are kindred spirits: Both are cynical bitter men who can look back on wasted lives. The pair tend to drink when not involved with a mission. Soyuz, of course, is in a world of his own, totally under the sway of Vasalov.

Vasalov has worked to establish relations with other villain groups, especially those located in Europe. He has twice had his team run interference for Eurostar. (*Superhype* initially speculated that Eurostar had established an apprentice team based in Russia, but then Peoples Commando blew up their Moscow bureau.) Vasalov has also been in contact with VIPER, DEMON, and other villain groups. Vasalov intends to accumulate enough favors from such organizations that they will support him in his eventual bid to conquer the Soviet Union.

REPUTATION

Although a new supergroup, Red Doom is already establishing a reputation for savagery and mayhem. (Of course, some of its members are already well known from their careers in the Supreme Soviets and Comintern.) A well publicized attack on the Leningrad military HQ left dozens dead, and Red Doom has publicly threatened to unleash a "Second Chernobyl." The State Department has issued a warning to all Americans who travel to the Soviet Union: "Beware of this team and avoid all contact with them."

COL. VASALOV (TOKAMAK II)

Val	Char	Cost	100+	Disadvantages
23/13	STR	3	20	Normal CHAR Maxima
21	DEX	36	5	Age: 40+
19	CON	26	10	DNPC: Competent wife Natalia, 11-
16/15	BODY	10		
23	INT	13	10	Enraged: When personally insulted, 8-, R: 8-
14	EGO	8		
25	PRE	15	30	Hunted: New Guard, 14-
12	COM	1	10	Hunted: CIA, 8-
7/6	PD	3	20	Psych Lim: Must be in charge
7/6	ED	2	20	Psych Lim: Ruthless
4	SPD	9	10	Psych Lim: Hates the Soviet Union for what it has done to him
6	REC	0		
38	END	0		
33/32	STUN	0	10	Distinctive Features: Limp
			10	Distinctive Features: Scars
			10	Reputation: Sinister master spy, 11-
			5	Rivalry: With other spies and leader types
			10	Unluck: 2d6
			10	Public ID
			191	Villain Bonus

Cost	Power	END
15	Martial Arts (Commando Training)	
	Maneuver **Pts** **OCV** **DCV** **Damage**	
	Boxing Cross 4 +0 +2 4 1/2d6	
	Aikido Throw 3 +0 +1 2 1/2d6, Opponent Falls	
	Kung Fu Block 4 +2 +2 Block	
	Judo Disarm 4 -1 +1 23 STR Disarm	
10	+1 Overall Level	
8	+1 with Combat	
6	+2 with Boxing Cross, Aikido Throw and Judo Disarm	
4	+2 OCV with Plasma Bolt	
9	Persuasion, Seduction, High Society (All 14-)	
9	Bureaucratics, Criminology, Cryptography (All 14-)	
9	Stealth 13- , Concealment 14- , Shadowing 11-	
9	Tactics 17-	
6	Scholar and Well Travelled	
18	Knowledge Skills: KGB 15-, CIA 13-, Paranormals 15-, Police Procedure 14-, International Law 11-	
13	Area Knowledge Skills: Moscow 15-, Soviet Union 14-, Former Eastern Block Countries 13-, Western Europe 11-	
5	English (Fluent with accent, Russian Native)	
2	Familiarity with Small Arms	
10	2d6 Luck	
5	Ego Defense (8 pips)	
5	+10 PRE, Only to defend against PRE attacks (-1)	
50	Bases (250 pts. reserve)	
	TOKAMAK BATTLE ARMOR	
15	Elemental Control — Plasma Powers, OIF Battle Armor	
34a	9d6 EB with linked 1d6 Flash vs Sight Sense Group, 1/2 END (plasma bolt)	3
15b	18 rPD/18 rED Force Field, 1/2 END	2
15c	18" Flight, 1/2 END	2
7	+8d6 EB, Burnout 9-, 2 Charges, Costs END, x2 END, OIF Battle Armor	8
20	N-Ray Vision (not through forcefields) with linked +10 Telescopic vision, OIF Battle Armor (Meson Vision)	
7	High Range Radio, OIF Battle Armor	
3	Flash Defense for Sight Sense Group (5 pips), OIF Battle Armor	
13	Life Support (Self Contained Breathing, Immune to Vacuum/High Pressure, Intense Heat/Cold, and Radiation), OIF Battle Suit	
23	200 Pip END Reserve with 15 REC, OIF Battle Suit (all systems run off END Reserve)	
5	5 pips Density Increase, 0 END, Persistent, Always On, OIF Battle Armor	
5	5 pips Growth, 0 END, Persistent, Always On, OIF Battle Armor	

OCV:7 **DCV:**7 **ECV:**5 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	126	+	355	=	481	=	381	+	100

Background: Sergei Vasalov was born in Volgagrad, U.S.S.R., in 1927. As a boy, Sergei was active, industrious and idealistic. He was the leader of a troop of Young Pioneers (Soviet boy scouts). In 1942, he lied about his age in order to join a Red Army tank brigade. He served as loader until his tank captain was killed by enemy fire, whereupon young Sergei received a battlefield promotion to captain. He served with distinction at the Battle of Stalingrad in the Lenin Tank Brigade. Three times he was decorated for conspicuous bravery, and twice for wounds he received in action. By the end of the war, he had been promoted to Lt. Colonel. At the age of 17, his future seemed assured.

After the war, however, Vasalov's luck deserted him. His parents, it seemed, were "politically incorrect". Lt. Col. Vasalov was dishonorably discharged from the Soviet Army, and was placed in a mental hospital for "re-education." For 17 years he survived in a labor camp, but the rest of his family was not so lucky. When he emerged from the gulag, Sergei was completely alone.

The years of struggle changed Sergei. Gone was the idealistic young man eager for approval and attention. In its place was a cynical, bitter man who believed that the world would take away everything if given the chance. Vasalov vowed that he would never be at the mercy of another human being. Henceforth he would be in charge, and only he would have power over himself.

The first step was to rehabilitate his record. Sergei rejoined the Army and was made a major — the last rank for which the

paperwork could be found. Sergei spent the next ten years making political and military connections to insure that he could never be purged again. It was during this time that he met and began to associate with young Yuri Andropov (later Communist Party chairman), who arranged for Vasalov's transfer to the KGB.

In 1967 Sergei was assigned to Hanoi, where he helped plan the Tet offensive and served as a military advisor to the North Vietnamese for the duration of the war. In 1973, Vasalov returned to Moscow, where he at last regained his rank of Lt. Col. He worked in the counter-espionage unit until he was transferred to a series of diplomatic assignments, first in eastern Africa, then New Zealand, and finally, the U.N. He stayed at the U.N. until he was summoned home to organize the Supreme Soviets.

Vasalov used his position as the leader of the Supreme Soviets to entrench his position in Moscow. He played his cards carefully, keeping his team independent of the various power blocs. When Gorbachev came to power, Vasalov used his position to ingratiate himself with the new premier. And when "his" superheroes successfully rescued the Soviet ambassador to Afghanistan, Gorbachev vowed that Vasalov would receive a seat on the politburo.

However, Gorbachev — and his reform policies — made Vasalov uneasy. Vasalov's control over the Supreme Soviets and Comintern was based on communist principles and military rules. If Gorbachev succeeded in Westernizing Soviet society, Vasalov feared that the various Eastern-bloc superheroes would form their own teams, independent of Vasalov's control. This would decrease Vasalov's power — something that Vasalov found unacceptable.

Vasalov thus set into motion the events that would culminate in the huge battle at Sanctuary. In the battle, Vasalov captured the suit of Tokamak armor. However, he did not recover the papers that incriminated him. And once Gorbachev had proof of Vasalov's perfidy, Vasalov's official position was finished.

Vasalov felt betrayed — again — by fate. He blamed Gorbachev, he blamed the Scarlet Sentinel, he blamed the West. But most of all, he blamed Russia and her people. How he had suffered! He vowed that this time, Russia would suffer as well.

Vasalov contacted all his former teammates, asking them to join him. As he expected, seven offered to join his team. Vasalov told one — Disinformer — to work as a mole in the new Soviet superhero team. The other six he molded into a new team: Red Doom. Using them, Vasalov intends nothing less than the destruction of Mother Russia.

Quote: "Feel my pain, Russia — and suffer as I have suffered."

Personality: Col. Vasalov is a bitter, ruthless, pitiless man. He is convinced that life has no meaning or purpose other than what you impose upon it by force. Sergei is unwilling to share his knowledge or his power with anyone, for fear that they might use it against him.

Sergei's recent reversal has only confirmed all of his bitterness and hatred. He dislikes everyone and everything, but has a special anger for anything Russian.

Powers/Tactics: Without the suit of Tokamak armor, Vasalov is merely a skilled normal, with the training he received from the KGB and Red Army.

When expecting a paranormal battle, Vasalov dons the Tokamak armor, which makes him a much more formidable combatant. The suit enables Vasalov to fly, see through objects, and fire beams of plasma energy. Although Vasalov doesn't understand the inner workings of the battle-suit, he has become proficient in using it in battle.

Appearance: Vasalov is exceptionally tall and thin by Russian standards, standing 6'5" but weighing a mere 180 pounds. His height is accentuated by his slight build and habit of wearing English trenchcoats. His face is long and thin, and his nose sticks out like a beak. His ruthless eyes under his thin grey hair hold a hard blue gleam. His scarred left cheek and the German shrapnel in his right thigh speak volumes about his difficult, violent life.

The Tokamak suit has been badly cared for, and has lost much of its original luster. It consists of a bulky red body suit with black trunks (stretched somewhat to fit over Vasalov's long legs). There is a star on the chest.

RED SHIELD

Val	Char	Cost	100+	Disadvantages
30	STR	20	15	Enraged: When companion or innocent is hurt, 14-, R: 8-
20	DEX	30		
25	CON	30	25	Hunted: New Guard, 11-
15	BODY	10	25	Hunted: Primus, 11-
13	INT	3	15	Psych Lim: Sworn to protect innocents
18	EGO	16		
20	PRE	10	15	Psych Lim: Always keeps his word
14	COM	2		
17	PD	11	10	Psych Lim: Reluctant to attack Americans
17	ED	12		
5	SPD	20	10	Psych Lim: Cynical and depressed
11	REC	0		
50	END	0	20	Reputation: Traitor, 14-
43	STUN	0	5	Rivalry: With Golden and Silver Avengers
			10	Public ID (Lyndon Johnson Kaufman)
			86	Villain Bonus

Cost	Power	END
15	Martial Arts (Commando Training)	
	Maneuver **Pts** **OCV** **DCV** **Damage**	
	Boxing Cross 4 +0 +2 8d6/12 w/shield	
	Aikido Throw 3 +0 +1 6d6, Opponent Falls	
	Kung Fu Block 4 +2 +2 Block	
	Judo Disarm 4 -1 +1 40 STR Disarm	
1	Martial Arts may be used with Shield (12d6 or 11d6 AP strike)	
22	Multipower (45 pt reserve) OAF Shield	
2u	Full Missile Deflection, Usable Against Attacks at Range	
2u	12 rPD/12 rED Armor, Hardened, Only against attacks he is aware of (-1/4), 14- Activation	
2u	6d6 EB, physical, Penetrating	
1u	+4d6 HA, 0 END	
4	Power Defense (10 pips), OAF Shield, 14- Activation	
27	Multipower (60 pt Reserve) OAF Pistols, 12 Charges	
2u	2d6 RKA, Armor Piercing, No Range Penalties, 4 Charges (laser pistol)	
3u	3d6 RKA, +1 OCV, +4 vs Range Mods, 8 Charges (gyrojet pistol)	
6	Damage Resistance 9 rPD/9 rED, OIF Protective Costume	
10	+5" Running (11" Total)	1(2)
5	+5" Swimming (7" Total)	1
2	+1 Sight Perception	
10	+2 with shield	
8	+1 with Combat	
3	Traveler	
9	Breakfall, Climbing, Stealth (All 13-)	
9	Demolitions 13-, Survival 11-, Concealment 12-	
5	Professional Skills: Diving 12-, Small Boat Handling 11-	
4	Knowledge Skills: Military Procedure 11-, SEAL Operations 11-	
13	Area Knowledge Skills: Moscow 12-, Soviet Union 11-, Western Europe 11-, Miami 13-, Washington DC 11-, Denver 11-, San Andreas 11-, the Presidio 11-, American Air Force Institutions 12-	
5	Russian (Fluent with accent, English Native)	
2	Familiarity with Small Arms	

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

COSTS:	Char		Powers		Total		Disadv		Base
	164	+	172	=	336	=	236	+	100

Background: Lyndon Johnson Kaufman was born July 5th, 1965 in Roanoke, Indiana to a conservative army career man and his wife, who soon divorced. Lyndon's teen years were confused and often without guidance. He became a classic trouble-maker — misbehaving in an effort to get his father's attention.

After his graduation from high school, Lyndon had neither plans nor direction for his future. He just stayed with his Dad while he pretended to look for a job, but actually spent his days playing pool and video games. After about a month of this, General Kaufman demanded that Lyndon join the military. Lyndon did his best to avoid acting on the idea, but finally his father twisted his arm, and Lyndon joined the Navy. After bouncing around the service, his father helped Lyndon transfer to PRIMUS, where Lyndon's uncle was the Golden Avenger.

Golden Avenger took good care of his nephew. He saw to it that Lyndon was placed in the training class for Silver Avenger candidates. G.A. even took Lyndon aside and gave him extra training and pointers when it looked like he was falling behind in his studies. His fellow S.A. candidates called him "Baby", or "Copper Avenger", but Lyndon kept at it while many of them fell by the wayside. Thanks to the personal attention of his uncle, and a lucky favorable response to the PRIMUS drug treatments, Lyndon Kaufman became the youngest Silver Avenger.

He served admirably for several months in the Miami PRIMUS office, and it finally seemed like he had found his niche. He probably would have stayed there forever, if he hadn't been called in to work on an SAT mission in Central America.

Even though it was highly irregular, the request for his help in the operation came from a "high government official." Lyndon went to the tiny "terrorist" nation of Guamanga, where his job was to patrol the forest while the "libertados" mined the Guamanga River, a vital Guamangan trade route.

Just as the group completed the operation, a small fishing boat with two drunken teenage couples came floating down the river. They struck one of the mines.

Lyndon tried to leap into the river, to rescue the two who didn't sink after the blast, but SAT agents held him back, to reason with him. "If you rescue those two, the whole mission's blown. The whole world will know this was an American operation." Lyndon was frozen in indecision, caught between his patriotism and his compassion, long enough for the last of the teens to drown.

Something in Lyndon snapped. He looked at the SAT agents, and saw only his uncaring father. He destroyed the camp and all the equipment, and killed the SAT agents and libertados who weren't smart enough and quick enough to run away.

Lyndon headed into the hills, where he stayed for eight days, living off the land. On the ninth day, he came down from the hills, into the capital city of Wocara. Wracked with guilt, he carried one of the victims with him to the steps of the capitol, where he lay the decayed body on the steps like a peace offering.

In the days that followed, Wocara was a media circus, and Lyndon Johnson Kaufman was the center ring. He was denounced as a traitor in America. Guamanga asked him to leave in order to prevent reprisals. Col. Vasalov offered him a refuge. Lyndon had little choice but to accept.

Today, Lyndon Johnson Kaufman is synonymous with Benedict Arnold in the minds of many people. PRIMUS and the U.S. government want him to rot in jail, or fry in the electric chair. The Golden Avenger has sworn to bring Lyndon in, or die trying. And his father has disowned him, refusing even to talk to Lyndon on the phone.

Red Shield works with Vasalov because he has no better options. When the Supreme Soviets broke up, Vasalov warned Lyndon that Gorbachev intended to repatriate him back to the United States. Lyndon, felt he had no choice but to join up with Vasalov

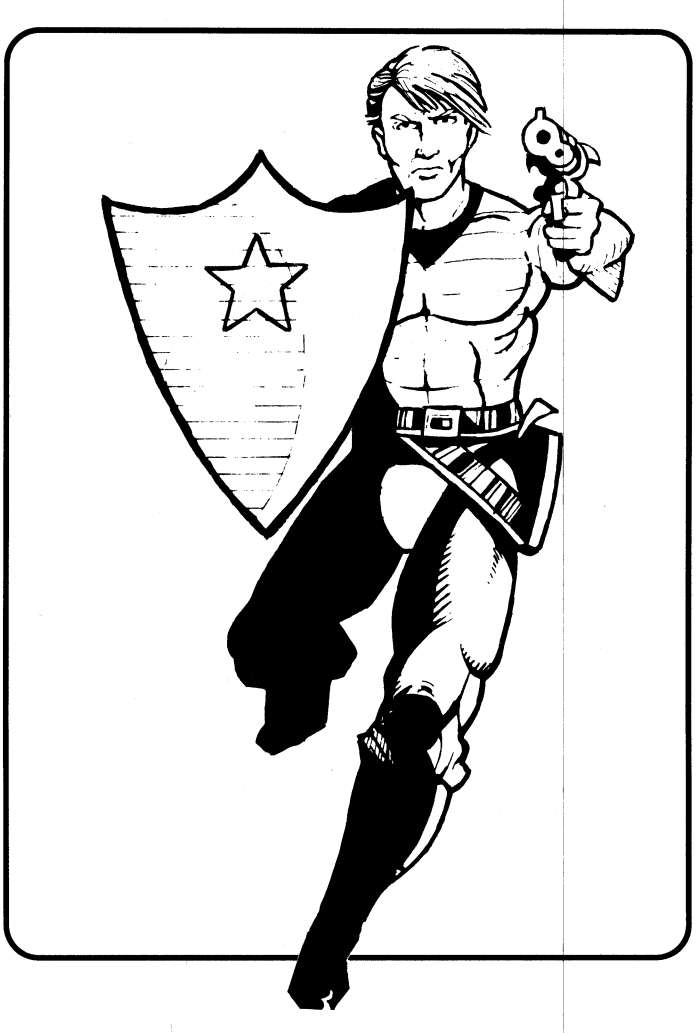
Quote: "You act as if all this matters. Well it doesn't — believe me."

Personality: Lyndon is an unusually melancholy and cynical young man. His life has taught him that he has little control over events: now he simply travels along the path of least resistance. Vasalov uses this sullenness to manipulate Red Shield into following his orders.

It is possible that someone could change Lyndon's outlook on life, but it would take a lot of work. And so long as he remains under Vasalov's thumb, it is doubtful that anyone will even try.

Powers/Tactics: Lyndon has the powers that he gained as the Silver Avenger. In addition, the Soviets trained him intensely in order to make up for the fact that, as predicted, some of the effects from the super-soldier treatments have worn off without booster shots. They also armed Lyndon with a sharp-edged, aerodynamic shield (laser-carved out of the hull of a crashed alien space scoutcraft) that is directed through magnetic controls concealed inside his costume and the shield.

Appearance: Lyndon stands 6'1", weighs 230 pounds,and has wavy blond hair and bright blue eyes. His shield once had a red star, but Lyndon has ground it down to a colorless gray.



THE PEOPLE'S COMMANDO

Val	Char	Cost	100+	Disadvantages
30	STR	20	10	x1 1/2 Effect from chemical weapons
23	DEX	39		
23	CON	26	30	Berserk: Without counter-drugs, 14-, R: 8-
25	BODY	30		
10	INT	0	15	Enraged: In combat,14-,R:11-
11	EGO	2	15	Enraged: When BODY taken, 14-, R:8-
25	PRE	15		
6	COM	-2	5	Dependence: Must take counter-drugs 1/day or 3d6
20	PD	14		
20	ED	15	25	Hunted: New Guard, 11-
6	SPD	27	25	Hunted: All Military and Intelligence Services, 11-
11	REC	0		
46	END	0	20	Psych Lim: Fearless and overconfident
75	STUN	23	10	Psych Lim: Vengeful
			10	Psych Lim: Casual Killer
			10	Psych Lim: Obeys orders
			10	Distinctive Features: Soldier
			15	Reputation: Brutal killer, 11-
			10	Public ID (Vlad "Iron Fist" Krylov)
			137	Villain Bonus

Cost	Power					END
25	Martial Arts (Commando Training)					
	Maneuver	**Pts**	**OCV**	**DCV**	**Damage**	
	Boxing Cross	4	+0	+2	10d6	
	Karate Chop	5	-2	+0	1 1/2d6K	
	Choke	5	-2	+0	Grab, 3d6 NND	
	Aikido Throw	3	+0	+1	6d6, Opponent Falls	
	Kung Fu Block	4	+2	+2	Block	
	Judo Disarm	4	-1	+1	40 STR Disarm	
8	+2 Damage Classes with Martial Arts					
1	Weapons Element (Rifle Butt)					
45	Multipower (90 pt reserve) OAF Battle Rifle					
4u	2 1/2d6 RKA, Autofire, 4 clips of 30 shots, +4 vs Range Mods (Modified AK-47)					
4u	4d6 RKA, Explosion, Reduced Penetration, 8 Charges (Modified grenade launcher)					
2u	8d6 HA, 0 END (rifle butt)					0
2u	2d6 HKA, 0 END (4d6 w/STR) (bayonet)					0/3
10	Multipower (20 pt reserve), IIF Enhancement Drugs, 8 Charges, Gestures (must "pop the pill")					
1u	4d6 AID for SPD, 2 Charges					
1u	4d6 AID for EGO, 3 Charges					
1u	4d6 AID for STR, 3 Charges					
10	Damage Resistance 10 rPD/ 10 rED (metal implants)					
3	Flash Defense for Sight Sense Group (5 pips) OAF Sun glasses					
5	Lack of Weakness (5 pips)					
10	+5" Running (11" Total)					1 (2)
30	Find Weakness with Battle Rifle 13-					
40	+5 with Combat					
9	Breakfall, Climbing, Stealth (All 14-)					
9	Demolitions 11-, Interrogation 14-, Survival 11-					

Background: Vlad Krylov was born in Petrograd in 1966. Vlad joined the Young Pioneers at the age of 7; he excelled in war games, such as "capture the flag" and "sentry". He was so enthusiastic in these games that on five separate occasions he hospitalized his opponents.

On his 18th birthday, Vlad joined the Soviet Army. In basic training his drill instructor noticed Vlad's unusually aggressive behavior, and arranged for the boy to be transferred to a special *Spesnatz* commando training unit. He was placed on active duty in

Cost	Power	END
5	PS — Soldier 14-	
1	Familiarity with Tactics	
6	Familiarity with Small Arms, Heavy Weapons and Common Melee	
3	English (Conversational with soviet accent, Russian native)	
3	Lightsleep	

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

COSTS:	Char		Powers		Total		Disadv		Base
	209	+	238	=	447	=	347	+	100

Afghanistan, where he was severely injured when his transport helicopter was downed by an American Stinger missile. Because of his dedication, proven ferocity, and his value to the Soviet Army, Vlad was chosen to become the next People's Commando. His broken bones were replaced with metal implants and he was given extensive drug therapy. After that, he returned to the field in Afghanistan, where he survived a direct hit from a Stinger — and got up to kill the *mujahedeen* who fired the missile.

Vlad could hardly believe it when the Soviet Army withdrew from Afghanistan. Vlad — like many of the veterans — felt that the war had been lost on the homefront. Vlad was convinced that the USSR needed someone with backbone. Someone like Stalin. Someone like Col. Vasalov.

Because of these beliefs, Vlad was perfectly willing to join Red Doom. He sees the team as a chance to transform Russia into the military juggernaut that he is certain that it can — and should — be.

GM's Note: Vlad is the third, and last, People's Commando. With the more liberal atmosphere in Moscow, the Red Army has permanently halted research into a program that killed more than half its

applicants. Moreover Vlad's criminal activities have discredited the entire program.

Quote: "Shall we — how do you Americans say — Rock and Roll!" (BLAM BLAM BLAM BLAM)

Personality: Vlad is a human killing machine, as efficient and remorseless as a wheat thresher. A perfect military man, he will never forgive Gorbachev for what Vlad considers to be a "stab in the back." Vlad now takes his orders from Col. Vasalov, and is happy to do so.

The People's Commando, because of this rather extreme personality, is something of a lone wolf. He respects Loupe Garoux for his ability to massacre opponents and his relaxed attitude towards lethal force. Loupe Garoux is the closest thing to a friend Vlad has.

Powers/Tactics: Vlad was once a perfect soldier. Now he is all that, and more. In addition to being a crack shot with a gun, Vlad can use his Commando Training at superhuman levels. His skin can withstand bullets, he can outrun vehicles, and he can survive a fall from terminal velocity.

Appearance: Vlad is 6'8" in his bare feet and weighs close to 450 pounds of muscle and steel. His brown eyes are almost always covered by Gargoyle™ sunglasses and his brown hair is cropped short — marine style. Vlad usually wears fatigue pants and black army boots, without any shirt, but with a double-bandolier across his chest. (Since joining Red Doom, Vlad has permanently discarded his military dress uniform). He never goes unarmed unless specifically ordered to do so.

LOUPE GAROUX (MAN FORM)

Val	Char	Cost	100+	Disadvantages
11	STR	1	20	Normal CHAR Maxima
14	DEX	12	5	DNPC: Sister, 8-
13	CON	6	15	Psych Lim: Manipulative
10	BODY	0	10	Psych Lim: Committed to Bloody Revolution
13	INT	3		
14	EGO	8	5	Accidental Change: Under a full moon, 8-
20	PRE	10		
18	COM	4		
3	PD	1		
3	ED	0		
3	SPD	6		
5	REC	0		
26	END	0		
23	STUN	0		

Cost	Power	END
9	Persuasion, Seduction, High Society (All 13-)	
11	Stealth 12-, Interrogation 13-, Streetwise 13-	
6	Scholar and Linguist	
8	Knowledge Skills: KGB 11-, CIA 11-, Punk Rock Music 11-, Occult 14-, Mystic Rituals 11-	
6	Languages: French (Native), Italian (Fluent), Spanish (Conversational), English (Conversational), Russian (Fluent)	
2	AK: Paris 11-	
5	English (Fluent with accent, Russian Native)	
1	Familiarity with Knives	
6	+2 with Knives	

OCV:5 DCV:5 ECV:5 Phases: 4, 8, 12

COSTS:	Char		Powers		Total		Disadv		Base
	51	+	54	=	105	=	55	+	50

Background: Pierre Jaquard was a rebel long before he was a werewolf. As a child, he played the German whenever his friends played "war". In high school, he was a punk rocker. He was kicked out of college for being drunk and disorderly in class. All his life, he has seen little value in playing by society's rules.

LOUPE GAROUX (WOLF FORM)

Val	Char	Cost	100+	Disadvantages
45	STR	35	20	X1 1/2 BODY, X1 1/2 Stun from silver weapons
29	DEX	57		
28	CON	36	5	Accidental Change: Under full moon, 8-
15	BODY	10		
13	INT	3	15	Enraged: When blood is drawn, 14-, R: 11-
14	EGO	8		
25	PRE	15	25	Hunted: New Guard, 11-
0	COM	-5	10	Hunted: London Zoological Society, 8-
20	PD	11		
20	ED	14	10	Hunted: French Police, 8-
6	SPD	21	20	Psych Lim: Overconfident
15	REC	0	15	Psych Lim: Blood thirsty
56	END	0	15	Psych Lim: Committed to violent revolution
54	STUN	0	10	Phys Lim: No fine manipulation
			10	Phys Lim: Can't speak
			25	Distinctive Features: Large Manlike Wolf
			15	Reputation: Ruthless Killer, 11-
			15	Secret Identity (Pierre Jaquard, French communist)
			65	Villain Bonus

Cost	Power	END
15	Elemental Control — Werewolf Abilities	
22a	2d6 HKA, 1/2 END (4d6 w/STR) (claws and teeth) (2)	1
10b	50% rPD Damage Reduction, Not vs Silver	
15c	+15" Running (21" Total)	3(4)
7	Damage Resistance 10 rPD/10 rED, Not vs Silver/Fire	
7	1 BODY Regeneration, Not vs Silver	
11	1/2 END cost for STR	2
15	+5 Perception	
5	IR Vision	
10	Tracking Scent	
5	Discriminatory Smell	
9	Acrobatics, Breakfall, Stealth (All 15-)	
3	Linguist	
6	Languages: French (Native), Italian (Fluent), Spanish (Conversational), English (Conversational), Russian (Fluent)	
10	+2 with HTH combat	
20	Multiform	

OCV:10 DCV:10 ECV:5 Phases: 2, 4, 6, 8, 10, 12

COSTS:	Char		Powers		Total		Disadv		Base
	205	+	170	=	375	=	275	+	100

Pierre isn't just a misfit, though. He's an amoral, strong-willed misfit with a penchant for trying the forbidden and getting in over his head. That's why he's a werewolf instead of a petty thief in Montmartre. On his twenty-fifth birthday, Pierre used a weird combination of seventeenth-century Catalonian Masonic rituals and twelfth century Italian alchemy along with a ragged wolfskin rug he picked up at a flea market to willingly transform himself into a blood-thirsty creature of the night. He wandered the countryside for a week, mutilating cattle and sheep, and the occasional family pet, until he came to Marseille. There he engaged in a bit of mass murder, taunting police and terrifying the population. As suddenly as they began, the murders of Marseille came to an abrupt end.

Pierre had returned to "normal" long enough to leave Marseille. He wasn't terribly bothered by the fact he had killed more than a

dozen people. He really liked the feeling of power that came from knowing he could snuff out a life in an instant.

Pierre decided to renew his acquaintance with a revolutionary communist friend of his from college, knowing full well that as a revolutionary he would have a "justification" for more terror and murder. And so, he become the "Bloody Communist," the terror of France. As a result of his exploits in the name of proletarian advancement, he came to the attention of Col. Vasalov, who met with him secretly in the Parisian metro near UNESCO headquarters. The young Jaquard was thoroughly impressed by the calm, collected KGB master spy, and agreed to join his group. Since then he has followed Vasalov loyally, and willingly joined Red Doom.

Quote: "Oui, oui, madame, I agree. Everyone has a dark side..."

Personality: Pierre has two personalities. The first is that of a charming, if amoral, Frenchman. The other is that of a blood-crazed psychopath. Underlying both is Pierre's belief that he should follow his desires, wherever they might lead. Thus on a given night, Pierre might be found charming a beautiful woman, or stalking a child walking home from school. Regardless of his actions and the suffering they cause, Pierre is completely unrepentant.

Pierre currently enjoys working with Red Doom; it is a group with few rules, and Vasalov pretty much lets Pierre do what he wants. When he tires of it, Pierre will leave. Whether he kills some of his "friends" on the way out, only the future can know.

Powers/Tactics:.Loupe Garoux has the abilities of a classic werewolf. He is fast, lethal, and hard to hurt. In battle, he likes to pick out a vulnerable opponent, and then attack in a whirl of claws and fur.

Appearance: Pierre Jaquard isn't particularly big — in fact he's on the small side (5'6", 140 pounds). He stays clean-shaven most of the time, and his grey hair is short. He wears rolled up T-shirts and American Jeans with colorful Italian or French jackets. In short, he doesn't look anything like a secret agent, and he looks even less like a werewolf.

MARATHON

Val	Char	Cost	100+	Disadvantages
25	STR	15	10	Enraged: When personally insulted, 11-, R: 8-
30	DEX	60		
30	CON	40	25	Hunted: New Guard, 11-
15	BODY	10	20	Hunted: Nike (Greek super-heroine), 11-
10	INT	0		
11	EGO	2	15	Psych Lim: Anti-American
13	PRE	3	15	Psych Lim: Arrogant
10	COM	0	10	Psych Lim: Cynical and Bitter
10	PD	5	10	Psych Lim: Dislikes Women
10	ED	4	5	Dependence: Must use Steroid 1/day or lose 1d6 STR, DEX and CON
7	SPD	30		
11	REC	0		
60	END	0	10	Reputation: Bitter Olympic Athlete, 11-
43	STUN	0	5	Rivalry: With other athletes
			15	Secret Identity (Nicholas Trikelis)
			45	Villain Bonus

Cost	Power	END
14	Martial Arts (Athletic Training) **Maneuver** **Pts** **OCV** **DCV** **Damage** Flying Kick 5 -2 +1 12d6 Hurdle Kick 5 +1 +3 8d6 Dodge 4 — +5 N/a	
12	+4 Damage Classes with Martial Arts (Already Included)	
24	Multipower (60 pt Reserve) OAF Olympic style weaponry, 8 Charges	
2u	2 1/2d6 RKA, No Range Penalties, 1 Recoverable Charge (radar guided javelin)	
2u	2 1/2d6 RKA, Explosion, 3 Charges (exploding discus, fragmentation)	
2u	8d6 EB, physical, Explosion (exploding discus, concussion)	
4	+10" Superleap, OAF Powered Vaulting Pole, Extra Time — 1 Phase, Requires a running start	
10	+5" Running (11" Total)	1(2)
16	50% PD Damage Reduction, Only vs attacks he is aware of (-1/4)	
16	50% ED Damage Reduction, Only vs attacks he is aware of (-1/4)	
9	Acrobatics, Breakfall, Climbing (All 15-)	
3	PS: Decathlete (DEX) 15-	
2	KS: Olympic Codes 11-	

OCV:7 **DCV:**7 **ECV:**5 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	169	+	116	=	285	=	185	+	100

Background: Nicholas Trikelis comes from a family of over-achievers: his brothers and sisters were best-selling authors, ship captains, ace pilots, and the like. When he was very young, Nicholas realized he was never going to be as smart as his siblings. Still, he felt that he had to compete somehow — to succeed in something his siblings could not — in order to make his parents proud of him. So, he threw himself into athletics.

The youngest Trikelis soon mastered every sport. He captained the school soccer team, and led his school to a national championship. He was not content, however, with just soccer. Everything was his challenge, from javelin-tossing to discus throwing, to bicycling, to boxing, to swimming, to running. He succeeded in everything — everything, that is, except classes.

Nicholas's failure to distinguish himself in academics brought him disdain from his siblings and pity from his parents. He found very little reason to stay home when the rest of his brothers and sisters were studying for college entrance exams he couldn't even take. Nicholas spent a lot of time hanging out on the streets with his jock friends, driving around, drinking, and behaving obnoxiously.

One night, shortly before the Greek national Olympic competition in 1979, he accepted a dare from some of his friends to sneak into an American military base and steal a jeep. An armed MP spotted him and yelled for Nicholas to stop just moments after he had pole-vaulted over the fence. Nicholas sprinted for cover, but the MP was faster, and shot at what he presumed was a terrorist. One of the bullets struck Nicholas in the head. Nicholas was hustled to an infirmary, where he lost his right eye. He was then imprisoned in the stockade on the American base until well after the Olympic trials were over.

Nicholas was furious. He blamed the Americans, saying that they had deliberately ruined his chance at Olympic glory because Greece had not joined the American Olympic boycott.

For four years Nicholas dreamed of showing up the Americans at the 1984 Olympics. He trained incessantly, ignoring his family life and disdaining women, drinking and all recreational or pleasurable activities. He competed constantly in national and European athletic events. Nonetheless, a growing uncertainty gnawed away at his confidence. What if the Americans had some new champion, he wondered? He began to take steroids, at first in moderation, to take the edge off his performance anxiety. But as he took more and more steroids, he became more dependent on them, and more certain he would not get caught with the drugs that had been prohibited by the International Olympic Committee.

He was wrong. Ironically, it was an American working for the IOC drug-testing program who chose him to be one of those spot-checked for steroids right before the games. Nicholas Trikelis was sent home in disgrace.

Again, Nicholas was furious; and again, he blamed the Americans for his own foolishness. This time, though, he was determined to make the Americans pay for excluding him from the Olympics. He bought some dynamite and a timer and constructed a crude satchel-bomb. He took his bomb to Athens, where he threw it discus-style into the courtyard of the American Embassy.

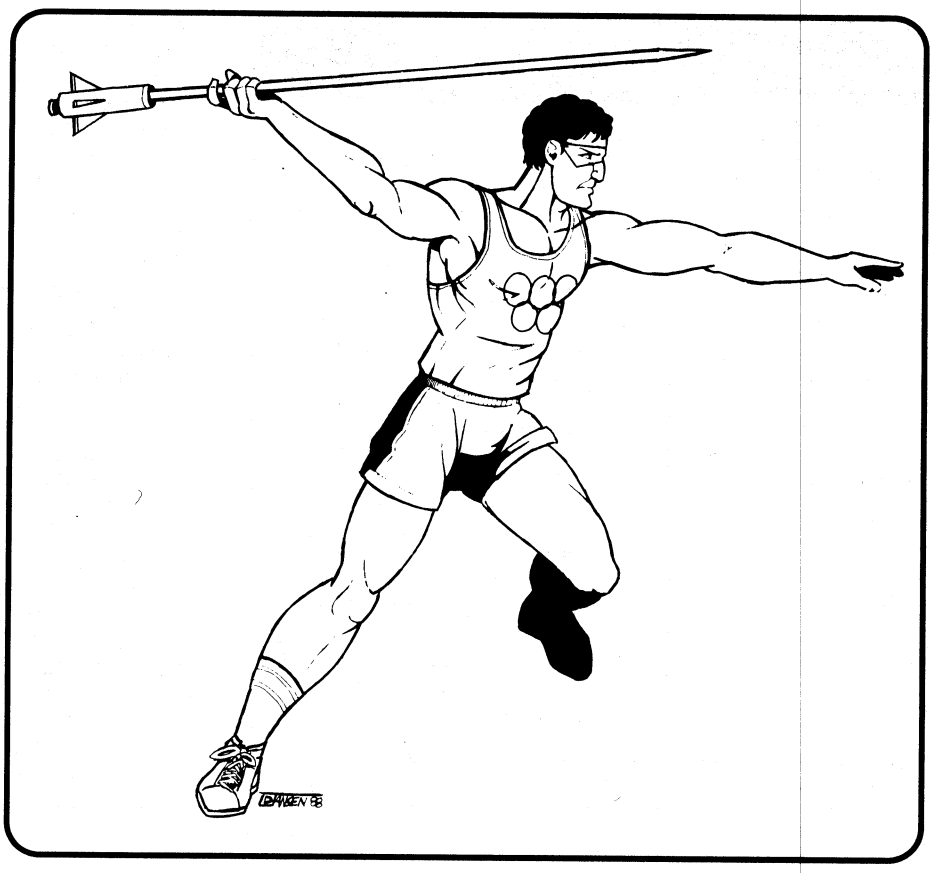
The Americans and the Greeks responded immediately, and chased Nicholas across rooftops and through alleyways all the way to the Soviet Embassy, where Nicholas requested asylum. The Soviets decided to protect Nicholas and to offer him a place on their Olympic team for 1988, after "appropriate counseling".

Nicholas never got that counseling. Sputnik was sent to retrieve him, and Nicholas was offered a place on the Supreme Soviets team, as Marathon. When the team broke up, Marathon joined his cynical soulmate Red Shield as a member of Red Doom.

Quote: "You Americans think you always know what's best for everyone else. But this time I'll prove you wrong."

Personality: Marathon is a embittered loser, who blames Americans for all of his misfortunes. He saw Red Doom as the only way to get back at the Americans who have stolen his dreams. When not in action, Marathon tends to brood on the supposed slights he has received. He and Red Shield make bitter drinking companions.

Powers/Tactics: The Soviets equipped Marathon with a variety of weapons that take advantage of his Olympic training and skills. He has a radar-guided javelin, an exploding discus, and a powered vaulting pole.



In battle, Marathon looks for an opponent with light defenses. He then attacks fiercely until the foe falls. Marathon is merciless, and is perfectly willing to kick an opponent who is down.

Appearance: Marathon is 6'2" and weighs 325 pounds. His shorts are red with white piping, and he wears Adidas running shoes (never Nikes). In civilian clothes, he tends to wear loose-fitting off-the-rack Soviet manufacture suits that make him look even larger than he really is. He likes to think of himself as a Greek god.

SOYUZ PROLETARIATSKI
(UNION OF THE WORKERS)

Val	Char	Cost	100+	Disadvantages
25	STR	15	20	x2 Effect from all mental powers
11	DEX	3		
13	CON	6	10	DNPC: Incompetent pensioner wife Ilya Pasternik, 8-
10	BODY	0		
10	INT	0	25	Hunted: New Guard, 11-
10	EGO	0	10	Watched: Vasalov, 11-
10	PRE	0	20	Psych Lim: Will not act alone
10	COM	0	15	Psych Lim: No sense of individual identity
10	PD	5		
10	ED	7	10	Psych Lim: Follows Orders, Especially Vasalov's
2	SPD	-1		
10	REC	4	5	Psych Lim: Likes Sputnik and Peristroika
26	END	0		
30	STUN	0	15	Phys Lim: Cannot remember former life or express emotion
			20	Distinctive Features: Featureless duplicating zombie
			5	Reputation: Member of Red Doom, 8-
			15	Secret Identity (Gregor Pasternik, supposedly deceased cosmonaut)
			276	Villain Bonus

Cost	Power	END
19	Penetration and 1/2 END on 25 STR	2 total
10	+5 " Running (11" Total)	1 (2)
7	+5 rPD/5 rED Armor, OIF Kevlar Armor, 14- Activation	
25	Mindlink with all 15 Duplicates	
4	5 pips Density Increase, 0 END, Persistent, Always On, Only while not duplicated (-1) (+20 STR, +4 PD/4 ED, -4" KB, x16 Mass)	
4	5 pips Density Increase, 0 END, Persistent, Always On, Only while there are 2 or less duplicates (-3/4) (+15 STR, +3 PD/3 ED, -3" KB, x8 Mass)	
5	5 pips Density Increase, 0 END, Persistent, Always On, Only while there are 4 or less duplicates (-1/2) (+10 STR, +2 PD/2 ED, -2" KB, x4 Mass)	
6	5 pips Density Increase, 0 END, Persistent, Always On, Only while there are 8 or less duplicates (-1/4) (+5 STR, +1 PD/1 ED, -1" KB, x2 Mass)	
4	+2 OCV With Punch	
2	PS: Astronaut 11-	
2	KS: Sputnik 11-	
3	English (Conversational with Soviet accent, Russian native)	
416	Duplication (15 Exact Duplicates)	

OCV:7 **DCV:**7 **ECV:**5 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	39	+	507	=	546	=	446	+	100

Background: Gregor Pasternik was born in 1943 on a collective farm near Moscow. Gregor has not always been like this. As a boy, he was bright, ambitious, and energetic. He excelled in school and in the Young Pioneers. He volunteered for the Soviet Air Force, and was eventually trained for the Cosmonaut program.

While he was on his first flight in outer space, Gregor was the victim of a freak space accident. He was spacewalking, when the craft that he was tethered to was struck by a radioactive meteor, and pieces of the meteor struck Gregor's spacesuit. While he lost heat and oxygen, the spacecraft began to hurtle towards the Earth. Just as the craft entered the Earth's atmosphere, the crew pulled Gregor inside. He was still alive, but the combination of the cold, the radiation, and the oxygen deprivation had left him changed. He gained the truly bizarre superpower to create an army by himself. In exchange, he lost his mind. He is currently a mindless husk, who follows orders, but has no free will of his own.

Because of his superhuman abilities, Soyuz was made a member of the Supreme Soviets. Later, when the group broke up, Vasalov ordered Soyuz to join the new group Red Doom. Soyuz — as always — obeyed orders, and is now a loyal member of Vasalov's group.

Quote: "Yesss Sirrrr" (Soyuz tends to slur his words)

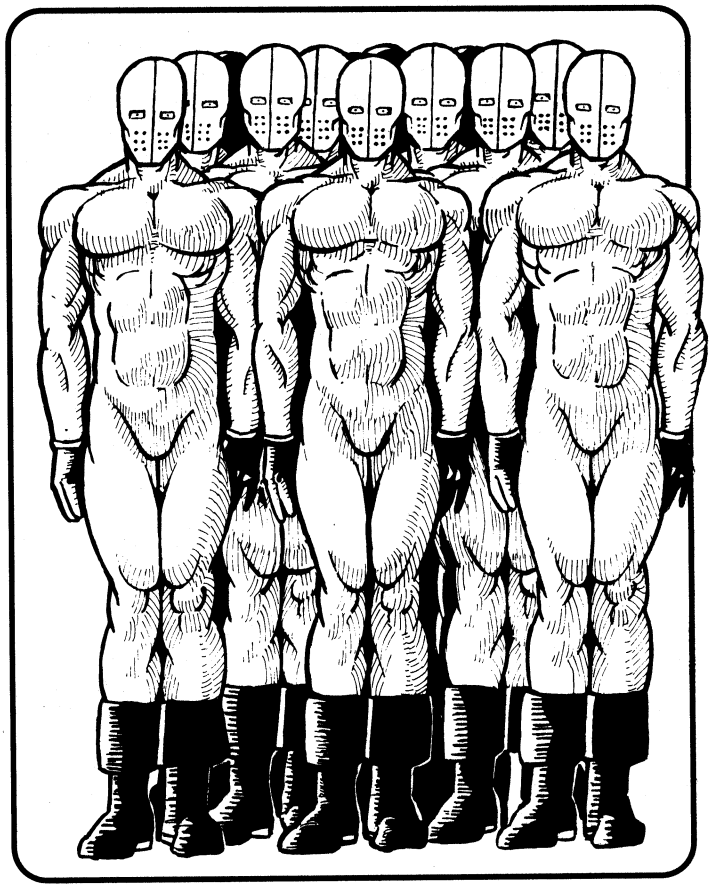
Personality: Soyuz has no personality or will to speak of. He speaks and acts only in reaction to others. If he were left alone in a room full of food, he would starve unless someone told him to eat. As the result of extensive conditioning, Soyuz obeys Vasalov over all others, but this could presumably be broken given time. When Red Doom is not on a mission, Vasalov keeps Soyuz in his room, where the other team members won't bother him.

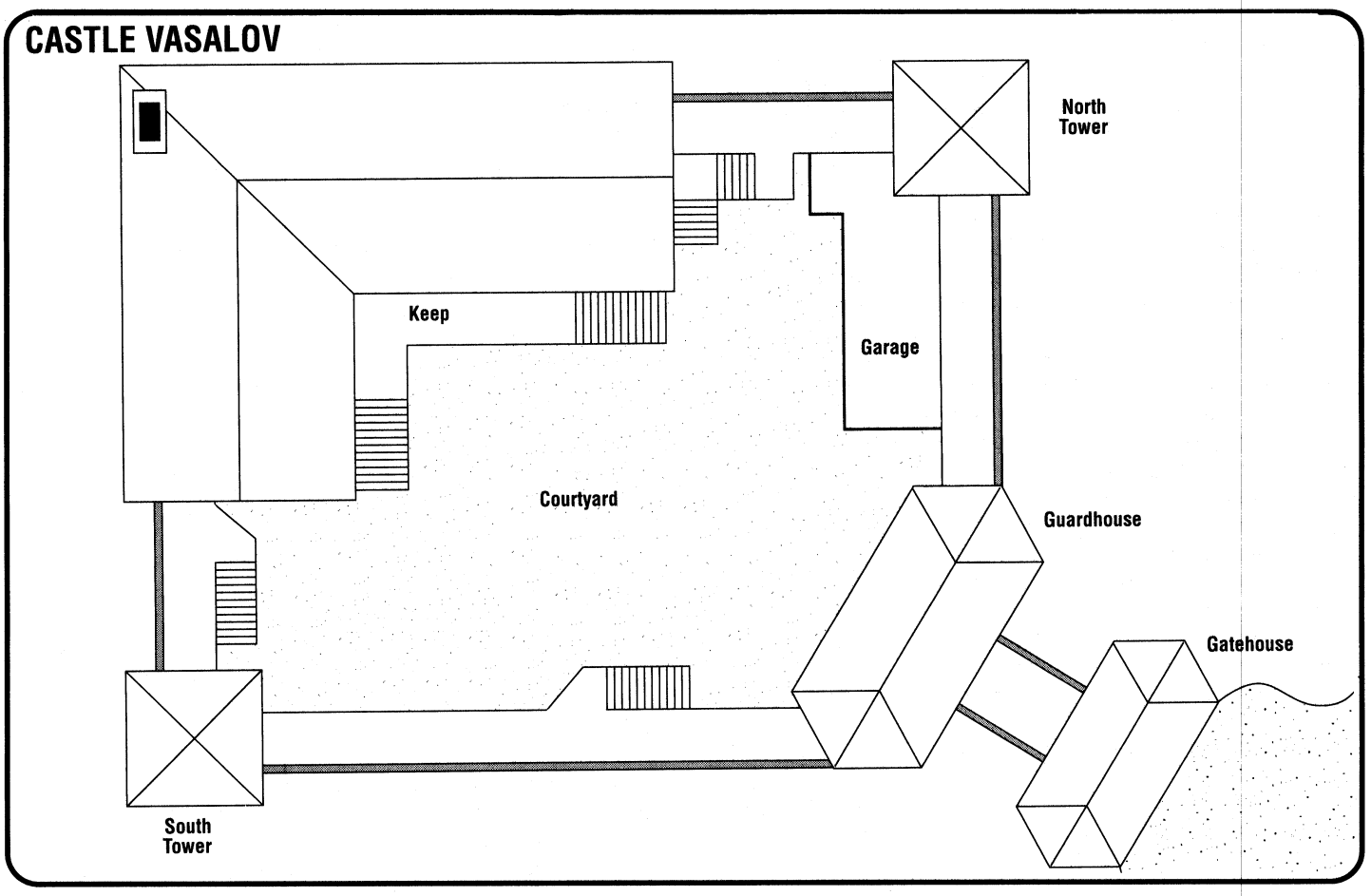
While in the Supreme Soviets, Soyuz was looked after by Sputnik and Peristroika. He still vaguely misses them.

Powers/Tactics: Soyuz has the ability to produce 15 duplicates of himself. These duplicates can all communicate among themselves mentally, so much so that what one duplicate knows, the others know as well. In addition, no matter how many duplicates Soyuz' makes, he always possesses the same mass. Thus, if there are no duplicates, Soyuz has 16x mass. If there are four duplicates, each has 4x normal mass.

In battle, Soyuz follows Col. Vasalov's orders. Vasalov usually picks out some non-mobile target, and tells Soyuz to swarm him.

Appearance: Gregor Pasternik is 5'7", around 190 pounds, and he has green eyes and greying blonde hair. He wears very plain grey jumpsuits, black army boots, black leather gloves, and a simple white hockey-style mask.





CASTLE VASALOV
(RED DOOM HEADQUARTERS)

Red Doom has taken Vasalov's ancestral home as their newest base of operations. The castle, originally built by the old Russian aristocracy, is located deep within the Yurl mountain range. Due to its secluded location, the castle was one of the few strongholds left standing at the end of the Russian revolution.

The castle is bordered on three sides by mountains and a drop off of a few thousand feet marks the fourth side. The only way to reach the castle's front gates is by travelling a narrow and treacherous road. Naturally, visitors who brave the road may be easily spotted from the stronghold's towers. Furthermore, the sharp turns and icy paths make it impossible for most military hardware to reach the castle.

The castle itself is enormous and intimidating. The outer walls are nearly forty feet high and the grey spires which dominate the north and south sides of the castle stand nearly a hundred feet tall. A forboding gate house marks the entrance-way.

A special bunker has been added underneath the rest of the base. This bunker, protected by mountains of reinforced concrete, is nearly impenetrable. It might even be able to withstand a nuclear blast. While cramped, the bunker is fully equipped and is capable of sustaining the members of Red Doom for months.

GENERAL FEATURES OF THE CASTLE

The walls of the castle are all made of intricately carved stone. The ceilings are vaulted. The doors are made of hard oak and are decorated with brass handles. The windows, originally nothing more then holes in the wall, have all been carefully covered with wooden frames and glass panes. The floors are all made of flagstones.

Electricity and running water have recently been installed, but most of the necessary hardware has been disguised to match the rest of the castle.

All bed rooms contain closets and full bathrooms.

THE GROUNDS

Within the perimeter of the walls, is a gigantic courtyard. The yard itself is desolate. Nothing grows here due to the cold Russian winter. A few bland statues, scattered throughout the courtyard, are the only form of decoration. A number of stairways lead to various locations throughout the stronghold.

GROUND LEVEL

1. Store Room: This small room contains various odds and ends.

2. Store Room.

3. Machine Shop: This room is equipped with all of the tools one might need to fix a broken vehicle. In addition, a wide variety of hand tools, useful for doing normal maintenance work, line the walls.

4. Garage: This is where Red Doom stores whatever vehicles they happen to be using at the time. While a number of stolen vehicles

have rested in this room at one time or another, a pair of snowmobiles are standard occupants.

5. Service Elevator: This heavy duty elevator, capable of carrying perhaps a few tons of equipment, leads down into the secret bunker. It may only be accessed by a secret code, known only to the members of Red Doom (Security Systems at -3 or Computer Programming at -5 to break the code).

6. Elevator Shaft.

7. Ladder Down to Bunker: This ladder is hidden beneath a fake flagstone (-5 Perception or Concealment at -3 to spot).

8. The Guard House: A large set of double doors and another Portcullis stands between the bridge and the guard house. These doors have been specially reinforced (6 DEF, 3 BODY). On either side of the main passage is a guard station. It has a display of all the bases outer security systems and a small television displaying whatever the spy cameras mounted on the watch towers reveal. A small trap door in the ceiling leads to the roof of the guard house.

9. The Gate House: Both entrances to this heavily reinforced stone structure are marked by portcullises. While they were once manually operated, Vasalov has had them updated so that they are electrically controlled (6 DEF, 2 Body, 30 STR to lift). Lining the top of the guard house are a series of murder holes. Hidden infrared sensors (-3 Concealment roll to spot) line the outside of the house. They will alert who ever is in the guard house when they are triggered. A small trap door in the side room leads up to the roof of the gate house.

10. The Bridge: A small bridge runs between the gate house and the guardhouse. It is made of stone and intricately carved faces of devils decorate its surface. The bridge is secretly trapped with motion sensors (-3 Concealment roll to spot, immediately triggers a silent alarm in the guard house).

1ST FLOOR

1. Dining Room: A twenty-foot long hard wood table sits in the center of this room. A number of high-backed chairs surround it. At the far end of the room is a fireplace and the walls are lined with Gothic paintings, medieval tapestries and blood red curtains.

2. Library: The shelves of this room are full of books. A wide variety of topics are covered, but some more thoroughly then others. Of note are Vasalov's collection of essays concerning politics and warfare.

3. The Study: This is Vasalov's personal study. It is well decorated with a number of antiques including a roll top desk.

4. The Parlor: This room is very comfortably decorated. A couch and a number of easy chairs surround a small coffee table. A fully stocked wet bar, frequently used by Marathon and Red Shield is located in the northern most corner.

5. The Music Room: This room is rarely used by the current occupants of the castle. A full sized grand piano dominates the scenery and a number of smaller instruments may be found in here as well.

6. The Game Room: The game room is one of the few rooms in the castle which provides for any kind of entertainment. Contained within is a finally crafted chess table, a dart board with a full set of darts, a billiards table and a few decks of cards.

7. Team Briefing Room: This is where Red Doom holds their official team meetings. In the room are a table and eight chairs.

8. Laundry Room: This room contains everything which the various team members need to keep their clothes clean.

9. Kitchen: While originally this room was nothing more then a table for food preparation, Vasalov has had the room brought up to date. The kitchen is equipped with modern appliances, including a microwave.

10. Pantry: In addition to containing a number of nonperishable food stuffs, this room has been equipped with a freezer so that large quantities of perishable goods could be frozen and stored.

11. Sealed Room: Only Vasalov knows what is in this room. When Red Doom first moved in, he sealed this room and ordered no one to enter it. While most of the members are curious about what lies within, none wish to risk Vasalov's wrath. Inside is the body of Tokamak, enshrined and preserved (much the same way Lenin's is in his tomb). Vasalov will never admit it, even to himself, but her death was all the more difficult because of his secret feelings for her.

12. Bathroom.

13. Bathroom.

14. Unused Room: This room is full of unused furniture all draped in sheets. A thick layer of dust covers the room.

15. Unused Room.

16. North Tower: A winding stair case leads up nearly one hundred feet to a covered observation platform. Hidden on the outside of the towers are a number of spy camera trained to watch for approaching aircraft or people who approach on the road.

17. South Tower: Same as the North Tower.

18. Roof of the Guard House: The roof of the guard house contains a a specially covered area over the main passageway. Stored here are two drums of oil and a lighter. Guards may pour burning oil through the murder holes onto the attackers below them. (2d6 RKA, Uncontrolled, Continuous, 2 Charges lasting for 2 Turns each.)

19. The Roof of the Gate House: This area is exactly the same as the roof of the guard house except that no oil is stored here.

20. Elevator: Like the service elevator, the normal elevator requires a special code to operate (Security Systems at -3 or Computer Programming at -5 to break).

2ND FLOOR

1. Colonel Vasalov's Room: Vasalov has made his home in the former master bed room. Like everything else in Vasalov's life, his room is very finely decorated. Stolen paintings line the walls and a copy of War and Peace rests on the night stand. A fireplace is built into the north wall. Prominently displayed on a shelf are Vasalov's military decorations.

2.People's Commando's Room: This room is very Spartan. It contains little more then a cot and a trunk full of clothing. The room's only decoration is provided by the variety of weapons which are hung from the walls.

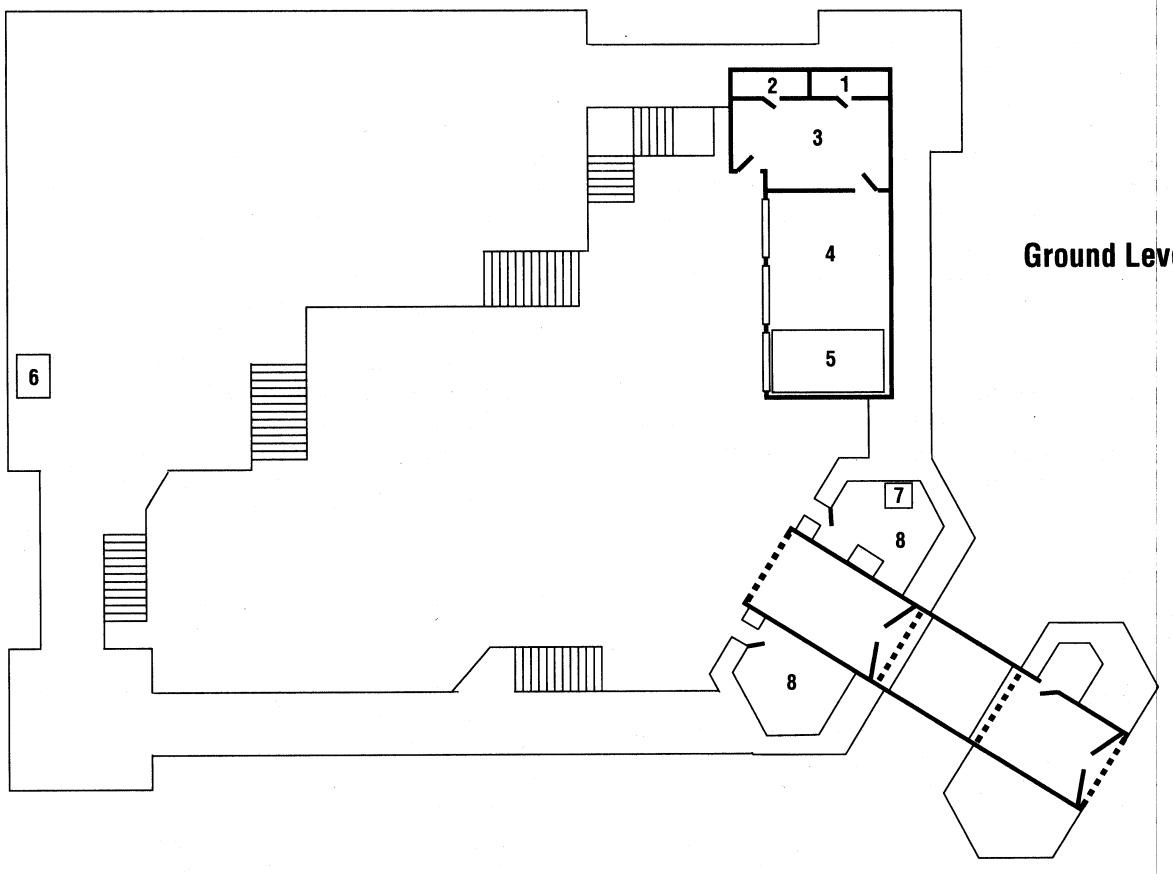
3. Loupe Garoux: Pierre's room is decorated as if it were a small studio apartment. A mattress, without a bed frame, lies on the floor. An overflowing ash tray and a copy of the Communist Manifesto sit by the bed. Clothing is scattered throughout the room, and a few impressionist prints are displayed on the walls.

4. Soyuz's Room: Like Soyuz, this room is stark and utilitarian. It contains only a simple bed and a closet full of body suits. The only personal effect of any kind is a picture of Soyuz, Sputnik and Peristroika which is tucked under his bed.

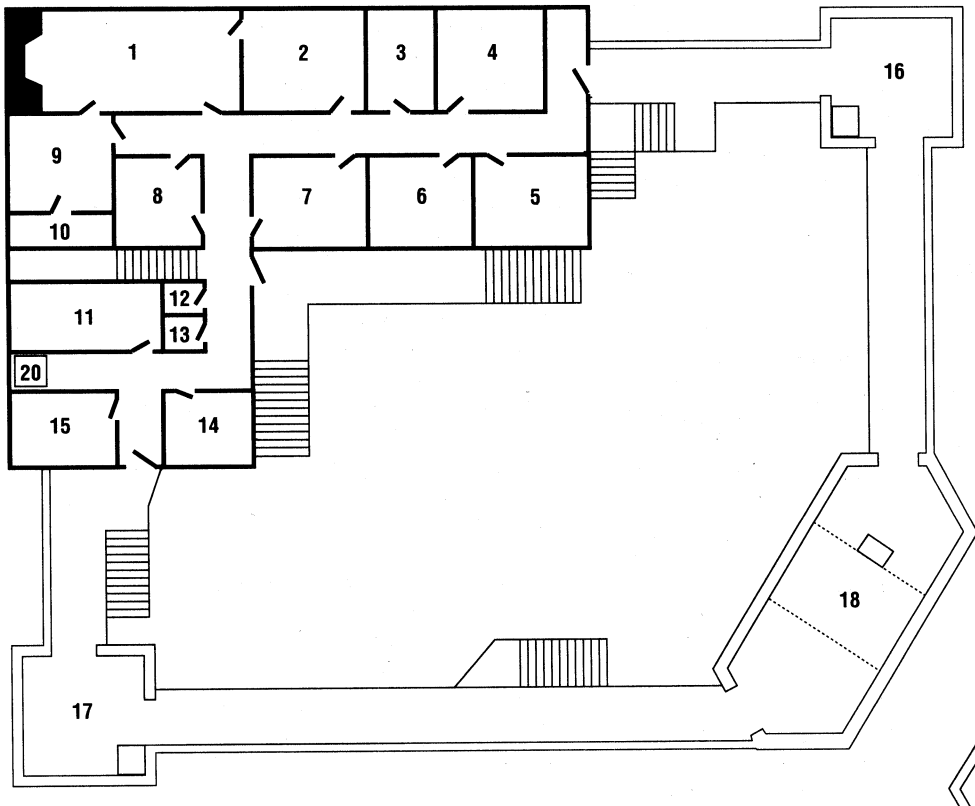
5. Red Shield: In contrast with most of the other members rooms, Red Shield's is lavishly furnished. A complete home entertainment system, including a projection screen television, rests against one wall. Also of note is a fully stocked bar which Red Shield constantly indulges in. A photo album containing many pictures taken previous to his defection is haphazardly hidden behind his dresser.

6. Marathon: The most striking things about Marathon's room are the prominently displayed trophies and medals. (It looks as if he has kept every award he has ever won.) A number of posters concerning the Olympics hang on the walls. The rest of the room is

CASTLE VASALOV



Ground Level



First Floor

dedicated to athletic training and contains a weight bench, jump ropes and a great deal of track and field equipment.

7. Empty Bedroom: This room contains nothing more then a double bed and a dresser covered in sheets.

8. Empty Bedroom.

9. Second Floor Lounge: This is a simply a gathering place for members who wish to have informal discussions. Red Shield and Marathon are regulars here. A number of chairs, a couch and a coffee table are placed throughout the room.

10. The Armory: Contained within this room are a number of items which Red Doom managed to take with them when they went Rogue. The room is fully equipped with automatic rifles, sniper rifles, missile launchers, anti-tank weaponry and even contains some light body armor. The door to this room is electronically locked (Security Systems at -3 to open).

11. Closet.

12. Storage Closet.

13. The Vault: This is where Vasalov keeps a number of important documents and some special equipment. The door is specially reinforced (10 hardened DEF, 8 BODY) and locked electronically (Security Systems roll at -3 to open).

14. North Tower.

15. South Tower.

16. Guard House Roof.

17. Gate House Roof.

18. Elevator.

THE BUNKER

1. Emergency Barracks: This room is set up to house the members of Red Doom should they be forced to hide out in the bunker. A number of cots line the walls and chests are provided for storing personal effects.

2. Bunker Kitchen: Like the main kitchen, this one is equipped with the latest in modern conveniences. In addition, a number of manual utensils have been provided should the electric ones be disabled for some reasons.

3. Walk in Freezer: A number of canned goods and frozen food stuffs are kept here in case they might be needed.

4. Dining Room: This room contains a simple table and some chairs. It is where Red Doom eats their meals when they are forced to live in the bunker.

5. Lounge: A small room, the lounge is the only room dedicated to entertainment in the bunker. It contains a number of books and board games.

6. Detention Area: This area is designed to hold any prisoners which Red Doom might take. The walls are all specially reinforced (12 hardened DEF, 10 BODY). There are eight 6'x9' cells, each one equipped with a bunk, sink and toilet. All of the cells are trapped. If any attempt is made to escape, the cell floods with knockout gas (4d6 NND, Area Effect, Uncontrolled, Continuous, 4 Charges lasting 2 Turns each).

7. Interrogation Room: The interrogation room is equipped with a number of restraint device including power dampeners. In addition, a complete set of modern torture equipment (including electro shock devices) can be found here.

8. The Security Room: This room is linked to all of the bases interior security systems. From this room, a number of security devices can be activated including spy cameras, infrared sensors and motion detectors. Additionally, the elevators may be shut down, an alarm sounded and the detention cells flooded with gas.

9. Gym: The gymnasium is equipped with everything a modern athlete could want. Equipment for almost every sport imaginable is contained here.

10. Showers.

11. Dressing Room.

12. Store Room.

13. Computer Room: This room contains a powerful mainframe computer as well as a number of smaller terminals. Satellite link ups allow the computer to talk to other networks. A laser printer and copy machine are also present in this room.

14. Air Re-circulation Center: Air is kept circulating through the base by pumping it through numerous small vents. If this room were shut down, everyone would be forced out of the base within eight hours.

15. Power Generation Room: A small nuclear pile provides energy, not only for the Bunker, but for the entire castle. This room is specially shielded and is almost always kept sealed. The only entrance is through a series of air locks, all of which are electronically locked with separate codes (Security Systems at -3 or Computer Programming at -5 to open each door).

16. Pump Room — Water Supply: A large tank and pumping system supplies water to the entire base. The tank holds a great deal of water, but Vasalov still insists on limiting the amount which each person uses so that water will always be available in case of emergency.

17. The War Room: Like the briefing room upstairs, this room is dedicated to team meetings. The war room is equipped with a number of electronic devices (like slide projectors and holographic image projectors) to aid in the planning of complex missions.

18. Lower Garage: This room is provided for the storage of additional vehicles.

19. Service Elevator.

20. Bathrooms.

21. Secondary Armory: Like the armory on thew third floor, this one is equipped with a number of stolen weapons.

22. Emergency Exit to the Guard House: The ladder from the guard house leads to here.

23. Danger Room Control/Viewing Room: This is the control booth from which the danger room is operated. the glass booth is specially reinforced to withstand Red Doom's powerful attacks (DEF 10, 5 BODY).

24. Danger Room: This is where Red Doom practices most of their team strategy. The Danger Room is equipped with a number of special weapons and training robots, designed to provide the team members with a good workout.

25. Science Lab: While none of the members of Red Doom are particularly talented scientists, a small area has been devoted to scientific lab space. A great deal of hi-tech equipment is scattered throughout the room. This is typically where Vasalov keeps the Tokamak suit when he isn't wearing it.

26. Medical Bay: This medical laboratory is capable of holding up to two wounded people at any one time. While there is often no need for it, the bay is equipped with surgical equipment, an X-ray machine and a number of medicinal drugs.

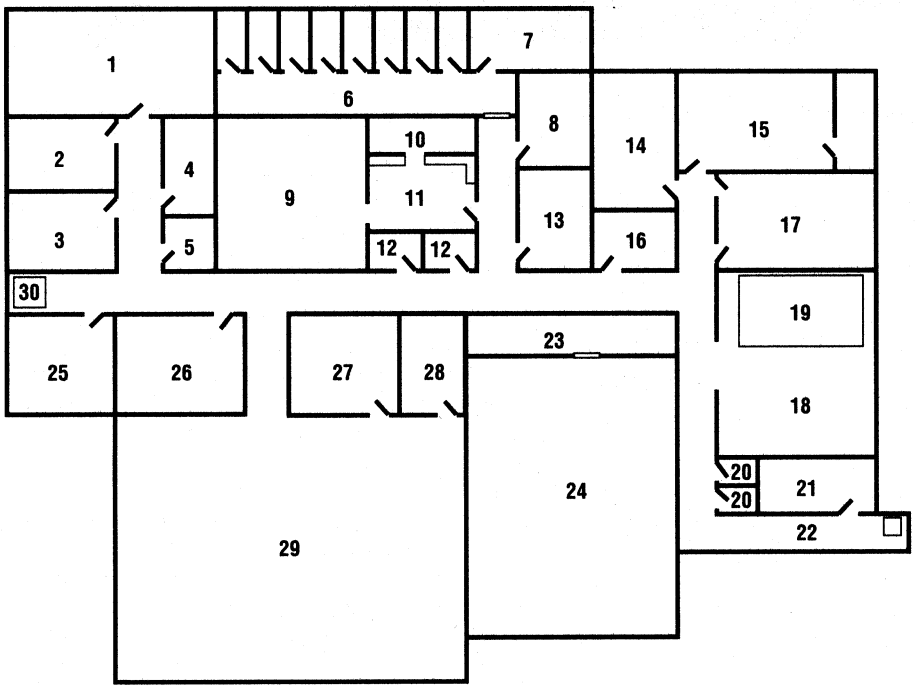
27. Secondary Machine Shop: This is simply a smaller version of the machine shop on the surface. It is used to keep the aircraft in good working order.

28. Storage Area.

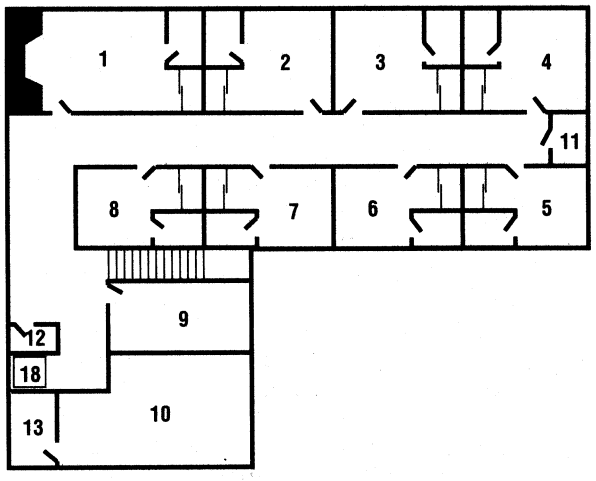
29. Hanger Area: This is where Red Doom keeps their aircraft. While they have been known to use a variety of aircraft, Red Doom likes to keep a VTOL jet at the base.

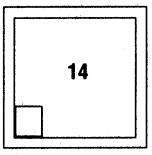
30. Elevator.

CASTLE VASALOV

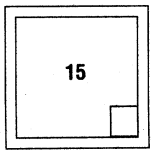


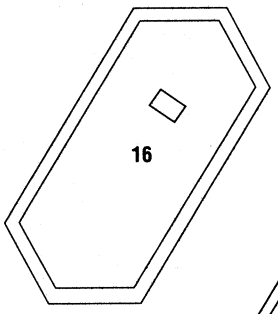
Bunker

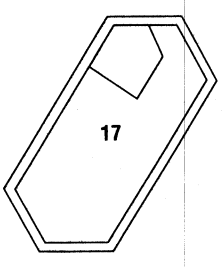




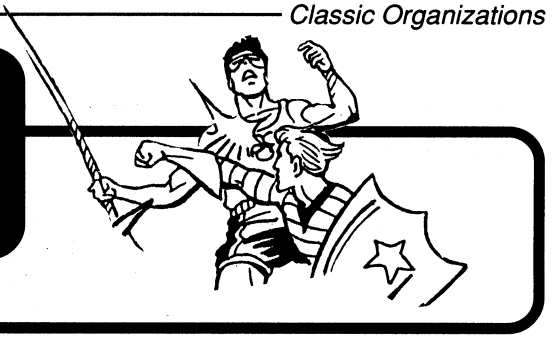
Third Floor







NEW GUARD



MEMBERSHIP

Ivan (leader), Cosmo, Sputnik, Scarlet Sentinel, Peristroika, Nemesis, Disinformer.

ORIGIN

When the Supreme Soviets and Comintern broke up, Gorbachev felt that there was a need for some new Soviet super team. (This was especially important as a counterbalance to Vasalov's new Red Doom.) Gorbachev contacted Ivan, and offered to make him the leader of a new Soviet government superteam. Ivan, however, balked. Looking at the assault on Sanctuary, Ivan could see the dangers inherent in a superteam that merely followed orders. Besides, given Gorbachev's reforms, Ivan felt that a government team was anachronistic. Ivan wanted an independent superteam, one that could fight for justice like the American superteams. Gorbachev grudgingly agreed to the demands, and the New Guard was created.

To fill out his team, Ivan approached several of the more heroic members of the old Supreme Soviets and Comintern. Peristroika, Sputnik, and Scarlet Sentinel joined up immediately, and with a little cajoling, Cosmo came in as well. Nemesis was a harder sale; Ivan had to argue long and hard that Nemesis should join the team, rather than work as an independent Polish hero. Nemesis only agreed after Ivan said the New Guard would keep the team headquarters in Poland.

The final member of the team to join was Disinformer. Ivan had always assumed that Disinformer would follow his mentor Vasalov into Red Doom. But one day, Disinformer appeared at the New Guard headquarters, asking to join. Ivan was suspicious, but decided to give Disinformer a chance. Since then, Disinformer has acquitted himself admirably, and Ivan has taken him into his confidences, although Scarlet Sentinel is suspicious of him. (For information on what is really going on, see Disinformer's character record, below.)

GOALS

New Guard is a superhero team that exists to fight against injustice and wrongdoers, especially in the Soviet Union and Eastern Europe. Although not controlled by the Soviet Government, the team works closely with Soviet authorities, and can usually be found wherever there is a natural disaster or a dangerous supervillain.

Although the members of New Guard are heroes, they often have different perspectives than American heroes. Just as many American heroes assume that America should gain from scientific developments or alien technology, so too, the New Guard feels the Soviet Union should gain. Where American heroes might find themselves protecting American interests and American citizens, the New Guard would be similarly protective of Eastern Europeans. And where Americans might think the KGB as completely despicable, the New Guard feels the same way about America's CIA.

Finally, the New Guard also exists as a counterweight to their arch-rivals — Red Doom. There are a number of personal feuds between the teams, and they have diametrically opposed goals. The New Guard will fight against Red Doom before any other opponents.

TACTICS

The New Guard is a new team, and many of its members are overconfident, so battle tactics tend to be a little ragged. In addition, Ivan is not so hard a taskmaster as Vasalov was, and tends to let the heroes do what they want. The result is a confused, if usually effective combat style.

In battle, Ivan and Sentinel wade right into the thick of battle, with Nemesis close behind. Sputnik provides air cover, and Cosmo — if he is paying attention — provides heavy fire support. Peristroika and Disinformer blend into the crowd, offering help where they can.

RELATIONS

Compared to the straight-laced Comintern and Supreme Soviets, being a member of the New Guard is like going to summer camp. Ivan has proved a better leader than many expected, and has worked to smooth over the few personality conflicts that do exist. The only standing problem is that Peristroika and Sputnik like to take time off to look for Soyuz; since Ivan expects to one day vanquish Red Doom, he doesn't worry too much about this.

The only sticking point is Disinformer. Unbeknownst to the rest of the team, he is actually serving as a spy for Vasalov and Red Doom.

The New Guard is too young a team to have had many runins with other groups, although they did have a shouting match with the Champions in Berlin. Other groups, especially villain groups like Eurostar, are unhappy that the USSR has a superteam, but expect to deal with New Guard when the time comes. It is yet uncertain how the Warsaw Pact, a loosely-knit superhero group of the Eastern European countries, and the New Guard relate (having only met at the assault on Sanctuary), if at all.

REPUTATION

Being such a new team, the New Guard hasn't really established much of a reputation yet. They are seen by most villain groups as a mystery team. Everyone knows that the New Guard has powerful members, but no one knows how well they will function as a unit.

IVAN

Val	Char	Cost
70/40	STR	30
18	DEX	24
43	CON	66
31/25	BODY	30
18	INT	8
20	EGO	20
40/20	PRE	10
14	COM	2
10+	PD	2
10+	ED	1
4	SPD	12
20	REC	6
86	END	0
73/67	STUN	0

100+	Disadvantages
10	X1 1/2 Effect from power drains
10	x1 1/2 Stun from heat based attacks
10	DNPC: Normal daughter Catrinya Tiomkin, 11-
10	Enraged: When USSR Threatened, 8-, R: 8-
20	Hunted: Red Doom, 8-
10	Watched: Primus, 11-
15	Psych Lim: Always keeps his word
15	Psych Lim: Protects innocents
10	Psych Lim: Loyal to the State
10	Psych Lim: Hesitates to use full STR
10	Phys Lim: Heavy (250 KG+)
10	Distinctive Features: Huge, plump and happy Russian
15	Reputation: Hero of the Soviet Union, 11-
10	Public ID (Dmitri Tiomkin)
130	Hero Bonus

Cost	Power	END
10	Martial Arts (Wrestling)	
	Maneuver Pts OCV DCV Damage	
	Slam 3 +0 +1 14d6, Opponent Falls	
	Escape 4 +0 +0 85 STR vs Grabs	
	Hold 3 +1 +1 80 STR Grab	
5	Damage Resistance 5 rPD/5 r ED	
5	Lack of Weakness (5 pips)	
25	30 pips Growth, 1/2 END, Extra Time — 1 Phase (+30 STR, +6 BODY/STUN, -6" KB, +2" Reach, +4 Per Rolls Against, -4 DCV, 8m Tall, 4m Wide, 6400 Kg)	1
20	+11 rED/9 rED Armor, Linked to Growth	
23	Area Effect One Hex with STR, Linked to Growth	
17	1/2 END on 70 STR with Area Effect One Hex 3 (5 w/Area Effect)	
13	+10" Running, Linked to Growth	
13	+20 PRE, Linked to Growth	
4	+6 Telescopic Vision, Linked to Growth	
2	x10 Microscopic Vision, Linked to Growth	
3	Tactics 13-	
3	Oratory 13-/17-	
3	Scholar	
7	Knowledge Skills: Small Unit Tactics 11-, Military Strategy 11-, Military History 11-, Minerals 11-, Red Doom 11-, Paranormals 11-, New Guard 11-	
5	Ps— Miner 14-	
1	English (Basic knowledge, Russian native)	
15	+5 with Wrestling	
10	+1 Overall Level	

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

COSTS:	Char		Powers		Total		Disadv		Base
	211	+	184	=	395	=	295	+	100

Background: Dmitri Tiomkin was the first of General Mayhem's twelve or more confirmed sons, and the only one of them to demonstrate superpowers. (Nobody knows for sure how many children General Mayhem had, not even the general himself, but various claims of upwards of 900 progeny are surely exaggerated. He was something of a womanizer, however, and additionally many women who did not have children by him claimed to, as his progeny and their mothers were always well cared for by the state.)

From an early age, General Mayhem taught Dmitri the importance of leadership, honor, courage, and strength, but tempered these feelings with an understanding of the necessity of restraint. This virtue was reinforced when Dmitri accidentally broke his favorite horse's back in a fit of excitement. Ever since, Dmitri has been extremely reluctant to use his full strength in any endeavor other than mining — a pursuit in which he excels.

Dmitri's daughter Catrinya is a diminutive but powerful woman, with short brown hair and her father's dark eyes. She is very affectionate towards her heroic father, but often cold and distant to others. She is a well-trained battle-seasoned junior member of the Moscow Red Guard.

Dmitri was dubbed Ivan by non-Russians; he embodies almost all of the traits foreigners ascribe to Russians in general, so he was given the traditional generic Russian nickname. Inside the Soviet Union, and in official communiques, he is referred to as "Soviet Protector". This is such a dull name (it was thought up by a Kremlin apparatchnik committee), that Dmitri prefers his own name, or variations on Ivan, like Ivan the Terrible, Ivan the Wonderful, or Ivan the Beautiful. (Dmitri is not modest.)

When the Supreme Soviets broke up, Gorbachev asked Dmitri to form a new Soviet Superteam. Dmitri was willing, but only if the team was independent from the governmental hierarchy. Gorbachev agreed, and Ivan went about forming the New Guard.

Quote: "Here, Yankee, lets see how your strength compares to that of Ivan the Tremendous" (Courageous, Brilliant, etc.)

Personality: Ivan is the embodiment of everything that is good about Russia. He is jovial and lighthearted, garrulously kind, and completely honorable. If he feels his cause is just, there is no suffering that he won't endure. He is very slow to anger, but when he does finally get angry, there's no stopping him. While in Russia, Ivan is an epic figure — a hero among heroes.

Powers/Tactics: Dmitri has some of his father's prowess and resistance to cold, as well as his substantial weight. Unfortunately for Dmitri, he shares his father's relative vulnerability to fire and high heat, but not his father's complete command over the Russian winter environment. He also is vulnerable to loss of power, possibly because of the way his father gained his powers.

Appearance: Ivan is a giant of a man, 6'6", and nearly 500 lbs, with dark brown eyes and a huge, full, black beard. He wears black and white outfits that make him look like Santa Claus with the colors mixed up.

COSMO

Val	Char	Cost	100+	Disadvantages
20	STR	10	10	DNPC: Competent Street Buddies, 11-
23	DEX	39		
25	CON	30	20	Hunted: Red Doom, 8-
12	BODY	4	10	Watched: Ivan, 11-
10	INT	0	20	Psych Lim: Code vs killing
14	EGO	8	20	Psych Lim: Overconfident
15	PRE	5	10	Psych Lim: Doesn't understand politics
16	COM	3		
20+	PD	16	10	Phys Lim: Doesn't concentrate well
20+	ED	15		
6	SPD	27	10	Distinctive Features: Cute, glowing Soviet
10	REC	2		
50	END	0	10	Reputation: Completely Unserious, 11-
35	STUN	0		
			10	Public ID (Vladimir Cossack)
			165	Hero Bonus

Cost	Power	END
160	80 pt Variable Power Pool, No Time, No Roll, Not usable without ultraviolet light (-1/2)	
	Sample Powers for Power Pool	
(75)	12d6 EB, Indirect (from above only) (cosmic 16-ton weight)	7
(40)	20 STR TK, Indirect, 0 END, 14- Activation (celestial ping pong paddles and balls)	0
(20)	10 rPD/10 rED Force Field, 0 END, Extra Time — 1 Phase (cosmic Force Field)	0
(13)	Life Support (Self Contained Breathing, Immune to Pressure/Vacuum, Intense Heat and Cold, and Radiation), Linked to Force Field (cosmic force field)	
(7)	Images vs Normal Sight, -0 PER Roll, Extra Time — 1 Phase (cosmic holograms, great for showing 3-D movies)	
7	Damage Resistance 10 rPD/10 rED, OIF Protective Costume	
14	Martial Arts (Dirty Infighting)	

Maneuver	Pts	OCV	DCV	Damage
Punch	4	+0	+2	6d6
Roundhouse	5	-2	+1	8d6
Disarm	4	-1	+1	30 STR Disarm

24	+3 levels with cosmic power
7	Streetwise 14-
3	Security Systems 11-
3	Stealth 14-
3	Electronics 11-
2	AK: Kiev 11-
2	AK: Moscow 11-
2	PS: Television Repair 11-
4	KS: Soviet Black Market 13-
2	Contact — Soviet Black Market 11-
3	English (Fluent with Soviet accent, Russian native)

OCV:8 DCV:8 ECV:5 Phases: 2, 4, 6, 8, 10, 12

COSTS:	Char		Powers		Total		Disadv		Base
	159	+	236	=	395	=	295	+	100

Background: Vladimir Cossack was the second son of a television repairman in Kiev. By the time he was 21, he was a minor figure in the local black market, as well as a second-generation TV repairman. One day, Vladimir went to the local nuclear power plant on an errand to buy black-market electronics parts. Unfortunately, the name of the plant was Chernobyl. Vladimir was accidentally caught in the plant's meltdown.

Vladimir was hit with tremendous amounts of hard radiation, and he was shot at by an officer of the KGB who had been ordered to keep the whole affair secret. After escaping the plant Vladimir got very, very sick. Several horrible days passed before Vladimir started to recover. But once he started, he continued to "recover" until he was better than when he started. In fact, Vladimir became Cosmo, one of the world's most powerful superheroes.

Now, Cosmo is a great hero for the Soviet people. He launches satellites for free (he used to charge money until Ivan made him stop it). He also performs showy, but essentially meaningless, acts of heroism. He often uses his superpowers for silly, frivolous things, like shooting empty Vodka bottles or playing pool or ping pong by remote control (sometimes he even plays both sides). He likes parades, and traditionally carries a small missile through Red Square on May Day.

He does not begrudge the KGB the shots they fired at him before he could become bulletproof; he knows they were just doing their job. Nor does he get upset when customs tries to intercept his smuggled French Wines, American Steaks, and Japanese video games. He thinks of law enforcement as a contest, and feels no particular anger at people who try to frustrate him. All-in-all, Cosmo is a remarkable individual who is just one step removed from the rest of the world.

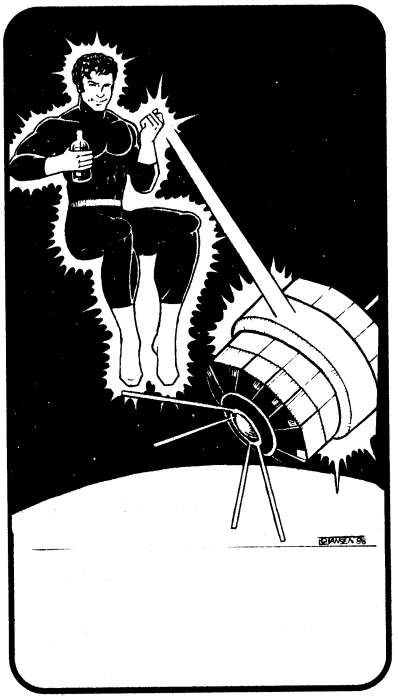
Quote: "Watch this! I'll bet you've never seen a man glow bright green before!"

Personality: Cosmo is a relatively normal man, who just happens to have the power to move planets. Thus his concerns often seem more parochial than they should be for a man of his power. For instance, Cosmo is more interested in properly cooking his evening meal than — say — fixing environmental problems. It isn't that he doesn't care. It's just that Cosmo doesn't fully comprehend the scale of his abilities.

In the New Guard, Cosmo is a good team player. Although he doesn't have much initiative, he can follow orders well, and is a lot of fun to have around.

Powers/Tactics: Although he's gotten better, Cosmo still doesn't have a very good understanding of how his powers work. Thus, he often uses his abilities in confusing or inefficient ways. In combat, he almost always puts all of his Power Cosmic into a single ability (but almost never all into one single offensive attack), and then gives up on that if it doesn't work the first time. (Persistence is not his strongest point.)

Appearance: Cosmo is 5'6", 140 lbs., with curly brown hair and light green eyes. He wears black outfits w/ tiny white spots and white outfits with tiny black spots, sometimes with a small Cosmo on the left breast.



SPUTNIK

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Normal CHAR Maxima
18	DEX	24	5	DNPC: Competent wife Alexandria (Soviet Air Force pilot, 8-
25/15	CON	10		
15	BODY	10		
15	INT	5	20	Hunted: Red Doom, 8-
13	EGO	6	15	Psych Lim: Protects Innocents
15	PRE	5	15	Psych Lim: Hates Vasalov
18	COM	4	10	Psych Lim: Feels guilty about failing Soyuz
8+	PD	5		
8+	ED	5	10	Psych Lim: Longs to explore space
4	SPD	12		
6	REC	0	10	Distinctive Features: Handsome soldier
30	END	0		
31	STUN	0	10	Reputation: Dislikes violence, 11-
			15	Secret ID (Yuri Kamonov, Ukrainian Cosmonaut)
			108	Hero Bonus

Cost	Power	END
90	Multipower (113 pt Reserve), Gestures	
8u	23 STR TK, Area Effect Hexes (6), 0 END (telekinetic wave)	0
8u	8d6 EB, Area Effect Hexes — cone shape (8), 0 END (Telekinetic shockwave)	0
8u	5d6 Entangle, Transparent to Attack, 0 END (Telekinetic Net)	0
9u	10 rPD/10 rED Force Wall, 0 END with linked Life Support (Self Contained Breathing, Immune to Pressure/Vacuum, Intense Heat/Cold and Radiation), Area Effect Radius (telekinetic force bubble)	
7u	15" Flight, Usable against others, Range, 0 END (telekinetic wave)	0
6u	10 STR TK with Fine Manipulation, Fully Invisible, Indirect, 0 END (telekinetic hand)	0
5u	1d6 BODY Drain, Recovers 5 pts/week, Range, Continuous, Fully Invisible, 0 END (telekinetic surgery)	0
5u	2d6 NND, Does BODY After 0 STUN is Reached, Continuous, Fully Invisible, 0 END (telekinetic chokehold)	0
30	+15 rPD/15 rED Armor,OIF Space Suit	
10	+10 CON, No Figured Stats, OIF Space Suit	
13	Life Support (Self Contained Breathing, Immune to Pressure/vacuum, Intense Heat/Cold, and Radiation), OIF Space Suit	
16	+2 with combat	
11	Combat Pilot (Single, double, multiple engine, jet aircraft and military aircraft) 13-	
3	Navigation 12-	
1	Vehicle Familiarity with space craft	
3	PS: Cosmonaut 12-	
2	KS: Soyuz 11-	
4	Science — Astrogation 13-	
3	English (Fluent with Soviet accent, Russian native)	
5	Contact: Soviet Air Force 14-	

OCV:6 **DCV:**6 **ECV:**4 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	91	+	247	=	338	=	238	+	100

Background: Yuri Kamonov was an outstanding graduate of the Soviet Air Force Academy. He flew support missions in Korea, and resupply missions in Vietnam. Based on his work there, and the tireless efforts of his uncle (a Party delegate from Kiev), he was assigned to the Soviet space program.

Yuri's first two space missions were unremarkable. On his third mission, he was flying with Gregor Pasternik (Soyuz) and Elena Lidinovich (St. Peter's Star). Gregor was outside on a spacewalk when a radioactive meteorite struck the craft. Although all three cosmonauts survived, each gained strange paranormal abilities, and Gregor lost his mind. Even though it wasn't his fault, Kamonov still blames himself for the accident, and feels responsible for Gregor's condition.

As a result of the accident, Kamonov gained the ability to fly, and decided to call himself "Sputnik". Because of his superpowers, the Soviet Air Force loaned him to Col. Vasalov for a role in the Supreme Soviets. Sputnik and Vasalov had numerous personality conflicts, and Sputnik was happy to join in Ivan's New Guard. He is furious at Vasalov for "kidnapping" poor Soyuz, and often spends his spare hours looking for clues to Soyuz' whereabouts.

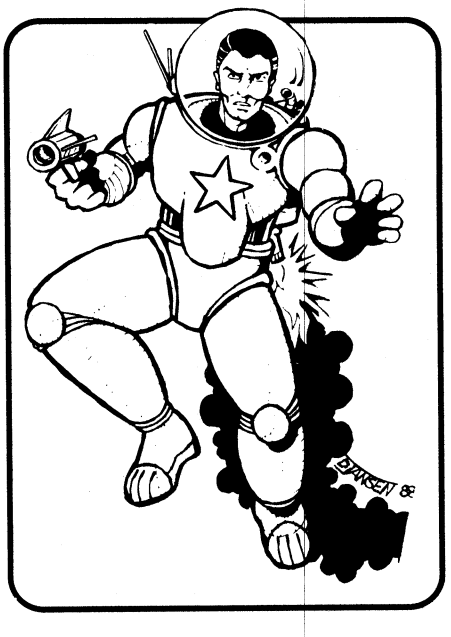
Officially Sputnik is still a member of the Soviet Air Force, but given the lessening of tensions with the United States, a call-up seems unlikely.

Quote: "I find you Vasalov. And then you pay."

Personality:.Yuri is a hardworking, gentle man, who just wanted to see the stars up close. He loves his wife, his children, and his Siberian husky. He is the favorite hero of the Soviet military, and his face has graced a number of recruiting posters. Even so, he is not a violent man. He enjoys saving people in burning buildings more than fighting against supervillains.

Sadly, Yuri is still wracked with grief over the fate of Gregor. Many of his heroic efforts are actually attempts to make amends for what he considers to be his "unforgivable mistake". While they were both members of the Supreme Soviets, Gregor and Peristroika made an effort to take care of him and serve as a surrogate family. Now, with Soyuz in Vasalov's hands, Sputnik fears for the worst. He has vowed vengeance on Vasalov if anything happens to his friend.

Powers/Tactics: After the radioactive meteor struck his ship, Sputnik found himself imbued with strange powers. Yuri could, at will, fly through the air, and control force at a distance. The first time he use the powers were to slow the descent of his shattered spaceship. Since then, Yuri has grown skilled in their use.



In combat, Yuri generally avoids using lethal force unless it is absolutely necessary. In the Supreme Soviets, Vasalov used to castigate Sputnik for this "weak" attitude, but Ivan accepts it willingly in the New Guard. As a result, Yuri is a much happier man.

Appearance: Sputnik is 5'11", 195 pounds with reflective blue eyes and swept-back black hair greying in streaks. Although he doesn't need it to survive the vacuum, Yuri tends to wear a Cosmonaut's suit. In civilian clothes, he dresses in a classic American fifties style, in double-breasted pinstripe suits and black tie, and wears his Cosmonaut ring.

PERISTROIKA

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	x2 Effect from Mind Scan
11	DEX	3	20	Hunted: Red Doom, 8-
18	CON	16	20	Hunted: PSI, 11-
13	BODY	6	20	Psych Lim: Code vs killing
8	INT	-2	20	Psych Lim: Motherly attitude towards team
18	EGO	16		
13	PRE	3	10	Psych Lim: Follows orders
8	COM	-1	10	Unluck: 2d6
4	PD	1	63	Hero Bonus
4	ED	0		
3	SPD	9		
7	REC	0		
36	END	0		
30	STUN	0		

Cost	Power	END
45	Elemental Control — Mass Mind Control	
45a	6d6 Mind Control, Area Effect Radius, x4 Extended Radius (12" r), 0 END	0
45b	2d6 Ego Drain, Ranged, Area Effect Radius, x4 Extended Radius (12" r), Invisible to Sight Sense Group, 0 END	0
20	1d6 INT Drain, Based on ECV, Damage Shield, 0 END, 14- Activation	0
13	1d6 Ego Attack, Damage Shield, 0 END, Linked to INT Drain	0
5	Mental Defense (9 pts)	
33	Danger Sense vs any attack in the immediate vicinity, 15-	
2	AK: Leningrad 11-	
2	PS: Factory Worker 11-	
2	PS: Mother 11-	
2	KS: Soyuz 11-	
3	English (fluent with accent)	

OCV:4 **DCV:**4 **ECV:**6 **Phases:** 4, 8, 12

COSTS:	Char		Powers		Total		Disadv		Base
	56	+	217	=	273	=	173	+	100

Background: Karelia Sholokov was born in Leningrad in 1952. She married young, and eventually had five children. Her children were unusually well behaved. but Karelia attributed this to her good cooking and loving husband. When he died in 1982, she went to work in a factory to support her youngest. She really had no grand ambitions; she just wanted to raise her children and be left alone. Not surprisingly, most people followed her wishes.

But not everyone was so obliging. After she was tagged as a mutant, Karelia was taken to the Comintern training facility, where it was hoped that she would help keep the others in line. She agreed, but only so long as her children were sent to the finest academies in Leningrad. For several years she worked as "Peristroika" (New way of thinking), and helped keep the wraps on troublemakers like Red Shield and Marathon.

But Peristroika was not entirely happy with her role. Vasalov often forced her to do things that didn't seem right. Besides, Karelia felt guilty about using her powers on her friends. Thus when the teams broke up, Peristroika gladly left Vasalov and joined the New Guard. Since this is an all-volunteer team, Karelia doesn't have to mind-control anyone, which makes her much happier.

Her only complaint with her new situation involves Soyuz. While they were all in Comintern and the Supreme Soviets, Peristroika and Sputnik formed a sort of "artificial family" in order to nurture Soyuz, in hopes of speeding his eventual recovery. (Soyuz reminded Karelia of her youngest son, who was born with Down's syndrome, and so she was naturally protective of him.) When Soyuz was "kidnaped" by the evil Vasalov, Karelia was torn by grief. She sometimes accompanies Sputnik when he goes looking for his mindless friend.

Quote: "Now stop it, you boys." (In a thick Russian accent.)

Personality: For most of her life, Peristroika was a mother, and that is still how she reacts to the world. Although scarcely older than the other members of the New Guard, Peristroika still looks after them, and has even countermanded Ivan's orders. In general, she is obeyed, although not without some ribbing from her teammates.

Powers/Tactics: Peristroika has the ability to affect the minds of targets in a large radius. Although her abilities rarely allow her to completely dominate a target, she can generally alter his opinions, or get him to change his mind.

In combat, Peristroika generally tries to blend in with the crowd, and use her powers in secret. Her defenses are only average, so she especially tries to avoid being hit.

Appearance: Peristroika is 5'10", 160 pounds. She has brown eyes and medium length brown hair tied back. She wears simple clothing and has simple mannerisms. She is a handsome, rather than glamorous, woman.

NEMESIS

Val	Char	Cost	100+	Disadvantages
20	STR	10	10	X1 1/2 STUN from water based attacks
5	DEX	-15		
40	CON	60	10	Enraged: When Confined 11-, R:11-
15	BODY	10		
10	INT	0	20	Hunted: Red Doom, 8-
10	EGO	0	20	Hunted: Doctor Destroyer 8-
30	PRE	20	20	Psych Lim: Code vs killing
20	COM	5	15	Psych Lim: Protects Innocents
8+	PD	4	15	Psych Lim: Hates brainwashing/ Distrusts mentalists
8+	ED	0		
5	SPD	45	15	Phys Lim: Clumsy
10	REC	0	10	Distinctive Features: Handsome Polish man with electrical blue eyes
80	END	0		
55	STUN	10		
			10	Reputation: Polish Nationalist, 11-
			10	Secret Identity (Constantin Kowalski)
			62	Hero Bonus

Cost	Power	END
24	Elemental Control — Electrical Powers, Doesn't work in water and stopped by heavy insulation (-1/4)	
24a	12d6 EB (electrical)	6
24b	20 rPD/20 rED Force Field, 0 END	0
24c	20" Flight, 0 END	0
11d	12d6 Mind Control, OCV vs DCV (-1/2), Only vs Electrical Devices (-1)	6
9e	2d6 RKA, Damage Shield, 0 END, No Conscious Control	0
10	1d6 Flash vs Normal Vision, 0 END, Linked to EB	0
10	4d6 Energy Absorption to END, Electricity Only	
10	+5 OCV with EB	
3	Electronics 11-	
7	Computer Programming 13-	
2	Science — Electrical Engineering 11-	
2	AK: Gdansk 11-	
2	PS: Electronics Repair 11-	
3	English (Fluent with Polish accent, Polish native)	
3	Russian (Fluent with Polish accent)	

OCV:2 **DCV:**2 **ECV:**3 **Phases:** 3, 5, 8, 10, 12

COSTS:	Char		Powers		Total		Disadv		Base
	149	+	168	=	317	=	217	+	100

Background: The only East European in the New Guard, Constantin Kowalski was born in the Polish port city of Gdansk in 1963. Constantin was brought up to be a good patriotic socialist citizen. He studied electrical engineering at the Novibrusk Electrical Institute and works as an engineer's assistant at the Gdansk power plant.

Kowalski gained his powers (including an almost empathic ability with electrical devices) as a result of a gas leak during a field test of an advanced power-distribution process involving superconductivity. The whole section of the plant where he worked was destroyed, and dozens were killed or injured, but Kowalski emerged without a scratch. It was while he was leading the rescue effort to help his co-workers that he first discovered his new powers. He used his lightning blast to clear away the rubble, his flash to illuminate the underground areas where power had been cut off, and he used his flight to ferry the injured to local hospitals.

After the emergency was dealt with, he returned to the power plant, where he took over the power-generating duties of the damaged portion of the plant for three days. His feat generated wide press coverage, but a sense of modesty caused Constantin to mask his identity and claim he was "nobody special" when questioned. Of course, neither the Polish State Security nor the press were satisfied with that, so he became "Poland's Mystery Hero". After a brief period of rest following his power-generating exploits, Constantin called on the Polish premier and revealed his identity to him, thus satisfying the curious apparitchniks of state security.

Hearing of Kowalski's stupendous feat, Dr. Destroyer decided to kidnap and brainwash the new hero in order to provide the energy for an earthquake generating machine. Shortly before the scheme was completed, Kowalski was rescued by the Champions. The heroes helped Kowalski break Destroyer's conditioning, and he helped them defeat Dr. Destroyer. Dr. Destroyer vowed vengeance on his hated "nemesis" in his usual loud way, and thus provided Constantin Kowalski with the hero name he had been looking for. Shortly thereafter, Kowalski was inducted into the Comintern.

When Comintern and the Supreme Soviets broke up, Nemesis was faced with a dilemma, On one hand, he truly enjoyed being a superhero, and most of his friends were re-uniting in Ivan's New Guard. However, Nemesis didn't want to be part of a superteam that would only be concerned with Russian affairs.

To resolve the impasse, Nemesis and Ivan made a deal. Ivan agreed to make sure that the team protected Poland as well as Russia, and as a token of this, agreed to keep the team headquarters in Poland. Nemesis, for his part, agreed to help Ivan in every way possible. So far, the relationship has worked out wonderfully for both sides.

Quote: "No, let's just nod at each other — sometimes bad things happen when I shake hands."

Personality: Nemesis is good-hearted and cheerful, if a little oafish at times. Although trained in electrical engineering, he still has the prejudices of his proletarian parents. His clumsiness is legendary, and when coupled with his potent electrical powers, can lead to significant property damage — even when Nemesis is just walking down the street.

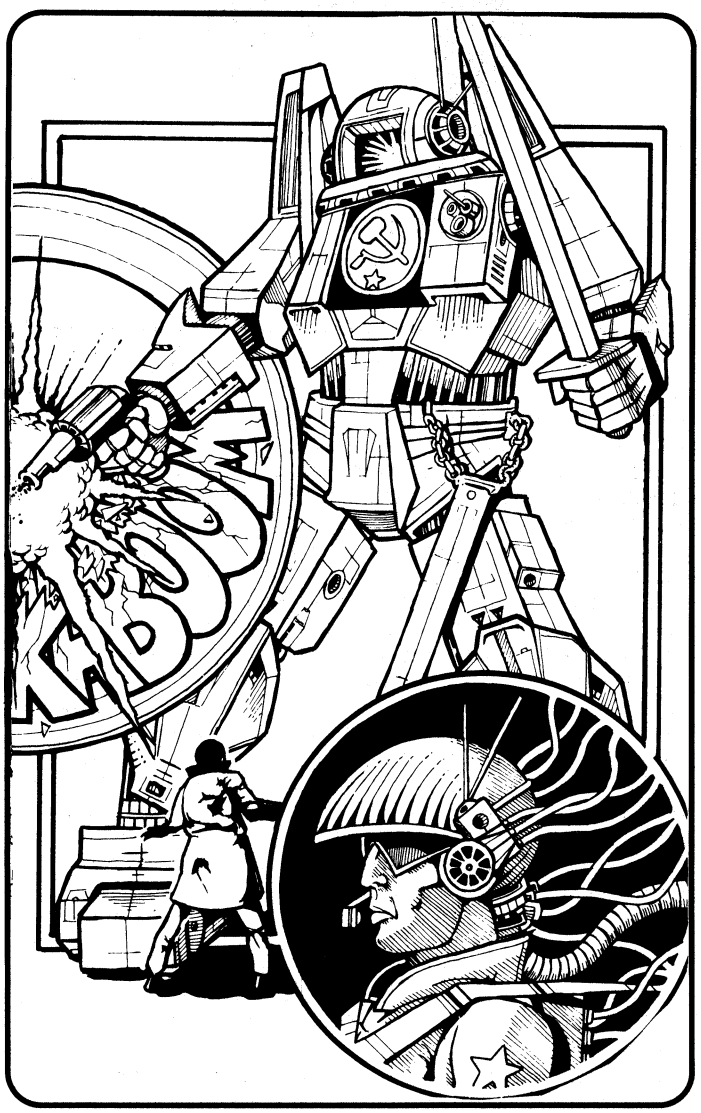
The one thing that sets Nemesis off is mind control and brainwashing. His experiences with Dr. Destroyer have made him extremely wary of anyone who might tamper with his mind. In combat, Nemesis will attack mentalists before any other targets.

Powers/Tactics: Nemesis has the ability to generate, and control, huge amounts of electrical energy. He can fly, creating blinding arcs of light, projects bolts of lightning, and electrify his skin. Unfortunately, Nemesis tends to short out when struck with water or extremely large amounts of electricity

In battle, Nemesis flies up to his opponent and attacks with his various abilities. As noted above, Nemesis always attacks mentalists first.

Appearance: He is 6'2", 201 lbs., with light blond hair and blue eyes. His civilian clothing is plain and a little casual, and often includes a white lab-coat. His costume is yellow and black.

SCARLET SENTINEL



HANS BORSCHT

Val	Char	Cost	100+	Disadvantages
20	STR	10	20	Normal CHAR Maxima
18	DEX	24	10	Enraged: When innocents killed, 14-, R: 11-
20	CON	20		
10	BODY	0	25	Hunted: Red Doom, 11-
18	INT	8	10	Watched: Western Intelligence Agencies, 8-
14	EGO	8		
10	PRE	0	20	Psych Lim: Curious
10	COM	0	20	Psych Lim: Code vs killing
4	PD	0	10	Psych Lim: Overconfident in combat
4	ED	0		
4	SPD	12	15	Reputation: Hero of the Soviet Union, 11-
8	REC	0		
40	END	0	5	Rivalry: With other inventors and battle suits
30	STUN	0		
			15	Secret Identity (Hans Borscht)
			15	Secret Identity (Former double agent)
			12	Hero Bonus

Cost	Power	END
15	Martial Arts (Commando Training)	
	Maneuver **Pts** **OCV** **DCV** **Damage**	
	Boxing Cross 4 +0 +2 6d6	
	Aikido Throw 3 +0 +1 4d6, Opponent Falls	
	Kung Fu Block 4 +2 +2 Block	
	Judo Disarm 4 -1 +1 30 STR Disarm	
6	Inventor, Computer Programming (Both 13-)	
6	Electronics, Mechanics (Both 11-)	
3	Systems Operations 13-	
7	Combat Pilot 15-	
1	Vehicle Familiarity: Scarlet Sentinel	
3	Scientist	
16	Sciences: Metallurgy 11-, Mechanical Engineering 11-, Electrical Engineering 11-, Chemistry 11-, Ceramics 11-, Physics 11- , Robotics 20-	
2	KS: Mechanical Toys 11-	
3	English (Fluent with accent, German Native)	
3	Russian (Fluent with accent)	
20	+2 Overall Levels	
110	Vehicle — The Scarlet Sentinel	

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

COSTS:	Char		Powers		Total		Disadv		Base
	82	+	195	=	277	=	172	+	100

Background: Hans Borscht was born in Bonn, West Germany in 1961. He worked all the way through "der Goethe Gymnasium" (his high school), sometimes as a grocery clerk, later writing inventory control programs for local businesses. Throughout his school days, Hans was a scrapper and a "good boy", always standing up to bullies to save other kids' lunch money, and often picking fights with rich kids just to prove he was better than they were. Eventually he was noticed by a local boxing coach, who taught him how to fight and took him to the German National Championships, where he placed third.

Somehow, his mother arranged for Hans to study Computer Science at MIT in the U.S., where he met some of the leaders in the field, and developed an interest in cybernetics and robotics. Hans was all set for a dazzling career working for Crown Enterprises, when he received a telegram telling him his mother had died.

When he returned to Germany, Hans found some unfamiliar faces at this mother's funeral. These men told Hans that his mother had been a double agent after World War II — a sort of German

THE SCARLET SENTINEL

Val	Char	Cost
60	STR	20
20	BODY	4
8 H	SIZE	30
18	DEX	24
4	SPD	12
14	DEF	36

Val	Disadvantages
10	DNPC: Normal ground crew, 8-
20	Distinctive Features: Scarlet Sentinel (Hero of the Soviet Union)
15	Watched: Soviet Government, 14-
10	Watched: Red Doom, 11-
10	x2 BODY from electrical attacks
10	x2 BODY from sonic attacks
10	x1 1/2 BODY from knockback
15	Secret Identity (Few know who owns it or where it is kept)

Cost	Power	END
37	Multipower (75 pt Reserve), OIF Weapons Systems	
4u	10d6 EB, No Range Penalties, 16 Charges (blaster cannon)	
4u	2d6 RKA, No Range Penalties, Armor Piercing, Explosion, 8 Charges (missile rack)	
3u	2d6+1 HKA, Area Effect One Hex, 0 END (4 1/2d6 w/STR) (sword)	
12	+20" Superleap, x 8 Noncombat, OIF Jump Jets, Extra Time — 1 Phase	
20	Full Life Support (the Sentinel is fully sealed and possesses stores of food and drink)	
8	Radar, 360 degrees, Extra Time — 1 Phase, OAF Radar Dish	
7	+10 Telescopic Vision, IAF Zoom Lenses	
2	IR Vision, IAF Infrared Cameras	
3	High Range Radio, OAF Radio Antenna	
5	Eidetic Memory, IAF Hidden Cameras	
5	Images vs Normal Sight and Hearing, -0 PER Roll, 0 END, No Range, OAF Lights and Speakers	
2	Extra Limbs (Hands), OIF Hands	
12	15 STR TK with Fine Work, 0 END, No Range, OIF Hands, Linked to STR	
3	Power Defense (5 pts), IIF Electromagnetic Resistant Seals	
8	On Board Computer ("Papa Joe")	
—	6" Running	
—	(10 Hexes Tall, 5 Hexes Wide, 100 Ton Mass)	

OCV:5 **DCV:**6-2=4 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	126	+	135	=	261	=	100	+	161

Mata Hari, who did great damage to the Soviet Union in the post-war years. They also told Hans that they were western security agents assigned to him, and that they wanted him to follow in his mother's footsteps. According to these men, his mother had been killed by East German agents with a new type of poison almost impossible to detect in a conventional autopsy. Because of his relative youth and considerable technical expertise, Hans was told he would be a perfect catch for the Soviets were he to "defect". Hans told the agents he would consider their offer, and asked for some time to think it over.

While he was thinking, Hans sold his mother's house and car, and used the money to build the first Scarlet Sentinel robot-suit. With the tank-like abilities of the Scarlet Sentinel — then known as the Peace Warder — Hans went on a showy spree of crime-fighting, stomping getaway cars into mush and blasting criminals into the hospital. Hans was very careful to avoid injuring any innocents (and in fact twice let criminals go because they had hostages) but he was not so careful about property damage.

Following an ugly confrontation with the Reichstag over legislation that would restrict his freedom of movement in population centers (which amounts to roughly 95% of West Germany), the Peace Warder to defected to East Germany, where he was welcomed into the Comintern. Peace Warder changed his name to "Scarlet Sentinel" — the red guardian. Two weeks later, NATO intelligence received their first report from inside the Supreme Soviets.

A couple of years later, Sentinel transmitted a most disturbing piece of information. According to the microfilm, Col. Vasalov was plotting with conservatives in the military and KGB to overthrow Gorbachev. Hans' handlers where in a quandary. They couldn't directly send the information to Gorbachev; it might be intercepted and then Hans would be in danger. They couldn't have the Sentinel defect and then reveal the information, since then Gorbachev might believe it to simply be a Western plot.

Finally they hit upon a plan. Hans would continue his role as a supporter of the communist regime. He would then approach Gorbachev directly, as a "loyal Soviet", and reveal the information "for the good of the motherland." The only problem with this plan was that it would require Hans to maintain his deceptions indefinitely.

As could be expected, Hans was not happy with the plan. But better than anyone, he could see the dangers if Vasalov succeeded in unseating Gorbachev. Reluctantly, he agreed. While preparing the documentation for the charges, Hans received word that Vasalov had discovered the plot. Hans fled to Sanctuary where he joined Tokamak. He narrowly survived the assault on Sanctuary, and transmitted the information to Gorbachev.

After the break-up of Comintern, Hans agreed to join Ivan's New Guard. Although Hans still longs to return to the now-united Germany, he intends to continue playing his role for a few more years. He is the only New Guard member to suspect the Disinformer's true intentions.

Quote: "For freedom!"

Personality: Hans is a man playing a role, a role necessary to preserve the common good. As a result, he has a curious detachment from his "life" as an Eastern-bloc superhero. He is friendly with

PAPA JOE

Val	Char	Cost
8	INT	-2
14	DEX	12
3	SPD	6

Cost	Skill/Program	Roll
3	Navigation	11-
3	Sensors Operation	11-
3	Combat Pilot	12-
2	KS: Flight Protocols	11-
2	KS: Military Vehicles	11-
2	KS: Popular Music	11-
2	KS: Video Games	11-
1	Russian (for voice commands)	
1	Drive Sentinel from A to B (A and B must be on Navigation Maps)	
1	Fire weapons at designated target	
1	Scan vehicle and display type	
1	Find radio station X	
1	Show entertainment	

OCV:5 **DCV:**5 **Phases:** 4, 8, 12

Costs:	Char		Skills		Total		Disadv		Base
	16	+	23	=	39	=	0	+	40

the other members of the New Guard, but in a distant way. He fights for justice, but without passion. After all, at any moment his handlers might call him, and Hans would have to leave all this behind forever.

This is not to say that Hans is a perfect, emotionless, spy. Although he sees himself as doing a job, he truly does mean well, and gets pleasure from being a superhero. And despite the warnings from his handlers, Hans has developed friendships, especially with Sputnik. He hopes that ongoing reforms in Europe will someday enable him to take off the "mask", and become a true, honest, German superhero.

Powers/Tactics:.The Scarlet Sentinel is a robot battlesuit computer-interfaced with a human operator, otherwise known as a CACAM (Combat-Able Cybernetic Anthropomorphic Machine). The Sentinel is built like a tank — heavily armored. As a result, the control apparatus and operator compartment are practically impervious to harm.

The operator compartment is snug and padded, but the protection works less well when faced with attacks that jar the occupant, such as concussive explosions, shockwaves, and falling. Also, the craft is extremely massive, requiring large space to maneuver, as well as destroying even the highest-quality steel-reinforced roads. Of course, the unit does not float. These problems are compensated for by the ability of the craft to launch itself over a mile in the air. Other drawbacks to this flexible and maneuverable design include the length of time required to activate the somewhat ponderous weapons, and the potential for operator exhaustion and other negative input through the bio-feedback controls.

While the suit used to require a human operator at nearly all times, Hans has improved the vehicle's systems. The suit will no longer explode if left without a human pilot and an onboard computer (nicknamed Papa Joe) has been added to aid the craft's pilot.

Appearance: Hans is 5'7", 165 lbs., with sandy blond hair and dark brown eyes. His civilian dress is casual, often consisting of army fatigues or khakis and plain white t-shirts.

The Scarlet Sentinel robot is a 16 foot tall anthropomorphic tank. It is all red, except at the joints (steel-grey), the blaster cannon (red w/ styled black flame painted around the muzzle), the sword (red, with a bright steel blade), and the head (yellow star on the forehead).

Background: Antioch Derzahavin was born in Moscow in 1949. Antioch's father was a soldier, as was his father before him, as was his father before him. His great-great-great-great-great grandfather was a spy in the wars against Napoleon. He has never doubted what he would be, or questioned why. He is simply following an honored family tradition of rising to the defense of Mother Russia.

Antioch was recruited as a youth by the KGB, and was given extensive acting and linguistic training. By the time he was 14, Antioch was an almost perfect mimic, and would play his various roles for days at a time. Before he turned 16, he had already completed four missions. In the following years, he served his country in every conflict since then, including the "cold war", "detente", and "glasnost". In the process he played thousands of roles, sometimes on both sides of a conflict.

Eventually, Antioch was recruited by Vasalov to be a part of the Comintern. (Vasalov felt the team badly needed some subtlety.) As Disinformer, Antioch served as the team's primary scout and gatherer of information. He continued to play his roles, mimicking movie stars, politicians, and even historical figures.

But somewhere in all of this, Antioch was slowly losing his own identity. He had been recruited by the KGB at age 14, and had spent almost two decades playing at various roles. He began to dream "in character", and would refuse to remove his oft-ingenious disguises. He began to fear the periods when he wouldn't be impersonating

DISINFORMER

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Normal CHAR Maxima
18	DEX	24	10	DNPC: Competent Street Buddies, 11-
20	CON	20		
10	BODY	0	15	Watched: Red Doom, 14-
20	INT	10	10	Watched: CIA, 8-
14	EGO	8	10	Watched: Soviet Intelligence Agencies, 8-
18	PRE	8		
14	COM	2	20	Psych Lim: Doesn't know who he is anymore/ Always in character
8	PD	5		
8	ED	4		
4	SPD	12	15	Psych Lim: Perfectionist/ Meticulous planner
10	REC	6		
40	END	0	10	Psych Lim: Follows orders
30	STUN	2	15	Reputation: Master of disguise, 14-
			15	Secret Identity (double agent)
			160	Villain Bonus

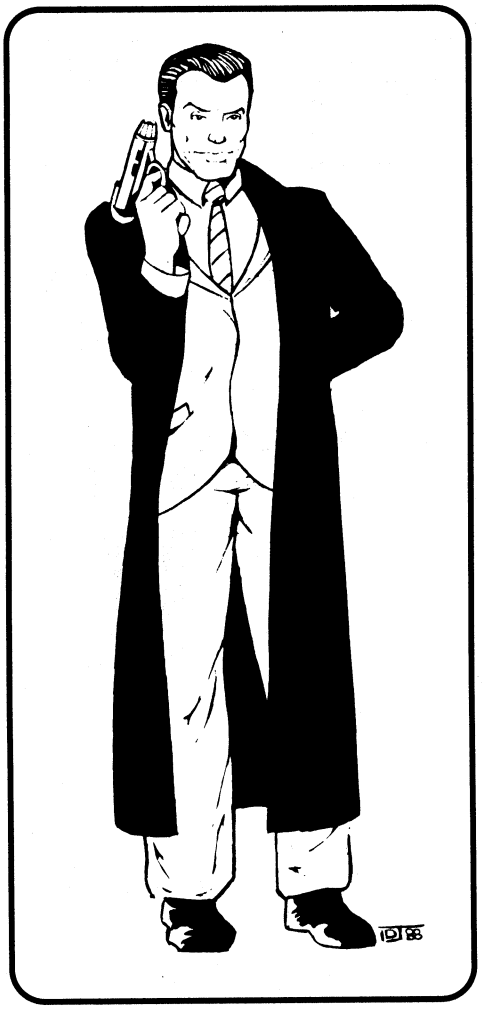
Cost	Power	END
72	60 pt Variable Power Pool, OAF Equipment, Only changes at HQ	
	Sample Gadgets	
(30)	3d6 RKA, +1 OCV, +4 vs Range Modifiers, 16 Charges, (gyrojet pistol)	
(12)	5 rPD/5 rED Armor with +5 PD/5 ED Padding (kevlar breast plate)	
(5)	Life Support (Self Contained Breathing) (gas mask)	
(4)	Eidetic Memory, Visual Only, 12 Charges (minicamera)	
(2)	Ultraviolet Vision (night vision goggles)	
(7)	10 STR TK, 0 END, Only Pulls Objects Towards User, Only Effects Metal Objects (magnetic wristwatch)	
14	Martial Arts (Commando Training)	
	Maneuver **Pts** **OCV** **DCV** **Damage**	
	Boxing Cross 4 +0 +2 5d6	
	Aikido Throw 3 +0 +1 3d6, opponent falls	
	Judo Disarm 4 -1 +1 30 STR Disarm	
	Kung Fu Block4 +2 +2 abort, block	
17	Acting, Disguise, Mimicry (All 14-)	
6	Computer Programming, Systems Operation (Both 13-)	
9	Stealth, Concealment, Security Systems (All 13-)	
9	Climbing, Contortionist, Sleight of Hand (All 13-)	
12	Scholar, Jack of All Trades, Well Travelled, Linguist	
26	**Area Knowledge Skills** — Soviet Union 11-, Former Easter Bloc Countries 11-, Western Europe 11-, America 11-, South America 11-, Isreal 11-, Japan 11-, China 11-, London 11-, Paris 11-, Berlin 11-, Moscow 11-, Rome 11-, Venice 11-, Cairo 11-, Tokyo 11-, Washington DC 11-, New York 11-, Chicago 11-, Los Angeles 11-, San Francisco 11-, Seattle 11-, Toronto 11-, Mexico City 11-, Bermuda 11-, Rio 11-	
21	**Knowledge Skills** — CIA 14-, KGB 14-, NATO 13-, Middle Eastern Culture 11-, European Culture 11-, Asian Culture 11-, American Culture 11-, Linguistics 11-, Red Doom 11-, New Guard 11-, Paranormals 11-, European Politics 11-, American Politics 11-	

Cost	Power	END
11	**Professional Skills** — Politician 11-, Lumber Jack 11-, Secretary 11-, Insurance Salesmen 11-, Businessmen 11-, Repairmen 11-, Garbage man 11-, Hair Dresser 11-, Fast Food Manager 11-, Bar Tender 11-, Secret Agent 11-	
29	**Languages** — Russian, German, Spanish, Portuguese, Hebrew, Arabic, English, Japanese, Chinese (All Idiomatic with native accent, Russian native)	
15	Cramming x2, Resistance +5	
3	Double Jointed, Light Sleep, Speed Reading	
50	+5 Overall Levels	

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

COSTS:	Char		Powers		Total		Disadv		Base
	106	+	294	=	400	=	300	+	100

someone; instead he would switch directly from character to character with no down time. It was then that the Supreme Soviets and Comintern broke up.



Vasalov had been studying Antioch's disintegration with professional interest. While forming Red Doom, Vasalov saw a way to use Antioch's affliction. He approached Disinformer, and asked to play perhaps his greatest role — that of Vasalov's spy in the New Guard. Vasalov told him that this would be the ultimate assignment, one that might last for years, and would require Antioch to deceive his longtime associates.

Vasalov had read his victim perfectly. Antioch, who was in a "Harrison Ford" phase, readily agreed. He pretended that he and Vasalov had had an enormous spat, and pledged his loyalty to Ivan and he New Guard. Although Ivan was initially doubtful, Disinformer has been a model team member, and has slowly won acceptance. And once a week he sends his reports back to Col. Vasalov...

Quote: "You can call me... Bond, James Bond."

Personality: It's not that Disinformer doesn't have a personality; instead, he has thousands. Confident in his ability to play any role, Disinformer will select an individual and mimic him — perfectly. Thus on one day he might be Tom Selleck, on another he might be Hamlet, and on the third day he might be George Bush. More frequently he will mimic someone he meets on the street, or an archetypical everyman. When he wants to blend into a crowd, it is almost impossible to pick Disinformer out. Even Telepathy won't work unless it reads into his memories.

If he has a personality of his own, it has been submerged for so long as to be nonexistent. Disinformer exists solely to impersonate others.

Powers/Tactics: Disinformer has no superpowers, and tends to avoid direct combat. When forced into a fight, he uses his uncanny impersonations to sucker his opponents into fighting among themselves.

Appearance: Antioch is 5'8", 165 pounds, and has brown hair and brown eyes. He has no distinguishing physical characteristics or habits. He is so average, so normal, as to be almost frightening.

NEW GUARD HEADQUARTERS

The headquarters of the New Guard is located outside Warsaw, Poland, near the banks of the Vistula river. (This was previously the HQ of the Comintern, and has been converted over for the New Guard.) The perimeter of the dacha area is covered with a barbed-wire topped metal mesh fence with explosive motion detectors mounted at six-meter intervals. Immediately inside the fence are a series of infra-red beam alarms. Although these devices are enough to stop non-powered intruders, most paranormals can get through with minimal difficulty. In this case, the New Guardians themselves are summoned to deal with the problem.

Inside the perimeter is the dacha itself, with an auxiliary tool shed and a small barracks building for the eight Polish State Security officers stationed at the dacha. Also inside the perimeter is a small helipad (usually occupied by an armed and armored helicopter), and an olympic-sized covered swimming pool.

The dacha itself is a three-story structure, topped with a small open-air observatory. The second and third stories are taken up by bedrooms and the like, with a greenhouse on the second story. The ground floor consists of living areas, kitchen, pantry, dining and breakfast rooms, the library, and a game room, with an attached four-car garage under the greenhouse. There is a lab-filled basement, and a sub-basement with maps and classified information storage. The walls are armored (10DEF, 10BODY), but are disguised to look like normal walls.

The New Guard has a good deal of equipment kept at the base. The team equipment includes two supersonic jet transports and four helicopters, as well as a number of ground vehicles, including bulletproof limousines. The New Guard also have a variety of experimental weapons given to them by Soviet military scientists.

INDEPENDENTS

In addition to the New Guard and Red Doom, there are a number of independents who are operating in and around the USSR.

GENERAL MAYHEM

Val	Char	Cost	100+	Disadvantages
70/40	STR	30	10	X1 1/2 Effect from power drains
18	DEX	24		
43	CON	66	40	x2 Stun and BODY from heat based attacks
31/25	BODY	30		
15	INT	5	10	DNPC: Girlfriend, 11-
23	EGO	26	10	Enraged: When USSR Threatened, 8-, R: 8-
40/20	PRE	10		
8	COM	-1	25	Hunted: Nazi Villains, 14-
19+	PD	11	15	Psych Lim: Always keeps his word
19+	ED	10		
4	SPD	12	15	Psych Lim: Protects Russians
25	REC	16	20	Psych Lim: Fervent Communist
86	END	0		
80/74	STUN	7	10	Phys Lim: Heavy (250 KG+)
			10	Phys Lim: 1/2 Movement in Hot Environments
			15	Reputation: Soviet hero of WWII, 14-
			10	Public ID (Boris Tiomkin)
			212	Hero Bonus

Cost	Power	END
10	Damage Resistance 10 rPD/10 r ED	
5	Lack of Weakness (5 pips)	
25	30 pips Growth, 1/2 END, Extra Time — 1 Phase (+30 STR, +6 BODY/STUN, -6" KB, +2" Reach, +4 Per Rolls Against, -4 DCV, 8m Tall, 4m Wide, 6400 Kg)	1
20	+11 rED/9 rED Armor, Linked to Growth	
23	Area Effect One Hex with STR, Linked to Growth	
17	1/2 END on 70 STR with Area Effect One Hex 3 (5 w/Area Effect)	
13	+10" Running, Linked to Growth	
13	+20 PRE, Linked to Growth	
4	+6 Telescopic Vision, Linked to Growth	
2	x10 Microscopic Vision, Linked to Growth	
48	Multipower (60 pt reserve, winter powers), Not in hot or dry environments (-1/4)	
5u	Change Environment, x128 Area, 0 END (cold and snow)	0
3u	3"r Darkness to Sight Sense Group, Personal Immunity, 1/2 END (blizzard)	2
5u	4d6 EB, Penetrating, Autofire, 0 END (wind and hail)	0
5u	4d6 RKA (ice spear)	6
5u	4d6 Entangle, Area Effect One Hex (ice cage)	6
5u	6d6 Entangle (ice block)	6
3	Immune to intense cold	
3	Tactics 13-	
6	Knowledge Skills: Small Unit Tactics 11-, Military Strategy 11-, Military History 11-	
2	English (Conversational with Soviet accent, Russian native)	
24	+3 with Combat	
10	+1 Overall Level	

OCV:6 **DCV:**6 **ECV:**8 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	246	+	256	=	502	=	402	+	100

Background: Boris Tiomkin was born in into a Russian peasant family in 1903. He worked on the farm from the time he was four until he was twenty-one. He was deeply affected by the chaos and violence of The Great War, the Russian Revolution, and the Russian Civil War. In 1924, Boris moved to Tsaritsyn (renamed Stalingrad in 1925), and began work in a shoe factory. He stayed at the shoe factory, eventually becoming an assistant manager, until 1939, when the Red Army began to mobilize. He volunteered for the infantry and first saw combat in 1941 when his unit was beaten badly by an elite SS Panzer division. In the aftermath of this first battle, Boris' division scattered all over the countryside, and he — caught behind enemy lines — was unable to link up with them. In order to escape his German pursuers, Boris (by now a sergeant), led his squad north, where all but he died from German bullets and exposure. Boris, because of his extreme physical toughness and insulating fat, traveled longer than any of the rest, but finally he too succumbed to the cold.

Boris did not die, however — he was rescued from the cold by a kindly old witch-woman, who warmed him by her fire and fed him hot soup. When he was ready to leave, she gave him a three days' supply of food and a map pointing the way back to civilization.

After a day of walking down the road, Boris was stopped by a an ancient Norse storm giant, who insisted on wrestling Boris for possession of his gun. Boris said to the giant that they should make a wager, his gun and equipment against the giant's powers, an arrangement which the overconfident giant quickly agreed to. Boris then suggested that before they wrestle, they should first share the supper that the old woman had made. The greedy giant agreed, and ate all of Boris's food, while Boris only pretended to eat. Afterwards, they wrestled, but because the giant was so fat and full of food, and Boris so lean and hungry, Boris won easily. The storm giant was forced to admit the Russian had beaten him, and grudgingly turned his powers over to Boris.

Using these powers, General Mayhem was the national hero of the Soviet Union throughout the forties and fifties. He earned his name and his reputation in The Great Patriotic War (WW II), and his countrymen will not soon forget him. His command over the Russian weather enabled him to fight Nazi superheroes and slow the Wehrmacht .

After the war, General Mayhem retired to raise his enormous family, and came out of retirement whenever his country needed him. In 1962, on the eve of the Cuban missile crisis, it was believed that he had a heart attack and died in Havana. The body was never found, and rumors of his activities persist to this day.

Quote: "Ho Ho Ho! I break Nazi *Ubermensch* like twigs!"

Personality: Like his son Ivan, General Mayhem embodies all the good characteristics of the Russian people. He is jovial and lighthearted, garrulous and completely honorable. He is very slow to anger, but when he does finally get angry, there's no stopping him.

Powers/Tactics:.In addition to his massive Strength and high defenses, General Mayhem has near complete control over the Russian winter. He can manipulate ice into a variety of shapes, which he can then use against opponents. Conversely, he is especially vulnerable to attacks based on heat.

In battle, General Mayhem wades in among his opponents and attacks them in hand-to-hand. He usually chooses the most dangerous foe, reasoning that no attacks can penetrate his dense skin. Against normals or large groups of enemies, Mayhem uses his ice powers.

Appearance:. Mayhem is a giant of a man, 7' tall, and nearly 600 lbs, with dark brown eyes and a huge, full, black beard. He wears red and white outfits that make him look like Father Winter (Santa Claus).

ERG (PHYSICAL FORM)

Val	Char	Cost	100+	Disadvantages
60	STR	40	10	Accidental Change: When BODY Taken, 8-
20	DEX	30		
43	CON	66	10	Enraged: When reminded he isn't human, 8-, R: 8-
21	BODY	20		
18	INT	8	20	Hunted: New Guard, 8-
14	EGO	8	20	Hunted: Red Doom, 8-
25	PRE	15	15	DNPC: Alexi Andropov's widow, 11-
10	COM	0		
11+	PD	0	15	Psych Lim: Curious/ Longs to be human
10+	ED	0		
4	SPD	10	15	Psych Lim: Protects innocents
19	REC	0	20	Psych Lim: Shy/ Fears crowds and new people
86	END	0		
68	STUN	0	20	Phys Lim: Mute
			10	Phys Lim: No Fine Manipulation
			10	Reputation: Wandering hero, 11-
			10	Reputation: Wandering villain, 11-
			131	Hero Bonus

Cost	Power	END
7	5 pips Growth, 0 END, Persistent, Always On	
7	5 pips Density Increase, 0 END, Persistent, Always On (+10 STR, +1 PD/1 ED, +1 STUN/1 BODY, -2" KB, x4 mass, stats already figured in)	
45	+15 rPD/15 rED Armor	
30	Full Life Support	
6	+3" Running (9" Total)	1(2)
22	15" Flight, 0 END, OIF Boot Jets, Extra Time — 1 Phase	0
15	1/2 END Cost on STR	3
10	Infrared and Ultraviolet Vision	
20	X-Ray Vision (not through lead or other dense substances)	
30	Multiform (380 pt radiation cloud), Extra Time — 1 Turn, Leaves "BODY" Behind	
3	Computer Programming, Systems Operation (Both 13-)	
3	Security Systems 13-	
5	PS: Nuclear Power Plant Technician 14-	
2	KS: Radiation 11-	
2	AK: Chernobyl 11-	
2	AK: Chernobyl Nuclear Power Plant 11-	

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

COSTS:	Char		Powers		Total		Disadv		Base
	197	+	209	=	406	=	306	+	100

Background: Once one of Russia's most noted nuclear scientists, Alexi Andropov met disaster the day his power plant — Chernobyl — suffered a meltdown. While everyone else was trying to escape from the plant, Alexi knew that it would do no good. He had to find a way to shut down the reactor or the radiation from the core would contaminate the surrounding fields for miles.

Thinking quickly he donned a radiation suit and waded into the control room, by then flooded with radiation, and began his desperate search for a way to shield the core. Driven by the need to save the unsuspecting civilians that lived by the plant (including his family), Alexi pushed himself past the point of collapse. While he did not manage to save the plant, he did help contain the damage.

ERG (RADIATION FORM)				
Val	**Char**	**Cost**	**100+**	**Disadvantages**
0	STR	-10	10	Dependence: Must Enter Containment Suit 1/Hour or 3d6
29	DEX	57		
18	CON	16		
20	BODY	20	20	Hunted: New Guard, 8-
18	INT	8	20	Hunted: Red Doom, 8-
14	EGO	8	15	DNPC: Alexi Andropov's widow, 11-
0	PRE	-10		
0	COM	-5	15	Psych Lim: Curious/ Longs to be human
0	PD	0		
4	ED	0	15	Psych Lim: Protects innocents
6	SPD	21	20	Psych Lim: Shy/ Fears crowds and new people
4	REC	0		
36	END	0	20	Phys Lim: Mute
29	STUN	0	15	Phys Lim: No Manipulation
			128	Hero Bonus

Cost	Power	END
22	Elemental Control — Radiation Form, Always On	
31a	Desolidification vs all but radiation and mental powers, 0 END, Persistent	
31b	Invisibility to Sight and Hearing Sense Groups, 0 END, Persistent	
17c	1d6 STR Drain, Recovers 5 pts/year, Affects Solid, Damage Shield, 0 END, Persistent, 14- Activation	
17d	1d6 CON Drain, Recovers 5 pts/years, Affects Solid, Damage Shield, 0 END, Persistent, 14- Activation	
17e	1d6 BODY Drain, Recovers 5 pts/year, Affects Solid, Damage Shield, 0 END, Persistent, 14- Activation	
17f	1d6 Major Transformation (Normal person into one with radiation sickness), Cumulative, Affects Solid, Damage Shield, 0 END, Persistent, 14- Activation	
17g	2d6 NND (defense is being immune to radiation), Affects Solid, 0 END, Persistent, 14- Activation	
27	10" Flight, 0 END, Persistent, Always On	
10	Infrared and Ultraviolet Vision	
20	X-Ray Vision (not through lead or other dense substances)	
30	Full Life Support	
3	Computer Programming, Systems Operation (Both 13-)	
3	Security Systems 13-	
5	PS: Nuclear Power Plant Technician 14-	
2	KS: Radiation 11-	
2	AK: Chernobyl 11-	
2	AK: Chernobyl Nuclear Power Plant 11-	

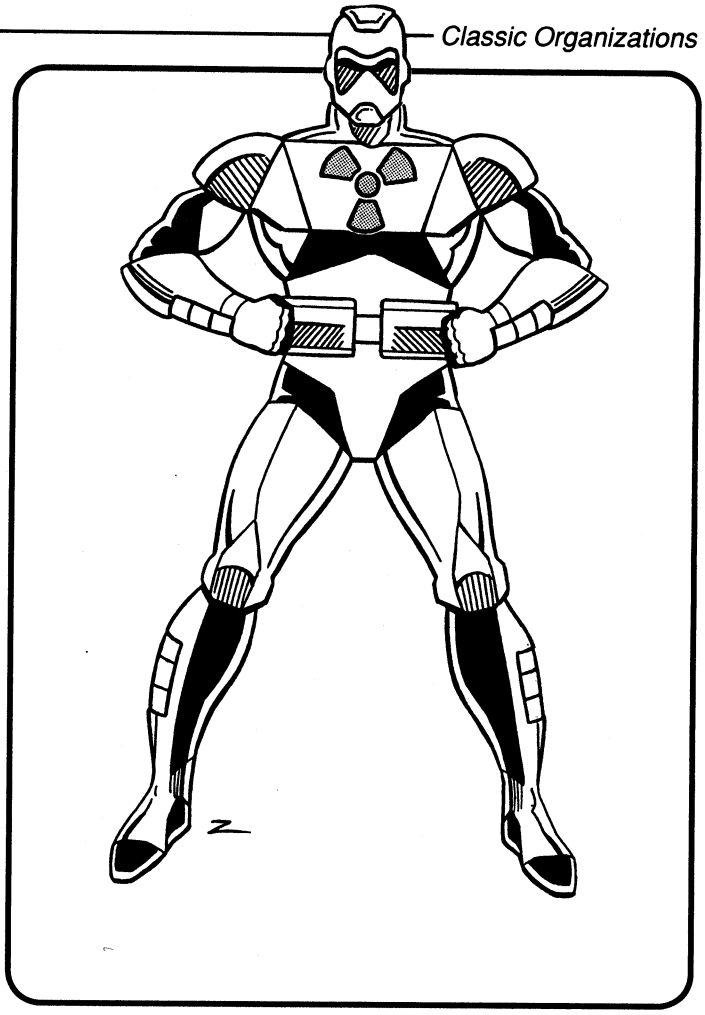
OCV:10 **DCV:**10 **ECV:**5 **Phases:** 2, 4, 6, 8, 10, 12

COSTS:	**Char**		**Powers**		**Total**		**Disadv**		**Base**
	105	+	273	=	378	=	278	+	100

Unfortunately, by the time he had finished, his body had absorbed a lethal dosage of radiation.

Racked with pain, the man died. But something strange happened: the radiation that coursed through Alexi's body somehow acquired sentience along with the memories of the man it had unwittingly killed. In essence, the radiation became Alexi and his radiation suit became the creature's skin.

At first, it took the creature a while to understand what had happened to it. Eventually, it began to comprehend what had occurred and how much there was in the world that it didn't understand. Today the radiation cloud (nicknamed Erg by the liberalized Soviet newspapers) wanders the Soviet Union, searching for the answer to the question that has plagued it since its birth:



"What does it mean to be human?"

Quote: None. (Erg can't speak)

Personality: Erg has inherited most of the personality traits once possessed by Alexi, including the scientist's sense of duty towards other human beings. Erg is a shy and quiet individual who tries to keep to himself. He is driven by an insatiable need to know how things work and what drives humanity. For obvious reasons, Erg is very lonely and longs for human contact which his current form denies him.

Powers/Tactics: Erg is a being made of pure radiation. He has two basic forms: his natural form of pure radiation and a "possessed" radiation suit. Erg possesses a large and dense radiation suit which serves as his skin. While inside it, he is nearly impervious to harm. While he is immensely strong and fairly dexterous, the suit's bulky gloves prevent Erg from handling small items.

In his natural form, Erg is as intangible and invisible as normal radiation. He is extremely dangerous to any humans he is near. In addition, Erg is able to see a variety of different energy forms (like heat).

Erg is not used to interacting with things physically, and so will occasionally use much more force then is necessary to get a job done.

Appearance: Erg 's radiation suit is a large, grey, shiny suit of standing about 5 feet tall. It has only one small plate of radiation proof glass, allowing its wearer to see. In his natural form, Erg is invisible.

BOLSHEVIK BARRACUDA

Val	Char	Cost	100+	Disadvantages
45*/15	STR	15	30	x2 BODY and x1 1/2 STUN from heat based attacks
23	DEX	39		
28*/23	CON	29	10	Suceptibility: 2d6 phase from tar/glue
15	BODY	10		
10	INT	0	5	Dependence: Must enter water 1/hour or 3d6 STUN
14	EGO	8		
20*/10	PRE	3	20	Hunted: Soolurian crew, 11-
16	COM	3	20	Hunted: Red Doom, 8-
25*/10	PD	10	10	Watched: Soviet Intelligence Agencies, 8-
25*/10	ED	10		
5	SPD	17	20	Psych Lim: Code vs killing
15*/8	REC	0	15	Psych Lim: Protects sea creatures and their environment
56*/46	END	0		
52*/35	STUN	0		
			10	Psych Lim: Loyal to the State
			10	Distinctive Features: Gills and green hair
			10	Reputation: Protector of Soviet water ways, 11-
			43	Hero Bonus

Cost	Power	END
12	Elemental Control — Sea Powers	
6a	4d6 Telepathy, 1/2 END, Only with Aquatic Animals and Sea Birds (-1)	1
6b	4d6 Mind Control, 1/2 END, Only with Aquatic Animals and Sea Birds (-1)	1
13c	Shapeshift into any Aquatic From, 1/2 END	1
13d	+20" Swimming, 1/2 END (22" Total)	2
26e	60 STR TK, Only in Water (-2)	9
11	Life Support (Breathes Underwater, Immune to High Pressure and Intense Cold)	
15	Active Sonar	
10	+5 PER with Sonar	
21	5d6 Entangle, Transparent to Attacks, OAF Fishing Net, One Recoverable Charge	
9	Stealth 14-, Concealment 11-, Demolitions 11-	
2	PS: Sailor 11-	
2	PS: Fisherman 11-	
2	Vehicle Familiarity with small boats and fishing vessels	
2	KS: Marine Life 11-	
2	AK: Soviet Waterways 11-	
1	Familiarity with sea dwelling space aliens	
1	Familiarity with fishing nets	
5	+1 with ranged combat	

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

COSTS:	Char		Powers		Total		Disadv		Base
	144	+	159	=	303	=	203	+	100

*Only In Water (-2)

Background: Leonid Leoniv was was a fisherman sailor who worked from Vladivostock, a Russian port on the Pacific ocean. His father had high hopes for Leonid's education, perhaps as a marine biologist. The elder Leoniv taught his son everything he knew about the sea, and the two were inseparable fishing companions.

In 1982, late in the afternoon while the Leonivs were far out to sea, the sun was suddenly eclipsed and the weather went berserk. Clouds formed out of nowhere and a typhoon arose in minutes. The Leonivs did their best to return to shore, but were dragged down to the bottom of the sea by a whirlpool. At the bottom of the whirlpool was a craft of the alien Soolurlin (a sea-native spacefaring race). The Soolurin had been preparing to leave the earth, and had accidentally caught the Leonivs in their backwash. Although the elder Leoniv was dead, the Soolurin succeeded in saving Leonid by performing extensive genetic and physical surgery. As a result, Leonid became an immensely powerful and highly adaptable sea creature. He became enraged, however, when he discovered the aliens were responsible for his father's death, and destroyed their ship. Naming himself the Bolshevik Barracuda, Leonid decided to use his new powers to become an aquatic superhero.

Since then, Barracuda has repeatedly turned down offers to join the Supreme Soviets or — more recently — the New Guard. A loner by nature, he reasons he can protect his watery domain just as well without help from other heroes. He is in contact with Ivan, however, and would be willing to help if the situation warranted it.

Quote: "Look at the waves, the sea. Are they not beautiful?"

Personality: Leonid is an old-style fisherman, one who prefers walking on the deck of a boat to dry land. Since gaining his powers, he has been able to swim the watery depths that he previously could only wonder about. He truly enjoys using his powers, and will do anything to protect the ocean from threats, especially pollution.

Powers/Tactics:.The Soolurin treatments have left the Bolshevik Barracuda able to breath water, but have reduced his ability to survive on land for extended periods of time. He can be suffocated by tar, glue, gum, etc., that clog his gills. His appearance was also somewhat changed by the treatments, and he now becomes severely dehydrated more easily than a normal man.

If drawn into combat, the Barracuda will try to direct the fighting into the water, where his powers are much greater.

Appearance:. Leonid is 6'3", 220 lbs, with green hair and light blue eyes, and gills on his neck. In the water, he is almost always accompanied by schools of fish or dolphins.

COLD WARRIOR

Val	Char	Cost	100+	Disadvantages
28*/13	STR	13	30	x2 BODY x1 1/2 STUN from
20	DEX	30		electrical attacks
28*/18	CON	29	20	x2 STUN from heat based
10	BODY	0		attacks
18	INT	8	10	Enraged: When fighting
14	EGO	8		military, 11-, R: 11-
25*/15	PRE	12	20	Hunted: New Guard, 8-
10	COM	0	10	DNPC: Wife Alexandria
15*/5	PD	9		Grushenko, 8-
15*/5	ED	8	20	Psych Lim: Overconfidence
5	SPD	20	20	Psych Lim: Protects innocents
12*/7	REC	0	10	Psych Lim: Hatred of
56*/36	END	0		war/military
38*/25	STUN	0	15	Reputation: Anti-military
				terrorist, 11-
			15	Secret ID (Boris Grushenko)
			95	Vigilante Bonus

Cost	Power	END
80	Multipower (160 pt reserve, cold powers, all operate off END Reserve), OIF Battle Armor, 14- Activation	
4u	8d6 Entangle, Area of Effect Radius (8" r), No Range, Melts 1 DEF/1 BODY per phase in warm Environments (-1/2), Doesn't work in dry conditions (-1/4), Takes x2 BODY from heat based attacks (-1/2)	16
4u	6d6 NND (defense is being immune to intense cold, or having heat powers), Area of Effect Radius (4"r), No Range	12
4u	3d6 RKA, Area of Effect Cone (4" long), No Range	9
4u	5d6 DEX Drain, Area Effect Cone (4" Long), No Range	10
19	300 pip END Reserve with 10 REC, OAF Backpack Unit, REC only works while unit is hooked to a source of liquid N2 (-1/2 on REC only)	
20	10 rPD/10 rED Armor, OIF Battle Armor	
12	+20 rED Armor, OIF Battle Armor, Only vs Thermal Attacks (-1)	
9	Life Support (Self Contained Breathing, Immune to Intense Heat/Cold), OIF Battle Armor	
7	Flash Defense fro Sight and Hearing Groups (5 pips), OIF Battle Armor	
10	+5" Running, 0 END, OIF Battle Arm. (11" total)	0(1)
6	+5" Running, 0 END, OIF Jet Skis, Only on Ice or Snow (-1) (16" Total)	0 (1)
6	Inventor, Computer Programming (Both 13-)	
6	Electronics, Mechanics (Both 11-)	
3	Security Systems 13-	
3	Scientist	
16	Sciences: Metallurgy 11-, Mechanical Engineering 11-, Electrical Engineering 11-, Chemistry 11-, Ceramics 11-, Physics 11- , Cryogenics 20-	
3	English (Fluent with Soviet accent, Russian native)	
3	Russian (Fluent with accent)	
10	+2 levels with multipower	

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

COSTS:	Char		Powers		Total		Disadv		Base
	137	+	228	=	365	=	265	+	100

*OIF Battle Armor

Background: Once one of Russia's most noted physicists, Boris Grushenko was thrust into the world spotlight in 1985 when the Nobel Committee nominated him for a Peace Prize. An avowed pacifist, Grushenko left government employ and accepted a sentence to the Siberian gulag rather than continue working on secret nuclear weapons. While in the gulag, he became convinced that his protest would never force change — more active measures would be needed.

Using spare parts scrounged from the machine shop, Grushenko formed a very crude power armor suit that would eventually evolve into the advanced weapon pack he currently wears. Using the ice-generating powers of the battlesuit, he escaped to a remote family home outside Leningrad. Here he secluded himself to improve his prototype.

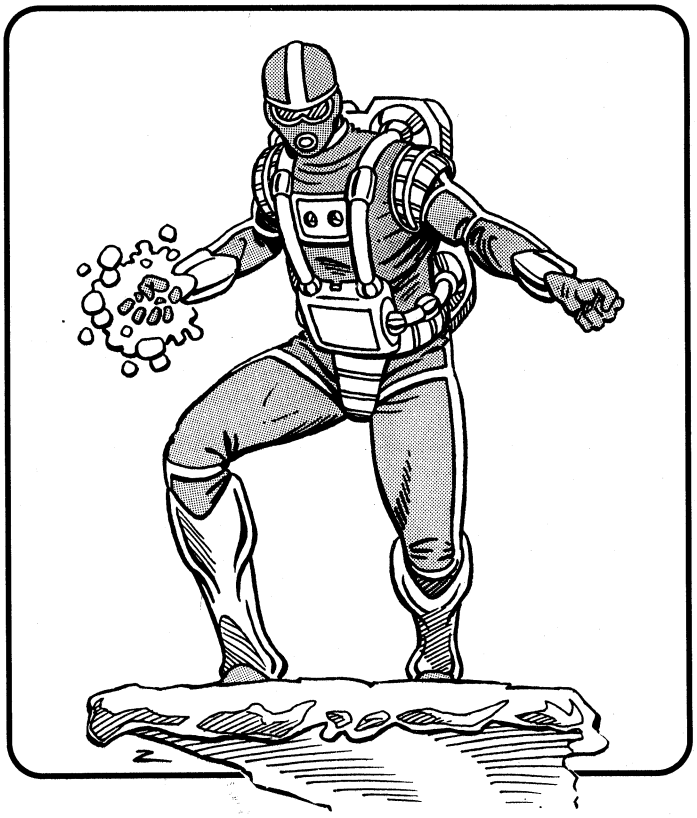
Once it was ready, the "Cold Warrior" began a crusade against military research stations in the Soviet Union and around the world. Although there has been a lessening of tensions between the superpowers, Cold Warrior has continued his attacks. The way he sees it, until the superpowers dismantle their nuclear arsenals, the world will always be in danger.

Quote: "I don't enjoy what I now do. But our governments must learn their error."

Personality: Grushenko is an older man, weary of the world, and somewhat obsessed with the danger of nuclear weapons. Although he seems calm and sane, he is completely unwilling to listen to opposing arguments, and won't allow anything to stand in his way. He will destroy any and all military developments, regardless of their motivation.

Powers/Tactics: Cold Warrior's main abilities deal with ice and cold. All his power comes from the heavy duty uniform he designed and built. He can generate temperatures of -60 degrees Fahrenheit. Using moisture sucked from the air through the power pack on his back, he can produce ice, making it do whatever he wants. He can create objects, such as barriers and bolts of ice. He can entangle a foe or make solid walls. He can also freeze objects in place.

Appearance: Cold Warrior's uniform is light blue. Flexible pipes and conduits of a silver alloy carry his freezing mixture to various parts of his body.



TOKAMAK (DECEASED)

Val	Char	Cost	100+	Disadvantages
18/8	STR	-2	20	Hunted: SAT, 8-
20	DEX	30	15	Hunted: VIPER, 8-
35	CON	50	10	Watched: KGB, 11-
11/10	BODY	0	20	Psych Lim: Code vs Killing
23	INT	13	15	Psych Lim: Paranoid (Afraid
13	EGO	6		everyone is out to get her)
10	PRE	0	10	Psych Lim: Proud of Battle
14	COM	2		Armor
17/16	PD	14	5	Psych Lim: Hunting VIPER
14/13	ED	6	10	Reputation: Renowned
6	SPD	30		Scientist, 11-
9	REC	0	5	Rivalry: With other battle suits
70	END	0	15	Secret Identity (Anya
33/32	STUN	0		Andreyev)
			130	Hero Bonus

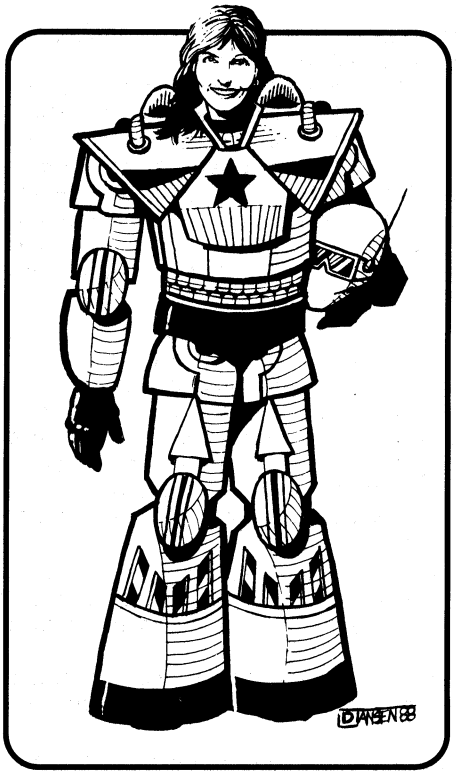
Cost	Power	END
6	Inventor, Computer Programming (Both 14-)	
6	Security Systems, Systems Operation (Both 14-)	
6	Electronics, Mechanics (Both 11-)	
3	Scientist	
16	Sciences: Metallurgy 11-, Mechanical Engineering 11-, Electrical Engineering 11-, Chemistry 11-, Ceramics 11-, Physics 11- , Plasma Physics 20-	
2	KS: Art and Design 11-	
5	English (Fluent with accent, Russian Native)	
	TOKAMAK BATTLE ARMOR	
15	Elemental Control — Plasma Powers, OIF Battle Armor	
34a	9d6 EB with linked 1d6 Flash vs Sight Sense Group, 1/2 END (plasma bolt)	3
15b	18 rPD/18 rED Force Field, 1/2 END	2
15c	18" Flight, 1/2 END	2
7	+8d6 EB, Burnout 9-, 2 Charges, Costs END, x2 END, OIF Battle Armor	8
20	N-Ray Vision (not through forcefields) with linked +10 Telescopic vision, OIF Battle Armor (Meson Vision)	
7	High Range Radio, OIF Battle Armor	
3	Flash Defense for Sight Sense Group (5 pips), OIF Battle Armor	
13	Life Support (Self Contained Breathing, Immune to Vacuum/High Pressure, Intense Heat/Cold, and Radiation), OIF Battle Suit	
23	200 Pip END Reserve with 15 REC, OIF Battle Suit (all systems run off END Reserve)	
5	5 pips Density Increase, 0 END, Persistent, Always On, OIF Battle Armor	
5	5 pips Growth, 0 END, Persistent, Always On, OIF Battle Armor	

OCV:7 **DCV:**7 **ECV:**4 **Phases:** 2, 4, 6, 8, 10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	149	+	206	=	355	=	255	+	100

Background: Anya Andreyev was born in Lithuania in 1962. Her father and mother were both factory workers at a local steel mill, but Anya's exceptional education test scores elevated her beyond her humble beginnings, and she attended Leningrad University, where she received both her undergraduate degree (in Nuclear physics) and graduate degree (in Plasma physics).

After finishing her education at the age of 21, she went to work on the Soviet Man Amplification Project at a remote research station in Siberia. There, she worked on the details of the miniaturization of the Tokamak Reactor which would provide the primary power source for the ultimate personal military weapon.



The Soviet super-soldier project was not allowed to continue unimpeded. An American exchange student in Moscow picked up enough random information in the academic community to convince Washington of the existence and status of the Man Amplification Project. Since this was the height of the cold war, Washington could not act directly on the information without risking a major diplomatic incident and, possibly, war. However, officials in SAT could leak the information to VIPER.

VIPER engaged several supervillains, including the dreaded Stainless Steel Samurai, and they assembled a major task force in order to launch an attack on the research station. The attack came in the middle of a snowstorm, when visibility and communications were especially poor. The bases' defenders, including Sputnik and Soyuz, were quickly overrun.

Almost without thinking, Anya donned the untried prototype Tokamak suit, and flew into the snowstorm. She frantically called for help on a walkie-talkie she had grabbed from a fallen VIPER agent. This led both VIPER and the Soviet Air Force to her. She fought side-by-side with her communist comrades for over an hour, until the arrival of crack paratroopers, convincing the Stainless Steel Samurai that retreat was in order. He led his troops back into the sea, where they were picked up by waiting VIPER submarines.

While a submarine battle ensued off the Siberian coast, Anya returned to Station Lambda, where she saw a scene straight out of "The Battleship Potemkin." Almost everyone who had been at the base was dead, killed by the beam weapons of VIPER. Seeing all of her friends and co-workers massacred like cattle was too much for Anya. She swore she would avenge her fallen comrades by destroying VIPER.

She would have flown off right away, if not for the presence of Sputnik, who was able to effectively ground her. He convinced her that she should forestall her revenge against VIPER long enough for her to get some help — namely, the Supreme Soviets.

When the Supreme Soviets arrived, they were not happy. Col. Vasalov was in a particularly foul mood, having been castigated by the Ministers of Science and Defense for failing to provide adequate security for the research station . He demanded that Anya turn over the Tokamak suit to him immediately, and she adamantly refused. For a few tense moments, it seemed as if she were going to attack the colonel, and the People's Commando and Loupe Garoux were going to kill her — potentially destroying the prototype supersuit in the process. Sputnik stepped in the way, averting a potentially catastrophic mistake.

Sputnik proposed that Anya be allowed to keep the suit until VIPER and the Stainless Steel Samurai were appropriately dealt with. In return, she was to swear to work for the Supreme Soviets until then, and to begin work on duplicating the Tokamak suit. Both

sides agreed (although Vasalov never forgave the affront), and Anya became the USSR's newest superheroine.

Anya worked alongside the Supreme Soviets for many years, before deciding to defect to the West. (This scenario, "The Defector," is described in the original *Red Doom* supplement.) After her defection, Anya worked with expatriate dissident groups that were trying to effect changes in the USSR. She agreed to meet the Scarlet Sentinel at Sanctuary, and was there when the assault began. She was killed by the Supreme Soviets. The Tokamak prototype was taken by Col. Vasalov, who modified it to fit himself.

Quote: "Stay back... Stay away from my suit."

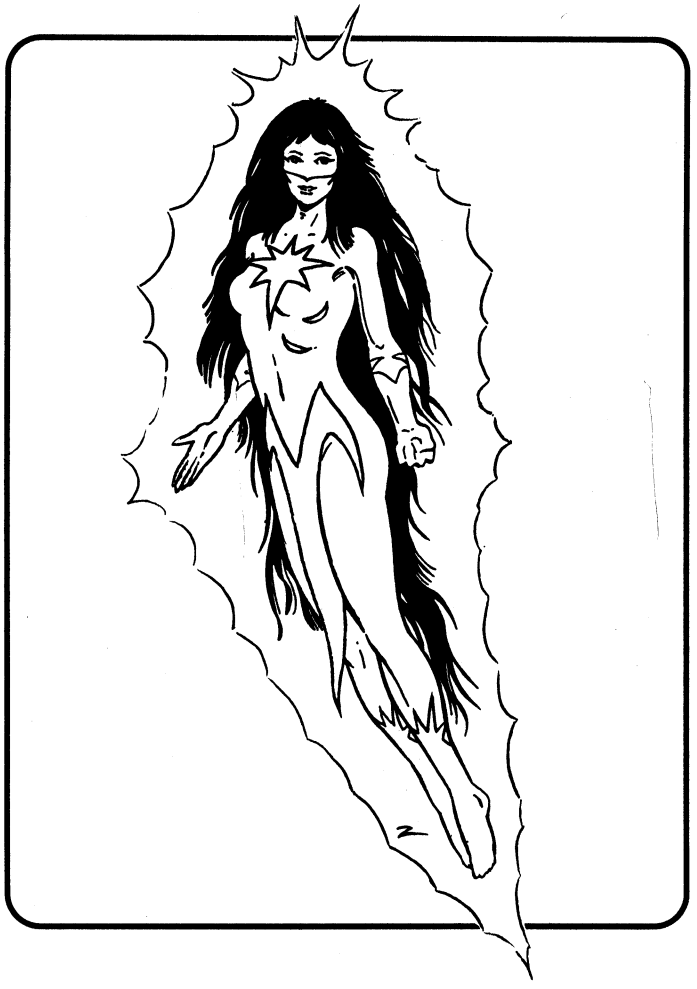
Personality: Anya was a friendly woman, but one who had become obsessed with her Tokamak armor. Until VIPER attacked her research station, Tokamak had led a sheltered life, and the state had looked after her. However, all of her illusions disappeared as she looked at her dead friends. In fact, Tokamak became convinced that everyone wanted to get their hands on the Tokamak armor.

It was this fear that led her to defect from the Soviet Union. Unfortunately, in this case, someone *did* want the suit — and Col. Vasalov was used to getting what he wants.

Powers/Tactics: Tokamak's suit gave her control over plasma energy. She could fly, generate intense light, and see through almost any substance. It also gave her the defenses to withstand almost any attacks.

In battle, Tokamak flew close to the opposition, and then blasted them with her plasma attacks. Not a killer, Tokamak avoided using lethal force.

Appearance: Tokamak was 5'5", 115 pounds, with brown hair and brown eyes. She possessed a quick wit, an easy smile, and an uncanny resemblance to an American movie star. Her costume consisted of a bulky padded red body suit with black trunks, gloves, boots, and star on the chest, with a red full face mask and a yellow visor. Her civilian clothes were of simple, conservative Russian manufacture.



ST PETER'S STAR

Val	Char	Cost	100+	Disadvantages
18	STR	8	15	Susceptibility: 2d6 turn/ Darkness fields
26	DEX	48		
23	CON	26	10	DNPC: Normal priest, 11-
9	BODY	-2	20	Hunted: Red Doom, 8-
18	INT	8	15	Watched: Soviet Intelligence Agencies, 14-
14	EGO	8		
18	PRE	8	15	Psych Lim: Devout Christian
20	COM	5	15	Psych Lim: Protects innocents
10+	PD	6	10	Psych Lim: Distrusts Soviet Govt
15+	ED	10		
5	SPD	14	10	Psych Lim: Polite, quiet and shy
10	REC	2		
46	END	0	10	Phys Lim: Can't hide (constantly glows)
30	STUN	0		
			20	Distinctive Features: Beautiful, glowing female
			10	Reputation: Christian hero, 11-
			10	Public Identity (Elena Lidinovich, former cosmonaut)
			130	Hero Bonus

Cost	Power	END
12	Elemental Control — Light Powers, Extra Time — 1 Phase	
13a	15 rPD/15 rED Force Field, 1/2 END	1
13b	15" Flight, 1/2 END	1
62	Multipower (62pt reserve, light powers)	
6u	10d6 EB, 1/2 END (photonic bolt)	2
6u	2d6 RKA, Armor Piercing, No Range Penalties (laser)	6
6u	3d6 Flash vs Sight Sense Group, Explosion (sun burst)	6
5u	Images vs Sight Sense Group, -8 PER Rolls, 0 END (holograms)	0
4u	Invisibility to Sight Sense Group, 0 END (bending light rays)	0
6u	Desoldification vs all but mental and opaque/ darkness fields, 0 END (light form)	0
20	Full Life Support, Linked to Desolidification	
7	Fast as Light Travel, Linked to Desolidification	
7	Flash Defense for Sight Sense Group (7 pips)	
3	Power Defense (5 pips), Linked to Force Field	
10	Ultraviolet and Infrared Vision	
10	X-Ray Vision (not through lead or other dense materials), Extra Time — 1 Phase, Costs END	2
15	Detect Light, Sense, Discriminatory, Ranged, Linked to Vision (spectrum sight)	
10	Change Environment, Variable, 0 END, Persistent, Always on (constantly sheds light)	
9	Acrobatics 14-, Breakfall 14-, Oratory 13-	
3	Navigation 13-, Computer Programming 13-	
3	Systems Operations 13-	
1	Vehicle Familiarity with Space Vehicles	
2	PS: Cosmonaut 11-	
5	KS: Christianity 14-	
2	KS: Religions of the world 11-	
3	English (Fluent with Soviet accent, Russian native)	
6	+2 with Photon Bolt, Sun Burst and Laser	

OCV:9 **DCV:**9 **ECV:**5 **Phases:** 3, 5, 8 ,10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	141	+	249	=	390	=	290	+	100

Background: But what if there *is* a God? That is the question that kept bothering Elena Lidinovich. Born in Moscow in 1950, Elena had been taught that there was no god, that religion was the "opiate of the masses." But what if? What if?

Elena learned early in her life to keep her questions to herself, and thus was able to advance quickly through the ranks of society. An extremely intelligent woman, it seemed that there was nothing that she couldn't do. Elena chose to look to the stars, and eventually became a cosmonaut.

Thus Elena found herself on the fateful flight that cost Cosmo his mind, and gave all three cosmonauts aboard the spacecraft super powers. But unlike Sputnik, Elena didn't view the event as a tragedy. Instead, she saw her superpowers as a gift from god. She named herself "St. Peter's Star", and decided to become a very Christian superhero.

Unfortunately for Elena, the Russian government did not yet allow religious freedoms, and were completely unwilling to allow a religious superheroine. They exiled her from the Soviet Union. On the outside she joined various expatriate protest groups, and even worked alongside Tokamak up until the Assault on Sanctuary.

With the advent of Gorbachev's reforms, St. Peter's Star has been allowed to return to her homeland. Still leery of the government, she has decided against joining the New Guard, although she might change her mind in the future.

Quote: "Believe, and you shall be saved. You know that, don't you?"

Personality: St. Peter's Star is something of a religious zealot, but is too polite to be overbearing. She is overjoyed at being allowed to return to the Soviet Union, and still treads carefully, lest she be exiled again. She is wary of government and government officials.

Powers/Tactics:.Because of the strange energies from the meteor, Elena gained the ability to control and manipulate light. She uses the light to produce bolts of nearly solid light allowing her to fire lasers or less powerful photonic bolts. Elena can use her powers to create bright bursts of light and holograms, and she has even learned how to transform herself into a being of pure light.

In combat, Elena likes to use her flight to her advantage. She tries and keep out of reach of her opponents while firing attacks at them. She prefers to use the flash and blast as they tend to be less lethal attacks.

Appearance: Elena is an attractive woman who always seems surrounded in a glowing white light. Her costume is a sky blue with a white cross across the chest. When she uses her powers, they form a bright, star-like nexus in front of her hands.

CAMPAIGN USE

This section explains the ways the GM can use the New Guard and Red Doom in his campaign. The following *Scenarios* section presents ready-to-use scenarios for the GM.

THE ROLES OF THE TEAMS

Obviously, the New Guard and Red Doom play different roles in the campaign. The New Guard is the official team of the Soviet Union — heroes of a different color. Red Doom is a relatively typical supervillain team, albeit with a Soviet tint.

NEW GUARD

When using the New Guard, the GM should try to avoid making them seem like typical supervillains. As has been emphasized throughout this chapter, the New Guardians see themselves as heroes. They are motivated by many of the same things as the PCs, and will react to situations in many of the same ways.

This doesn't mean that the PCs and the New Guard won't have conflicts. The New Guardians spend their time wandering all over the world, performing heroic acts and promoting the interests of the Soviet Union. As such, they'll try to be the first heroes to defeat any villains. They'll want first crack at space aliens and their advanced technology. If there is a disaster, the New Guardians will do their best to out perform any other heroes who might be helping out.

If Dr. Destroyer unleashes another world-threatening plan, like he did in Day of the Destroyer, the PC heroes might find themselves either temporarily joining forces with the New Guard to defeat him, or fighting them to see who can get the first strike in against the villain.

Of course, the New Guard also see themselves as the defenders of the Soviet Union itself. If the heroes ever want to enter the USSR, the New Guard will be there waiting for them. (See the scenario *Crackdown* for an example of this.)

In short, the New Guard are neither enemies nor friends of the PCs. They *do* pursue different goals, and these differing goals can sometimes cause conflicts. The New Guard should be treated as classic heroic rivals for PC heroes.

RED DOOM

Red Doom, in contrast, is a supervillain team, with everything that entails. Led by Col. Vasalov, Red Doom engages in acts of terrorism, robbery, and extortion. They are perfect for any super slugfest, especially if the battle is to take place in eastern Europe or the Soviet Union.

There is more to Red Doom, of course. Under the guise of random acts of villainy, Vasalov is laying the groundwork for his bid to conquer the Soviet Union. Therefore, whenever he introduces Red Doom into a scenario, the GM should have some idea of why they are there. Perhaps Vasalov is helping some other villains so that they will owe him one. Perhaps he is trying to steal money to help pay for bribes and equipment. Or he might just be demonstrating the power of his team. In any case, the scheming colonel always has a reason for what he does.

TEAMWORK: COMMUNIST STYLE

Because it is such a new team, the New Guard have continued to use many of the tactics they perfected as members of the Supreme Soviets and Comintern. (Obviously, this might cause trouble in a battle against Red Doom, since Vasalov's team knows all the codes.)

Red Doom does not use any battle codes, although they might develop them in the future.

NEW GUARD CODES

Collectivize: Steal accessible foci.

He's a Comrade: Opponent neutralized.

Iron Curtain: Cut off the enemy's retreat.

Winter: On command, half the team immobilizes opponents (through Entangles or Grabs). The other half then attacks.

Stalingrad: One Guardsman stays behind to buy time for the others to retreat.

Trotsky: Somebody's a double agent, or mind-controlled.

Vietnam: Harass the enemy constantly, don't give him time to recover.

MANEUVERS

Human Wave: Used against highly-damaging but low-DCV or low-defense targets; all the bricks attack a single target.

Napoleon: A tactical command, used to confuse the enemy and divide their forces, sometimes used to reach a protected objective. The heroes charge through the enemy, and then hit them from both front and rear.

Pop and Drop: One character tosses his non-flying opponent into the air, and everyone with a ranged attack attacks that target. This is Sputnik's favorite maneuver.

Scorched Earth: The New Guard retreats, blowing up the enemy objective if possible. If not, they blow up anything else near the enemy; gas tanks, automobiles, etc., in an effort to blind, deafen, damage and generally confuse the enemy. This destructive sort of maneuver is rarely used, and never used if fighting in a populated area where civilians could be harmed by it.

Soccer Ball: Guardsmen switch opponents until they find one who is vulnerable to their attack. This maneuver has the disadvantage of sometimes leaving some heroes open to multiple attacks.

Steel Wall: This is a team battle maneuver; it calls for the bricks to get in front to absorb the attacks of the enemy, and the range-combatants to get behind and pick off the opposing range-combatants.

SCENARIOS

THE HUNT FOR RED DECEMBER

(With all respect to Tom Clancy)

What if the Soviet Navy christened a new nuclear missile submarine as the *Red December*—in honor of the Decembrist revolution? What if this "boomer" was commanded by the most respected captain in the Soviet submarine fleet? What if this captain took the sub, along with its 16 nuclear missiles, and sailed straight for the American coast, with the entire Soviet Fleet chasing after him. What if the Soviets were claiming that he was trying to start World War III?

And what if — this time — they were right?

BACKGROUND

Nicolas Bolshun was a true communist disciple — a man committed to the party and the Soviet Union. He had no patience for those that paid only lip service to communist ideals. To Bolshun, these ideals were the very reasons for living, and Lenin was the greatest philosopher humanity had ever produced. Even as a child, Bolshun knew that he would willingly give his life to protect the great communist motherland from the onslaught of the corrupt, decadent capitalists.

Once he joined the military, Bolshun came to fear the United States even more. Although he knew that the great Lenin prophesied the collapse of capitalism, to Bolshun it seemed as if the West were too powerful, and the capitalists too cunning. How could the proletariat rise up against such might? How could the Soviet Union itself survive?

Bolshun decided that the most important thing was to protect Mother Russia. After all, so long as the Soviet Union existed, Bolshun felt that there would always be a shining communist example that other nations could emulate. (That other nations might not want to emulate the USSR never occurred to him.) Wanting to do the most he possibly could, Bolshun joined the Navy, where he became a respected submarine commander. As a captain, Bolshun preached that the Soviet Union would never be in danger so long as a "few good men" held the threat of nuclear destruction over the United States.

However, in the 80s, Bolshun's world began to fall apart. Although he was overjoyed by the invasion of Afghanistan, he was less happy when the Army became bogged down in a guerilla conflict. But this was only the beginning. Premier Gorbachev's *Glasnost* and *Peristroika* rocked the very foundations of Bolshun's world. In Gorbachev, Bolshun saw a treacherous viper who was subverting Lenin's great communist legacy. As the states of Eastern Europe slipped away, Bolshun felt physical pain. Instead of advancing, communism was retreating! Where would be the next capitalist victory? Moscow itself?

Surrounded by like-thinking officers, Bolshun hatched a desperate plan. He knew that his fellow countrymen were being seduced by Western wealth and foreign aid. But what if that aid stopped? What if the West was so busy rebuilding itself that it didn't have the money to buy Russian loyalty? Bolshun knew that his Red December had sixteen missiles, each of which had 9 warheads. This was enough firepower to completely decimate the hated United States. And if it started a war? Bolshun felt that this would only help make his countrymen stronger — as the Great Patriotic War had.

Bolshun carefully selected crewmen who would be loyal to him, and him alone. With the help of some high-placed reactionaries in the KGB, he learned the codes necessary to launch the missiles. He then sailed off into the Arctic Sea. To hit targets all over the United States, he would have to be near the East Coast. In order to keep the Americans from shooting at him, Bolshun sent a top-secret message that he was intending to take the sub into American waters and defect. He promised to be there in a couple of days.

But no plan is foolproof. Unknown to Bolshun, one of the friendly reactionaries in the KGB also reported to Col. Vasalov. Vasalov immediately understood the importance of the nuclear codes. Moreover, although he had no great love for the United States, Vasalov was not yet prepared for a nuclear exchange between the superpowers. Using a series of go-betweens, Vasalov notified Gorbachev.

Within the hour, the Soviet fleet, the Soviet Air Force, and even the New Guard were looking for the Red December. Hoping to retrieve the sub before the Americans become involved, the Soviets have given Washington conflicting reports of what was going on. Washington, of course, can only see that the entire Soviet fleet is sailing toward the Eastern Seaboard, and has to draw its own conclusions...

GETTING THE HEROES INVOLVED

With the entire Soviet Navy and Air Force looking for the errant submarine, it shouldn't be hard for the GM to involve the heroes. The American government is scrambling to meet the Soviet "threat," and any heroes affiliated with the government are immediately drafted into the effort. Government agencies like PRIMUS are also calling in old debts, and calls go out to any heroes that owe the authorities some help. As for completely independent heroes, there are rumors circulating in the media about "unprecedented military exercises" being held by Soviet fleets in the western Atlantic. If this alone doesn't interest the heroes enough to investigate, then they might get a distress call from an American vessel which has spotted the Russian fleet and panicked. How can the heroes refuse a plea for help?

PLOT

By some mechanism, the heroes are now in the area of the Russian fleet, hopefully with the blessing of the American authorities. If they don't have any water-related powers, the GM should have some campaign bigwig give the PCs a prototype super-submersible. In any case, eventually someone recognizes the heroes and their potential usefulness, and so a CIA operative invites them into a secret meeting on board an American aircraft carrier. The agent, a graying field operative named Jack Baldwin, shows the heroes the note from Bolshun. The heroes' job, he says, is to look for the Red December — no one knows where it is. If they do find it, they should try to protect it from the Soviet fleet and the New Guard. Once the sub reaches American territorial waters, the Navy can take over.

Welcome onto the team, heroes...

THE SEARCH

The first thing the heroes have to do is find the Red December. This is no easy task, given that the the seas are stormy, with huge rolling waves and high winds. In addition, the Soviet Navy is actively trying to find the sub while preventing any Americans from doing the same. Above all else, missile submarines are notoriously hard to locate. The role of a "boomer" is to stay hidden until it launches its missiles. And Capt. Bolshun is the best sub captain in the Soviet Navy.

The heroes should be using their superpowers or super resources to aid the search: Swimming, Life Support, and Enhanced Senses are especially useful. The GM should figure out some unique way for the heroes to discover the Red December by using their powers. In addition, finding the sub should be a harrowing experience. Soviet Naval Destroyers can try to push the characters aside, non-swimmers can have close calls with drowning, and so on. If he really wants to confuse the situation, the GM can have the characters run across Red Doom. (Vasalov has his team out looking for the submarine.) How this situation resolves itself is entirely up to the GM, although no one in Red Doom will reveal that Bolshun intends to attack the United States.

FIRST CONTACT

Once they have located the sub, the heroes should think of some clever way to communicate with Bolshun. Bolshun realizes that he has been found. Thinking quickly, he decides to continue the deception that the Red December is defecting, and invites the PCs to come aboard the sub. If they can swim aboard, Bolshun will open the proper portals; otherwise he will surface quickly, letting the heroes climb aboard.

Once inside, Bolshun plays along with the heroes, pretending that he intends to sail the sub into American territorial waters. In the meanwhile, he treats the heroes to the finest food and lodgings on the ship. However, if the heroes are observant will slowly realize that not everything is on the level. Although Bolshun is a good actor, some of his crew are not, and they might accidentally reveal their loathing for the American heroes and the USA. Moreover, although Bolshun claims to be following the guidelines of the heroes, he is actually plotting a course that would take him just to the east of the Chesapeake Bay.

The GM should do everything possible to encourage an exciting cat-and-mouse investigation on the claustrophobic submarine, and further investigations will show still more discrepancies. Although they are supposedly defecting, the men have a variety of momentos from home, and are unconvincing when they talk about leaving their loved ones behind. The nuclear missiles are armed — and Bolshun refuses to let the heroes see them. Finally, although he professes to trust the heroes, he still stations guards outside their doors. The GM can add whatever other clues he can think of; the important thing is for the PCs to realize that unlike his counterpart in Tom Clancy's *Hunt for Red October*, Bolshun is *not* defecting with his submarine.

(Note that for the purposes of this investigation, the heroes are entirely on their own. If they ask to talk to American authorities, Bolshun will protest, commenting that any sort of communication could reveal the sub's

location to the Soviet Navy. If the heroes persist, see *The Confrontation* below.)

THE CONFRONTATION

Eventually the PCs should confront Bolshun with the evidence. This confrontation can occur on the bridge of the submarine. Alternately, if the heroes try to get into the chamber where the missiles are kept, Bolshun meets them there with a squad of burly sailors.

At first, Bolshun attempts to bluff his way out of the situation. He understands the American's concerns, he'll say, but the heroes are just being paranoid. After all, the Cold War is over. Isn't it time that the Western heroes stop assuming that the Soviets are automatically villains?

But if pressed, Bolshun backs away from the heroes and threatens to launch the missiles. Although he can't yet hit West Coast targets, Bolshun promises that he can obliterate the entire Eastern Seaboard. (During this speech, his communist sympathies become abundantly obvious, as he promises to bring down fire upon the "swindlers" of Wall Street and the "plutocrats" of Washington D.C. Sean Connery he isn't!)

It is up to the PCs to figure out how to stop Bolshun without letting him launch one of the missiles. He has all the codes punched in; to launch, all that he has to do is give the order to his Lieutenant, who is listening over the loudspeaker. This is not a situation easily resolved by brute force; the GM should encourage the PCs to come up with a clever way to defeat Bolshun.

...AND INTO THE FIRE

Even as they are defeating Bolshun, the PCs should hear a loud banging on the hull of the Red December. Immediately thereafter, there is the hiss of a pinpoint laser cutting a circular hole in the side of the craft. When the circle is complete, it falls inward, and in jumps Ivan. He is quickly followed by the other members of the New Guard. Cosmo, who used the Power Cosmic (TM) to cut the hole, is the last in, and he uses his powers to keep water from rushing into the hull. Meanwhile, Bolshevik Barracuda, who found the sub, stays outside.

Ivan gruffly orders the heroes to turn Bolshun and the submarine over to him. Legally, the heroes are obliged to do this, since Ivan is a representative of the Soviet military, and the Red December is a military vessel in international waters. Unlike most Soviets, the members of the New Guard were told Bolshun's plans, and are appropriately grateful for what the PCs have done to preserve world peace. However, the New Guard were also ordered to bring back Bolshun and the Red December. They are perfectly willing to fight against the PCs to fulfill these goals. If a fight does break out, the GM should remember that all the characters are on board a nuclear missile sub. Any characters who can't swim are bound to have a particularly difficult time with it.

CONCLUSIONS

Assuming that they stop the Red December and turn it over to the Soviets, the PCs will have the appreciation of both the American authorities and the Soviet leaders. Although this is obviously the kind of mission that can "never be talked about," the PCs can take pride in a job well done. In addition, if they were properly cordial, they should also have established good working relations with the members of New Guard.

SILVER BULLET

Silver Bullet is a scenario designed for three to five Champions characters of moderate power levels. It can introduce the heroes to Loupe Garoux and the New Guard.

BACKGROUND

The London Zoological Society has decided to mount an expedition to capture the extremely rare and dangerous lupus lunas — a werewolf. In order to do so, they have decide to lure Loupe Garoux, the French werewolf, out from behind the iron curtain.

The leader of the LZS expedition, Lord Malcom Stillwell, has decided that, in order to capture the beast, a trap must be carefully prepared, and the creature properly distracted. To arrange this, Stillwell has kidnapped the werewolf's sister and left evidence at the scene of the crime linking the heroes to the event.

GETTING THE HEROES INVOLVED

This is especially easy, since Loupe Garoux takes the adventure directly to the heroes. If they don't have a base that is easily accessible, Garoux captures some hostages, and announces that he intends to kill them unless the PCs agree to meet with him.

PLOT

Loupe Garoux comes to the heroes, looking for his sister. He is even less communicative than usual, and is intent on ripping up things and people until he finds his sister. Overconfident as he is, he might decide to charge the whole group straight-on, trusting in his strength and speed to overcome the heroes before any harm can befall his sister. More likely, though, he'll lurk around the heroes' haunts, picking them off one at a time until he finds some trace of his sister. Of course, the heroes didn't kidnap her, so he won't find any such trace around them.

(GM's Note: If the hero team is so powerful that this would present no challenge, Loupe Garoux might have brought along some other members from Red Doom, like the People's Commando and Marathon.)

At some point (preferably after Loupe Garoux has downed at least a few of the meddling heroes), Lord Stillwell springs into action. He has arranged several big-game style traps for the werewolf, either pits with spikes (maybe inside a sewer), or camouflaged steel-cable nets that spring up into the air, connected to tree-tops or flagpoles. Either way, Stillwell has grossly underestimated his opponent — this is no mere lion he's dealing with. What might be more than adequate to deal with the king of the beasts is nowhere near enough to hold Loupe Garoux. Loupe Garoux rips through the steel cables or bars like they were wet tissue paper, and mauls the LZS agent who sprang the trap. At this point, Stillwell, watching from a considerable distance, will squeeze off a shot with his silver-bullet loaded hunting rifle. Whether he gets off another shot or not at this point depends on whether Loupe Garoux goes enraged from the taste of blood or not (this should be a GM decision, not one left to the dice — do whatever seems more dramatic at the moment). In any event, a second shot should be sufficient to drive him off.

At this point, the heroes should start to figure out what's going on. They have at least one sprung trap (they may be able to find others), a mauled or dead LZS agent (who forgot to leave his ID at the hotel), and a werewolf being shot at by a rifle-toting hunter. The GM shouldn't worry if the heroes don't put it all together at once, just run the adventure along, with Loupe Garoux now hunting Stillwell as well as the heroes. Stillwell is frightened by the unexpected ferocity of the beast, and will run if he thinks it spots him. This may do him no good — Loupe Garoux will almost certainly be able to track him by scent or Infra-red sight. Stretch this part of the adventure out if possible, with Stillwell and the creature going through subways, crowded malls, and finally ending up at a lonely park or deserted, darkened street.

To complicate matters, a number of other werewolves could show up in the course of the adventure — some of them after Stillwell for hunting them, some of them after Loupe Garoux for exposing their existence to the world. The players should not be able to tell immediately which werewolf is which — and in fact may be confused into thinking that Loupe Garoux can either duplicate (a frightening thought) or teleport (none too reassuring, either). The secondary werewolves should probably not be as tough as Loupe Garoux.

THE VILLAINS

Lord Stillwell is not a nice man. The 6'1", 210 lbs. Stillwell, roguish and charming as he is in his black eyepatch and safari gear, is the sort of person who hunts for the challenge, for bragging rights more than anything else. He has decided to hunt the Loupe Garoux for "fun", even though he is aware that the creature is not only intelligent, it is human — sometimes.

Stillwell has been tracking and investigating the creature since its first appearance in Marseilles. He doesn't know who it is, only that it can turn human and that Ms. Jaquard is important to it.

Stillwell's important characteristics are: STR15, DEX 17, CON 15, BODY 15, PD 6, ED 3, SPD 4, +4 levels with Rifles. He wears a bulletproof vest (+6PD/ED, 11- Act.) and uses a Sig STG-57 7.5mm hunting rifle (2d6+1RKA, +1 Stun Mod, +1 OCV, +2 vs. Range).

CLIMAX

The creature, Stillwell, and the heroes ought to all end up at the same place at the same time. Either Stillwell and his agents have killed or captured the creature, or it has killed him (or possibly all of them), or the whole group (including the heroes) is standing around in a Mexican standoff. At this point the heroes need to decide who they're going to fight first — Stillwell or the creature. If the heroes seem too eager to attack the werewolf, Loupe Garoux can explain the situation — slowly and with difficulty, clearly struggling with every word. Of course Stillwell will deny it all, but the players should be left with some doubt about Stillwell's truthfulness. If, on the other hand, the heroes are too anxious to casually pound Stillwell and his cronies to mush, have him make an emotional appeal to the heroes on behalf of humanity and the advancement of science. Stillwell isn't just doing this for himself or for the money, he's also helping to imprison a dangerous menace and study a new life-form. (Of course, the creature's latest rampage was caused by Stillwell, so his points aren't completely valid.)

The heroes can always decide to fight both groups, in which case they're going to be caught in the crossfire. This is probably what they'll end up doing, since both groups having broken dozens of laws and endangered innocents during the course of the adventure.

CONCLUSION

At the end of all this, the heroes will be standing around bruised and tired, congratulating each other on another job well done, when who should appear but the New Guard. They've been trying to track down Loupe Garoux ever since he left the Soviet Union three days ago, and now they're here to take him back, regardless of his present condition. The Soviets don't have any official sanction, but will try to bully the heroes into turning Loupe Garoux over. (Ivan has orders to prevent a "diplomatic incident.") Regardless of how this turns out, the heroes have captured Stillwell, and prevented Garoux from continuing his rampage.

CRACKDOWN

This scenario describes a harsh crackdown by the Soviet authorities. Using the KGB and select army units, the Soviet authorities try quell unrest in a wayward Baltic republic. At the same time, they rescind some of the freedoms enjoyed under *glasnost*. The heroes are sucked into the unfolding events, and must confront the New Guard on their home turf.

GM's Note: It is possible, of course, that the real-world Soviet Union will attempt a reactionary crackdown to suppress the Baltic States and other independence-minded republics. Obviously, such a crackdown would have far-reaching effects on the New Guard and Red Doom. This scenario should provide guidelines for ways that the GM can handle a Soviet crackdown in his campaign world. Would that the real world were so malleable...

BACKGROUND

When Mikhail Gorbachev came to power, the Soviet economy was collapsing. Years of central planning and official corruption had destroyed the once vibrant Russian infrastructure. Gorbachev felt that the only way to save the Soviet economy was to give it a shot of Western capitalism — a little bit of good old market economics. Thus *peristroika* (restructuring) was born. Lenin and Marx both rolled over in their graves.

To make *peristroika* work, Gorbachev felt he had to loosen the political shackles a little as well. This was *glasnost* (openness).

Unfortunately for him, Gorbachev — like so many other autocrats — discovered that it is very difficult to make people a little bit free. Numerous Soviets, especially intellectuals, quickly grabbed the liberties and then demanded more. After only a few years, *glasnost* had spun completely out of control.

Nowhere was this more obvious than in the non-Russian republics. If Gorbachev was truly advocating self-determination, then these republics were determined to be free of the U.S.S.R. And nowhere were these feelings more powerful than in the Baltic republic of Lithuania. There, led by a gutsy President named Vytautas Landsbergis, the Lithuanians declared their independence from Moscow.

Gorbachev, pressured by the conservatives and Russian nationalists, ordered a harsh crackdown. KGB units moved into the Lithuanian capitol of Vilnius immediately. They were supported by elite Soviet paratroopers who wore the distinctive black berets. (The New Guard refused to participate in the crackdown; Ivan said that the team did not involve itself in internal "political" matters, although he privately expressed sympathy for the protestors.) For two hours, Americans could watch on TV as the troops shot civilians, rounded up suspects, and destroyed the Lithuanian government buildings. Then the transmission was cut off. Since then, there have only been scattered reports of the continuing conflict.

GETTING THE HEROES INVOLVED

Not everyone sees the crackdown as a tragedy; from his castle in the Urals, Col. Vasalov sees it as an opportunity. Although he has no sympathy for the Lithuanians (who would fare far worse if *he* were in charge), Vasalov is willing to work with anything that might weaken the Soviet government. As such, he has been quietly supporting nascent nationalist movements, like the one in Lithuania.

Vasalov has decided that nothing can stir the pot more violently than the injection of some well-intentioned American heroes. He hopes that at the least this will embarrass Gorbachev and weaken the New Guard; at the best, it might start a legitimate international incident.

Vasalov sends Disinformer to the United States. His job is to convince the PCs to travel to Vilnius to rescue Landsbergis. How he does this is based on the style of the hero team. If they are closely affiliated with the government, then Disinformer will disguise himself as an operative of the CIA, PRIMUS, or whatever group is appropriate. He will then tell them President Landsbergis is in great danger, and the agency has decided to secretly rescue him. Disinformer emphasizes the secrecy aspect — if the Soviets find out about the rescue mission, then they will surely kill him. Obviously, the heroes must travel undercover.

If the heroes are independent of the U.S. government, then Disinformer will approach them as a Lithuanian expatriate — their unofficial "ambassador" to the United States. He will tell them that Landsbergis is in terrible danger, and that the U.S. government refuses to help. Can't the heroes do something?

The truth of the matter, of course, is that Landsbergis is in no immediate danger, and would never willingly leave Lithuania. But the heroes don't know this — and if Vasalov has his way, they will never find out.

PLOT

Somehow, the characters arrive in Vilnius, the capitol of Lithuania. (They either have to use their superpowers or sneak in; all commercial flights have been canceled.) Vilnius is a city under siege; there is a dusk-to-dawn curfew; tanks are stationed at most major intersections, and there are constant roving patrols by Soviet Army paratroopers. The few Lithuanians in the street walk hurriedly and avoid eye contact.

FINDING THE RESISTANCE

Assuming they are traveling incognito, the heroes are free to travel throughout Vilnius. If he wishes to heighten the drama of the scene, the GM can engineer some run-ins between the heroes and some rough Soviet army troopers.

After some time, the heroes are approached by a native Lithuanian named Algimantas Cekoulis, who claims he comes to them from the resistance. Are they the heroes that have come to rescue the President? If they agree to follow, the Cekoulis will lead them through a long series of safe houses and sewers — all in an attempt to "lose our tails." In the end, he will lead them to a hotel suite in the "Hotel Baltic" the nicest hotel in Vilnius. (If anyone asks, Cekoulis will say "No one would have thought to look for him in here.) Producing a key, Cekoulis tells them that the President is waiting inside.

The truth, of course, is that this is all part of Vasalov's intricate plot. Cekoulis is actually Disinformer, playing a part. (If Disinformer can't get back in time, then Vasalov plays the role himself.)

Dodging the Bullet

It is possible, of course, for the heroes to somehow circumvent Vasalov's plan, perhaps by finding the *real* resistance. Alternately, they might become suspicious about

the plan, or where Cekoulis is leading them. "Cekoulis" will try to allay their fears, saying only that the "President can explain everything."

If the heroes figure out what is really going on, the GM should let them escape or change the plot, as appropriate.

IN THE HOTEL ROOM

Cekoulis opens the hotel room, revealing a large, two-room suite that is posh by Western standards. As they walk in, the heroes can see Mr. Landsbergis sitting at the coffee table with a man who looks like a bodyguard. There are several sealed boxes in the room that are filled with weapons and explosives. There is also a briefcase filled with American money.

Cekoulis motions the heroes to sit down on the other side of the table. Landsbergis rises and greets the heroes, somewhat formally and stiffly. Once they are seated he leans back and begins to speak. His voice is lightly accented, and his tone is brusque. "So, the American ambassador said that you wanted this meeting. How can the Lithuanian American Brotherhood be useful to us?" If the heroes claim to be confused, or say that they have come to rescue him, Landsbergis will become irritated. "Look," he says "The American ambassador called me this morning and told me that six [or whatever number of heroes] representatives of the L.A.B. needed to meet with me to discuss strategy. Are you not they?"

It should quickly become apparent that not everything is on the level. Someone should realize how bad it looks for the Lithuanian President meet American heroes in a room stuffed with American weaponry and money — it gives credence to the argument that the Lithuanian uprising is just an American plot. Landsbergis denies that he ever intended to defect; Cekoulis feigns ignorance about any set-up. Landsbergis and his bodyguard stand up, and walk hurriedly toward the door.

Suddenly the door explodes inwards, and automatic weapons fire sprays into the room. The authorities have arrived.

ROOM SERVICE

Following the initial explosion and hail of bullets, three squads of Soviet commandos charge into the room. Landsbergis' bodyguard dies in a hail of bullets, and unless the heroes intervene, Landsbergis will die also.

Of course, the heroes should have no difficulty defeating the well-trained normals. However, shortly after the fighting begins, there is a commotion outside the door to the room. Two men are arguing loudly, in Russian. (If any of the heroes can understand Russian, they hear a high-ranking KGB official upbraiding Ivan for arriving so late. He swears that Ivan and the New Guard will pay for refusing to follow orders.)

Shortly thereafter, Ivan, Cosmo, Sputnik, and Peristroika walk through the door of the suite. (Scarlet Sentinel is outside, making sure that no one escapes. Nemesis refused to participate in this mission, and is still in Poland.) Ivan is furious at the heroes, and shouts, "You bastards! You've been behind this all along, haven't you? I should have believed the KGB!" The New Guard then attacks the heroes.

THE BATTLE

The battle should rage throughout the room, and potentially through the entire building. In addition to the New Guard (including Disinformer as Cekoulis), the heroes have to fight Soviet paratroopers, and even Army helicopters. Once the battle starts, Sentinel tears through the outer wall and attacks from the outside. And, of course, the heroes have to look out for Mr. Landsbergis, or else he will be cut down by a stray burst of fire.

There are many outcomes to this battle. If the heroes win, they must flee Lithuania, dodging Soviet jets and tanks the entire way. Landsbergis will grudgingly agree to come with the heroes. Such a "victory" will cause a major international incident, and will completely discredit the Lithuanian resistance as "puppets of the imperialist CIA."

Even worse, the heroes could lose the battle. In this case, there is still an international incident, and the Lithuanian resistance is still discredited. Moreover, Mr. Landsbergis is branded a traitor at a show trial, and sent to a prison camp along with the PCs. The heroes are vilified by the Soviets, and even most Western authorities attack them for "free-lancing" and "Conducting their own foreign policy." If they ever escape, the heroes are apt to find their world a very different place.

The third, and best solution, is for the heroes to try to talk to the New Guard. Ivan and the other Guardsmen consider themselves heroes, and they tend to respect many of the same virtues as the PCs. Although it will be difficult to do in the middle of combat, the heroes can succeed in eventually convincing Ivan that the whole situation is an elaborate frame-up.

Unfortunately, convincing Ivan does not change the fundamental power politics of the Soviet Union. Ivan sees the heroes safely home, and makes sure that Landsbergis is delivered safely back to his Vilnius home. However, that is the extent of his influence — he can't stop the conservatives from instituting a crackdown in the aftermath of the "Vilnius Affair."

CONCLUSION

With the Vilnius Affair as "evidence", Vasalov's conservative allies in the military and on the politburo demand that Gorbachev begin a wave of crackdowns to "preserve order." Thousands of Soviets are arrested and sent to KGB prison camps, and dissent is squashed. Relations with the West disintegrate, and the Cold War begins anew. Germans and other Eastern Europeans thank the heavens that they escaped while they had the chance; Lithuanians and other occupied peoples wish they had. A bright, shining moment in human history is over.

Meanwhile, the New Guard is changed again. Ivan and the other members never intended to work as enforcers for a Soviet repressive leadership. After an extremely acrimonious meeting with Red Army officials, the team decides to break all ties with the Soviet government. Scarlet Sentinel and Nemesis leave the group altogether; Sentinel defects to the West, and Nemesis becomes a purely Polish national hero. The rest of the team becomes an independent Soviet superhero team, and deals solely with apolitical issues. If the heroes dealt with them honestly, then the New Guard will maintain close ties with their new-found friends, and could even "team-up" if an appropriate threat presented itself.

Of course, these changes occur only if the GM wants them to. If the GM does not want any major political changes in his campaign, or if he wants it to follow normal Earth politics exactly, he can disregard any lasting effects that this scenario could have.

AND VASALOV?

The conservative crackdown makes Vasalov stronger than ever. His extensive contacts in the military and KGB give him extraordinary control over events in the Soviet Union. Moreover, since the New Guard quit, the Kremlin has no loyal Soviet superteam. Vasalov hopes to offer *his* team's services, and thereby get into the good graces of Soviet leaders.

Alternately, the GM can decide that the conservative crackdown is only the first act in Vasalov's attempt to take control of Russia. In this case, the scenario can continue with *Whites vs Reds*, below.

WHITES VS REDS

In this scenario, Vasalov finally makes his play for ultimate power in the Soviet Union. *Whites vs Reds* follows logically from *Crackdown*, but can be run independently. This scenario will drastically change the campaign setting, and will result in the destruction of the New Guard, Red Doom, or both. As such, the GM should run all other scenarios from this section before he runs *Whites vs Reds*. Of course, GMs who don't want to change their campaign world shouldn't run this scenario at all, or give the PCs a chance to stop it before it goes full swing.

BACKGROUND

Ever since creating Red Doom, Vasalov has been seeking to gain control of the Soviet Union. His was a three-pronged strategy.

First, Vasalov went about establishing control and influence over the various power blocs in Soviet Union. He stroked his old KGB contacts, and made new friends in the Soviet military. He infiltrated supporters into key government agencies, and made sure that prominent opponents "disappeared." And when an opponent proved too powerful to destroy, Vasalov side-stepped him by neutralizing his power base. (For example, when the New Guard started to look like an obstacle, Vasalov arranged a situation where Ivan would feel compelled to abandon the Soviet Government (see *Crackdown*, above).

Second, Vasalov worked to counter any outside forces that might oppose his bid for power. He had a lengthy meeting with Eurostar, and did a number of favors for VIPER. He coordinated a series of UNTIL fiascoes; the result was that the UN kept a much tighter leash on its organization. Vasalov even went to work in the United States. Before he was through, he had convinced numerous government officials that he was actually a reformer — one that the U.S. would do well to support. Equally as important, Vasalov engineered a sting operation that left him with incriminating photographs of the American Secretary of State. After a long phone call, the Secretary agreed that whatever happened was purely "Soviet internal politics" — and no cause for American intervention.

Third, Vasalov worked to create a situation where the average Soviet citizen would welcome the ascension of a strongman. This was not difficult. As the Soviet Union turned away from socialism, there were inevitable hardships: millions of Soviets lost their jobs, and store shelves were empty. Russians also saw their hard-won empire disintegrating. In this environment, many Soviets would support anyone who claimed he could restore order. Vasalov was that man.

On Friday, Vasalov used his contacts to instigate a paralyzing series of strikes throughout the Soviet Union. Using this as a pretext, Vasalov came out of hiding and declared that Gorbachev could no longer control the nation. Numerous army units and more than half the politburo declared their loyalty to Vasalov. But Gorbachev refused to step down, and thousands of reformers rallied to his side. Enraged, Vasalov and several Motor Rifle Divisions marched on Moscow.

The Second Russian Civil War has begun.

GETTING THE HEROES INVOLVED

As the largest international event since World War II, it should be difficult for the GM to *not* get the heroes involved in the conflict. There are innumerable opportunities for DNPCs to be involved, the U.S. government or charity groups could ask the heroes to go into the Soviet Union to find out what was happening, etc. If the heroes are on good terms with the New Guard, Ivan himself can ask the heroes to join his team in trying to preserve the union.

PLOT

Obviously, the war itself is too vast to describe in detail. However, a summary can help the GM get a feel for the situation. In general, most of the KGB and army officers throw in with Vasalov, as the leader most likely to preserve their interests. The reformers and intellectuals rally around Gorbachev. Although less organized, they outnumber Vasalov's forces. The New Guard, led by Ivan, stand staunchly with Gorbachev.

Meanwhile, the various separatist groups strike off on their own. Most of the republics form their own militias, and the Baltic states declare their independence. As they did in the last Russian Civil War, warlords and military commanders set up their own little kingdoms, ruled by armed might.

The war itself is bloody and brutal. There is intense house-to-house fighting in Moscow and Kiev, and huge battles up and down the Volga. Both sides are armed with nuclear weapons, so neither use them. However, there are no such compunctions about chemical weapons, and nerve gas floats freely across the Ukraine. Both sides receive help from abroad, although Gorbachev receives less than he would have hoped (the result of Vasalov's pre-war machinations.)

MINOR ACTION

There is, obviously, little the heroes can do to affect a war the scale of the Russian Civil War. However, as superpowered commandoes, the PCs and New Guard can do things that normal commandoes can't. The GM should create missions where the heroes can use their unique powers to achieve some goal. Thus, Vasalov might be preparing to use a newly developed germ against a loyalist stronghold in Moscow. The heroes might be asked to infiltrate the bio-weapons research facility and disable the device. Similarly, heroes with sneaky powers might be asked to sneak into the

headquarters of Vasalov's commanders in order to find out what they are up to. There are operations in the air and under the ground. For GMs who always wanted to run a modern war campaign — this is it.

It is important to realize, however, that these missions take place against the backdrop of a bloody, bitter civil war. There will be many missions where some of the soldiers don't come back. While the PCs might be able to avoid casualties (GM's option), the NPCs will not. Thus, for example, the New Guard will slowly be whittled down until there is only a single member, or maybe two.

DECAPITATION

After weeks or months of battle, Vasalov's rebels finally have Gorbachev's loyalists on the ropes. Although the loyalists fought a spirited defense, they were unable to stand up against the well organized rebel army.

There is only one way for the loyalists to pull out a victory. Due to his power mania, Vasalov has maintained extremely tight control over his forces. This has kept his army loyal, but also means that it will fall apart without Vasalov to lead it. If someone were to kidnap or kill Vasalov, then it is just possible that Gorbachev might be able win a surprise victory. Of course, with the New Guard decimated, only the heroes have a prayer of pulling off the mission. Will they do it?

Assuming they undertake the mission, the heroes are in for the fight of their lives. Vasalov has secreted himself in a fortified bunker deep beneath the castle. He is surrounded by several divisions of loyal troops, and numerous jet interceptors fly overhead. Once they get to the bunker, the heroes have to fight through the members of Red Doom. When they reach Vasalov, he will offer them a fortune to leave him alone. Assuming they refuse, the heroes can easily subdue Vasalov, but then they must fight their way *out*.

GM's note: A wildcard in this scenario is Disinformer, who joined Vasalov shortly after the Civil War began. Since he is with Vasalov in the bunker, Disinformer can play a variety of roles. For example, he can disguise himself as Vasalov, in order to confuse the heroes. He can describe himself as Ivan, and demand that the heroes turn Vasalov over to him. If he is feeling really evil, the GM can have Disinformer lay low. Once the heroes have captured Vasalov and brought him all the way back to Gorbachev, Disinformer can disguise himself as Vasalov, and then take over where the real Vasalov left off!

ARMISTICE

With Vasalov captured, the rebel forces lose cohesion and begin fighting among themselves. After some hard fighting, the loyalists slowly gain control over the population centers. Finally, 2 years after the war began, there is peace over ravaged, decimated Russia.

CONCLUSIONS

The aftermath of the conflict is based largely on what the GM wants to do with his campaign world, and what role the heroes played in the Russian Civil War. If he wants, the GM can reconstitute a Soviet Union similar to that which existed before the war; this can enable him to resume his campaign as if nothing much had happened. If this stretches the players credulity (as well it might!), the GM should be willing to change things more radically. To confirm his power, Gorbachev might hold free elections in Russia, which would be won by the war-hero Ivan. After freeing the non-Russian republics, Ivan could declare a new Russian democracy — the Eastern equivalent of the United States. And in this nascent democracy, the PCs would — of course — be national heroes. After a ticker-tape parade through Moscow, the heroes can return home, confident in the knowledge that they have changed the world for the better.

OTHER SCENARIO IDEAS

DETENTE

Although they represent different nations, there is no reason that the PCs and the New Guard couldn't ally against an opponent that threatened both of their nations, or perhaps the entire world. (Running a scenario like this is a good way for the GM to show that the members of New Guard aren't super*villains*, or at least not in the typical sense.)

Two recent *Champions* scenarios *Invasions: Target Earth* and *Invaders from Below* would both work well for this, since both represent international threats. If the GM doesn't have access to either of these products, he can design his own invading army, and set it on the heroes and New Guard.

Alternately, the Americans and Soviets can cooperate to defeat a mutual foe. For example, Eurostar operates on both sides of what used to be called the Iron Curtain. Although Eurostar is certainly too powerful for the New Guard, and is probably too powerful for the heroes, together they might be able to bring it down.

Finally, the two groups could cooperate in a noncombat setting. For example, if there were a disaster in a third-world country, both the PCs and the New Guard might be sent there. And while there would certainly be a good natured competition to see which team could be *more* helpful, both teams would be working on the same side.

CHERNOBYL II

Few words bring Soviets the same visceral reaction as "Chernobyl". Chernobyl was the site of the worst nuclear disaster in human history. It was at Chernobyl that dozens of Soviets perished, and thousands more were irradiated. Radioactive dust spread over a wide area, killing animals and poisoning farmland. But Chernobyl was an accident. What if someone threatened to do the same thing — on purpose?

Vasalov has contacted Gorbachev and threatens to cause a meltdown in a nuclear power plant. His price? Gorbachev must promote three Vasalov loyalists on the politburo. (Actually, none of them are loyal to Vasalov; Vasalov doesn't expect Gorbachev to give in. Once Gorbachev refuses, Vasalov intends to cause the meltdown, thereby demonstrating the impotence of the New Guard, and the inability of the Soviet government to defend its citizens. And Gorbachev will doubtless sack the three politburo members. For Vasalov, this is an easy bonus.)

To stop Vasalov, Gorbachev needs to station superheroes at some of the plants. Since the New Guard can only be in one place, Gorbachev has asked President Bush for help. To help Gorbachev (and since fallout would affect the United States as well), Bush has asked the heroes to guard the Kharkov nuclear power plant. However, in order not to tip off Vasalov, the heroes have to disguise themselves as ordinary workers.

Of course, the power plant that the heroes are guarding happens to be the one that Vasalov attacks. Once the heroes show themselves, Vasalov orders his team to attack; meanwhile, he slinks away, trying to get to the control room. Once there, he withdraws the nuclear control rods while flooding the chamber with nuclear fuel. Unless he is stopped, the nuclear plant will suffer a catastrophic meltdown — just like Chernobyl.

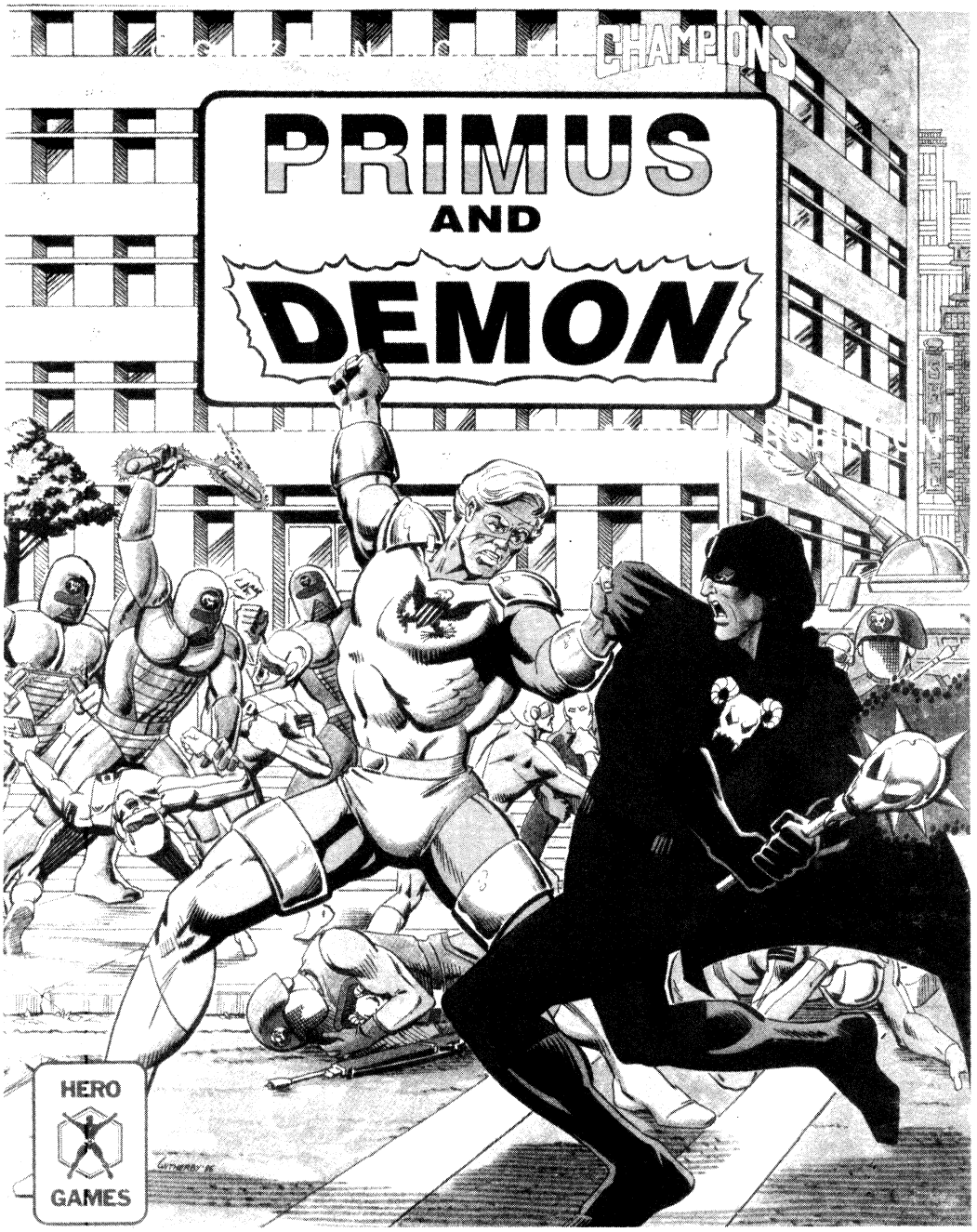
Obviously, this is a high-stakes scenario — one that the heroes should try not to lose. If they succeed in defeating Vasalov, they will be heroes in the Soviet Union and the United States. All the Soviets, especially the members of the New Guard, will owe them a favor.

INTO THE DUNGEON

Over the course of their encounters with Red Doom, it is entirely possible that Vasalov will capture the PCs. In this case, he takes them back to his castle for further study. Once there, he uses a captured device to drain them of their superpowers, and then throws them in the dungeon.

The heroes, of course, don't have to stay captured. Although there is no way for anyone to rescue them (no one even knows where they are), the heroes should be able to figure out some way to escape. Once free of their cells, they have to explore the castle, evade the other members of Red Doom, find a way out, and finally escape, all without their superpowers!

The GM can make the adventure as harrowing as he wants. The castle that Red Doom uses as a headquarters has never been completely explored. It has a long and checkered history, and has been used as stronghold by various conquerors through the ages. It is entirely possible that there are various spirits inhabiting the halls; there might also be long-forgotten escape corridors that lead to the outside, or to another dimension.



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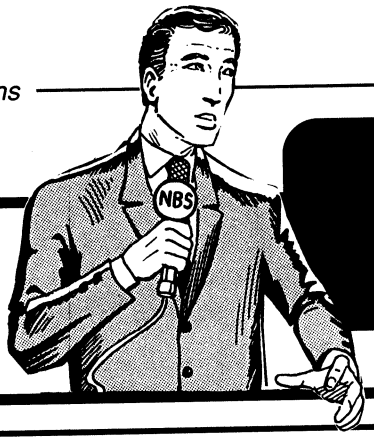


PRIMUS

INTRODUCTION

PRIMUS: The Primary Response and Interdiction Military Unified Service: The Federal Government's answer to all super powered threats. With superior training and hardware on the cutting edge of technology, this elite strike force stands ready to defeat super menaces of all kinds.

PRIMUS is a government organization which is designed to monitor, and counter, paranormal activities. It serves two primary purposes in a campaign: (1) to provide your characters with a heroic organization from which they may receive aid and information and (2) to present your heroes with a subtle rival who is watching their every move. Chances are that the PCs will have some quandaries with some of PRIMUS' methods or motives, but their overall goals are the same — truth, justice and liberty.

HISTORY

When the United States became actively involved in World War II, an effort was made to conserve resources and make the nation into an efficient factory for producing soldiers and weapons. One step in this program was the reorganization of the armed forces. Another was the formation of a superhero team.

While the mystery men had been around for some time, they had never really been organized. The government saw their exploits as well meaning, but uncoordinated. There was a lot of room for improvement.

That was why the United States gathered together the first superhero teams. They were organized loosely along the lines of the armed forces and a special military advisor was appointed to the neophyte teams to help them with tactics and coordination with the military. That advisor was Jonathon Prichard Hawkins.

At the time, Hawkins was only a Captain. He was, however, the foremost military authority on super powers and those that possess them. Before the outbreak of the war, the government had not really taken the adventures of the so called "mystery men" seriously. Very little research had been done either on the origins of paranormals, or on their effectiveness.

Jonathon Hawkins was alone in his field. Early on he had seen the possibilities for soldiers who could project bolts of energy from their hands, divers who could breathe water and pilots who could fly without aircraft. During college he had spent all of his free time researching the various crime fighters of the age. After graduation from West Point, his hobby seemed to become an obsession. Many of his colleagues thought that he was misguided.

Then the Nazi's first paranormal super team made their appearance. The Allied high command was amazed at the Nazi's effectiveness and immediately began work on organizing their own hero teams. Jonathon Hawkins, being the only one with any real information on paranormals, was given a promotion to the rank of major and put in charge of the first super soldier project.

Throughout the war he worked with various heroes, attempting to train them as soldiers. Almost immediately there were problems. Many of the heroes had problems taking orders; they lacked discipline. Hawkins' keen military mind saw the possibility for trouble. What would happen if these people finally decided not to obey the rules? How would the US Government control them?

Following the war, Hawkins (now a Colonel) submitted a report to the Joint Chiefs of Staff detailing his observations. He explained how current authorities would be helpless to stop a powerful supervillain threat if the situation arose and called for the creation of a special agency to deal with such threats. Having just fought a costly war, however, the US was much more concerned with peace treaties and war reparations then the implementation of another expensive program. The report was filed away and nothing came of it.

Then, in the 1960s, American security was severely compromised on three separate occasions: Dreadnaught's attack on New York, the Mastermind's attempt to hijack the '64 national elections, and Dark Seraph's subversion of SAC in a ploy to plunge the world into a third world war.

On each occasion, American law enforcement and security officials were forced to stand by and bide their time, unable to go up against the awesome strength of the villains. Each time, the threat was averted by the prompt intervention of one or more superheroes, acting independently or functioning as a group.

At the request of General John Hawkins, a National Security study of the three incidents was conducted. The study clearly pointed out that each time the battle was close, and the villains nearly won. It also concluded that the response of independent, volunteer heroes in time of national crisis could not and should not be counted upon by the Federal government.

Just as Hawkins had nearly two decades before, the study advised the government to prepare its own action forces, capable of dealing with such menaces as they arise. The study concluded with two major recommendations: first, that a number of official, government recruited and controlled superhero groups be set up, to ensure that an adequate number of heroes would be on hand when required; second, that an elite security strike force be set up for the express purpose of dealing with super-powered menaces.

At the same time, another push was made by the nation's mayors and governors, who were calling for federal assis-

tance in dealing with the ever-increasing instances of super-human criminals running amok in the nation's largest cities. Time and time again, local police would watch helplessly as supervillains looted and destroyed at will. Only the all too-infrequent appearance of local superheroes could put a halt to the villains' rampages.

In 1964, the Johnson administration moved to answer the problem of super-powered menaces on both the national and local level with the creation of PRIMUS, the Primary Response and Interdiction Military Unified Service. Manned by elite troops and equipped with the best and newest weapons America had to offer, small-scale task forces would be stationed in the country's largest population areas to deal with the threat of super-powered criminals. General Hawkins was placed in charge.

The organization got off to a poor start. Recruitment proved almost impossible; the rapid expansion of the Armed Forces' involvement in Vietnam required every qualified individual — the elite soldiers, so necessary to the concept of PRIMUS, were exactly the resources the military needed most and fought hardest to retain for the war.

Additionally, with the beginning of the anti-war movement, objections were raised again about placing federal troops near cities. So for years PRIMUS existed only on paper. Several operations were carried out under a PRIMUS-designated command, but in every case regular troops were used.

Finally, with the winding down of the war in the early seventies, large numbers of highly-trained military personnel were available for re-assignment and deployment. Recruitment and formation of PRIMUS strike groups at last became possible. To circumvent protest against the organization, it was decided to turn PRIMUS in to a civilian agency, under the Justice department. All PRIMUS personnel would serve on detached duty, save only for the organization's commander; agents would be deputized as federal marshals and in theory answer to the Attorney General.

It is important to note that the PRIMUS commanding general, General Hawkins, reports directly to the Joint Chiefs of Staff, and that PRIMUS agents can be recalled to active duty and returned to their parent service at any time.

PRIMUS-SAT RELATIONS

During the late sixties and early seventies, Congress grew increasingly upset with the UN's growing anti-American tone. Congress demanded greater separation between the US and the various UN agencies. This especially applied to UNTIL. A great many politicians never liked the way UNTIL charged about the US as if the country were "just another two-bit banana republic."

In 1974, Congress decreed that an American security group be established immediately, so that there would be no need for UNTIL's services in the US. At this point, the Pentagon was just starting up full-scale testing and evaluation of potential agents for the planned PRIMUS agency. However, the need to find recruits who could benefit from the still-experimental Cyberline-drug series was imposing a wait of several years' time before PRIMUS was likely to become fully operational. Instead of rushing the activation of PRIMUS, the Joint Chiefs decided instead to establish an interim agency, the Special American Tactics (SAT) group, to begin security duties within six months. When PRIMUS finally came up to speed, SAT would then be integrated into the PRIMUS program.

Of course, things didn't quite work out as planned. The same conservative voices calling for the immediate launching of an American security agency also demanded a say in creating the guidelines under which the agency would function. Since the agency was to be temporary in nature, SAT was placed under the conservative's control by the Ford administration. Several hundred recruits were drawn from the PRIMUS roster; these recruits were selected for their "right thinking" attitudes. The result was an intensely proud, overly patriotic organization, which prided itself as the "best America has." SAT was and is intensely distrustful of UNTIL, and in general has trouble cooperating with any other law enforcement agency, American or otherwise, due to the attitude of its ranks.

Five years later, when SAT's temporary writ had run out, several factions in Congress moved to preserve the organization. Other voices were heard as well; one of the most important was that of the Golden Avenger, at this point just entering the top ranks of PRIMUS. The Avenger personally pleaded with Congress not to disband an agency of such "noble spirit," pointing out that the valuable experience gained by SAT during the past few years would be diluted if merged into the several-times larger PRIMUS (it should be noted that the Avenger always got along very well with SAT, often calling on the agency whenever personally going into the field; it should also be noted that the Avenger declined an opportunity to head the smaller agency).

The goodwill of SAT towards the Avenger definitely does not include Major Brad Barrington, the current commander of SAT. Major Barrington knows that the Avenger could have his job any time he wants it, but the Major is forced to nice because of the great fondness the Congressional backers of SAT have for the Avenger.

Currently, the distinctions between SAT's and PRIMUS' duties are, at best, blurred. SAT tends more towards counter terrorist activities and the "questionable" duties often preformed by government agencies (such as the controversial Panama invasion), while PRIMUS mainly draws the investigative duties and the high-risk combat missions (typically against super villains). But no hard line of distinction exists; both agencies carry out missions of every type. This has naturally led to friction between SAT and PRIMUS. Only the Golden Avenger's mediation has on occasion prevented open warfare between the two agencies.

THE AMERICAN SUPER-SOLDIER PROGRAM

Ever since the fabulous success of the original super-soldier program during the Second World War, the American military has had its collective heart set on building armies of undefeatable fighting combatants. Undiscouraged by the loss of the prototype process, a permanent program was established under the wing of the newly-formed DARPA agency.

Unfortunately, the second super-soldier program has had a long and quite checkered career. To date, the program has been unable to fulfill the military's dream of an army of

supermen. While the research program has been successful, the Chiefs of Staff have never approved any of the outstanding prototype soldiers for mass production.

Every time the program has come up with something to satisfy the Army's latest expressed wishes, the Army brass has either gold-plated it to death, declared the model too expensive to produce, or changed their minds completely, stating that the Army's requirements have changed and that the experimental model in question no longer filled the Army's needs.

Thus, despite successful experiments - the martial arts adepts of the 50s, the android creations of the 60s (such as the milestone Mandroid model and the lackluster Ultraman series), and the Ubermensch of the 70s — the super soldier program had yet to pay off.

Finally, in the mid-70s, a new process - combining specialized equipment, exotic drugs, and an extensive biofeedback program — produced the most successful prototype yet, the man who was to become one of America's foremost heroes, the Golden Avenger. The Joint Chiefs were highly impressed by this latest result of the program, but were put off by the high procurement cost of several million dollars. However, Congress was putting strong pressure on the Pentagon to make the program produce something after 20 years of investment, or cancel it altogether. In the end, a compromise was reached. A limited number of Avengers would be produced, utilizing further bio-feedback refinements and dropping the special equipment. Cost per "unit" would be lowered, at the expense of some combat capability. To avoid confusion with the original Avenger (who retained some marked physical superiorities, as well as almost ten years seniority), the new super-soldiers were to be called the Silver Avengers (as one wag put it, "in ten years we'll be down to Tin Avengers.")

As a last step to assuage Congress, the Pentagon spelled out that while even the Silver Avengers were far too expensive to replace regular troops in the army, enough would be turned out to augment the fledgling PRIMUS agency. PRIMUS, after all, was the only American combat unit engaging in actual fighting on an almost daily basis. The Golden Avenger had already long since been installed in the agency, and not surprisingly worked his way up to the position of Chief Field Agent, second-in-command to General Hawkins.

While the Avenger series has been deemed a success, it is (at best) a mixed one. The Super Soldier program continues on today, attempting to find yet another way to give the army its perfect soldier. While the newest projects are all top secret, there are rumors that they involve some form of genetic engineering or mutation. It is difficult to say how successful these new experiments will be.

GROUP ORGANIZATION

While PRIMUS is technically a civilian agency, it is organized very much like a military unit. Agents are given ranks and a strict chain of command is observed. Ranks are determined by an agent's tenure, and duty record. The ranks are: Cadet, Private, Corporal, Sergeant, Sergeant-Major, Lieutenant, Captain, Major, Colonel and General.

At the top of the hierarchy is General Hawkins, in many ways the founder of PRIMUS. He is currently the only member holding the rank of General. While he was quite active during PRIMUS' early years, the good General is getting on in years and has long since retired from fieldwork. He has given authority to various PRIMUS Colonels and the Golden Avenger to deal with most of the organizations everyday decisions, preferring to concentrate on the constant bureaucratic battles in Washington over funding and the cooperation of other agencies.

Underneath the General, PRIMUS is separated into four branches — Investigative, Assault, the Iron Guard and the Avengers. While all four serve distinctly different purposes, there is something of a rivalry between branches. A typical PRIMUS mission will require aid from all four subgroups. Each branch has its own chain of command and set of officers.

A brief description of each branch follows:

THE AVENGERS

These agents, assigned to PRIMUS by the Joint Chiefs of Staff, serve as the agency's elite troops. They are low-level paranormals equipped with modern weaponry and backed by PRIMUS. Avengers carry out the missions which are deemed too difficult or dangerous for normal troops. They are also used to counter super-powered threats.

In addition to their active duties, Avengers are expected to deal with a number of other, more mundane duties. Because of their high visibility, Avengers typically serve as PRIMUS' representitives to the public. They can often be found giving speeches, attending charity events and meeting with foreign ambassadors.

One of the better-known campaigns of the Avengers is the Paranormal registration act. At the request of General Hawkins, the Golden Avenger began a strident campaign to alert the country against the threat posed by unrestrained paranormals. He is currently attempting to draft a bill which would require all people with paranormal powers to register themselves with the government. While some of the Golden Avenger's more vocal critics have accused him of using PRIMUS resources to wage a private war against all paranormals, good as well as evil, The Avenger ignores all such complaints, believing that his campaign is justified.

While the Avengers are technically separate from the other branches, they are often given command of other agents. The Golden Avenger, for example, is effectively second in command of PRIMUS. All other section chiefs report to him. Silver Avengers will typically lead assault missions.

When not commanding assault forces, Avengers work alone. Sometimes they are asked to work in pairs and (rarely) three or more are called together to deal with particularly bad situations.

THE IRON GUARD

During an evaluation of PRIMUS in the late 70s and early 80s, it was determined that the organization was having some problems. While it had a quick and effective strike force, the agency lacked the heavy hitting weapons that were sometimes necessary to combat the paranormal threats it was often required to deal with. As a result, the Iron Guard was created.

Named for the heavy suits of battle armor they wear, the Iron Guard is essentially PRIMUS' special weapons division. They are heavily armed and armored, equipped with the latest in military technology.

The major purpose of the Iron Guard is to enter dangerous situations and deal with the more deadly opponents before the assault agents are brought in. In this way, the number of casualties suffered in dangerous combat missions is greatly reduced.

Iron Guard agents are typically organized in squads of five. Each squad is commanded by an agent of Sergeant-major rank.

ASSAULT AGENTS

PRIMUS agents are among the best trained combatants that America has to offer. All have already had prestigious careers in the military and most have served with special forces. They are highly motivated and patriotic individuals, having specifically joined PRIMUS because they thought it was the best way to serve their country.

Assault agents are, in many ways, the very foundation of PRIMUS. In addition to making up the bulk of the organization's reactionary forces, they are also responsible for taking care of much of the day-to-day maintenance and paperwork required to keep a PRIMUS base running.

UNDERCOVER/INVESTIGATIVE TEAMS

While PRIMUS was originally designed as nothing more then a strike force, it has slowly expanded its base of operations out to include investigative work. Drawn from the FBI and CIA, undercover PRIMUS agents are specially trained to investigate paranormal crimes and infiltrate special criminal organizations generally considered beyond the scope of typical law enforcement agencies (like VIPER or DEMON).

In addition to doing detective work and undercover operations, these agents are responsible for acquiring the information necessary to make other PRIMUS operations a success. Thus, investigative teams engage in a great deal of research, computer hacking and other scholarly pursuits. In short, these agents are the eyes and ears of PRIMUS.

Investigative agents typically work in teams of two. All these operatives are at least of lieutenant rank.

PRIMUS TACTICS

PRIMUS makes a point of training all of its agents to observe certain rules in combat.

First of all, all PRIMUS agents are fully aware of the advantages offered by cover. All operatives will make use of the surroundings to provide as much cover as possible. This also includes fighting with a wall to one's back to minimize the danger of attacks from the rear. If no protection is available, PRIMUS agents are trained to fight in a circular formation so that they can guard each other's backs.

Furthermore, PRIMUS squads have proven the effectiveness of cover fire. At any given time, half of a PRIMUS squad will have held half moves. This provides them with the opportunity to interrupt an enemy's action or dodge an incoming attack.

All PRIMUS agents attempt to keep a two hex spread between themselves in order to minimize the effects of explosions.

Finally, PRIMUS has developed a number of code words which are useful in combat. The following are some examples:

Rip Off — Steal accessible foci.
Allergic Reaction — The enemy is vulnerable to your attack.
Stormbreak — The kid gloves are off; use lethal force.
Rear Guard — Cut off the enemy's retreat.
High Guard — Incoming explosive/area effect attack.
Glass Jaw — The opponent is a lightweight.
Push On — Harass the enemy, don't give them time to recover.

RELATIONS WITH OTHER ORGANIZATIONS

Being an organization which was specifically designed to deal with paranormals and extremely powerful organizations, PRIMUS has made its fair share of enemies over the years.

Since one of the primary reasons that PRIMUS was formed was so that UNTIL would no longer be intervening in US affairs, it is not surprising that the two organizations have so many problems with one another. PRIMUS has coldly informed UNTIL more then once that they were out of their jurisdiction when they tried to track a criminal to the United States. In return, UNTIL publicly humiliated PRIMUS by providing evidence that the organization had been operating outside of the United States to further American interests. This only served to increase the tension between the two organizations.

PRIMUS has a relationship with SAT that closely resembles its interactions with UNTIL. Neither organization has forgotten that SAT was originally supposed to be a temporary stand in for PRIMUS. Each organization is constantly trying to outdo the other to prove that their existence is merited. Obviously, this has led to a great deal of jurisdictional infringement and friction.

VIPER hates PRIMUS with a passion. PRIMUS is second only to UNTIL in the amount of trouble they cause VIPER. Many American VIPER nests have been infiltrated and destroyed by undercover agents and PRIMUS assault agents have constantly proven they are superior to even VIPER's famed five teams. The only reason VIPER has not been completely removed from the United States is their cellular structure, which prevents one base from giving away any other's location.

The Golden Avenger has done his best to avoid confrontations between PRIMUS and GENOCIDE. Despite their bloody methods, GENOCIDE does decrease the amount of renegade paranormals. However, GENOCIDE is still technically a criminal organization and PRIMUS has occasionally had to engage them in small skirmishes.

On the surface, PRIMUS and DEMON seem to be the most bitter of enemies. Unfortunately, what PRIMUS has been fighting for years is only a decoy to keep them away from the true enemy. Of all law enforcement organizations, PRIMUS has come the closest to discovering DEMON's true nature. DEMON has a great deal of contempt for PRIMUS, but is still wary lest they find something they shouldn't.

PRIMUS has had a number of different encounters with various Soviet heros, both before and after the reforms. While the agency is on shaky grounds with some of the more progressive heroes, progress is being made. On the other hand, PRIMUS is the sworn enemy of Vasalov and his new

group, Red Doom. In addition to being bloodthirsty and extremely anti-American, their membership includes Red Shield. He is a personal embarrassment to PRIMUS. They want him captured at all costs.

PRIMUS is generally found to be at odds with Sanctuary. They see it as little more then a haven for criminals. In their opinion, it was a major step to see Sanctuary removed from the United States. However, the agency feels that things will not be completely well until the safe haven is put completely out of business.

PRIMUS has had a handful of run-ins with CLOWN, but has yet to catch any of their members. While they don't view CLOWN as particularly dangerous, many of the agents are "stuffed shirts" and don't really enjoy the pranksters having fun at their expense.

Finally, the local law enforcement agencies have mixed feelings about PRIMUS. While it is nice to have an organization handy that is capable of dealing with rogue supers, it isn't always so pleasant to have someone constantly intervening in your jurisdiction. As PRIMUS' operations become more wide-sweeping, they are becoming less popular with other agencies.

EQUIPMENT

PRIMUS is one of the best funded and equipped organizations in existence. Most of their normal gear is considered to be on the cutting edge of technology. Since it is one of the few government agencies which sees combat on a regular basis, PRIMUS is given priority on new acquisitions.

The standard PRIMUS weapon is the Carbine rifle: a double barrelled automatic rifle with two kinds of munitions. One is a special "heavy" round, designed to pack the biggest punch possible. The second is a special explosive shell, designed to penetrate most forms of armor and still not kill the target. While some agents will carry a different form of firearm, this is the assault agent's weapon of choice.

Additionally, all PRIMUS agents are provided with the best form of protection available. Standard issue PRIMUS uniforms are padded to absorb blows and are treated with a special chemical, making the cloth as resistant as steel.

PRIMUS is often used as a field testing facility for prototype weapons and equipment. Very often a group of agents will charge into battle using items which have never before seen active duty. As a result, most of their more powerful weapons will have activation rolls of 14 or less, or even 11 or less.

Usually PRIMUS is given equipment "on the cutting edge of technology", since technology already in production is considered slightly behind the state of the art. This has caused more than a few problems in the field, and many agents feel a considerable dislike for the agency's procurement policies. Still, there are few complaints; the agents realize they are getting the best of what's available, and when fighting a superpowered villain or monster, they appreciate all the firepower they can get.

Sometimes equipment is withdrawn even if seemingly effective in the field. Other times, given devices may work perfectly in the field, and then need to undergo a short period of refinement before going into production — the net effect being that the PRIMUS agents often have their prototypes removed without immediate resupply. Finally, if an item is approved for either limited or mass production, it is no longer considered the "leading edge" of technology and PRIMUS is then issued something else.

THE PRIMUS BASE

The agency's HQ, PRIMUS Main, is in Washington, D.C. Both the PRIMUS commander, General Hawkins, and his Chief of Field Operations, the Golden Avenger, have their headquarters there.

Other task forces are stationed in Los Angeles, Seattle, Chicago, New York, Miami, New Orleans, and Denver. The PRIMUS training academy, along with the main research labs, vaults and holding facilities, is located near Norfolk Virginia.

STANDARD FEATURES

Each base is manned by four assault squads of PRIMUS agents, a squad of Iron Guard armored agents, a number of plainclothes investigators, a small scientific staff and a civilian staff of accountants, secretaries, etc.

Standard equipment for each base includes several armored personnel carriers and support vehicles, and a pair of transport and attack aircraft. Hanger space and maintenance facilities are twice that needed to support the base's own craft, in case reinforcements have to be sent in with additional vehicles.

Base facilities also include several scientific labs, six special holding cells, two large vaults for holding captured equipment and devices, a spacious, well-protected arsenal and a very elaborate communications center.

PERSONNEL

Each PRIMUS base is manned by agents representing all four branches of the organization.

The majority of a base's staff is made up of Assault agents. All bases have have four squads of six men each. One squad is always suited up and ready for immediate action at any given time.

In addition, PRIMUS assigns one Iron Guard battle group and two investigative teams to each instillation. While not usually on active duty, these troops can be ready for action within mere moments of receiving a call.

Assigned to each base is one Silver Avenger. The Avengers do not fit within the normal chain of command. Instead they are assigned special duties and responsibilities commensurate with their abilities and are designated as "special agents," reporting directly to the local commander. Each Avenger has the authority to command one or more assault squads. The Silver Avengers are all newly assigned, and thus are relatively inexperienced.

TYPICAL PRIMUS BASE

The base depicted here can be any one of PRIMUS' stations, except for the Washington and Virginia facilities which are much larger and better equipped.

ELEVATORS AND STAIRWAYS

There are two elevator banks in the PRIMUS building. The main bank allows entrance to all floors, but the elevators

open into sealed rooms, from which a special combination code is needed to exit. Anyone stopping at one of these floors will be questioned over the elevator intercom by the PRIMUS personnel in the security office; if the officers on duty so wish, they may examine the elevator passengers via a TV camera concealed in the elevator ceiling. These elevators are the ones normally used by unaccompanied visitors and anyone who is not base personnel.

There are three stairways in the building:

A) A fire stair. Anyone may enter this stairway, but the only non-secure exit is at the ground level.

B) The main stairway for the building. This allows access to floors the same way as the main bank of elevators.

C) PRIMUS special access stairway. For restricted areas only.

All three run the full height of the building, but are locked at every floor. Entrance into or out of the stairways requires a key. Only PRIMUS personnel normally use these stairways.

Fire doors in the building are kept locked, and normally are one way only (out!). PRIMUS employees have the combinations to the locks. Also, any or all fire doors in the building can be opened remotely from the security office; this is part of the safety features in the building. Once opened, the doors cannot be locked remotely.

BASEMENT, PRIMUS BUILDING

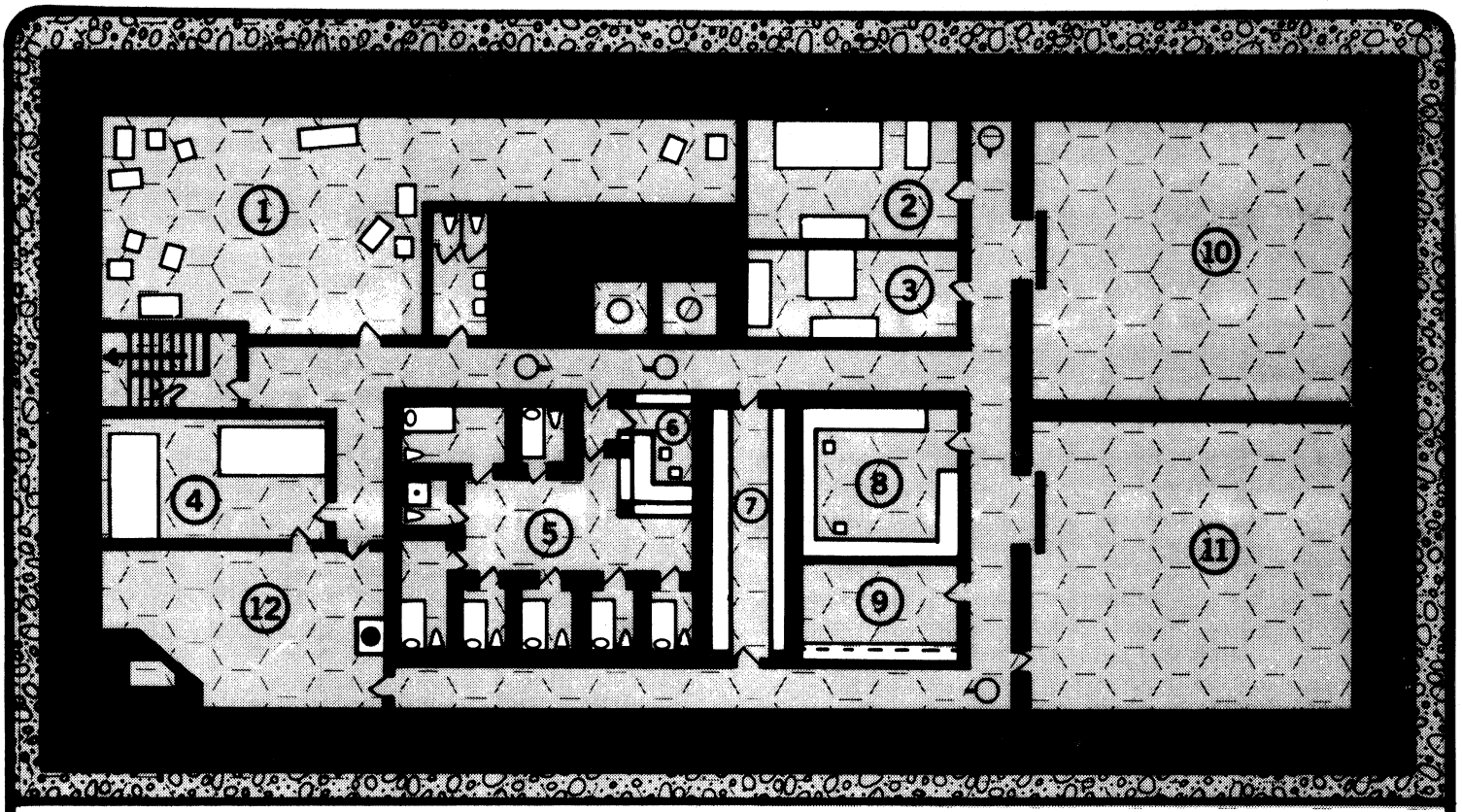
1. Storage Room: Nicknamed the "junk room," anything and everything that won't fit upstairs is unceremoniously tossed in here. The room is currently filled with assorted crates, boxes, poles and the like.

2. Environmental Control Equipment Room: In here are various heaters and heat pumps for keeping the building's interior at comfortable temperature levels. Air is forced in from the air circulation room next door to be heated or cooled, and then is directed back again.

3. Air Circulation Room: Here, large fans send the air first to the environmental control room then force it throughout the building. The air is blown through vents 18 inches square.

4. Diesel Generator/Battery Storage Room: Two large diesel generators provide emergency power in case local power supplies are interrupted. A line runs to a special diesel fuel tank located under the hanger area. One entire partitioned end of the room (labelled "A") is filled with special long-storage batteries. These batteries are kept charged from the regular power supply, and constitute an important reserve backup.

5. High Security Holding Cells: Eight special cells, set in a U-shape, allow the temporary holding of even the most exceptional prisoners. Each cell is massively reinforced, for a total of 14 defense and 14 BODY. Two cells, away from the guard post, have slots for special force generators to be installed. These generators may project fields to selectively guard against mental attacks, dematerialization and/or mental probes.



PRIMUS HEADQUARTERS
BASEMENT LEVEL

ONE HEX = 2 METERS

KEY FOR ALL PRIMUS MAPS

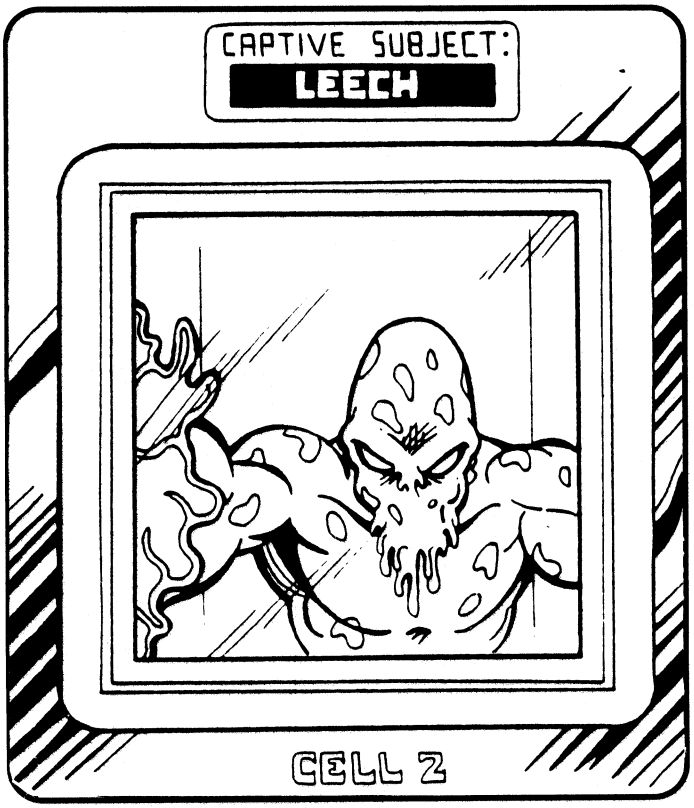
HEAVY-WEIGHT METAL ROLLUP DOOR
BLOCK FENCE
PACKED EARTH
GUN TURRET
DUMBWAITER
ELEVATOR
SHOWER
APPLIANCE

NOTE: EXTRA THICK WALLS ARE REINFORCED FOR EXTRA SECURITY.

Entrance into the holding area is guarded by two doors. These doors, each a massive slab of hardened steel, have 8 BODY and 8 hardened DEF.

6. Guard Post: Adjoining the cell banks, the guard post is constructed out of a super-resistant transparent plastic. The toughened plastic has 8 defense and 8 BODY. A PRIMUS agent is stationed within at all times. The booth is equipped with an intercom, which the agent on duty can use to call either the security room, the agents' ready room on the first floor, or the base commander's office.

Additionally, the booth has controls governing the use of a number of blaster turrets, set into the roof at strategic points throughout the basement. These guns cover every approach to the cells and to the arsenal and vault entrances. Each of these turrets is equipped with two different weapon systems. The first is a gas canister projector which fires knockout gas. (4d6 NND, One Hex



Affect, with linked 1" Darkness to normal vision.) The gas is opaque, and the target hex is obscured to normal vision. The other weapon system is a repeating electric blaster. It fires a five-bolt burst of electric discharge. (8d6 EB, 5 shot Autofire, 200 pip END reserve w/10 REC.) The booth controls only allow one turret to be fired at a time, and only one weapon from that turret. Any turret may be fired at the speed of the person operating it, up to a maximum speed of 4. Each turret has a defense of 8 and a BODY of 4.

7. Arsenal: The arsenal contains only man-portable weaponry. Vehicle weapons and munitions are stored up in the hanger area. Besides several dozen sets of personal sidearms (.44 magnums and fusion rifles), a number of special weapons and a good supply of grenades may be found here as well. Some of these weapons are broken down into multiple parts, and require two or more agents to transport and operate. The arsenal's inventory changes periodically, so it is never definite what may be found inside.

In addition to guns and grenades, some protective gear is stored here as well. Gas masks, some protective armor and a number of radiation suits are racked inside.

The armor consists of a heavy kevlar & plastic breastplate and helmet. (It provides 5 PD and 5 ED resistant defense, but the armor is clumsy, and detracts a total of 2 points of DEX from anyone wearing it. It is for this reason that the agents prefer not to bother with it.)

The radiation suits provide protection against dangerous radiation. (They give the wearer 2 PD, 5 ED resistant defense protection. The suits are clumsy, and anyone wearing one is penalized 4 points of DEX.)

8. Machine Shop: The hanger area is well-equipped with machine tools, but they are specialized for use in maintaining the base's vehicle pool. This basement machine shop is intended for general use, and users don't have to deal with irate mechanics. Most agents with a job to do come down here to work.

9. Storage Room: For cell block supplies, etc.

10. Vault A

11. Vault B: These two vaults are used for the holding of classified government materials, and securing captured weaponry, artifacts and devices. For convenience, captured equipment is usually stored in Vault A, and federal property is separated in Vault B.

12. Incinerator/Dumbwaiter Corridor: The incinerator is used to burn classified papers. The entrance to the burner is 1/2 game inches square, and covered by a metal hatch. The gas jets inside start at the touch of a button, and a lever will fire up the flames. (At full blast, the fires can do 2D6 armor-piercing killing damage, per segment, to anything put inside.)

The dumbwaiter description is listed on the second floor notes. Meals for the prisoners are sent down from the kitchen via the dumbwaiter, then transported by cart to the cells.

FIRST FLOOR, PRIMUS BUILDING

1. Reception Area: The main entrance in to the PRIMUS building opens into the main reception area. All visitors must check in with the receptionist at the front desk. Visitors awaiting clearance or a guide may wait in the reception area. A generous number of overstuffed chairs and couches are provided. A number of pictures and potted plants provide a bit of typical atmosphere.

Two small washrooms open onto the reception area. To one side are the main stairs, near the employees' lounge and cafeteria. Another corridor leads past the main stairs and elevators, and is monitored by closed-circuit TV. Beyond this point is PRIMUS country, and all visitors must be screened by the officer at the TV monitor. A camera focused on the lobby area adds additional security.

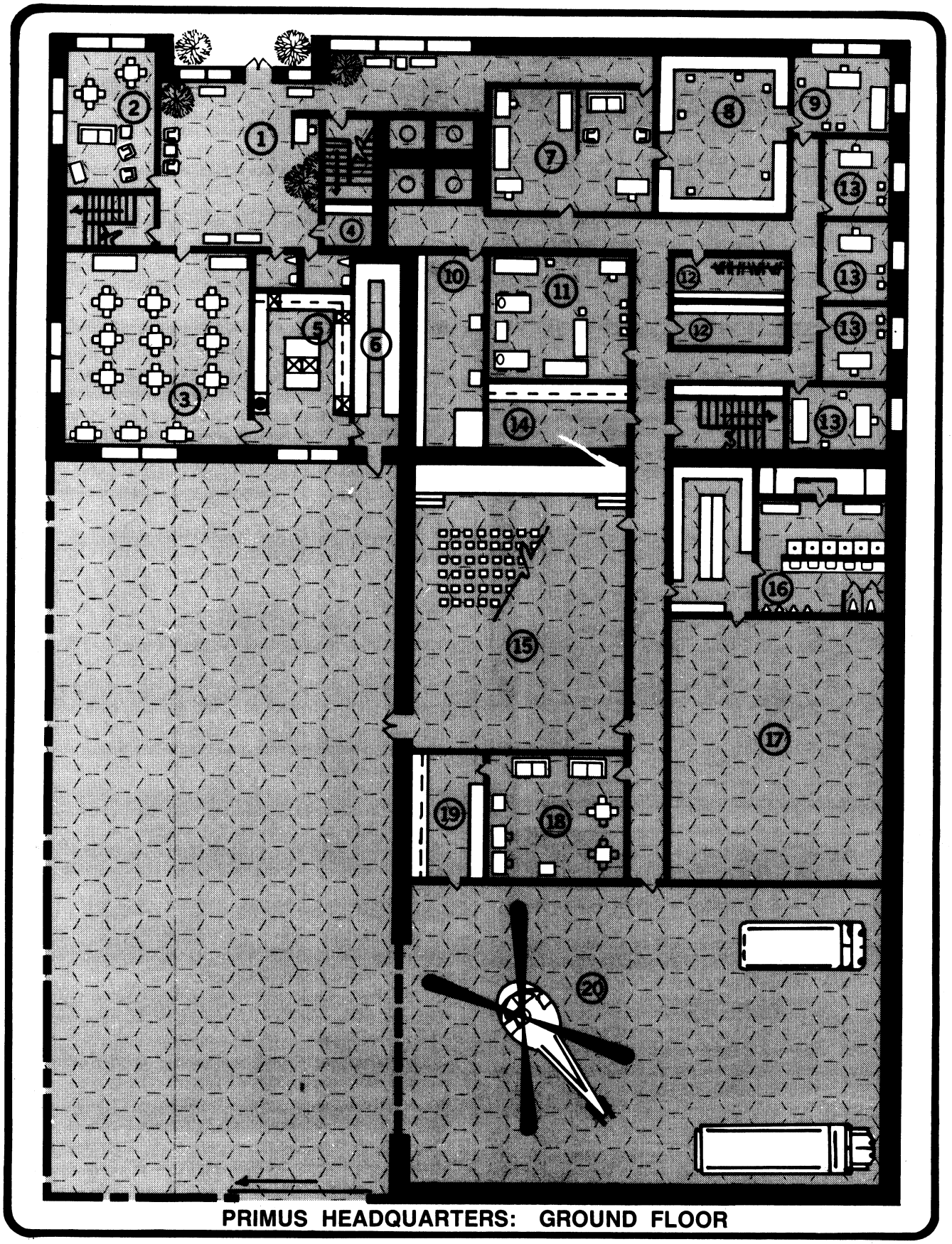
2. Lounge: This is the employees' lounge. Agents, employees and visitors may come in here to relax, smoke, play cards and talk during breaks. PRIMUS agents rarely use this facility, preferring their own recreation rooms upstairs.

The room is provided with a generous number of cheerful red and blue overstuffed chairs and sofas, a number of round card tables and a large color TV in one overhead corner.

3. Cafeteria: Most of the building's civilian employees come down here for their meals. Many PRIMUS agents prefer to take their meals in the agents' mess or officers ward room upstairs. The cafeteria is laid out with folding chairs and tables. A sound system provides music for the employees while they eat.

4. Janitor's Closet: All cleaning supplies for the building's small janitorial staff are kept here. Supplies for the nightly cleaning staff are also stored here. This closet is kept locked at all times.

5. Kitchen: All meals for the building are prepared here. Gleaming ovens line one wall, while automatic dishwashers fill another. In one corner is a large dumbwaiter which is used to transfer meals up to



PRIMUS HEADQUARTERS: GROUND FLOOR

the second floor mess, and from there to the officers wardroom.

6. Kitchen Storage: A large storeroom where all foodstuffs, cutlery and cafeteria stores are kept. Also on hand are several dozen extra folding chairs and tables for use on exceptionally crowded days.

7. Security Office: Here the base security keeps an eye on everything that happens on the building grounds and throughout the building itself. A bank of screens is tied to the TV cameras monitoring every approach to the base, from the first floor up to the roof. In addition to the watch monitor, an armed three-man squad is on call here to handle any trouble that might occur within the building.

8. Communications Center: The base's main communications hub. Direct lines tie the base to all local emergency law enforcement and disaster relief agencies, so that PRIMUS can respond immediately to any crisis which might arise. Secure links, via satellite, are kept open to both the PRIMUS regional command center and to PRIMUS Main HQ, in Washington, D.C.

One whole wall is taken up with the Situation Screen, where command personnel may keep track of selected emergencies in glorious color. The screen may be divided into multiple sub-screens, and a large number of auxiliary screen banks flank the large screen on the adjoining walls. Any of these sub-screens may be individually keyed to any comm link, for any task from a local phone call to a live picture from a recon satellite.

9. Officer of the Day (OD) Room: A PRIMUS OD is on duty here at all times to respond to any incoming emergency calls. Here is the first place trouble reports come to for evaluation. Usually the OD will check first with the base commander before dispatching the troops, but the OD is fully authorized to take any and all appropriate actions on his own.

The OD room has a direct intercom link to the comm center, the Ready Room, hanger, security office, and the base commander's office. A hidden button behind the desk will trigger a silent alarm in the security office across the hall.

A new OD is appointed every eight hours.

10. Electrical Equipment Room: Special transformers, capacitors, battery banks, and other devices are installed in this room. None of the equipment here is classified, or particularly advanced. However, if these devices were damaged or destroyed, the smooth functioning of the building's various electronic facilities (such as the comm center or the electronics lab) would be seriously impaired.

(The walls of this room are reinforced, with an extra 2 DEF and 2 BODY.)

There are several high voltage lines into this section, and a large sign reading "Danger High Voltage" is posted on the door. The door is kept locked at all times.

11. Infirmary: A small but complete medical treatment facility. Normally only a corpsman is on duty here, but in times of emergency a police surgeon (or in some cases an Army or Navy doctor) is called in.

Normally only two beds are set up, but there is room for eight.

12. Storage Areas: These consist of two small rooms, one of which holds office supplies and a small cloakroom. The other holds extra folding chairs for the assembly hall.

13. Offices: A number of plain utilitarian offices for use by PRIMUS agents while they compile reports and other paperwork. Each office has a desk, telephone, computer, typewriter and a couple of chairs.

14. Storage: Electrical stores for both the electrical equipment room and the comm center.

15. Assembly Hall: A sizable auditorium, large enough to hold several PRIMUS companies (in case other assault groups have been brought in). Double doors lead into the hall, and a fire exit opens up to the outside. One end of the hall is taken up by a wooden stage (3 DEF and 12 BODY). Folding tables are stored in cabinets under the stage. Enough folding chairs for the base's normal complement are usually left set up. The hall is equipped with a movie projector and screen, and a PA system.

16. Locker Room: Agent locker room. Besides lockers, there are complete washroom facilities including showers, wash basins, mirrors, linen dispensers, and the like. In one end of the room is a large steam sauna.

17. Gym: Full gymnasium set-up, for use by the agents for both exercise and training. The equipment includes free weights, weight machines and a gymnastic layout.

18. Ready Room: A full squad (eleven agents plus commander) of suited-up, combat-ready PRIMUS agents is stationed here at all times. When a call comes, the squad makes a quick transfer to the hanger and its transport vehicle, and is on its way. The room has complete briefing facilities, the most important element of which is a large screen data-linked to the base's computer. This screen can call up pictures and info from the base's computerized database, or be tied into TV and radio channels, or any of the base's communications links. There is also usually a pile of magazines on hand to help the agents wile away the hours while they're awaiting a call.

19. Secure Storage: Munitions for the base's vehicles are stored here. In addition, an arms locker holds weapons and extra ammo for the duty squad in the ready room next door. The duty squad normally brings only personal sidearms into the ready room, picking up their weapons after a call has come in while their transport is being readied. This storage area has reinforced walls (an extra 3 DEF and 3 BODY). The arms locker itself is a massive affair, designed to withstand a great deal of punishment. (7 DEF and 6 BODY). Inside are eight plasma rifles, several dozen grenades of various types, one dozen .44 magnums with 30 rounds (in speed loaders) each, plus a number of special weapons and devices whose inventory changes from day to day.

20. Vehicle Hanger: All official government vehicles are stored here, as well as some private cars belonging to the base's higher-ranking officers. The hanger has a complete servicing facility, and all of the base's vehicles are maintained on-site. Fuel is taken from several underground armored tanks via pumps within the hanger. Special safety valves stop any spillage if the pumps are damaged, and prevent flashbacks if the pumps are ignited. The tanks are refueled through valves set into the parking lot outside the building.

A large armored double sliding door provides access to the outside. (The door has 9 Defense, but only takes about 5 BODY before being knocked off of its runners. The door itself has 12 BODY.)

SECOND FLOOR, PRIMUS BUILDING

1. Temporary Barracks: For selected major operations, PRIMUS will reinforce a base with several additional companies. This room is where the extra agents are billeted. The walls of the room are lined with lockers, and temporary bedding and furniture are stored in the room when it is not in use.

2. Safety Area: A simple key is all that is needed to stop one of the elevators at the second floor, but the elevator opens into this secured safety room. Anyone entering this room must give a positive ID to the duty officer in the security room (via the intercom) in order to exit. The door out of the safety room can be opened directly with the correct combination code.

This room is reinforced (walls have an extra 2 DEF and 2 BODY). A camera is set in one upper corner to monitor the room.

3. Ward Room: The base officers gather here for their meals, private meetings and off-duty recreation. The room is equipped with one large coffee maker, a TV and some magazine-filled racks, including the latest data bulletin from *PRIMUS Main* (the "Supervillain Gazette," as the junior officers refer to it.)

4. Storage: A large storage area, holding clerical supplies and extra office furniture. A number of linen closets hold extra bedding for the temporary barracks (when cleaning is needed, the linen is sent out). A pair of small washrooms, intended for use by the clerical help, adjoins the storage room.

5. Secretarial Pool: A large open area down the corridor from the main elevators. A dozen plain, functional desks are laid out, about half of them in use by the secretarial pool. These employees are sufficient to handle the base's day-to-day operations. When major operations are in progress, extra secretarial help is brought in to process the additional paperwork.

6. Storage

7. Washroom: Always open, but used only occasionally by visitors to the mess. The washroom is intended for use by personnel stationed in the temporary barracks. It holds the usual showers, sinks, mirrors, and so on.

8. Mess: This is the meal area for PRIMUS agents, and occasionally officers and privileged visitors. The civilian staff never comes into the mess, instead taking their meals in the cafeteria downstairs. The furniture here is a cut above that in the cafeteria, and there is an elaborate music system for the agents. In one corner is a large dumbwaiter which is used to bring up the meals from the kitchen downstairs. Meals for the officers ward room are also brought up here, and then transferred on a cart. The dumbwaiter is about 4' square and 3' deep. Three insert trays provide plenty of holding space.

9. Classrooms: Each classroom is large enough to comfortably hold 20-30 agents. Used for instruction and briefings, each classroom has a blackboard, overhead projector and screen. Additionally, a TV and PA system may selectively tie together any or all of the classrooms.

10. Large Classroom: Twice as large as the other classrooms, this room is used for company level briefings. It is also used when briefing outside VIPs and the press. For this reason, the furnishings are a bit more plush. A speaker's lectern is located at the head of the room.

11. Offices: The base's office staff works here. Accounting, payroll and similar functions are handled in these offices. Only the most mundane, least sensitive kind of records pass through these offices. Each office is equipped with severe, government-issue furniture (circa WWII).

12. Main Corridor: The corridor is carpeted in a deep orange pile. Tasteful pictures decorate the walls. At intervals, combination PA speakers/intercoms are set into the walls. Cameras monitor most of the corridor.

THIRD FLOOR, PRIMUS BUILDING

1. Barracks: The base's main barracks. All agents and most of the officers stay here. The room is largely filled with personal lockers and bunkbeds.

2. Safety Area: This is laid out just the same as the safety room on the second level and serving the same function.

3. Storage: One room containing a number of spacious closets. Supplies are kept here for the agents' recreation room, the files room and for various computer rooms.

4. Files Room: All permanent written records, photos and microfiche are filed in this room. The room is reinforced with an extra 2 Defense and BODY, and heavily insulated. A special system is installed which can instantly smother any fires without damaging the contents of the room (the same system runs through the computer terminal and device rooms as well, to protect the equipment there). The files room is always kept locked. A key and the correct combination are needed to gain access to the room, and all users must be noted and logged, their files being kept in special bright red CLASSIFIED folders; the guards will not allow any such marked materials to leave the building.

5. Storage: Extra electrical stores. There are enough spare parts and devices in here to rebuild half the lab and the comm center as well, if need be. The door is secured with a combination lock.

6. Electronics Lab: The lab contains a full electronics workshop as well as investigative and research equipment. The lab has only the newest and best, and all rolls made using this equipment are therefore at +1. The only door in has one of the usual combination locks on it.

7. Scientific Lab: Combination chemistry and physics laboratory, one of the two labs for the installation's small scientific staff (three scientists and three technicians). The lab is small, but equipped with the latest and finest test devices. All scientific rolls are at +1 as a result. The lab contains a complete, pint-sized test firing range used for captured weapons and devices.

Entrance into the lab requires the correct code to the combination locks on the doors.

If the base commander is willing, the labs may be opened for the use of selected outside individuals (i.e., superheroes).

8. Storage: Unused equipment and spares are stored in this room. The room is normally kept locked, with a combination lock on the door.

9. Iron Guard Maintenance and Storage Room: Originally built as a storeroom, later made over into a test firing range for captured weapons. The room was judged inadequate for this, and a new range built into the scientific lab. At that time, equipment for the upkeep of the new combat suits was installed. The suits are both maintained and stored here by operators. The suits are kept ready on special racks; these racks have built-in sensors which plug into the armored suits. When the armor is needed, a screen provides an instant readout of the suit's readiness.

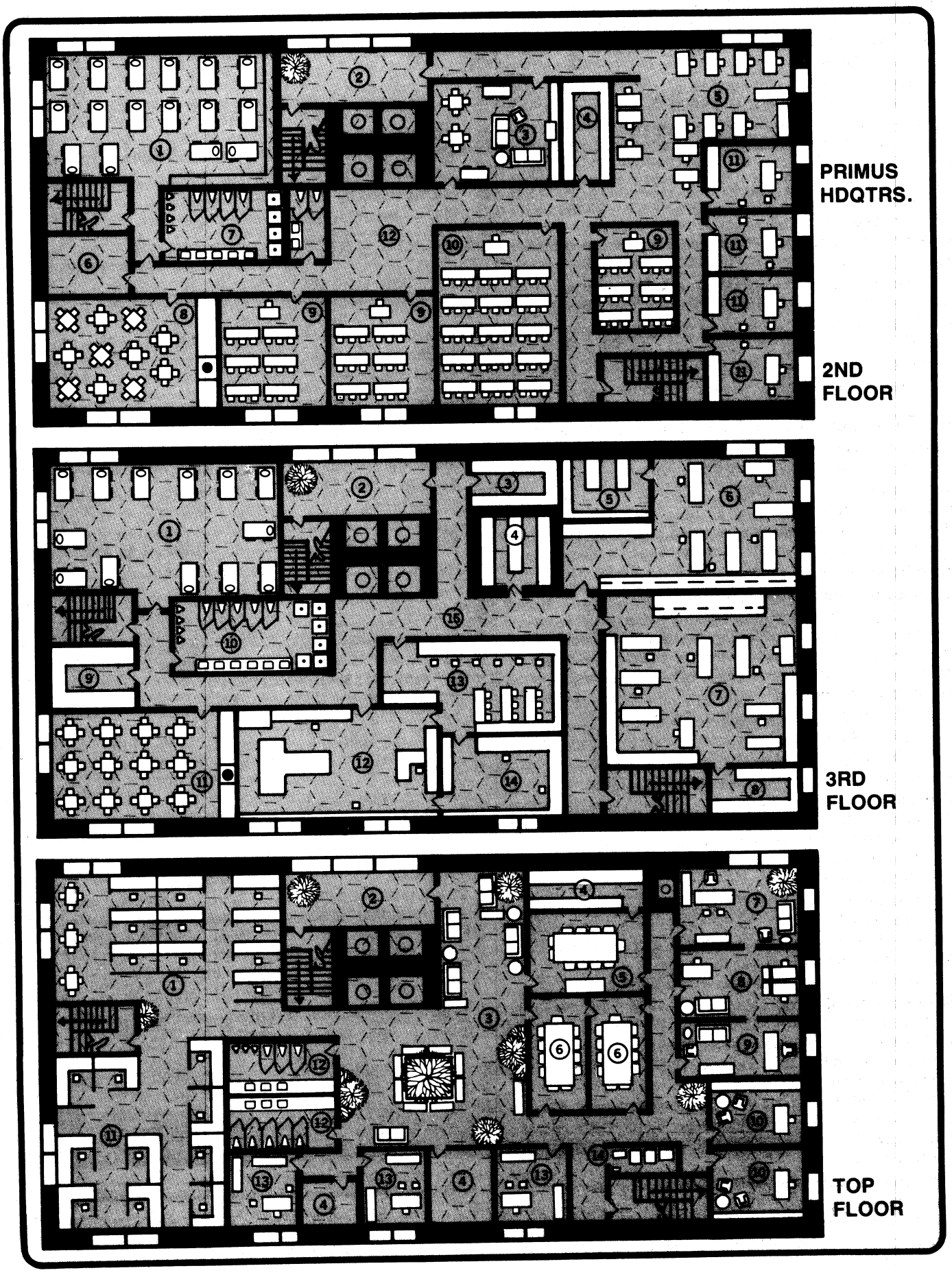
An experienced operator can put his armor on in four phases. Anyone else would need twice as long, assuming he was at all familiar with the suit. Untrained operators would suffer significant CV penalties if they tried to use the armor.

10. Washroom: For use by the agents billeted in the main barracks. Includes complete showering facilities as well as normal sinks and toilets..

11. Recreation Area: Provided for use by the off-duty agents. Besides plenty of comfortable sofas, and overstuffed chairs, there are the usual card tables, pool tables, book and magazine racks. A complete sound system, comparable to the one in the mess, provides music. Several small TVs with earphones allow for individual viewing.

12. Computer Room: The main PRIMUS computer is set up here (a large number of microcomputers may be found throughout the rest of building). Besides a complete agency database, the computer has direct communication links to various other governmental agency computers throughout the country. An operator using the PRIMUS system and the right codes may access any computer network possessed by the federal government.

The computer room is secure, and a magnetic keycard is needed to gain entrance to the room. These cards are not hard to come by,


PRIMUS
HDQTRS.
2ND
FLOOR
3RD
FLOOR
TOP
FLOOR

however, as they are given to any PRIMUS agent who asks. The room also contains positive high pressure blowers which protect the sensitive computers from dust and dirt.

13. Terminal Room: Twenty terminals are laid out on desks. Each terminal has full access to the base mainframe computer, and with the proper codes a user may call up almost any other governmental computer as well. The terminal room is kept at positive air pressure, so whenever a door to the outside is opened the air blows out away from the terminals. This is intended to cut down on the amount of dust which enters the terminal rooms. The terminals don't really require the protection, but it helps protect the computer and device rooms. Entrance into the room is protected by the use of a magnetic keycard. Nearly any PRIMUS employee may have one of these for the asking, however.

14. Device Room: Various computer peripheral devices such as printers, special graphics terminals and optical readers are installed here. The room is also protected by positive pressure blowers.

15. Main Corridor: The decor is similar to that of the second level, with the expected intercom/PA units built into the walls.

FOURTH (TOP) FLOOR, PRIMUS BUILDING

1. Guest Cubicles: On occasion, major investigative and/or research studies are held in the PRIMUS building. A large number of cubicles are available to handle the inflow of temporary personnel. These cubicles are walled off from the main lounge area. This is an open office system for greater flexibility. The "walls" are 5' high, and are easy to break down and re-configure. These are no doors.

2. Safe Room: As on other floors.

3. Lounge Area: The main elevators open up into a safe room, then into the lounge. The lounge makes up the entire center of the top floor. The entire area is heavily carpeted, paneled in wood grains and otherwise decorated by excellent interior designers. A number of chairs and couches provide plenty of seating for visitors. The intention of the lounge area is to impress and reassure visitors as to PRIMUS' firm grip on its budget allocations.

4. Storage: Clerical supplies for the top floor are stored in this room. Alcoholic beverages for the executive staff and visiting VIPs are also kept locked up in a special cabinet within.

5. Executive Conference Room: The largest of the conference rooms. Most councils of war involving officials from other agencies and/or superheroes are held in this room. The appointments are similar to the other conference rooms, but this one has a speaker's podium and a large wet bar.

6. Conference Rooms: Large rooms used for executive meetings and VIP briefings. The rooms are paneled in various dark, expensive woods. The furniture is heavy, tasteful and expensive. Each conference room is equipped with the usual TV monitors, screen projectors, speaker systems, and data link screens.

7. Base Commander's Office: Well-appointed, almost lavishly laid-out executive suite. A large closet and a wet bar open off of the suite. In one corner is a large bookcase. A concealed button will cause the bookcase to slide aside, revealing a tiny elevator. This elevators runs to a hidden exit on the building's roof, where there is space for a PRIMUS helicopter to land. Entrance to the office is usually through the secretary's office, but the commander may enter and leave through a side door if he wishes. This door is kept locked at all times.

8. Commander's Secretary's Office: Both the secretaries of the base commander and his assistant are located here. In addition to the usual secretarial functions, they keep the appointment schedules, field non-official calls, and screen all visitors who have come to see the commander or his assistant. All visitors are announced via intercom.

9. Assistant Commander's Office: The office is slightly smaller than the commander's suite, and is decorated on a less lavish scale. The assistant commander also has a private, unmarked door that opens into the corridor. This door is always kept locked, as well.

10. Visitor VIP Office: These offices are for use by important visiting government officials. Though usually empty, these offices are kept in constant readiness. The expensive furnishings are polished and cleaned regularly.

11. Investigators'/Technicians' Cubicles: The base's small investigations staff, as well as the technical staff, sit in these cramped little cubicles. Each one has a phone, desk, two chairs, computer terminal and a potted plant.

As in #8, this is an open office system. The "walls" are 5' high, and there are no doors. However, this system has some acoustical qualities and other features which are of a higher quality. This system is also more difficult to dismantle.

12. Washrooms.

13. Scientists' Offices: Each of the base scientists has a personal office on this floor. Each office is well-appointed, and equipped with a full range of automated office devices.

14. Vending Machines: A partially enclosed area near the PRIMUS stairway contains four machines and a dollar bill changer.

RUNNING PRIMUS

PRIMUS is an agency of last resort. The civil police should always be the first to respond to a supervillain report; only if they are unable to handle the situation will a call to PRIMUS be considered, and perhaps not always then. Of course, in some cases, such as a 400-foot-tall monster smashing its way through the downtown area, PRIMUS would probably be called in immediately.

Nor does the agency compete with superheroes as a matter of policy. Most major cities are well-supplied with superheroes, both individuals and groups, and in times of emergencies the local police will almost certainly call upon them first for assistance. However, the presence of individual volunteers cannot always be counted on, nor can it be assumed that such persons can always do the job and avert the threat. The local city or county government must take every possible step to ensure public safety. Regardless of how well local heroes might be handling a situation, a call will probably be made to PRIMUS. Hence, at some point, if supervillains are rampaging in public, PRIMUS will eventually show up to put a stop to them, unless the villains have been defeated or chased off beforehand by superheroes. It is up to the GM to decide how quickly the local authorities will exhaust their resources and put in the call, and how fast PRIMUS will respond.

While PRIMUS was originally nothing more then a strike force, they have expanded their operations to include much more. PRIMUS is now responsible for investigating unsolved crimes in which supervillains may have been involved. It is the investigation branch's job to try and prevent an emergency before it occurs.

It has been made clear to the various bureaucracies that PRIMUS deals primarily with emergencies, and that an emergency request from PRIMUS is to have top priority over all but the most critical national security projects. The agency

also maintains open lines to both the Tactical Air Command and the Combined Continental Military Command. If PRIMUS runs into a situation which it is unable to deal with, the next response is direct intervention by active military units.

PRIMUS is often used as a field testing facility. Often times their agents will be equipped with weaponry that has never been seen before, much less used. This makes PRIMUS squads particularly unpredictable in combat.

Always remember that PRIMUS is a government organization and that its members are, for the most part, fanatical. Despite its patriotic motif and idealistic slogans, the agency can have a definite dark side, if the GM wishes. Men and women will often do frightening things for the sake of their country.

PRIMUS is involved in monitoring paranormals of all sorts, a possible invasion of privacy. Furthermore, they wish to pass legislation requiring all paranormals to register their actual identity and the extent of their powers with the government. This is clearly not in the heroes' best interests and most PCs will probably have problems with it.

Finally, if the GM wants to use PRIMUS as an antagonist, and he doesn't mind greatly altering his campaign world, he can say that there is a rumor that PRIMUS will at some point make a move to take control of the United States, imposing its will on the entire nation. While this report is merely hearsay, there are some things which might lead one to believe that a takeover is in the works. When the Golden Avenger was asked whether the rumors that he would be declared Dictator of the United States in the late 20th century held any truth, he merely responded: "I am ready to serve my country in whatever capacity is required."

There are a great many campaign options the GM may employ with PRIMUS. Do the local city administrators like PRIMUS? Will PRIMUS' jealousy insist on handling every situation on its own, regardless of the seriousness of the threat? What is the local PRIMUS unit like? Is it commanded by a zealot who has his men out patrolling the streets, arresting pickpockets and muggers, harassing prostitutes, cracking down on labor unrest, and beating up on "no-good hippies?" Or is it a group of loyal, patriotic do-gooders dedicated to protecting the public, even if it means laying down their life? Or both? PRIMUS can easily be used as an antagonist or a protagonist, depending on the GM's preference.

The relationship between the local PRIMUS unit and the superhero community poses tremendous opportunities for fun. Do they get along? Do PRIMUS agents consider the heroes a bunch of fair-weather do-gooders, who disappear when the going gets tough, or simply a bunch of incompetent amateurs, who get people killed while playing ego games? Or maybe perhaps they treat the superheroes as welcome allies or admirable, self-sacrificing individuals.

Remember that every PRIMUS unit can be treated separately; in one city it can be cooperative and supportive, in another it can be aggressive and competitive, even hostile.

PRIMUS AGENT PACKAGE DEAL

Cost	Skills
2	Fam w/Small Arms
1	Fam w/One Melee Weapon
2	KS: Criminal Law 11-
2	KS: Criminal Organizations 11-
2	KS: PRIMUS 11-
2	AK: City of Operations 11-
3	PERK — Federal Police Powers
9	3 Skills from the following list: Bureaucratics, Combat Driving, Combat Pilot, Concealment, Conversation, Criminology, Demolitions, Forensics Work, Persuasion, Shadowing, Tactics

Pts	Disadvantages
-3	Package Bonus
-5	Distinctive Features: PRIMUS Agent
-10	Subject to Orders

INVESTIGATIVE AGENT PACKAGE DEAL

Cost	Skills
3	Concealment
3	Conversation
3	Criminology
3	Deduction
3	Streetwise OR High Society
2	KS: Police Procedure 11-
2	KS: Criminal Psychology 11-
2	KS: Strange Crimes 11-

Pts	Disadvantages
-3	Package Bonus
-13	Watched: PRIMUS, 11-

GOLDEN AVENGER

Val	Char	Cost
45	STR	35
30	DEX	60
25	CON	30
18	BODY	16
13	INT	3
20	EGO	20
25	PRE	15
16	COM	3
21	PD	12
21	ED	16
7	SPD	30
14	REC	0
50	END	0
54	STUN	0

100+	Disadvantages
15	1 1/2x STUN from Poisons, Toxins
10	Enraged when Companion Downed 11-, 11-
15	Psych Lim: Sworn to protect innocents and stop crime
15	Psych Lim: Fiercely patriotic
15	Psych Lim: Always keeps his word
5	Psych Lim: Grim, Always Serious
10	Phys Lim: Subject to Orders
25	Hunted: DEMON, 11-
13	Watched: PRIMUS, 11-
15	Distinctive Features: Handsome and well-known PRIMUS operative
10	Reputation: Always keeps his word, 11-
15	Secret ID (Robert Kaufman)
3	PRIMUS Package Bonus
81	Hero Bonus

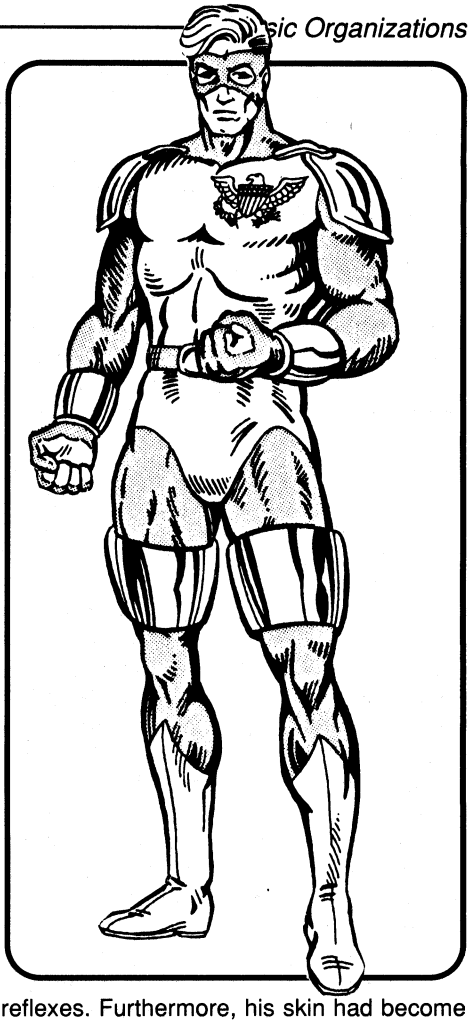
Cost	Power	END
15	Armor Piercing w/STR, OAF Gauntlets	+2
10	Find Weakness with Punch, 11-	
7	1/2 END Cost on STR, Activation 14-	2
6	+3" Running (9" total)	1 (2)
7	Power Defense, 10 pts, Activation 14-	
10	Damage Resistance (10 PD, 10 ED)	
5	Instant Change	
5	KS: American History 14-	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Oratory 14-	
3	Bureaucratics 14-	
3	Conversation 14-	
3	Tactics 12-	
2	Fam w/Small Arms	
1	Fam w/Billy Club	
2	KS: Criminal Law 11-	
2	KS: PRIMUS 11-	
2	AK: Washington DC 11-	
3	PERK — Federal Police Powers	
6	+3 Levels w/visual PER Rolls	
6	+3 Levels w/punch	

OCV:10; **DCV:**10; **ECV:**7; **Phases:** 2, 4, 6, 7, 9, 11, 12

Costs:	Char		Powers		Total		Disads		Base
	240	+	107	=	347	=	247	+	100

Background: The Golden Avenger began as a simple idea which most people believed would never live to see completion. While the super soldier project had been working for some time to produce the ultimate soldier, it had produced no true successes. Furthermore, the project was running way over budget and was years behind schedule. Many scientists feared that the project was close to being shut down.

Pressed for time, the scientists decided that they needed a success and fast. There was no time to come up with a new idea so they combined many of their old methods into one process — combining specialized equipment, genetic enhancement, exotic drugs and a biofeedback program. Some scientists felt that the the unstable mixture of these elements was somewhat unethical, but many of the project's workers were too worried about their jobs to care. Once they had the process worked out, all they needed was a subject to try it out on. That subject was Robert Washington Kaufman.



Chosen for his overtly patriotic attitudes and willingness to follow orders, Robert was selected from over a hundred volunteers. Robert's response when being asked why he volunteered for the program was: "I just want to serve my country in the best way possible."

So it was that Robert Kaufman's life was forever altered: the experiment was an unprecedented success. Robert found that his strength had greatly increased, as had his reflexes. Furthermore, his skin had become much tougher — tough enough to repel bullets. Robert immediately offered his services to the United States government. He was placed with PRIMUS as a superpowered field operative and the rest is history.

Thus the Golden Avenger was created to defend America against all enemies, external and domestic; to preserve truth, justice and the American way.

Quote: "Truth, justice and the American way. Simple truths in a complex world."

Personality: The Golden Avenger is a fanatic. He is fiercely patriotic, almost to the point of obsession, and he will always keep his word. Robert doesn't trust foreigners, communists or most other paranormals, seeing them as "disruptive influences". Robert is always grimly serious and treats every mission as though failure could mean the end of the world. The Golden Avenger's determination in combating unamerican and criminal organizations is what has won him the title of America's foremost hero (depending on whom you ask of course). Robert, however, cares nothing for such plaudits, desiring only to do his duty.

Powers/Tactics: As the first product of the 1970s bio-enhancement phase of the Super Soldier project, the Golden Avenger's powers are mostly genetic in nature. Genetic enhancement and exotic drugs have combined to greatly enhance Robert's physical stature and reflexes. In addition, extensive biofeedback training have enabled the Golden Avenger to reduce the effects of exertion and resist many types of drains. Specialized gauntlets, provided by PRIMUS, produce fields of polarized energy which allow Robert's punches to penetrate most forms of defence.

Powers aside, Robert is a skilled combatant and tactician. Before entering a fray, the Golden Avenger will always survey the situation and try and get a feel for where his talents could best be put to use. In combat he will try and single out one opponent. The Avenger will then concentrate on this person, using find weakness and armor

piercing punches to try and take them out before moving on to someone else. Robert is intelligent enough to know when he is outclassed. If he is in a losing battle, the Golden Avenger will try and make a strategic retreat so that he may regroup his forces and return later.

Appearance: The Golden Avenger is a six foot tall man with a muscular build. He has blond hair and striking blue eyes. In hero identity, he wears a specially made blue and gold PRIMUS uniform. In normal identity, Robert likes to wear suits.

SILVER AVENGER

Val	Char	Cost	100+	Disadvantages
40	STR	30	15	1 1/2x STUN from Poisons, Toxins
26	DEX	48		
23	CON	26	13	Enraged when Companion Downed 11-, 8-
13	BODY	6		
13	INT	3	15	Psych Lim: Sworn to protect innocents
14	EGO	8		
18	PRE	8	15	Psych Lim: Fiercely patriotic
14	COM	2	20	Psych Lim: Overconfident
20	PD	12	10	Phys Lim: Subject to Orders
19	ED	14	25	Hunted: DEMON, 11-
6	SPD	19	13	Watched: PRIMUS, 11-
13	REC	0	15	Distinctive Features: High ranking PRIMUS Agent
46	END	0		
45	STUN	0	10	Reputation: Protects innocents, 11-
			15	Secret ID
			3	PRIMUS Package Bonus
			1	Hero Bonus

Cost	Power	END
13	Multipower (40 pt reserve) OAF Weapons, 8 Charges	
1u	2d6 Flash vs Sight, Armor Piercing, Explosion, 2 Charges (flare gun)	[2c]
1u	4d6 END Drain, Recovers 5 pips/Turn, 3 Charges (shock baton)	[3c]
1u	4d6 Entangle, 1 Recoverable Charge (bolo gun) [1c, Rec]	
8	Armor Piercing w/STR, OAF Gauntlets, x2 END	+4
7	1/2 END Cost on STR, 14- Activation	1 (2)
6	+3" Running (9" total)	
7	Power Defense, 10 pts, Activation 14-	
10	Damage Resistance (10 PD, 10 ED)	
5	Instant Change	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
2	KS: Criminal Law 11-	
2	KS: Criminal Organizations 11-	
2	KS: PRIMUS 11-	
2	AK: City of Operations 11-	
3	PERK — Federal Police Powers	
9	3 Skills from the following list: Bureaucratics, Combat Driving, Combat Pilot, Concealment, Conversation, Criminology, Demolitions, Forensics Work, Persuasion, Shadowing, Tactics	
3	Acrobatics 14-	
6	+3 Levels w/visual PER Rolls	
6	+3 Levels w/punch	

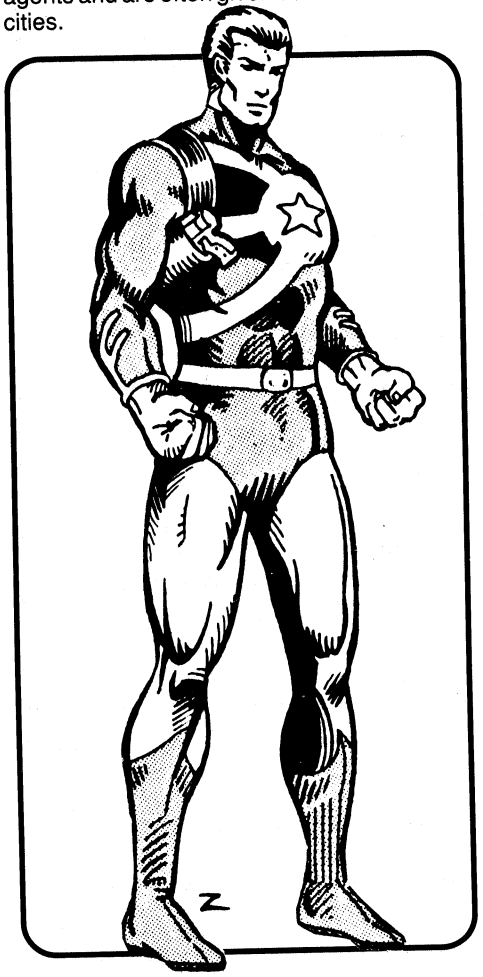
OCV:9; **DCV:**9; **ECV:**5; **Phases:** 2, 4, 6, 8, 10, 12

Costs:	Char		Powers		Total		Disads		Base
	173	+	97	=	270	=	170	+	100

Background: Silver Avengers were the next step in the process. Once it had been proven that the combined treatments of the super soldier program were a success, the government demanded that more be produced. Unfortunately, the cost of the program was far too prohibitive to produce even a dozen Golden Avengers. The government, however, wanted no more excuses. The Super Soldier program, if it wanted to keep its funding, was forced to suggest a compromise.

A limited number of agents would receive similar treatments to the Golden Avenger's. These treatments, however, would be diluted to lower the overall cost. While this meant that the combat capability of any one Avenger would be lowered, a greater number of them could be produced. The end product was the Silver Avengers.

Over a dozen Silver Avengers are now in existence, giving PRIMUS a distinct boost in power. Somewhat watered down versions of the Golden Avenger (a description they one and all find insulting), the Silver Avengers serve as elite commandos and field agents and are often given command of PRIMUS bases near major cities.



Personality: Silver Avengers come from all walks of life, but they do have some things in common. All of them are sworn to protect innocents, just as all other PRIMUS agents are. Furthermore, all Avengers are extremely patriotic. Note, however, that different Avengers show their patriotism in different ways, which may range from idealistic to very conservative. Finally, all Silver Avengers are trained and competent agents. They all are dedicated to their job and do their best to live up to the responsibilities they have been given.

Powers/Tactics: All Silver Avengers possess the same heightened abilities as those of the Golden Avenger. While they are not quite as strong, or as fast, they are still noticeably metahuman. In addition to their natural abilities, all Silver Avengers are issued special weaponry. These include shock batons and flare guns which are useful for disorienting opponents.

The specific tactics used by an Avenger are entirely dependent on the individual in question. Most Avengers like to assess a combat before entering it. The first goal of any Avenger is to make sure that all innocents are out of harms way.

Appearance: Silver Avengers always possess an extreme athletic build. They are neatly groomed and tend to dress conservatively. In hero identity, all Silver Avengers wear special red, white and blue uniforms with a large white star emblazoned on the chest.

PRIMUS IRON GUARD

Val	Char	Cost	100+	Disadvantages
35*/15	STR	18	20	Normal CHAR Maxima
17	DEX	21	20	Psych Lim: Overconfidence
20*/15	CON	17	15	Psych Lim: Sworn to Protect Innocents
12	BODY	4		
13	INT	3	15	Psych Lim: Patriotic
11	EGO	2	20	Hunted: DEMON, 8-
15	PRE	5	13	Watched: PRIMUS, 11-
10	COM	0	5	Distinctive Features: PRIMUS agent
7*/3+	PD	0		
5*/4+	ED	1	15	Secret Identity
4	SPD	13	(3)	PRIMUS Package Bonus
12*/6	REC	0		
40*/30	END	0		
40*/28	STUN	0		

Cost	Power	END
45	9d6 EB, Double Knockback, 16 charges, Burnout 14-, OIF — Gauntlets	[16c]
30	Armor, +15 PD, +15 ED, OIF Battle Armor	
7	Life Support (Self-contained Breathing) OIF Battle Armor	
4	+3" Running (9" total), OIF Battle Armor	1(2)
7	+10" Superleap, OIF Battle Armor	
7	Hi-Range Radio Hearing, OIF Battle Armor	
7	Unidirectional Radar, OIF Radar Dish	
3	Infrared Vision, OIF Helmet	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
2	KS: Criminal Law 11-	
2	KS: Criminal Organizations 11-	
2	KS: PRIMUS 11-	
2	AK: City of Operations 11-	
3	PERK — Federal Police Powers	
9	3 Skills from the following list: Bureaucratics, Combat Driving, Combat Pilot, Concealment, Conversation, Criminology, Demolitions, Forensics Work, Persuasion, Shadowing, Tactics	
2	KS: Area of Interest 11-	
1	PS: Hobby 8-	
8	+1 Level with combat	

OCV:6; **DCV:**6; **ECV:**4; **Phases:** 3,6,9,12

Costs:	Char		Powers		Total		Disads		Base
	84	+	141	=	225	=	125	+	100

*OIF Battle Armor

Background: An evaluation made of PRIMUS by DARPA in the latter 1970s found that the agency enjoyed mixed success. The greatest cause for concern was the high casualty rate the field agents were suffering. In the report to the joint chiefs of staff, DARPA noted that most of the injuries resulted from only a small percentage of calls. Further, many of these missions could be recognized as dangerous and special precautions could be taken, resulting in less causalities.

During this same period, the Super Soldier program had moved on from its bio-enhancement phase. The army now believed that its long standing dream of a super army could be achieved through the use of powered armored suits. Fast, heavily armed and armored, these suits were the solution PRIMUS was looking for.

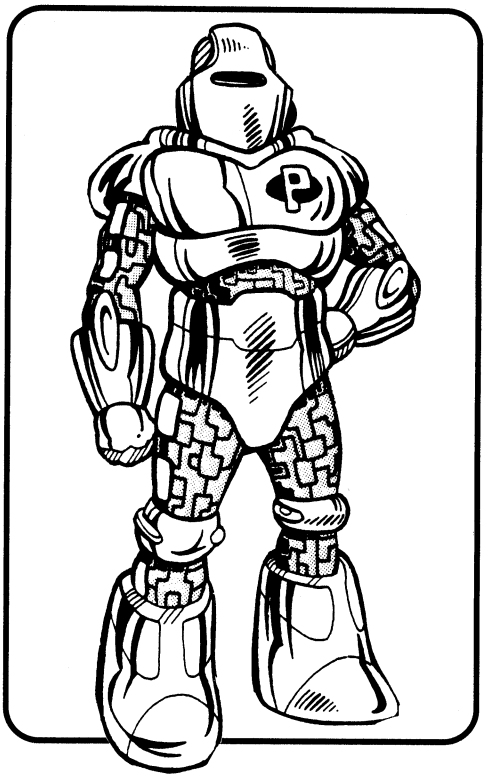
As it turned out, costs were once again prohibitive. It was impractical to outfit all PRIMUS agents (much less the entire U.S. army) with powered armor. A small number of troops, however, could be equipped with the suits without going over budget. The joint chiefs decided that having a few armored troops was better then none and a new unit was formed within PRIMUS: the Iron Guard.

Personality: Like all PRIMUS agents, Iron Guard troops come from a variety of different backgrounds. While most are ex-military, this is not always the case. Iron Guard agent are, without exception, overconfident. (They are, after all, one of the best equipped and trained agent squads ever to exist.) Just like every other PRIMUS operative, Iron Guard members are extremely patriotic and sworn to protect innocents.

Powers/Tactics: Iron Guard units are heavily armored battle suits equipped with high powered weaponry. Standard agents are equipped with powerful repulsor rays (designed specifically to knock opponents down quickly), jump jets and wide array of special sensors. In the past, individual units have been modified for special assignments.

All Iron Guard units are highly trained combatants. They are aware of the importance of order and discipline and will rigidly follow their unit leaders instructions. Typical Iron Guard tactics include keeping their opponents at range and using superleap to achieve a high ground advantage. Iron Guard agents rarely worry about cover.

Appearance: Iron Guard armor is extremely bulky and dull silver in color. Emblazoned on the chest is a large 'P'. The suit stands nearly seven feet tall and generally weighs 300 lbs or more.



Background: The typical PRIMUS agent is a professional soldier with several years' experience in an American elite force (such as the Rangers, the Green Berets, or the Seals), though occasional exceptions are made. A few agents have been accepted directly from the major militaries academies, and there are a few exchange officers from various Western nations. These officers serve on an active basis in the field, since this is considered the best way to learn. Several have been wounded or killed in the line of duty.

A number of civilian personnel from agencies such as the FBI, Secret Service, and the CIA have also served with PRIMUS on a liaison or training basis.

Only volunteers are accepted into the force. Applicants are chosen on the basis of reliability, intelligence, and capability. Additionally, potential candidates must be capable of assimilating

PRIMUS ASSAULT AGENT

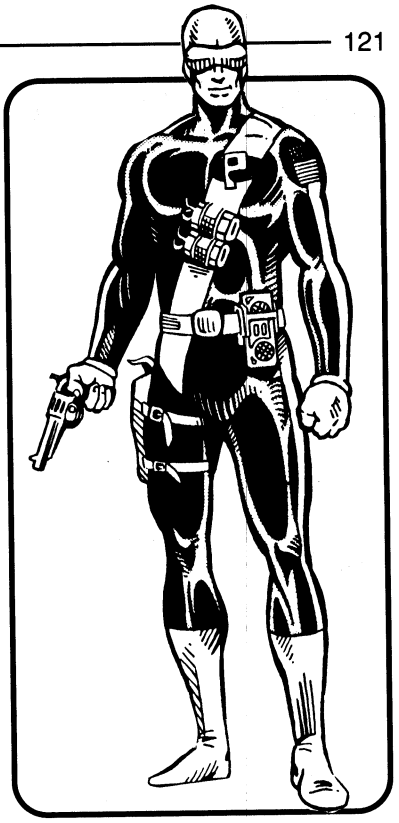
Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Normal CHAR Maxima
17	DEX	21	20	Psych Lim: Overconfidence
15	CON	10	15	Psych Lim: Sworn to protect innocents
13	BODY	6		
13	INT	3	10	Psych Lim: Patriotic
11	EGO	2	20	Hunted: DEMON, 8-
15	PRE	5	13	Watched: PRIMUS, 11-
14	COM	2	10	Reputation: Sworn to protect innocents, 11-
5+	PD	1		
4+	ED	1	15	Secret Identity
4	SPD	13	(3)	PRIMUS Package Bonus
6	REC	0		
30	END	0		
29	STUN	0		

Cost	Power	END
22	Martial Arts (Commando Training)	
	Maneuver **Pts** **OCV** **DCV** **Damage**	
	Strike 5 -2 +1 7d6	
	Throw 3 +0 +1 3d6 + v/5	
	Choke 5 -2 +0 2d6 NND	
	Disarm 4 -1 +1 25 STR vs. disarm	
	Dodge 5 — +5 N/a	
22	Multipower (45 pt. reserve), (OAF — Carbine)	
2 u	3d6 RKA, 15 charges	[15c]
2 u	6d6 AP EB, 15 charges	[15c]
16	8 rPD/8 rED Armor, OIF Suit	
3	Flash Defense vs. visual (5 pts)	
2	+1" Running, 7" total	1
3	Radio Listen/Transmit, OIF radio	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
2	KS: Criminal Law 11-	
2	KS: Criminal Organizations 11-	
2	KS: PRIMUS 11-	
2	AK: City of Operations 11-	
3	PERK — Federal Police Powers	
9	3 Skills from the following list: Bureaucratics, Combat Driving, Combat Pilot, Concealment, Conversation, Criminology, Demolitions, Forensics Work, Persuasion, Shadowing, Tactics	
2	KS: Power Systems 11-	
2	KS: Area of Interest 11-	
2	KS: Hobby 11-	
3	Security Systems, Systems Operations or Computer Programming 12-	
16	+2 Combat Levels	

OCV:6; **DCV:**6; **ECV:**4; **Phases:** 3, 6, 9,12

Costs:	Char		Powers		Total		Disads		Base
	70	+	130	=	200	=	125	+	75

the Cyberline drug treatment series. These treatments consist of a battery of various powerful and exotic drugs (of which Cyberline is the most well known) to enhance the physical abilities of the agents, especially their reaction and response times. Roughly one person in ten is capable of taking the drug series; the rest will show negative reactions from a prolonged treatment program and are rejected. Some of those who initially pass may become sick at a later point; this is one reason why only volunteers are accepted in the first place.



The benefits from the Cyberline series are significant. Physical dexterity is increased nearly 50 percent in some cases, and reaction time is improved to twice that of a normal person's. These results are why PRIMUS normally does not recruit anyone unable to take the drugs. Some exceptions are made for exceptional individuals or for recruits with special skills or knowledge.

The Cyberline treatment is a much cheaper derivative of the original program which produced the Avengers. The other series gave substantially better results, but imposed even greater restrictions on subject selection. Work is continuing to lessen both the side effects and costs of the drugs, in the hope that they will become available someday for general military use. (PRIMUS' policy of accepting only subjects who can take the drug series is a primary cause of the agency's extreme manpower shortage. While deployment plans call for eventually doubling the number of PRIMUS bases, the personnel to man them simply is not currently available.)

Once chosen to serve, the applicant is immediately put on detached duty, sworn in as a U.S. marshall, and put through a rigorous two-month training course. This training covers such subjects as weapons instruction and familiarization, scouting and observation skills, and anti-supervillain tactics.

Most important is the degree of education given in super-villain recognition, superpower observation and evaluation. Any PRIMUS agent may make a roll to attempt to figure the functioning of a super-individual's powers (when displayed), and another to evaluate the power output displayed.

Whenever possible, PRIMUS asks superheroes to put in stints at the Virginia Academy to help train the agents. Thus, most PRIMUS agents already have some close-hand familiarity with superhumans when they first go into the field.

Personality: As a rule, PRIMUS agents are extremely patriotic. Most are driven individuals, willing to risk their life for what they believe in. All are sworn to protect innocents. However, it should always be remembered that PRIMUS agents are individuals and, as such, all have very different and distinct personalities.

Powers/Tactics: PRIMUS agents are the cream of the crop: the best America has to offer. All were chosen for their outstanding performances in their previous careers. In addition, each PRIMUS operative has received the Cyberline treatment (in effect increasing their reaction speed to near superhuman levels) and are equipped with state of the art weaponry.

PRIMUS agents are all experienced in combat. They are well aware of the advantages offered by surprise and cover and will do their utmost to make use out of their surroundings. All PRIMUS agents are trained to follow orders and they will not deviate from an officers plans in combat.

Appearance: PRIMUS operatives wear specially reinforced red white and blue uniforms with hoods and goggles. They are heavily armed and are generally equipped with a number of exotic looking devices. All agents are athletic in build.

PRIMUS INVESTIGATION AGENT

Val	Char	Cost	100+	Disadvantages
13	STR	3	20	Normal CHAR Maxima
14	DEX	12	20	Psych Lim: Overconfidence
13	CON	6	15	Psych Lim: Sworn to protect innocents
11	BODY	2		
18	INT	8	10	Psych Lim: Patriotic
11	EGO	2	20	Hunted: DEMON, 8-
18	PRE	8	13	Watched: PRIMUS, 11-
14	COM	2	10	Reputation: Sworn to protect innocents, 11-
5+	PD	2		
4+	ED	1	15	Secret Identity
3	SPD	6	(6)	PRIMUS & Investigative Agent Package Bonus
6	REC	0		
26	END	0		
25	STUN	0		

Cost	Power	END
16	Martial Arts (Commando Training)	
	Maneuver **Pts** **OCV** **DCV** **Damage**	
	Strike 4 +0 +2 5 1/2d6	
	Throw 3 +0 +1 3 1/2d6 + v/5, opponent falls	
	Choke 5 -2 +0 2d6 NND	
	Disarm 4 -1 +1 28 STR vs. disarm	
4	+1 Damage Class (Already Figured In)	
8	1d6+1 RKA, OAF Pistol, 2 Clips of 6 Charges	
8	6 rPD/6 rED Armor, IIF Flak Vest, 11- Activation	
4	Radio Listen/Transmit, IIF radio	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
3	Concealment 13-	
3	Conversation 13-	
3	Criminology 13-	
3	Deduction 13-	
3	Security Systems, Systems Operations or Computer Programming 13-	
3	Streetwise OR High Society 13-	
9	3 Skills from the following list: Bureaucratics, Combat Driving, Combat Pilot, Conversation, Demolitions, Forensics Work, Persuasion, Shadowing, Tactics	
3	Scholar	
1	KS: Criminal Law 11-	
1	KS: Criminal Organizations 11-	
1	KS: PRIMUS 11-	
1	KS: Police Procedure 11-	
1	KS: Criminal Psychology 11-	
1	KS: Strange Crimes 11-	
1	KS: Power Systems 11-	
1	KS: Area of Interest 11-	
1	KS: Hobby 11-	
2	AK: City of Operations 11-	
3	PERK — Federal Police Powers	
5	+1 Level with All INT based Skills	
6	+2 w/Pistol	

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

Costs:	Char		Powers		Total		Disads		Base
	52	+	98	=	150	=	75	+	75

Background: Throughout the years, PRIMUS has had to rely more and more upon subtle tactics. When the organization was originally formed, no one was prepared for what they could do. In the past, even highly trained normals had offered little resistance to super beings. Using organized tactics and high-tech weaponry, PRIMUS was the first agency to really represent a threat to paranormals.

As time passed, however, paranormals became used to PRIMUS' interference and began to compensate for it. Daylight bank robberies became scarce as the criminal mind became more devious. The villains had learned the art of subtlety.

When their opponents began to go underground, PRIMUS was forced to find a way to root them out. Simple assault teams were no longer effective. Secret agents were originally disdained by PRIMUS who felt that undercover work was better left to the Feds. Recently, however, PRIMUS has made a move to keep some special agents on hand to deal with special circumstances and criminal investigations.

Personality: PRIMUS undercover agents differ only slightly from most of the assault troops. Most have a more civilian oriented mindset, having been recruited from the FBI and CIA instead of military special forced. All are patriotic and sworn to protect innocents, although they are allowed to disregard this oath if keeping it would require breaking their cover. Of course, individual agents have their own opinions and view points.

Powers/Tactics: PRIMUS undercover agents are at a disadvantage compared to their active counterparts. To begin with, they are not as well equipped as the assault agents. Furthermore, they are not given the Cyberline treatments and thus are usually slower then other PRIMUS agents. (PRIMUS reasons that these agents will have less use for the combat gear and enhanced reflexes since the enemy should never realize they are present.) As such, they are forced to rely much more upon their skills and training.

PRIMUS undercover agents avoid combat at all costs. Their primary job is to gather information, not fight. If forced into a combat they will first try to flee. If this is not possible then they will try and find some form of cover, alert PRIMUS to their predicament and then fight defensively until reinforcements arrive.

Appearance: An undercover agents appearance will depend entirely upon their current assignment. When off duty, they tend to dress in conservatively.

GENERAL HAWKINS
(COMMANDER IN CHIEF OF PRIMUS)

Val	Char	Cost	100+	Disadvantages
11	STR	1	20	Normal CHAR Maxima
14	DEX	12	5	Age 40+ (He's actually 77, but he's in pretty good health)
11	CON	2		
13	BODY	6	10	Psych Lim: Bigot (distrusts those who are different)
18	INT	8		
18	EGO	16	10	Psych Lim: Stubborn
25	PRE	15	15	Psych Lim: Demands discipline from those around him
10	COM	0		
5+	PD	3		
2+	ED	0	15	Psych Lim: Patriotic
3	SPD	6	10	Physical Lim: Arthritis
4	REC	0	10	Reputation: Demanding of his men, 11-
22	END	0		
25	STUN	0	15	Reputation: Bigot, 11-
			10	Public Identity
			3	PRIMUS Package Bonus
			2	PRIMUS Bonus

Cost	Power	END
17	Martial Arts (Commando Training)	

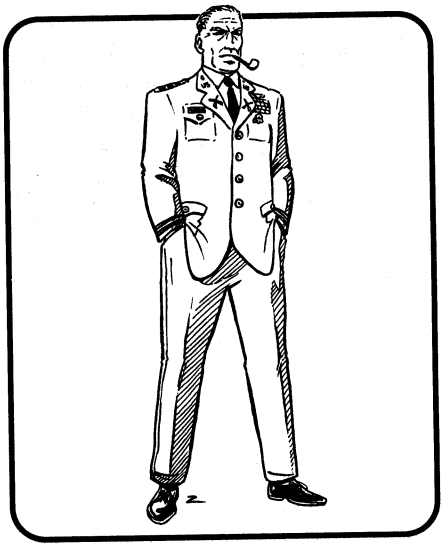
Maneuver	Pts	OCV	DCV	Damage
Strike	5	-2	+1	6d6
Throw	3	+0	+1	2d6 + v/5
Choke	5	-2	+0	2d6 NND
Disarm	4	-1	+1	21 STR vs. disarm

7	1d6+1 RKA, 4 Charges, OAF Holdout Pistol	[4c]
4	3 rPD/3 rED, IIF Protective Vest, 11- Activation	
6	High Range Radio, IIF Wrist Communicator, Extra Time — One Phase	
11	Mental Defence (15 pips)	
9	Bureaucratics, Bribery, Conversation (All 14-)	
9	High Society, Persuasion, Oratory (All 14-)	
7	Tactics 15-	
3	Paramedic 13-	
5	Familiarity with Breakfall, Interrogation, Mechanics, Navigation, and Survival	
2	Fam w/Small Arms	
1	Fam w/Knives	
3	Scholar	
21	Knowledge Skills — Military law (12-), Military Procedure (13-), Criminal Organizations (11-), PRIMUS (15-), Military History (13-), History of Paranormals (13-), Paranormals (14-)	
5	AK: Washington DC 14-	
1	German (Basic conversation with American accent, English native)	
5	Cramming	
3	Combat Sense 13-	
15	3d6 Luck	
5	PERK — General in the U. S. Military/Head of PRIMUS	
16	+2 Combat Levels	

OCV:5; **DCV:**5; **ECV:**6; **Phases:** 4, 8,12

Costs:	Char		Powers		Total		Disads		Base
	70	+	155	=	225	=	125	+	100

Background: Ever since he was a small child, John Hawkins had been interested in the mystery men — the masked crime fighters of the 20s and 30s. There was something about them that fascinated John and he did everything he could to find out about them.



Everyone thought that John's obsession would fade as he grew older. Instead, it became more intense. The first actual super powered heroes made John even more interested in his hobby and he spent all of his free time on it. If he wasn't attending classes at West Point, Jonathon was looking up news paper articles about the newest exploits of his childhood heroes.

It wasn't until the beginning of WW II that Jonathon's hobby would pay off. Everyone had always looked at the mystery men as being temporary... a fad. Only after the Nazi's made effective use of paranormals as a fighting unit did anyone take the idea of a paranormal team seriously. As the only one with both military training and any knowledge of paranormals, Jonathon was selected to gather the mystery men together into a team.

Jonathon served as the government liaison for many hero teams throughout the war. While he was enjoyed his position greatly, it did make John well aware of the potential paranormals had for wreaking havoc. After the war, he submitted a report to the Joint Chiefs of Staff suggesting that an organization be formed to keep an eye on paranormals (both heroes and villains) and make sure that they didn't get out of line. Not until after Dr Destroyers first attempt at world conquest did they take the report seriously.

Following a series of national security risks which involved paranormals during the early 1960s, Congress approved the formation of a government organization to monitor paranormal activities. That organization was PRIMUS and it was natural that the man who suggested the creation of the agency be chosen to lead it.

Today, General Hawkins sits at the top of one of the most respected and formidable law enforcement organizations in the world. While he is getting on in years, he is still active enough to take care of the agency's bureaucratic needs, although he requires the Golden Avenger to monitor the group's daily operations.

Quote: "That's the problem with the youth of today — They lack respect and discipline!"

Personality: General Hawkins is very much a military man. He believes firmly in the power of discipline and organization and has high standards for all of his men. Jonathon is a very stubborn man and will never give up a point without a lengthy argument. He is extremely patriotic and would go to almost any lengths to serv his country. The General's main problem is that he has a problem trusting those that are different then he is. This goes beyond simple political differences and is one of the primary differences that Jonathon doesn't trust most paranormals.

Powers/Tactics: While the General is little more then an aging normal, he does have some advantages. First of all, his military training makes him far from helpless. He can still hold his own against most agents in a fight, even at the age of 77. Furthermore, he is equipped with some of the best equipment available. He typically carries a powerful holdout pistol and wears an incredibly lightweight protective vest beneath his uniform.

While General Hawkins is not afraid of combat, he doesn't try and directly involve himself in it either. He realizes that he can be more usefully directing the troops.

Appearance: General Hawkins is almost always in full uniform. He wears a crew cut (just as he has for the last 60 years). While he is getting on in years, he is still a stout man.

SCENARIOS

AND JUSTICE FOR ALL

Despite PRIMUS' resources and training, even they have a hard time dealing with the hoard of paranormals in existence. Clearly, something had to be done to restrain them. So PRIMUS started a paranormal awareness campaign.

This campaign began in the 1970s. It originally consisted of lectures, discussion groups, television commercials and radio announcements designed to increase public awareness of the damage a super being could do. Following the attempts at world conquest by villains such as Doctor Destroyer, the public was very receptive to such a message.

Now, nearly two decades later, the campaign is beginning to reach its final stages. After years of argument over whether such a bill was legal, Congress has finally drafted the Paranormal Registration Act. Once passed, this law would require all people with super powers to register their secret identity and the nature of their powers with the United States government.

The GM can use this scenario no matter how he views PRIMUS. If he sees them as the do-gooding team of government crime fighters, this act can be simply a misguided one with good intentions. If the GM uses PRIMUS as a barely-legal covert government agency with questionable motives and methods, then this scenario can be used as PRIMUS' first attempt at flexing its political muscle to achieve its own goals. Either way, the scenario can be fun and interesting.

As the curtain opens, Congress is about to call a vote on the case.

GETTING THE HEROES INVOLVED

Obviously, this situation is something which will effect the characters drastically. Many of them have probably stepped outside the law once or twice and know how convenient it is to maintain a secret identity. Others will probably be appalled by the violation of privacy and the fact that the act is discriminatory, closely resembling many of the laws designed to restrict African American activity in the early twentieth century. In any case, the heroes should be encouraged to address congress before they decide on the bill. Prominent and well respected heroes will be invited to express their opinions. Vigilantes may find it necessary to sneak into the building before they can say their peace.

PLOT

For some reason, the characters should end up in Washington DC, prepared to argue for their position. Having arrived, the PCs will be informed that a number of other people have expressed an interest in addressing Congress. Most prominently, the Golden Avenger will be representing PRIMUS. The characters should realize that they are in for quite a struggle.

THE DEBATE

The first thing which the characters have to do is present their arguments. Have each one make some form of speech explaining why the Paranormal Registration Act should not be passed. Persuasive arguments might be based on any of the following points:

- The similarity between the Registration act and previous laws designed to persecute African Americans. Another, perhaps even more effective tactic is to explain how the Act resembles how the Nazi's forced all Jewish people to register with the government.
- The violation of privacy which is inherent in the law.
- The fact that villains, by definition, are willing to break laws. The act will serve to do little more then hamstring the heroes while the bad guys will happily ignore it.
- An appeal to the politician's sense of humanity. A very persuasive argument might be built up around the fact that "paranormals are people too." By emphasizing that the heroes are really no different then any of the congressmen, the PCs might be able to win some emotional appeal.

While the characters have a number of good points they could bring up, they are up against some stiff competition. The Golden Avenger is an experienced public speaker and is familiar with the strategies of debate. He will listen carefully to the players arguments before presenting his own. When it is his turn to speak, the Avenger will present his own argument and then try to systematically poke holes in the PCs.

For example, if the PCs tried to argue that this act was similar to laws persecuting blacks, the Avenger will point out that this is a completely different case. Whereas previous laws were based upon little more then bias, this law serves a practical purpose. After all, Paranormals are like walking arsenals.

The Avenger's own arguments will be based on figures and the implications those numbers have. Some examples might be:

- The amount of property damage caused by paranormal battles last year.
- The rising cost of insurance due to paranormal related incidents.
- The number of people who have died because of super hero "ego trips" which prevented the proper authorities from taking action in time. The Golden Avenger will most likely attempt to use a story to illustrate this point. The victim should be a small child or some other equally helpless and innocent person who anyone could sympathize with. The Avenger's goal here is to make even the heroes feel bad.

There are, of course, many other possibilities.

Once both sides are finished presenting their case. Congress will start to adjourn so that they might consider the point.

TRIAL BY FIRE

Before congress can leave, however, something very bad happens. A group of supervillains bursts in and begins accusing Congress of slighting the rights of paranormals. The Golden Avenger will immediately go on the offensive, attempting to take the villains out as quickly as possible.

Obviously, this is exactly the kind of activity which will hurt the heroes' case. Their only real hope is to do their best to protect the congressmen and avoid as much property damage as possible. This could be very difficult as the PCs will have to worry about the innocents and the villains.

This encounter could be played in one of three ways. Either the villains are well meaning, but not very bright. They have simply burst in to make their opinions known and were forced into a fight when the Golden Avenger attacked them. In this case, the battle should be fairly easy to contain as the Villains are not trying to be particularly violent. The Ultimates, from *Classic Enemies*, would make a good villain team if this option were used.

Another option is to have the villains be fully aware that what they are doing is supporting the Golden Avenger's points. They're goal is to make sure the Act gets passed. After all, the law will hurt the heroes a lot more then it hurts them and it might even make it easier to operate within the United States. In this case, the villains are trying to harm as many innocents and do as much property damage as possible. Eurostar is a good choice for the villains team in this case. These characters can be found in *Classic Enemies*.

The third possibility is perhaps the most devious. In this case, General Hawkins hired a team of super villains to attack Congress in the hopes that it would lend support to his side. As in the second case, the villains would be attempting to cause as much trouble as possible. Bullet and his Raiders would be ideal for this situation (also from *Classic Enemies*).

THE AFTERMATH

After the battle is over, the characters will probably feel the need to make their case again. The Golden Avenger (if he is still conscious) will certainly use this as an opportunity to point out how dangerous unrestrained paranormals can be.

How hard the PCs will have to work to win over congress will depend a lot on the course of the battle. If the characters went out of their way to save innocents and avoid property damage, it will be a large boon for their side. On the other hand, if the PCs engaged in a careless slugfest with the villains, they're arguments will not carry much weight.

Whatever the case, the PCs and the Golden Avenger are allowed to make their final arguments and then they retire to make their final decision. (This time for sure!)

CONCLUSIONS

The decision made by congress will be based a great deal on the actions the characters took. Obviously, whichever decision is made will have major, long lasting effects on the campaign world.

If Congress passed the act, the PCs might be forced to go underground, acting as vigilantes. They certainly would have to be more careful then before and they will most likely pick up a few hunteds. Their only other alternative is to comply with the law and give the government their true identities. Characters doing this will have to be especially careful never to step outside the law or misuse their abilities. This will also increase the risk to the character's family and DNPCs, as a villain might be able to discover this information by breaking into government files.

Furthermore, villains will almost certainly refuse to comply with the law. They will use the fact that many of their old nemeses are now considered criminals to their advantage. Now the PCs have to contend, not only with their traditional foes, but also with local law enforcement and government agencies like PRIMUS.

If Congress didn't pass the act, the PCs will have earned a bitter rival in PRIMUS. The Golden Avenger will not forget how he was outmaneuvered by the heroes and will constantly be looking for a way to show them up. The characters might find that life is more difficult when PRIMUS is always looking over your shoulder.

Finally, if the third option was used, the PCs may be able to find out that PRIMUS is not as clean as it looks. Perhaps a small tip off that the assault on congress was not everything it appeared to be will lead the characters into a full scale investigation. Such research could end up tearing PRIMUS apart or, at least, shaking it to its very foundations.

LINES OF COMMUNICATION

This adventure is one that will put the players on the same side as PRIMUS, and will quite possibly improve character-PRIMUS relations.

BACKGROUND

PRIMUS has long been working on the EWC (Early Warning Communications) System for a long time. This system will allow them instant communication between their various bases and with UNTIL, StarGuard International, Stronghold, other government agencies and various superhero teams, including the New Guard. This system will be significant in many ways, but one major accomplishment will be the linking of Western and Eastern-block super-powered teams and organizations. The culmination of this system lies within the launching of the EWC Satellite, which will be used to relay these communications anywhere in the world.

Millions of dollars and thousands of man hours have gone into this project, and security has been quite high as there are a number of villain groups and organizations (VIPER, DEMON, Eurostar, and maybe even Red Doom) that would like to see this project never completed. In fact, many of these groups thrive on the lack of communication among PRIMUS and the other law enforcement agencies and superteams. Eurostar and Red Doom are particularly worried at the idea of East-West coordination on the super-powered level.

If the GM wishes, he can have the player characters involved early on, assisting in the security of the project as it goes through its research, design and construction stages. Any of the above mentioned groups, or any other criminal groups can attempt attacks, sabotage or simply spy missions that the heroes will have to thwart. These actions will put the heroes in good terms with PRIMUS, and will ensure that the PC hero group will be connected with the communication network once it is established.

The scenario begins as the project nears completion and the satellite is about to be launched by the New Guard (via Cosmos), who are visiting this country for the first time (legally). The launch site (since it requires no rocket or launch pad) can be anywhere the GM feels appropriate.

GETTING THE PLAYERS INVOLVED

If the players aren't already involved by helping out with project security, then they can be called in to help with security at the launch. If the heroes are not the type that would be contacted for such a duty, then perhaps they are invited to watch the launch (as are the Champions and/or the Protectors if the GM desires a lot of supers to be around). If the characters are not on good relations with PRIMUS at all, then perhaps they heard that there was going to be some sort of trouble at the launch as they dealt in a earlier adventure with one of the groups that wants to stop the launch.

If the GM is going to involve other NPC heroes, he should then involve more villains for them to deal with, leaving plenty for the PCs to do, plus then the GM does not have to actually play out the NPC battles unless he wants to.

THE PLOT

The day of the launch of the EWC satellite has come. The press is there, government officials are there, the Golden Avenger and four Silver Avengers are there, the New Guard is there and the player characters are there. Although satellites are launched all the time, the importance of this satellite for PRIMUS and for the war against supervillains cannot be denied, and so the appropriate amount of ceremony and "hoopla" is taking place. It is also a major step in East-West relations, which is why PRIMUS has begrudgingly given the honor of launching the satellite to the New Guard.

During these ceremonies, the villains strike. The first attack is by some villain team of the GM's choice. The New Guard will begin to defend the satellite. If there are additional NPC heroes present, they can move in to intercept these attacking marauders (VIPER agents, Eurostar or Red Doom are suggested). The threat should be large enough to challenge the New Guard while the Golden and Silver Avengers protect any officials or dignitaries present.

PCs will notice a PRIMUS Iron Guard unit moving in to assist against the attackers, but a good PER roll will reveal something strange. The Iron Guard don't seem to be using a normal formation. This is because they are actually DEMON agents in stolen powered suits, whose purpose is to cause a diversion. They will attack heroes, villains and civilians alike, as well as destroy anything that they can to cause a greater diversion. The other heroes will be so occupied that the PCs will need to take care of this new threat. Treat them as normal PRIMUS Iron Guard agents.

While all of this is happening, a Morbane is casting a spell on the satellite. He needs to be within 100' of the satellite, so that is why the diversion was needed. Magic-using characters may sense the magic being used, or another good PER roll may notice the sorcerer, but more than likely he will go unnoticed.

Once the villains are defeated or driven off and the DEMON/Iron Guard agents are also dealt with (none of them will talk if questioned), the launch can proceed normally.

COMPLICATIONS

Months pass, other adventures and battles take the place of the launch of the satellite in the minds of the players. If for some reason the players have cause to use the satellite link-up, it will work perfectly and they should be lead to believe that it was a great achievement.

One day, however, the heroes will receive word that Eurostar has been wantonly attacking sites in Europe and that its progress is going unchecked. The next day, the news will report that the New Guard was attacked by the Champions (or whatever NPC hero team the GM wishes), assisted PRIMUS forces, in Poland. While the battle ended without any serious casualties and it was decided that some error or confusion was to blame, international tensions are very high.

A PRIMUS investigator, or perhaps even an Avenger will visit the PCs shortly after they hear of this news. He will explain that while it appears that PRIMUS is showing great incompetence, that is not the case. Something is evidently wrong with the EWC satellite. For some reason, communications regarding Eurostar are garbled or are simply not transmitted, by either one side or the other. Worst of all, PRIMUS received a transmission that gave the exact location in Poland where Eurostar was going to be. PRIMUS agents accompanied the Champions to apprehend the villains, but it turned out to be the New Guard. Somehow a false transmission was sent through this ultra-high security communication system.

Note: If the GM wishes to play out this accidental battle scenario, he can have PRIMUS ask the PCs to join them rather than the Champions.

The PRIMUS agent will then ask the characters if they remember anything that might have happened or anything suspicious that they noticed.

WHAT'S REALLY GOING ON

Vasalov knew that the New Guard, UNTIL, PRIMUS and Western heroes all working in conjunction would be a great hindrance to his goals. He knew that the EWC system needed to fail. He also knew that if Red Doom simply destroyed the satellite, a new one could be built. He needed to discredit the system, and if possible, hurt East-West relations in the process.

As it turned out, there was a powerful magical artifact, the Golden Egg of Dykkara, underneath Castle Vasalov. DEMON forces had attacked the castle twice, failing each time, but making Red Doom suspicious. Vasalov then discovered the Egg on his own. Not knowing how to use it, he spent weeks investigating DEMON as effectively as he could, and discovered that Baba Yaga, the Russian witch was involved with the organization (see the DEMON Section).

He contacted Baba Yaga and made a deal. He would give her the Egg if she could use her powers or influence in the DEMON organization to cast a spell placing the EWC Satellite in his control. She agreed, and the deed was done. Vasalov now has a magical rod that will make the satellite do as he wishes.

At first he did nothing with his new device. Then, he began to use it to prevent any communication regarding Eurostar from being successfully transmitted, so as to point any blame (if any was to come) in another direction. Then, his masterstroke was to trick PRIMUS into attacking the New Guard — and on foreign soil no less.

EUROSTAR — INNOCENT?

PRIMUS may (if the GM wishes to run the scenario and he has *Classic Enemies* for the write-up of Eurostar) ask the characters to go to Europe and find out if Eurostar is guilty. If they are the culprits, the villains should be stopped (a very tall order). In the course of this adventure the players should learn that while they are benefitting, Eurostar is ignorant of any alterations made to the EWC system. This could, however, be the springboard for a number of European adventures using *European Enemies*.

If the GM does not wish to involve the PCs with Eurostar, the above mentioned PRIMUS agent will leave the heroes after questioning them, but return within two weeks. He will tell them that by sheer coincidence, UNTIL agents managed to capture White Flame (of Eurostar) and question him. They managed to use a sophisticated lie detector on him before his teammates broke him free of the holding facility and determined that Eurostar knows nothing of any tampering with the satellite.

Now the PRIMUS agent requests that the heroes assist them on a raid of the newly-discovered local Demonlair. It is the only lead left that they have.

THE ASSAULT ON THE DEMONLAIR

PRIMUS will have a number of agents and Iron Guard on hand for the raid. Use the layout of the Demonlair provided in the DEMON Section. The PRIMUS troops will serve as support as the heroes spearhead the assault.

After a long battle and a number of bizarre encounters in the maze-like lair, they should eventually be able to locate the orders to attack the launch site and to cast a spell of Control on the satellite. They will also learn that the orders came from a Demonlair in the Soviet Union, and that the linked control rod was to be delivered to Castle Vasalov.

FINAL CONFRONTATION

Of course if they are willing, PRIMUS would greatly appreciate it if the heroes would go to the Soviet Union and destroy the control rod and stop Red Doom. PRIMUS cannot go themselves into Soviet territory, particularly after the Poland fiasco. If the PCs don't go, PRIMUS will alert UNTIL as to the problem (but UNTIL doesn't stand a chance...). Of course, anyone who calls himself a hero won't even need to be asked.

During the raid on Red Doom's base, Vasalov will use the control rod in one last act of vengeance (assuming that the villains are losing, of course). He will cause it to fall out of orbit and hurtle towards Moscow. The heroes can either wrestle the rod away from him in time and direct the falling satellite away from civilized area, or they can attempt to physically stop or divert the meteor-like satellite. The rod cannot be used to stop the satellite from falling once its under the influence of Earth's gravity, but its path can be controlled. If the GM wants to avoid mass destruction, perhaps Cosmos of the New Guard can show up in time to stop the disaster if the PCs cannot. New Guard members can also supplement the heroes' ranks if they are unable to challenge Red Doom on their home turf, which may renew the lines of diplomacy between the Eastern and Western heroes.

CONCLUSION

With EWC Satellite destroyed, PRIMUS will have to start over and build a new one. Of course if the GM doesn't want such communication between the agencies, the whole project could be scrapped in a series of budget cuts before a new one could be built.

East/West relations are renewed, although Vasalov almost assuredly got away to carry out further schemes.

OTHER SCENARIO IDEAS

I'M SURE ITS JUST A MINOR MALFUNCTION

The proud possessor of one of the largest collections of scientific gadgets on Earth, PRIMUS also has aggressive on-going research projects. It is inevitable that, at some point, one of the alien artifacts or innovative new devices which they possess will malfunction.

Imagine what would happen if an alien warp gate generator were accidently activated. It might summon an alien creature which invades the PRIMUS base. The heroes would then have to be called into end its bloody rampage.

Think about the kind of trouble that an escaped, specially engineered disease might cause. If such a germ were designed to be adaptive to its environment, it would be nearly impossible to find a cure for. Additionally, it might be highly contagious and/or fatal. The heroes may be forced to deal with a large scale epidemic.

Alternately, the malfunction could be as "simple" as a nuclear meltdown. Perhaps while attempting to secure a villain, a fight broke out near PRIMUS' power generation station. One powerful blow might would be all it would take to damage the control rods and start a meltdown which would effect a major city. It would be up to the heroes to find some way to avert the catastrophe before millions perished.

THE PRIMUS-VIPER WAR

VIPER has finally decided that PRIMUS is having too much effect on their operations. They want to take the organization out once and for all. The Supreme Serpent has made the elimination of PRIMUS a top priority for all VIPER nests.

As a result, PRIMUS has been hit hard recently. Most of their major bases have been the victims of terrorist attacks. (The Seattle base was entirely destroyed when a truck which was supposedly carrying food stuffs entered the base and exploded.) Individual agents have been found, murdered in their homes. Silver Avengers have been ambushed by squads of hired villains and at least one has been killed. This is war.

Unfortunately, PRIMUS is outmanned and outgunned. They're limited number of agents make it difficult for them to respond to the vast number of attacks against them. Furthermore, the location of most PRIMUS bases are publicly known, VIPER forces are all hidden. It could take months to weed out even one VIPER nest, much less all of them.

While PRIMUS likes to be self sufficient, its leaders are not too proud to admit when they need help. Although he was loathe to do it, General Hawkins called in SAT for additional fire support and back up. The FBI has been asked to assist in the search for VIPER lairs. It was requested that UNTIL crack down on VIPER outside of the United States so that the organization would be unable to concentrate on their war with PRIMUS. Despite this aid, PRIMUS is still sinking fast.

So now it is up to the heroes. And if they can't save PRIMUS, then who can?

TRAINING EXERCISES

PRIMUS is always looking for a few good heroes to help them train their recruits. As the organization is specially designed to deal with Paranormal activities, they try and give all of their neophyte agents a taste of what its like to combat real supers before they see active duty.

It is always possible that PRIMUS could recruit the heroes to engage in a series of training exercises with their newest batch of recruits. These sessions could deal with anything from simple sparring all they way up to full blown war games.

While the trainees are typically innovative enough to give most heroes problems, imagine what it would be like if one of a hero's arch-foes found out what he was doing. The villain might be able to infiltrate the ranks of the PRIMUS recruits and substitute the training rounds with actual rounds. If a hero has vulnerabilities or susceptibilities, the weapons might be armed with that special substance. Just think of how surprised a character would be when they're on a training exercise and are suddenly hit with a deadly attack.

One need not involve villains to make training exercises a dangerous experience for the heroes. Perhaps PRIMUS is simply using the trainees as an excuse to get a better idea how a given hero's powers work. The exercises would give the organization an ideal time to observe the character and see precisely what it is that makes them tick. There are a number of possibilities open and the GM is encouraged to explore all of them.

DEMON

INTRODUCTION

Welcome to the world of DEMON, the mystically based organization intent on bringing about the end of the world as we know it. While few people know of DEMON's true nature or purpose, it is perhaps the most dangerous criminal organization in existence.

The primary purpose of DEMON in a campaign is to stand as an adversary of epic proportions. It does not play for small stakes and one slip up on the heroes' parts could result in the destruction of the Earth.

Included here are statistics for the five Morbanes of the inner circle, four types of DEMON agents, and a high ranking DEMON officer. Also provided are several adventures and suggestions for adventures involving a truly evil foe.

HOW TO USE DEMON IN YOUR CAMPAIGN

DEMON is a very serious and very dangerous organization. Its members work mostly in secrecy and their plots are extremely intricate and detailed.

DEMON is best used in a very serious manner. When your heroes are fighting DEMON, they should be frightened. Part of the organization's mystique comes from it's mysterious methods and goals. A successful DEMON plot should be a scary thing.

Finally, remember that DEMON is anything but mundane. It is not simply another criminal organization with heavily armed troops pulling an elaborate bank job. DEMON is more like a cult, seeking power through the forbidden channels of black magic.

HISTORY

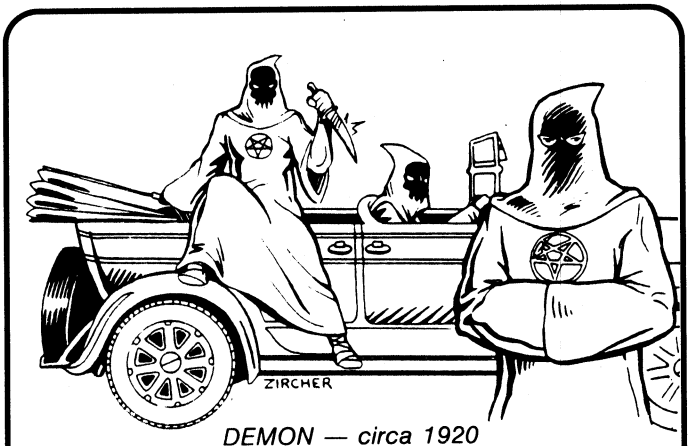
The first official recognition of DEMON was made by a U.S. Justice Department survey in the late 1920s, listing the organization as one of the many popular bunko religious cults of the time.

DEMON's beginning was very humble indeed.

The organization was of German origin, brought over to the United States by immigrants attempting to flee the poverty of their shattered nation. According to the report, this fledgling organization was involved mostly in the accumulation of mystic knowledge, Satanic worship and various mystic scams. (One of the more famous was bilking old ladies out of their life savings in return for a promised immortality which, of course, never materialized.)

Initially DEMON was very weak. The group's limited funding came mostly from the member's pockets and this placed a number of restrictions on them. Most of the funds went into purchasing rare books and antiques which were supposedly endowed with magical abilities. This left very little money to spend on meeting facilities or recruitment.

Furthermore, the group's bizarre (and often violent) rituals worried a number of people. It was difficult to attract all but the fanatic and this kept the organization small. In addition, many of town counsels and churches spoke out against the organization and attempted to limit their activities. Only the U.S. policy concerning freedom of religion kept the organization from being shut down altogether.



DEMON — circa 1920

Few outside of the organization's inner-most circle knew anything of the organization's true goals or origin. Those who showed an interest were sometimes inducted into the inner circle, but more often simply disappeared.

Unknown to even the majority of DEMON's followers was that the true purpose of the organization was to gain power — power through mastery of the black arts. Throughout the twenties and thirties the organization concentrated it's efforts on obtaining true magical knowledge. It was successful to a degree, but DEMON's efforts were typically thwarted by nosy investigators and the first of the mysterious masked men. Although various grimoires and artifacts of fell nature were being recovered, the process was so slow that DEMON gained only slightly in power.

The inner circle decided that this would simply not do. Something needed to be done to speed things up. Otherwise, some members of the inner circle might not live to see their goals accomplished. Their opportunity came at the end of the second World War.

One of DEMON's most fanatical followers was a high ranking officer in the Nazi army. As the Allies were leading

their last raids on Berlin, DEMON organized a secret coup which allowed them to spirit away the entire Nazi treasure-trove of mystic artifacts from under the noses of the SS. Also acquired in the raid was slightly more than a quarter of a billion dollars worth of hard currency the SS high command had stored away.

Afterwards, DEMON vanished. All of their known followers either died, disappeared or became inactive. Most international law enforcement officials assumed that the higher-ups of the group had disbanded the organization and retired with their ill gotten gains. This was exactly what DEMON wanted them to think.

It wasn't until the mid 1960s that DEMON surfaced again. The group had apparently undergone a complete and frightening transformation. Gone was the high circle of sorcerers, the bunko artists and the bulk of the devil worshippers. Instead, DEMON had amassed itself into a high-tech army. At least, that was what the world thought.

In actuality, the group had gone underground. The inner circle had decided that open activities presented to much of an easy target for outside interlopers. Furthermore, the recent emergence of the golden age heroes had scared the inner circle. They weren't used to dealing with such powerful opponents and wanted to take no chances. It was decided that if any of DEMON's activities were to be successful they needed to be carried out in secret.

Furthermore, something was needed to draw attention away from the organization's activities. What they needed was a decoy. Using the money stolen from the Nazi SS, DEMON decided to fund a group of technological based mercenaries.

Patterned after the numerous criminal organizations which came to light in the early 60s, this new group was made up mostly of highly trained mercenaries and disgruntled army veterans. Using stolen technology and black market equipment, DEMON outfitted their small army. All that was needed was a few minor sorcerer's to make the group look convincing and the stage was set.

While the decoy group was keeping the heroes busy, DEMON went on with its secret agenda. The inner circle of Morbanes, reputed sorcerers who wield great magical powers, prepared the real organization for the tasks it would need to undertake.

The inner circle decided that they would need a corps of leaders — men and women who were willing to sacrifice their lives to further the causes of DEMON. The Morbanes secretly choose a group of thirteen individuals for their fanatic devotions. Each of these people were taught some form of minor sorcery and were formed into a lesser circle.

It would be this lesser circle of Morbanes who most people would see as the leader's of DEMON. They were the one's who would organize the remaining followers and make them into an effective tool. It was safer that way. Even if someone did pierce DEMON's veil of secrecy, they would still not be able to strike at the heart of the organization.

Now that the leaders were chosen, an army had to be formed. The inner circle had known for some time that direct confrontation was rarely a successful tactic. They preferred to trick their opponents by infiltrating their ranks and corrupt them from within. For this reason, it was decided that a special group of deep undercover agents would be needed. DEMONFLUX was formed.

Finally, the remaining followers were organized into elite strike forces. They were trained how to research and recover valuable tomes and artifacts in the most secret way possible. These men and women would latter become known as Demon-warriors.

Apparently, the organization's restructuring has been successful. Few people, if any, know of DEMON's actual operations. The decoy organization has been extremely effective in limiting both paranormal heroes' and PRIMUS' intervention.

More recently, DEMON has concentrated on expanding their operations overseas. The CIA has expressed a great deal of concern in the past over possible DEMON activities in the Soviet Union or the Middle East. While they deem foreign operations unlikely, the possibility is frightening.

DEMON has come a long way. No longer simply a cult, the organization is now a vibrant and expanding power. Their influence reaches almost every corner of the globe and almost every tier of society. Their secrecy allows them to operate almost without opposition and their unique reliance on magic makes them far more unpredictable then any of their more secular counterparts (such as VIPER). DEMON has never considered money, manpower, or ultra-sophisticated weaponry to be the true path to dominion over the Earth; instead, they secretly seek the one true power — mastery of the black arts.

GROUP ORGANIZATION

DEMON is currently laid out in a two-tiered organizational structure. At the top is the Dark Hierarchy, the two circles of Morbanes, which includes all practitioners of the black arts. At the bottom are the Demon-warriors, Demonflux agents, and Demonspawn (decoy) agents.

THE FIRST TIER

Ruling the Hierarchy is the innermost circle, a small and select group of especially powerful Morbanes. Only the lesser Morbanes and a group of select agents are even aware of the inner circle's existence.

The inner circle is made up of five Morbanes, each of whom has been involved with the organization for a long time. In fact, some members have belonged to the organization since the early 1920's. These members are, in general, stronger then the newer members, having staved off the ravages of time through their mastery of the black arts.

The inner circle is in complete control of the organization and all of DEMON's activities are to further the goals of one or more of them. There are some vague rumors that there is a shadowy figure higher yet; if so, his (or her) existence is known only to the inner circle.

Underneath them is the circle of lesser Morbanes. It is their job to command all of DEMON's followers and make sure that operations are implemented quickly, quietly and efficiently. It is also the job the lesser Morbanes to assign tasks to the decoy organization.

THE SECOND TIER

The greater majority of DEMON's agents are within the lower tier. These agents range from the fanatic worshippers to the crack armored mercenaries which make up the decoy organization.

There are many subgroups within the lower tier, and when need be they can function together quite well. The cooperation involved is not from mutual respect or companionship, but rather out of common fear and greed.

The three major subgroupings are: Demonflux, Demon-warriors, and Demonspawn agents.

DEMONFLUX

Demonflux is the branch which takes care of all of DEMON's undercover activities. They are experts at "possession" — they enter the enemy's organization and attack from within. All Demonflux agents are masters of deception and corruption.

Demonflux specializes in extremely long term work, with each agent taking on a role for nearly their entire lifetime. Most Demonflux agents are placed only once in their career and only a mere handful have been assigned three times.

Agents are placed when they are young (college age is typical) and are expected to act as if they were completely normal citizens. A typical Demonflux agent may go for years without contacting DEMON or acting on the organizations behalf.

This long term placement has two effects. The first is that it makes Demonflux operatives nearly undetectable. Because Agents behave normally and have almost no contact with DEMON, there are no clues that the agent is anything but an ordinary person. Only after a Demonflux agent has been forced to act in the open (an event they go to extremes to avoid) can they be perceived as what they really are.

The second is that DEMON has a very small number of undercover agents in use at any given time. Because agents are placed so rarely, DEMON is forced to pick and choose where they think these agents will do them the most good.

Some DEMONFLUX agents which are currently in place include the head editor of the New York Times, a librarian in the rare books room at the University of Illinois, a general in the armed forces, and a high class prostitute in Washington DC.

While the FBI and other American agencies have speculated that undercover DEMON agents exist and have blamed them for a great many subversive activities, little proof has come out to support this. Government officials, however, claim this is merely an indication of the agents' effectiveness.

DEMON-WARRIORS

The majority of DEMON's field operatives fall within this category. A Demon-warrior's job is to locate and recover knowledge about magic or magical artifacts without causing a stir. This includes excavating objects as well as stealing them. Because this job requires a great deal of research, most Demon-warriors are highly educated and many hold degrees in Archeology.

While their primary function is not to fight, all are fully trained combatants and can give any trained agent a good workout. In combat, Demon-warriors are highly unpredictable. While most carry some form of concealable pistol (usually silenced), a number of them are also equipped with magical items of various sorts. (Thus, heroes may be surprised when a Demon-warrior suddenly takes to the air on his magic carpet.)

DEMONSPAWN (DECOY AGENTS)

These agents make up the bulk of what most people consider to be DEMON. They are typical examples of elite-caliber mercenary troops. They are usually trained in small groups, and each such group is deployed and fights together. Along with large monetary incentives, a healthy fear of the lesser Morbanes makes the Demonspawn agent's morale generally high. Their combat experience allows them to do well under pressure.

The only purpose of these agents is to distract possible opponents from true DEMON objectives. As such, they are often sent on moderately visible missions to obtain items which are either minimally magical or which are in question as to their authenticity.

These agents are unaware of both the Demonflux and Demon-warrior divisions. They firmly believe that they, along with the lesser Morbanes, form the entirety of DEMON.

TRANSFERS

While agents may be transferred from one division to another (for example, a particularly fanatic decoy agent may be asked to join the actual organization of DEMON), advancement to the status of the Morbanes is unknown. Candidates for the Dark Hierarchy are approached secretly. Rarely do they have any idea of exactly what it is they are being asked to join, even as they go through the initial training stages. If the candidate turns down his admission for any reason, he is quickly and efficiently eliminated. There are rumors that the climax of the initiation ritual involves selling one's soul for power, but know one knows for sure (except the Morbanes, and they aren't telling).

AGENT MOTIVATION

Most members of DEMON participate for different reasons. Most of the decoy agents are involved because of the job's high pay. Many of the Demonflux agents and Demon-warriors are involved for religious reasons. They believe in the furthering of a dark god's causes and DEMON's activities are the best way to do that. Still others feel that joining DEMON will give them some form of personal power. This is certainly the case with many of the lesser Morbanes who feel that mastery of magic will bring them the dominance, wealth or prestige that they seek. Whatever the individual agent's goals, there are some motivations which all DEMON agents share.

As an organization, DEMON is run by fear. The ordinary rank and file of DEMON is terrified of the dark powers the Morbanes possess. In turn, the lesser Morbanes are scared of the inner circle and the inner circle members are scared of each other. Each agent jealously guards his privileges and powers, and is always ready for a chance to take someone else's as well. Advancement in DEMON may be accomplished with equal swiftness by cutting down one's superiors as well as by meritorious performance of one's duties. All higher-ups constantly watch their backs and always ensure that the lower agents never forget their subservient place on DEMON's ladder.

Greater than the fears and jealousies the agents have for one another are those they reserve for the Morbanes. The sorcerous power wielded by the Morbanes is genuine and far more powerful then the equipment which most agents receives. All operations and projects, though planned with the

help of agent specialists, are commanded by Morbanes. The Morbanes are the officer ranks of DEMON and the agents have no choice but to follow them.

DEMON TACTICS

Like most major criminal organizations, all DEMON agents are asked to follow a certain set of rules to make them more effective in combat.

To begin with, no DEMON agent would ever attempt to carry out a mission without knowing the scene of the crime intimately. In combat, DEMON agents will make the most of their surroundings, keeping escape passages open and using the surroundings to hinder their opponents.

Example: *Two Demon-warriors have been caught in the act of robbing a museum by Seeker. While he has cut them off from the back doors, they are aware that the fire escape is still a possible escape route. Knowing that they probably can't take Seeker in a fight, the two agents decide that discretion is the better part of valor. On phase 12, they maneuver Seeker underneath a large and heavy tapestry and hold half moves. Seeker attacks one on phase 2, but he dodges. On phase 3, the agent who still has a half move uses his dagger to cut the tapestry's supports. It falls on Seeker, momentarily blinding and entangling him. He must use his phase 4 to break free of the tapestry while the two agents make a run for it.*

When DEMON agents are attacked, they attempt to keep a pretty wide spread between them. Standing 3-4 hexes apart from each other is standard. This makes them less susceptible to area of effect attacks.

Furthermore, all DEMON operatives are trained never to make more then half moves in combat. This leaves them with a number of options, including the ability to dodge if attacked. (See the above example for some ideas on how held half moves could be used to an agent's advantage.)

While in combat, agents will call out all of their battle plans in some ancient language, typically Latin or Greek. This makes it difficult for most people to understand what the DEMON agents are planning and it adds an aura of mystique.

If forced into a combat situations, DEMON agents are forced to make a decision. If they feel they can beat their foes, then they should do so as quickly as possible and make sure that they are in no condition to pass on any information they might have (i.e., wipe their memories clean with spells or kill them). If the operatives feel that they are unable to defeat the enemy, then they try and escape. If escape is impossible, agents are required to commit suicide.

When fleeing, DEMON agents will scatter and retreat in a number of different directions. In this way, the heroes will have to split up to follow them or allow the majority to get away. If pressed, DEMON agents will not hesitate to threaten innocent bystanders. Unlike VIPER agents (who pioneered these escape tactics), DEMON operatives are well known for the sincerity of these threats.

INTERACTIONS WITH OTHER ORGANIZATIONS

The world is afflicted with numerous criminal groups which often prey upon each other as voraciously as they do upon normal society. DEMON, however, does not strenuously compete with other organizations.

DEMON's goals are distinctly different from those of other criminal organizations. While most of the group's long term goals involve the domination of Earth, DEMON sees it as a slow process, brought about by magic, in which the world is slowly reshaped in their gods' image. Since DEMON's approach to world conquest is so different from that of other organizations, rarely do their paths cross.

Many of the group's short term goals deal with the acquisition of magical artifacts rather then the accumulation of power through terrorism or immediate world domination. As such, DEMON's operations rarely conflict with those carried out by other organizations. Occasionally, however, DEMON does notice that another group does possess a curious item. The result is either a discrete theft carried out by a Demonflux agent, or a sharp raid carried out quickly and quietly by Demon-warriors who leave no survivors to tell tales.

Besides their difference in methods and goals, very few people actually know of DEMON's true existence. VIPER simply believes DEMON to be nothing more then a bunch of religious fanatics and bumbling idiots. Thus, few organizations see DEMON as a real threat and tend to leave them alone.

DEMON steers clear of most other groups. They see them as either fools (like VIPER), annoyances (like PRIMUS) or deadly enemies (like the CIRCLE.) Rarely will DEMON contact, much less seek aid from, any other organization.

The sole exception to this rule is the Midnight Society (see *Alien Enemies*). Various members of DEMON have occasionally attempted to contact the members of the Society in an attempt to help them bring the elders to Earth. Fortunately, mutual paranoia has prevented any meaningful cooperation up till now. The possibility still exists, however, for the two organizations to come together.

EQUIPMENT

DEMON has a variety of deadly, insidious devices which they use in their quest for power. Many of these devices are magical items which have been stolen on a previous DEMON operation. Others are more common items which have been specially enchanted for DEMON agents to use.

Among the most feared of DEMON's items are their specially enchanted weapons. These include the enchanted daggers (carried by almost all DEMON operatives) and the Demon-mace (typically used by lesser Morbanes). These items, while seemingly normal, actually pack quite a punch.

While they would prefer to use something more traditional (such as the enchanted daggers), DEMON recognizes the effectiveness of modern weapons. Therefore they will typically equip their agents with some form of gun (usually an automatic pistol with a silencer). This allows the Demon-warriors to quickly deal with any opposition they might encounter.

Of course, there are some things which magic does better then technology. One example is armor. While technology has been getting better, the tougher something is, the heavier and bulkier it is. This makes most forms of modern armor difficult to use in combat. Spells, however, can turn the lightest piece of cloth into a substance harder then steel. This is why all DEMON operatives use magical robes instead of the more common flak vests.

Perhaps the most common magical item used by DEMON is the Soul Eye. This device is a small piece of rock which channels and absorbs magical energy. In effect, it will help deflect the effects of some spells and allow the user to more easily channel his own spells. All lesser Morbanes carry a Soul Eye gem.

In general, DEMON possesses a number of different magical devices which they have acquired throughout the years. While most of these items are kept by the inner circle, some are occasionally loaned out to specific Demonlairs which might require them for a mission. Thus, Demon-warriors may occasionally be equipped with a special magical device.

Obviously, it would be impossible to list every magic item ever acquired by DEMON in this limited space. Therefore, it is up to the GM to decide what kind of devices DEMON has access to. (For a good list of possible items, see the *Fantasy Hero Companion.*)

DEMONLAIRS

Every organization must have a base from which to operate and DEMON is no exception. Most Demonlairs are located in dark and secluded places which will provide them with the privacy they require to preform their vile rituals. Common places for lairs to be located include sewers, caves and small cabins in the middle of forests.

DEMON makes it a point to keep each base self sufficient. This way, no one base will need to rely on (or know the location of) any other. This insures that each DEMON base is properly equipped to carry out its own missions and defend itself. Furthermore, it makes the organization cellular in nature: if one base is discovered, it will not lead the finders to any others. The commanding Morbanes are the lair's only link with the rest of DEMON.

TYPES OF LAIRS

While no two Demonlairs are exactly the same, there are certain features which all have in common.

In general, all of DEMON's bases are secluded and located a fair distance from large centers of population. This is to insure that the lair has sufficient privacy to carry out its activities and rituals.

Most Demonlairs possess some form of library dedicated to the black arts. The size of the library is largely based upon the size of the instillation, with larger lairs receiving more books. Subject matter can be very broad or specific depending on the type of missions the lair concentrate on.

In addition to libraries, almost all Demonlairs possess a special vault. This is where acquisitions are kept until the inner circle can examine them and determine where they may best be put to use. This vault is also where lairs store magical items loaned to them by the inner circle.

Within every DEMON base is a corridor through which those without knowledge of the black arts may not pass. This is the entrance to the Bane quarters, where the Morbanes reside. Here are the various cramped laboratories, private libraries and other chambers which the Morbanes require for their dark research.

Finally, there are many rooms which most Demonlairs possess. Almost without exception, each instillation is provided with some form of holding cell and a torture chamber. Stinking fanes and secret passageways are the norm.

The individual features of any given lair are dependant on two factors: the base's size and purpose. DEMON maintains four basic kinds of lairs. They are as follows:

LARGE LAIR

These lairs are constructed near areas of important DEMON operations. Bases of this size have access to a large number of resources including full occult libraries and a number of mystical artifacts.

Currently, large lairs are located in New York, Boston, Chicago, San Fransisco, Salem, Cairo, London, and a few other cities. Note that these bases are located not only in large cities, but also near universities with rare book collections or large museums and sites of magical significance.

These bases are typically manned by four to six Morbanes and 40 Demon-warriors.

MEDIUM LAIR

This type of lair is typically reserved for most major cities which have no particular sites of interest. (Examples include Dallas, Los Angeles, Tokyo, Moscow, etc.) While not having quite the resources of the large Demonlairs, medium sized bases are still well equipped. They can be expected to possess a number of occult reference texts and a few magic items. Medium sized lairs are manned by two to three Morbanes and 20 Demon-warriors.

SMALL LAIRS

Small lairs are maintained near unimportant sites where mystical activity has either occurred or is suspected (such as Innsmouth or the Borgo pass). Most small Demonlairs are temporary in nature. Their funds are limited, as is their access to DEMON's libraries and magic items. Small bases rarely have more then one or two, highly specific, occult texts and only rarely will one possess a magic item.

Small Demonlairs are typically manned by one Morbane and 5-10 Demon-warriors. Occasionally, no Morbanes are committed to small lairs and they are commanded by high ranking Demon-warriors. Sometimes candidates for Morbane status are given command of small Demonlairs as a test of their abilities.

DECOY LAIRS

These lairs are established within major cities to house all of the Demonspawn (decoy) agents. These bases are never given any thing but the most mundane of resources. They are never entrusted with any true magical items or tomes. On the other hand, Decoy lairs are highly technical in nature and possess a number of security systems and high-tech arsenals which normal Demonlairs do not.

Decoy lairs are manned by one Morbane (typically one which is not favored by the inner circle) and fifteen Demonspawn Mech agents organized into three squads.

DEFENCE OF DEMONLAIRS

Because of the time and resources devoted to the creation of any given Demonlair, the organization is loathe to give them up. Even in the face of an overwhelming assault, DEMON will fight to hold its ground.

The standard procedure in the case of discovery is to fight a delaying action, holding back enemy troops until the entrance way into the Bane Quarters can be concealed. Once this has been accomplished, the rest of the base is evacuated through the underground passage ways and surviving troops are allowed to escape.

On the few occasions when law enforcement officials have stumbled onto a DEMON facility, they have been made painfully aware of how fanatic Demon-warriors are, even when facing suicidal odds. Most assaults underestimate DEMON's effectiveness and end up getting themselves destroyed by the awesome power of the Morbanes' spells.

In any case, once a base has been discovered, DEMON must move. The organization can not afford to have their enemies discover the true nature of DEMON.

TYPICAL DEMONLAIR

The base was most likely carved out of the Earth using arcane black magic. The uncanny smoothness of the walls seems to attest to the fact that something more then technology was used.

The rooms tend to be circular due to DEMON's obsession with the circle as a symbol of ultimate power. Corridors appear to jut away from the main passage in a haphazard pattern. In fact, the lair seems more a warren then a planned base, and this reflects back on the deviousness of the Morbane mind.

The actual layout varies from lair to lair, as does the size of the rooms. Corridor widths are typically about six feet and the ceilings tend to be quite low. Very often, when two rooms adjoin, a curved screen of rock is left in front of the opening; the screen blocks sight and sound, but is is easy to walk around.

The following is a brief description of the individual rooms found within the lair:

1. Main Entrance: Leads up to a rarely used subway station. (Each Demonlair has some sort of front operation to mask the base underneath.) The entrance tunnel is roughly 300 feet long and watched by clairvoyance spells from the security room. A special spell has been prepared so that a Morbane may cause the end of the tunnel to collapse at will.

2. Tunnel to Hanger Area: This tunnel leads to a small abandoned warehouse in a low rent district of town. This is where DEMON vehicles are stored when they are not being used on a mission. There are no special vehicles kept here, only a few cars and trucks.

3. Security Room: From here, a team of three Demon-warriors watch the lair through the use of a specially prepared painting which has spells of clairvoyance cast upon it. They may signal either of the two major barracks for troops, and send a signal to the Bane Quarters to report intrusions. This is not carelessly done, as anyone who misuses this link may well be painfully executed.

4. Guard Room: A squad of five Demon-warriors is ready with full equipment, to assist in repelling any intrusions into the lair. These same agents would be called if an outside emergency strike mission were ordered.

5. Washrooms & Showers.

6. Laundry: Full set of laundry equipment, for the agents to keep their robes and other clothing clean.

7. Common Agents' Recreation Room: This room is equipped with little more then a portable tape player/radio, a dart board, and tables for cards or chess.

8. Infirmary: Medical aid center for wounded agents. If the wounds are too great, the patient is either killed or sent to a hospital, depending on his usefulness to DEMON.

9. Barracks: This room is where Demon-warriors stay when they are preparing for missions or are on staff to defend the lair. The room is spartanly decorated, possessing perhaps two dozen beds and chests for personal belongings.

10. Agent Mess.

11. Kitchen: The kitchen borders, and serves, all three mess areas. While each mess serves some items common with the rest, the VIPs (visiting guests or Morbanes) eat better than the Demon-warriors. Most non-perishable foodstuffs are kept in the pantry area, as well as napkins, trays, pitchers, utensils and crockery.

12. VIP Mess.

13. Power Room: Power from the local utilities comes into the lair through this point; the power is paid off through a dozen different dummies, and would be difficult to trace to the base, even if the base's location were known. A Criminology, Deduction or Security Systems roll at -2 would be needed to trace the lines. Emergency power is provided by two diesel generators. Two large diesel fuel tanks are present, and are always kept as full as possible. A small nuclear pile is present, but is used only for research purposes by the science labs. This room is typically sealed off behind a secret door, both for security reasons and because DEMON dislikes admitting that they are forced to rely on technological means for powering their bases.

14. Air Circulation Room: One of the most vital parts of the base; through numerous small vents (2 real inches square), air is kept circulating throughout the base, even into the Bane Quarters. If this room were shut down, everyone inside would be forced out of the base within six hours.

15. VIP/Officer Quarters: Each is a small, but luxuriously appointed single bedroom with an adjoining bath. The laundry is sent out daily. The VIPs do not have a recreation area; those who are so inclined go out into the city.

16. Computer Services Area: This is a small area of the base which DEMON keeps up merely as a way of bringing in outside news. As with the power room, DEMON likes to keep this room concealed.

(a) Terminal Room: This room is equipped with two computers, a laser printer, a copy machine and a FAX unit.

(b) File Storage unit: This unit is one huge data base feeding both machines. This is where DEMON stores all of its information on previous machines conducted by the lair as well as plans for future missions.

(c) Storage

17. Physical Science Lab Space: Each base will have one or more small laboratories designed to test to the physical properties of magic and magical items.

18. Laboratory Storage: Storage for all of the labs.

19. General Supply Storage: Only Morbanes have the keys.

20a. Biological Lab Space: Each lair has a smal lab space dedicated to studying biological phenomena in relation to magic.

20b. Decontamination: Technicians and visitors must be decontaminated before entering or leaving the bio labs. There are special showers, outer garments, plus a special irradiation chamber.

21. Interrogation room: This room is used for interrogating prisoners. It is equipped with a number of ancient torture devices. Some examples include: an iron maiden, a rack, thumbscrews, a rack of whips and a brazer of hot coals.

22. Guard Room: Supposedly to guard the detention area; actually its main function is to ward off unauthorized personnel from the entrance to the Bane Quarters, the Morbane area of the lair. Three Demon-warriors man the room.

23. Detention Area: While DEMON rarely takes prisoners, it occasionally needs to hold someone. At the bottom of a deep pit lies the detention area. Each cramped, tiny cell has just enough room for a prisoner to lie down in. Most of the cells are 8 Defense and 8 BODY, but a few have 12 Defense and 12 BODY. Two cells have provisions for even stronger reinforcement if needed, though DEMON prefers to drug prisoners, or put them in special restraints if they're considered especially dangerous.

24. The Temple: This is the place where DEMON carries out its foul religious services and black rituals. The room is lined with small wooden pews and candelabras. At the end of the room is a podium.

25. Entrance to the Bane Quarters: Even if invaders knew how to trip the secret mechanism, the Morbane on duty will not allow any but authorized personnel to pass within. This corridor is trapped with the same spell as the entrance way. In addition, this hall has had been prepared to only admit those who use magic. (Treat the passage as a fully invisible 20 DEF Force Wall which doesn't effect magic users.)

26. Bane's Quarters: Each of these luxuriously large rooms is decorated to suit the individual Morbane's tastes. Each room is equipped with its own bathroom.

27. Morbane's Laboratory/Library: This room is small and cramped, but well equipped. It contains a number of magical devices and tomes useful for researching sorcery.

28. The Vault: This is where the Demonlair stores all acquisitions and magical equipment on loan from the High Morbanes. The vault itself is hidden behind a secret door and magically reinforced (15 hardened DEF, 12 BODY).

29. Emergency Exit: This stairway is strictly one-way; the top part has a concealed, magically reinforced, armored door that has 16 Defense and 12 BODY. The only handle is on the inside.

RUNNING DEMON

The five members of DEMON's inner circle each have their own goals and they are constantly fighting over who's shall be furthered. All of them, however, agree on one thing: that nothing can be accomplished without personal power. All Morbanes seek the power they need to destroy their foes, be it through sharp wit or strong arms, and all believe that the quickest way to find it is through the black arts.

Thus, position, wealth, and command never grant true power; they are merely the rewards of power. People who the world at large normally views as leaders are not always so within the eyes of DEMON. Only those who wield the black arts may ever truly rule. Individuals without knowledge of sorcery may direct large numbers of people and command a great deal of attention, yet they are little better then DEMON's lowest subordinates.

Since magic represents the greatest of powers, any projects which might increase DEMON's magical resources take the highest priority. Mystical artifacts are particularly sought after, since they may yield both sorcerous knowledge and raw magical power. Any individuals who are known to possess such items are thus targets of DEMON.

DEMON is an organization which attends to details. No resource which might increase it's strength is to be overlooked. Oftentimes, DEMON has spent years planning missions to insure that their plans would be completely successful and would go totally unnoticed.

Because of DEMON's intense need for secrecy, the Demonflux branch has grown in both power and influence over the last few decades. As spies, they are invaluable for keeping an eye on potential and active enemies. They also excel as saboteurs, information gatherers and inside contacts. Demonflux agents are very proficient at obtaining the maximum possible rewards for the minimum amount of effort, and all without leaving any tell-tale clues behind.

If there is one word to describe any DEMON operation it is complex. The organization's plans are never what they seem. They always involve a complicated and intricate set of diversions and red herrings. In general, most people never even notice when a true DEMON operation has been successful because they were so busy dealing with the decoy agents.

When running plots involving DEMON it is always important to play this up. Make sure that nothing is quite like what it seems. Plots involving this organization should be extremely challenging. The Morbanes are, after all, a very bright and patient group of people. Many of their operations are planned for years in advance and take most contingencies into account. They should be able to keep even the best of player's on their toes.

DEMON PACKAGE DEAL

Cost	Skills
2	Fam w/Small Arms
1	Fam w/One Melee Weapon
2	KS: Occult 11-
2	AK: City of Operations 11-
1	Fam w/One Ancient Language
9	3 Skills from the following list: Acting, Bribery, Bureaucratics, Concealment, Conversation, Cryptography, Disguise, Interrogation, Oratory, Persuasion, Stealth

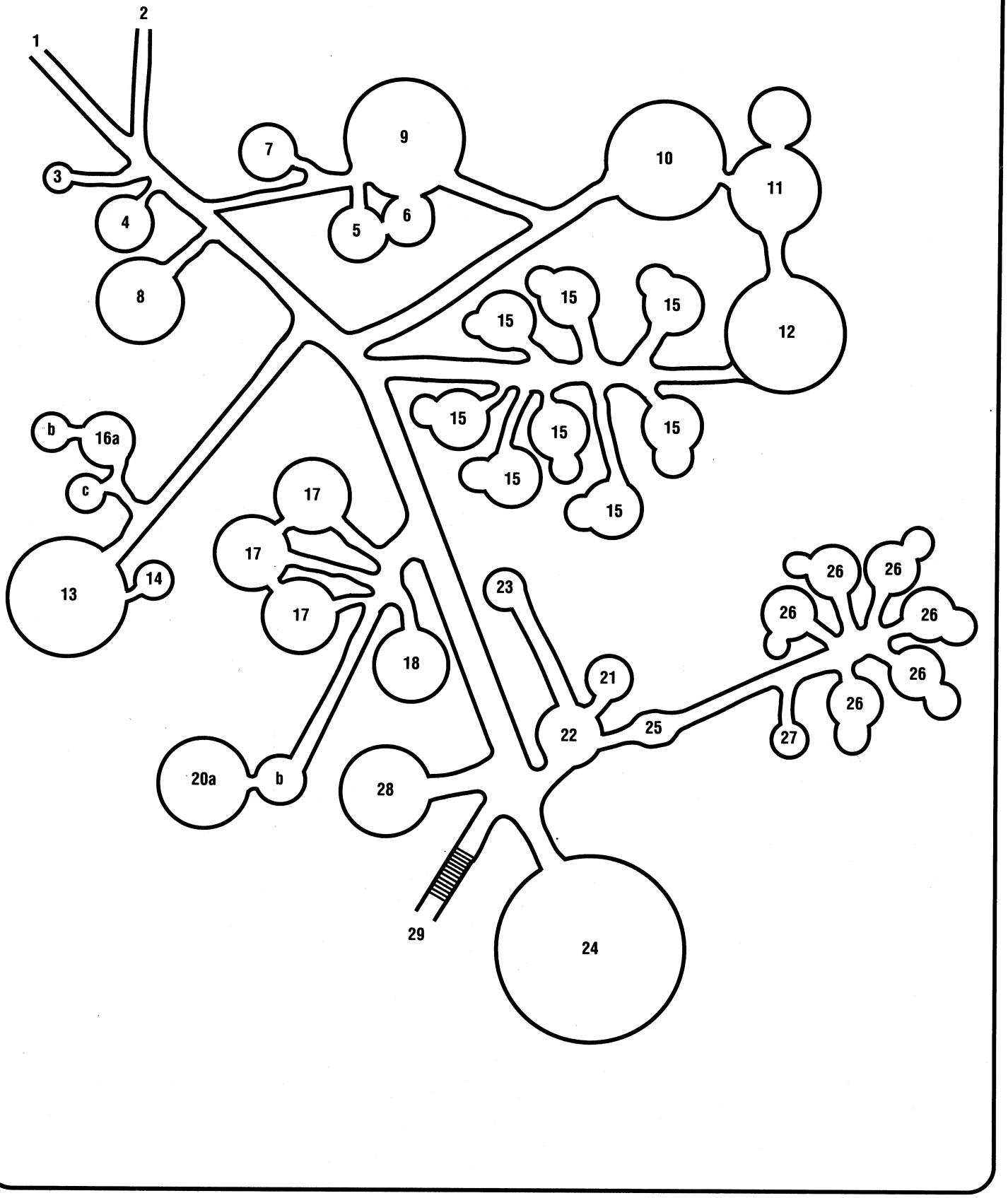
Pts	Disadvantages
-3	Package Bonus
-13	Watched: DEMON, 11-
-20	Hunted: PRIMUS, 8-

DEMONFLUX PACKAGE DEAL

Cost	Skills
3	Acting
3	Disguise
3	Mimicry
15	Any Three Skills Appropriate to undercover profession with +1 to the roll
2	PS: Undercover Profession 11-
2	PS: Hobby 11-
2	KS: Area of Expertise 11-
2	KS: Area of Interest 11-

Pts	Disadvantages
-3	Package Bonus
-15	Secret Identity

TYPICAL DEMONLAIR



MORBANE OF THE OUTER CIRCLE

Val	Char	Cost	100+	Disadvantages
18	STR	8	30	1 1/2x STUN and BODY from
18	DEX	24		magical attacks
19	CON	18	20	Normal CHAR Maxima
10	BODY	0	15	Psych Lim: Manipulative
18	INT	8	15	Psych Lim: Loyal to DEMON
18	EGO	16	15	Psych Lim: Extremely
18	PRE	8		religious (worships dark gods)
16	COM	3	20	Hunted: PRIMUS, 8-
5+	PD	1	15	Hunted: Circle, 11-
4+	ED	0	15	Watched: DEMON, 14-
4	SPD	12	10	Distinctive Features: Demonic
8	REC	0		paraphernalia and jewelry
38	END	0	15	Secret ID (DEMON Morbane)
30	STUN	1	3	DEMON Package Bonus
			2	DEMON Bonus

Cost	Power	END
31	Multipower (62pt reserve), Gestures, Incantations, Requires a (Magic) Skill Roll	
3u	5d6 Ego Attack, 1/2 END (soul dagger)	2
2u	10d6 Mind Scan, 1/2 END, Requires a personal possession from the person being sought (spirit search)	2
3u	10d6 Mental Illusions, 1/2 END (warp senses)	2
2u	10d6 Mind Control, 1/2 END, Only vs one target at a time (-1/2), Concentration — 0 DCV Throughout (possession)	2
3u	10" Teleport, x16 Mass, x16 Distance (hell's gate)	2
3u	14d6 Dispel vs any one magical effect (spell's death)	2
2u	Summon any one 100 pt Demon, Extra Time — 1 Turn	6
2u	3d6 Aid to any magical ability, Fades at 5 pts/Hour, Only usable on other Morbanes(-1/2), Extra Time — 1 Turn (Ritual of strength giving)	5
13	1d6 HKA, +1 Stun Multiplier, 1/2 END, OAF Demonmace (2d6 w/STR)	1
3	1d6 CON Drain, Recovers 5pts/Minute, Linked to HKA, 14- Activation, 8 Charges, OAF Demonmace	[8c]
22	15 rPD/15 rED Armor, OIF Enchanted Robes, 14- Activation	
3	Mental Defence (9 pips), IAF Soul's Eye Gem	
3	Power Defence (5 pips), IAF Soul's Eye Gem	
10	+4 to Magic Skill Roll, IAF Soul's Eye Gem	
4	Detect Magic, Discriminatory, Ranged, Gestures, Incantations, Requires a (Magic) Skill Roll	
2	Infrared Vision, Gestures, Incantations, Requires a (Magic) Skill Roll (demon sight)	
9	Magic Skill (INT) 16-	
9	Oratory, Conversation, Interrogation (All 13-)	
3	Tactics 13-	
12	Any four 3 pt Skills	
5	KS: Occult 14-	
2	AK: City of Operations 11-	
2	PS: Hobby 11-	
2	KS: Area of Interest 11-	
5	Ancient Language (Fluent with Literacy and Native Accent)	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
8	+1 with Combat	
5	+1 with Spells	

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

Costs:	Char		Powers		Total		Disads		Base
	99	+	173	=	275	=	175	+	100

Background: The Demonpriests (or Morbanes, as they call themselves) comprise the officer's of DEMON's troops. The Morbanes possess the darker secrets of the organization — DEMON's true purpose and methods. They are the elite... the few hand-picked candidates who have survived the intricate ritual in order to receive the greatest of prizes — black magic. It is rumored that the Morbanes have sold their soul for this privilege, but none know for sure.

Each Morbane has a unique set of circumstances which brought them to the side of evil. Some were abused; Some were deranged; Others simply wanted power. Whatever the case, they have all turned to a life of decadence and destruction. They are nothing more then the pawns of their evil masters.

Personality: Morbanes are, without exception, cruel and fanatic. They worship dark and forbidden gods with unknown motivations. Morbanes glory in corruption and destruction and will do all most anything to bring it about. While they all have their own reasons, each Morbane wants the same thing: the end of the world as we know it.

Quote: "Your pathetic god will not save you. In fact... nothing shall save you."

Powers/Tactics: The character sheet given above is only for a sample Morbane. Each Demonpriest possesses a unique set of powers and abilities, although all are magically based. One Morbane might by a lycanthrope, another a traditional witch and still another a demonoligist. Use the above character sheet and the inner circle of Morbanes as guides for creating individual Demonpriests.

In combat, Morbanes tend to use the same tactics: stand behind the troops and give orders. Morbanes like to avoid combat whenever possible. Only if they feel that they can definitely beat an opponent will a Morbane stand and fight; Otherwise they will fight only when cornered.

Appearance: Morbanes come in a variety of different forms. One might look like a homeless vagabond, another might be a powerful business executive dressed in fine suits. Whatever the case, they all have dark piercing eyes and evil grins. Additionally, a DEMON Morbane can always be recognized by their Soul Eye gems which they keep with them (in one form or another) at all times.

DEMON-WARRIOR

Val	Char	Cost	100+	Disadvantages
18	STR	8	20	Normal CHAR Maxima
17	DEX	21	15	Psych Lim: Loyal to DEMON
15	CON	10	10	Psych Lim: Fear of Morbanes
11	BODY	2	10	Psych Lim: Religious fanatic (worships dark gods)
13	INT	3		
8	EGO	-4	20	Hunted: PRIMUS, 8-
15	PRE	5	13	Watched: DEMON, 11-
10	COM	0	5	Distinctive Features: DEMON agent
7+	PD	2		
4+	ED	1	(15)	Secret Identity
4	SPD	13	(3)	DEMON Package Bonus
7	REC	0		
30	END	0		
30	STUN	2		

Cost	Power	END
22	Multipower (45 pt Reserve) OAF Weapons	
2u	2d6 RKA, Invisible to Hearing Sense Group, OAF Pistol, 2 clips of 6 Charges	
2u	2d6 HKA, 0 END, OAF Enchanted Dagger (3d6 w/STR)	0(1)
15	10 rPD/10 rED Armor, OIF Enchanted Robes, 14- Activation	
2	+1" Running (7" total)	1
5	Mental Link with Lesser Morbane	
2	Ultraviolet Vision, Gestures, Incantations, Requires a (Magic) Skill Roll (feline sight)	
1	Fam w/Magic Skill 8-	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
2	KS: Occult 11-	
2	AK: City of Operations 11-	
1	Fam w/One Ancient Language	
9	3 Skills from the following list: Acting, Bribery, Bureaucratics, Concealment, Conversation, Cryptography, Disguise, Interrogation, Oratory, Persuasion, Stealth	
2	KS: Area of Interest 11-	
2	PS: Hobby 11-	
2	PS: Archeology OR Research 11-	
8	+1 Level with combat	
5	+1 w/Multipower	

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

Costs:	Char		Powers		Total		Disads		Base
	63	+	87	=	150	=	100	+	50

Background: Demon-warriors are the backbone of the organization. They are the agents responsible for carrying out most of DEMON's actual missions, especially the ones involving the recovery of magical items.

Demon-warriors have been recruited from all sorts of different backgrounds. Some were blue collar workers, some homeless, others were professors and still others wealthy corporate executives. Once they agree to serve DEMON, however, they are all treated the same.

Recruits are selected by the lesser Morbanes for their generally bitter, cynical and/or hateful attitudes. These potential members are approached by Demon-warriors, who offer he subject great power in return for joining in the cult of DEMON. If the subject rejects the offer, he is killed outright.

If the recruit accepts, however, then he is introduced to the cult. The first stage of training is the initiation. This task is designed to test the agent's mettle. It always involves doing some form of harm to a person close to the recruit. Only if the agent is capable of committing the atrocity is he fully excepted into the ranks of DEMON.

Once acceptance is complete, the new member undergoes a lengthy process of training and "adjustment". All agents are instructed in the rhetoric of their new religion — the worship of the dark god that lie beyond. In addition, they're instruction covers basic weapons training, research techniques, and archeology, as well as scouting and observation. The end result is a fanatic agent, trained in the arts of war and deception, who is totally loyal to DEMON.

Personality: All Demon-warriors are cruel and fanatical people. They have been conditioned to ignore pain and glory in suffering. Their religious training and specialized DEMON "conditioning" have made all Demon-warriors completely loyal. Demon-warriors are trained to kill themselves before they reveal any information about the real DEMON.

Powers/Tactics: Demon-warriors are fanatical and (sometimes) insane. This has the result of making most Demon-warriors stronger and faster then they look. While Demon-warriors do not have access to most of the technological devices carried by their counterparts in other organizations, they do have access to various magical devices and some minor spells. All are equipped with specially enchanted robes which protect their wearer from harm, as well as a magical dagger. They are not above carrying heavy pistols equipped with silencers and are trained in their use.

Demon-warriors are trained to carry out their missions quickly and quietly. As a result, they rarely engage in combat. If forced to attack someone, however, they will try and do it from surprise. A Demon-warrior's favorite tactic is sticking a knife in someone's back. Should an agent become trapped or cornered, he will kill himself before he can be captured by the enemy.

Appearance: Demon-warriors can be found wearing almost anything (depending on what they do in their secret identity). While on missions they wear they're specially prepared, floor length, hooded robes. Emblazoned in red on the front of these robes is an upside down pentagram.

DEMONSPAWN MECH AGENT
(DECOY AGENTS)

Val	Char	Cost	75+	Disadvantages
30*/15	STR	10	20	Normal CHAR Maxima
20	DEX	30	20	Psych Lim: Overconfidence
20*/15	CON	15	15	Psych Lim: Mercenary (works for money)
12	BODY	4		
13	INT	3	15	Psych Lim: Fear of Morbanes
10	EGO	0	25	Hunted: PRIMUS, 11-
13	PRE	3	13	Watched: DEMON, 11-
10	COM	0	15	Reputation: Dangerous and Bloodthirsty, 11-
8+/7+	PD	4		
6+/5+	ED	2	10	Reputation: Cult Member/ Religious Fanatic, 8-
4	SPD	10		
6	REC	0	15	Secret Identity
30	END	0	1	DEMON Bonus
30	STUN	2		

Cost	Power	END
30	Multipower (60 pt reserve), OIF Gauntlets, 14- Activation	
2u	12d6 EB (blaster unit)	[6c]
2u	2d6 RKA, No Range Penalties, Invisible (X-Ray Lasers)	[6c]
2u	8d6 physical EB, Explosion (concussion grenades)	[6c]
2u	3d6 Entangle with linked 3d6 NND (defence is forcefields) (electrified steel bolos)	[6c]
2u	+6d6 HA, 0 END (powered gauntlets)	0
20	10 rPD/10 rED Armor, OIF Battle Armor	
5	5 pips Density Increase, 0 END, Persistent, Always On, OIF Battle Armor (CHAR already figured in)	
7	Life Support (Self Contained Breathing), OIF Battle Armor	
7	High Range Radio, OIF Helmet	
5	Flash Defence (5 pips Visual, 3 pips Audio), OIF Helmet with faceplate	
3	Infrared Vision, OIF Faceplate	
15	Commando Training	

Maneuver	Pts	OCV	DCV	Damage
Boxing Cross	4	+0	+2	5d6 (8d6+)
Aikido Throw	3	+0	+1	3d6 + v/5, opponent falls
Kung Fu Block	4		+2	+2 N/a
Judo Disarm	4	-1	+1	25(35)STR disarm

9	Breakfall, Climbing, Combat Driving (or Pilot) (All 13-)
9	Concealment, Tracking, Tactics (All 12-)
9	Mechanics, Survival, Weaponsmith (All 11-)
3	Any one skill from the following list: Computer Programming, Cryptography, Demolitions, Interrogation, Navigation, Paramedic, Systems Operations
2	KS: Military Procedure 11-
2	KS: Military Hardware 11-
2	KS: Area of Interest 11-
2	PS: Soldier/Mercenary 11-
2	PS: Hobby 11-
3	One Language (Fluent w/accent, English native)
2	Fam w/Common Melee Weapons
2	Fam w/Small Arms
1	Fam w/One Exotic Weapon
16	+2 w/combat

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

Costs:	Char		Powers		Total		Disads		Base
	83	+	176	=	249	=	149	+	100

*OIF Battle Armor, No Figured CHAR

Background: When DEMON went underground after World War II, they decided that one of the biggest problems they had before was the interference of heroes. The mystery men of the twenties, thirties and forties had slowed DEMON's progress down to a halt. Something needed to be done.

The inner circle decided that the best way to keep the heros occupied was to give them what they wanted: someone to fight. The Morbanes decided that a decoy organization would be set up, one calling itself DEMON but using technology instead of magic. This organization would be funded by DEMON, but completely separate (its agents would no nothing about the true scope or purpose of DEMON). The agents would be equipped with military technology and told to steal objects of minor magical importance using overt tactics. This obvious threat would keep the heros busy while DEMON went about its real work.

So it was that Demonspawn was created. The organization was created, almost from scratch, during the late 1960s. Several lesser Morbanes were chosen to lead the division. It was their job to acquire a set of military minded agents whom they would equip with the latest in technology. These agents would then serve as the decoy branch.

With the start of the Vietnam war, it wasn't hard to find a number of disgruntled or unstable ex-military personnel. DEMON approached these men and women and offered them money, power and the thrill of combat if they would work for them. All it took were some stolen prototypes of the PRIMUS Iron Guard armor (acquired by a Demonflux agent) and some raw materials to arm the newly acquired agents. Demonspawn was born.

Personality: Demonspawn agents are far different from the rest of DEMON's operatives. While most of them are bitter about something, they do not take pleasure in destruction. They certainly do not deserve the reputation they have as bloodthirsty cultists. Almost all Demonspawn agents work for the money. Demonspawn agents are extremely proud of their armor, and consider themselves second to no one. The only exception to this rule is the Morbanes, whom most of the agents have learned to fear.

Powers/Tactics: Demonspawn agents are equipped with a powerful suit of battle armor. In addition to the heavily armored exterior, the suits are equipped with a variety of weapons and special sensory equipment. Furthermore, every Demonspawn agent is highly trained. Most are ex-military or have worked for a government organization (like the FBI or PRIMUS) for some length of time. As a result, Demonspawn agents are capable combatants even without their armor.

In combat, Demonspawn agents prefer strait forward tactics. They try and hit their opponents fast and hard. Since they have all had a great deal of combat experience, Demonspawn agents are no oblivious to the advantages terrain can offer and they will make use of these advantages whenever possible (for cover, camouflage, high ground advantage, etc).

Appearance: Demonspawn Mech agents are huge in their suit, standing 6'6" tall and weighing nearly 500 lb. The suits themselves are extremely bulky and are a kind of dull grey in color. An emblem of a Demon's skull is emblazoned on the upper left hand corner of the chest plate.

DEMONFLUX AGENT

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Normal CHAR Maxima
14	DEX	12	15	Psych Lim: Manipulative
13	CON	6	15	Psych Lim: Glories in Corruption
11	BODY	2		
13	INT	3	20	Psych Lim: Loyal to DEMON
8	EGO	-4	13	Watched: DEMON, 11-
18	PRE	8	15	Secret Identity
16	COM	3	(6)	DEMON & Demonflux Package Bonuses
5+	PD	2		
3+	ED	0		
3	SPD	6		
4	REC	0		
26	END	0		
24	STUN	0		

Cost	Power	END
23	2d6 HKA, Ranged, 1/2 END, OAF Enchanted Knife, Must be recovered if thrown (-1/4) (3d6 w/STR)	1(2)
10	+5 rPD/5 rED Armor, IAF Protective Amulet	
3	Mental Defence (7 pips), IAF Protective Amulet	
2	+1" Running	
15	Any skills appropriate to undercover profession	
9	Acting 13-, Disguise 11-, Mimicry 11-	
9	Conversation, Persuasion, Seduction (All 13-)	
3	High Society or Streetwise (13-)	
2	Fam w/Small Arms	
1	Fam w/One Melee Weapon	
2	KS: Occult 11-	
2	AK: City of Operations 11-	
1	Fam w/One Ancient Language	
9	3 Skills from the following list: Bribery, Bureaucratics, Concealment, Cryptography, Interrogation, Oratory, Stealth	
5	PS: Undercover Profession 14-	
2	PS: Hobby 11-	
2	KS: Area of Interest 11-	
1	Fam w/DEMON Operations	
6	+2 with Knife	

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

Costs:	Char		Powers		Total		Disads		Base
	43	+	107	=	150	=	100	+	50

Background: DEMON has always been a secretive and patient organization. It was part of the their master plan to slowly place agents in strategic locations so that they would be in place when critical operations were to be carried out. To be effective, however, these agents had to be completely secretive. They would to look and act just like everyone else until the time came for them to act. This was the reason Demonflux was created.

DEMON already had a group of highly secretive operatives working to steal various mystical artifacts and sorcerous tomes. The inner circle figured that all they would need to do is select some of these agents and specially train them to adapt to new lives and personalities.

After an extensive search was completed, a corp of about forty agents was selected to undergo the Demonflux training process. About half made it out with their sanity intact. The twenty remaining agents have since been placed in various locations where DEMON felt they could do the most good. Since the original batch, perhaps a dozen more agents have successfully undergone the Demonflux process and been assigned to active duty.

Due to the small number of Demonflux agents, the organization must be careful about where such agents are placed. Only places which DEMON considers to be extremely important will receive a Demonflux agent.

Once placed, these agents are monitored constantly by Chameleon, the Demonflux commander. He keeps track of their activities and makes sure that they aren't in danger of being discovered. The agents are actually only contacted once a year. During this meeting the agent briefly imparts any brief information he might have. In return, Chameleon gives the agent a brief update of recent DEMON activities.

The rest of the year is simply business as usual. The Demonflux agent goes to work everyday, visits his friends in the evenings and returns home to the family every night. And all the while he sits... waiting for the time to come when he will be needed.

Personality: The Demonflux agent is a rare breed. They are fanatical enough to indulge in undercover work for nearly their entire lives. Yet, they are disciplined enough to maintain their cover, despite personal beliefs and preferences. Demonflux agents see them selves as demons: Demons which possess things and take them over from the inside. All Demonflux agents glory in corruption.

Powers/Tactics: Demonflux agents are generally poorly equipped. Since they're main purpose is to gather information, they are generally given only a few small items. Typical Demonflux agents are equipped only with small protective amulets and enchanted daggers. To make up for the lack of equipment, Demonflux agents undergo a rigorous process of training and conditioning designed to prepare the agent for the role they are to undertake.

Demonflux agents avoid combat at all costs. (They're goal is to act like normal people and most normals try and avoid fights.) Should a Demonflux agent be discovered he will first try and escape. If this is impossible then the agent will not hesitate to kill himself. It is generally considered more important that the enemy not discover who the agent was working for then for the operative to survive.

Appearance: Demonflux agents always dress according to the role that they are portraying. (Thus a Demonflux agent who was acting as a politician would routinely wear suits.)

Background: Once, long ago, there was a small boy. He grew up in a family of dedicated government workers. His great grandfather had been a federal agent and he had started a tradition. Most of the family was involved in government work in one form or another. That boy was William Roberts Davis.

William had always been a bright kid and he resented the pressure his family put on him. They had always expected him to live up to their standards, to go to a good school and to be become an agent of the CIA. William, however, had other plans.

He decided that a much more interesting, and satisfying, use of his life would be to find some way to betray the US government. The idea fascinated him. He decided that he would use his family to obtain sensitive government information and sell it to the Soviets.

But he wasn't careful enough and his family eventually discovered his exploits. They were shocked and outraged at the same time. They couldn't believe that they're little boy was a Soviet informant. Using that brief moment of surprise, William managed to escape from the house. Afterwards, William got in touch with his Soviet contacts and announced his wish to defect.

William was taken to the other side of the iron curtain. Here he began to train as a Soviet Undercover agent. Because of his fine work in the past, he was assigned to study under the KGB's top undercover agent — Disinformer.

William was an eager pupil and learned his lessons well. He studied for a number of years before he grew dissatisfied. While the KGB offered him safety and prestige, there was something missing from his life. William's contact with the Soviet heroes had made him painfully aware that no matter how skilled he was, he would never have the kind of power they possessed. His resentment grew.

Using the skills Disinformer had taught him, William assumed a

CHAMELEON
(DEMONFLUX COMMANDER)

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	2x STUN and BODY from Sonic Attacks
20	DEX	30		
20	CON	20	20	Berserk when cornered, 14-, R:11-
13	BODY	6		
18	INT	8	20	Normal CHAR Maxima
18	EGO	16	15	Psych Lim: Loner (never mingles or interacts with anyone outside of job)
18	PRE	8		
14	COM	2		
5+	PD	2	15	Psych Lim: Loyal to DEMON
5+	ED	1	20	Psych Lim: Craves Power
4	SPD	10	25	Hunted: Disinformer and the KGB, 11-
7	REC	0		
30	END	-5	20	Hunted: PRIMUS, 8-
31	STUN	0	15	Watched: DEMON, 14-
			15	Secret Identity (William Roberts Davis)
			6	Demon & Demonflux Package Bonuses
			94	DEMON Bonus

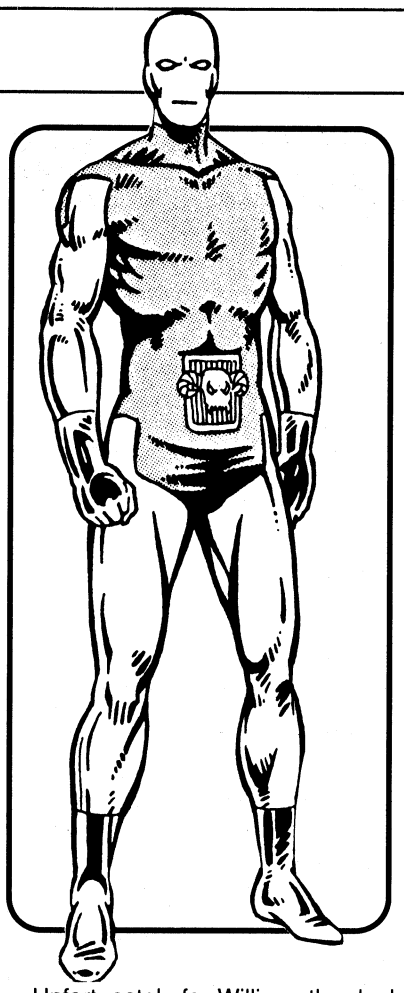
Cost	Power	END
77	60 pt VPP, IIF Only to duplicate target's abilities, Duplicates largest powers first	
15	Commando Training	

Maneuver	Pts	OCV	DCV	Damage
Boxing Cross	4	+0	+2	5d6
Aikido Throw	3	+0	+1	3d6 + v/5, opp. falls
Kung Fu Block	4	+2	+2	N/a
Judo Disarm	4	-1	+1	25 (35) STR disarm

23	Acting, Disguise, Mimicry (All 14-)
9	Conversation, Persuasion, Seduction (All 13-)
9	High Society, Streetwise, Interrogation (All 13-)
9	Criminology, Cryptography, Concealment (All 13-)
9	Bugging, Computer Programming, Deduction (All 13-)
9	Lockpicking, Security Systems, Contortionist (All 13-)
9	Breakfall, Stealth, Sleight of Hand (All 13-)
9	Linguist, Scholar, Jack of All Trades
11	Knowledge Skills — DEMON Activities, Demonflux operations, Demonflux operatives, Lesser Morbanes, Occult, Psychology, Philosophy, Dark Religions, Politics, Journalism, Astrology (All 11-)
11	Professional Skills — Psychotherapist, Accountant, Artist, Butcher, Librarian, Fisherman, Park Ranger, Reporter, Undertaker, Valet, Zookeeper (All 11-)
11	Languages — French, Spanish, German, Russian, Greek, Japanese (All fluent with native accent, English native)
2	Fam w/Small Arms
2	Fam w/Common Melee
9	Full Ambidexterity, Lightsleep, Simulate Death
13	Eidetic Memory & Speed Reading
10	Cramming (x2)
15	3d6 Luck
20	+2 Overall Levels

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

Costs:	Char		Powers		Total		Disads		Base
	103	+	280	=	385	=	285	+	100



new persona and left the Soviet Union using a fake passport. The Soviets could not provide him with the power he craved. Time went by and William assumed a number of different identities. He worked in laboratories, power plants, even Sanctuary... anywhere he thought might give him some clue as to how he could obtain real power. It was during this period of shifting identities that William came into contact with DEMON.

One of the people William had worked for was actually a lesser Morbane. He had seen in William a craving... a desire which could be twisted to make him serve the needs of the cult. He approached William and asked him to join. In return for eternal servitude to DEMON, William would be granted magical powers. Seeing an opportunity to finally obtain that which he desired most, heagreed.

Unfortunately for William, the deal was not everything he had expected. Instead of the cosmic power he had imagined, William gained the abilities to mimic other people's talents and abilities. It was not enough. But the contract had already been signed and sealed. There was no escape.

Accepting his fate, William was determined to make the most out of his situation. He became Chameleon and used his abilities to rise to power within the organization he was forced to serve. Eventually, he would learn the Morbane's secrets and use them to gain even more power. Someday, he will be able to pay the Morbanes back for the cruel trick they had played on him... and they will pay dearly.

Quote: "I don't think we can ever really *know* someone. Do you?"

Personality: Chameleon is a very bitter person. His whole goal in life is to become the most powerful being on Earth. He believes in survival of the fittest and will never be comfortable until he knows there is no one stronger then he is. Due to the contract he has signed, William is bound to obey DEMON. He will do anything the cult asks of him. Other people make Chameleon uncomfortable. He doesn't trust them. After all, he sees betrayal as a way of life and he has come to expect it from other people. Chameleon doesn't socialize with anyone outside of his work.

Powers/Tactics: Chameleon is a master of disguise. He was trained by Disinformer (one of the best undercover agents in the world) and he learned his lessons well. In addition to his training, William's powers allow him to duplicate the talents and powers of anyone he wishes. This allows him to make his disguises perfect.

Chameleon avoids combat whenever possible. He feels that he is not powerful enough to defeat most superheroes so he tries not to get into situations which would require such conflict. If forced into a confrontation, Chameleon will not fight fairly. He will use any chance he gets to take advantage of a hero's weakness. Chameleon's primary goal in any fight is escape.

Appearance: In his normal identity, Chameleon appears to be an average looking man with dark hair and eyes. He typically wears a white body suit with a full face mask which makes it look like he has no facial features. The only decoration on Chameleon's costume is a simple DEMON insignia emblazoned on his chest.

RASHINDRA ETIEN
(MORBANE OF THE INNER CIRCLE)

Val	Char	Cost	100+	Disadvantages
13	STR	3	15	Distinctive Features: Beautiful voodoo priestess in native garb
23	DEX	39		
23	CON	26		
9	BODY	-2	20	Hunted: PRIMUS, 8-
23	INT	13	20	Hunted: South/Central American Supers, 11-
18	EGO	16		
23	PRE	13	10	Watched: Other Morbanes, 8-
20	COM	5	15	Psych Lim: Manipulative
10+	PD	7	15	Psych Lim: Sadistic
10+	ED	5	20	Psych Lim: Megalomaniacal
5	SPD	17	10	Reputation: Voodoo Priestess, 11-
8	REC	0		
46	END	0	15	Reputation: Cruel and sadistic, 11-
35	STUN	6		
			10	Public Identity
			263	DEMON Bonus

Cost	Power	END
17	EC — Voodoo Magic, Gestures, Incantations, 14- Activation	
9a	Summon 16 Zombies (150 pts), Must have corpses to animate (-1), Extra Time – 1 Turn, Concentration – 0 DCV, Only at Night (create zombies)	8
9b	4d6 Mind Control, Area of Effect (16" r), x8 Area, 0 END, Only vs Zombies (-1), No Range	
24c	5d6 Body Drain, Recovers 5pts/Week, Ranged, 0 END, Gradual Effect — One Week (-3 1/2), Must have some possession of the victims (-1/4) (evil eye)	0
24d	3d6 RKA, Penetrating, Fully Indirect, 1/2 END, OAF Voodoo Doll, Requires a possession of the victims (-1/4) (sympathetic magic)	5
7e	Clairsentience with normal voice and hearing, Extradimensional, 0 END, Only to speak with spirits (-1/2), Extra Time — One Minute, Concentration — 0 DCV Throughout	0
24	Multipower (60 pt reserve), OAF Blowgun & Drugged Darts, 8 Charges	
2u	12d6 Mind Control, OCV vs DCV, Not vs hardened defences, 4 Charges	[2c]
2u	6d6 NND (defence is hardened defence or immunity to poison), 4 Charges	[2c]
2u	4d6 Entangle, Takes No Damage From Attacks, 4 Charges	[2c]
2u	1d6+1 RKA, NND (Defence is hardened defences or immunity to poison), Does Body (+1), 2 Charges	[2c]
20	15 rPD/15 rED Armor, OIF Mystic Body Paints, Gestures (must be applied to the body), Extra Time — 1 Phase	
5	Power Defence (5 pips)	
5	Mental Defence (9 pips)	
6	+3" Run (9" total)	1(2)
9	Breakfall, Climbing, Riding (All 14-)	
9	Stealth, Concealment, Paramedic (All 14-)	
9	Conversation, Persuasion, Seduction (All 14-)	
5	Oratory 15-	
3	Scholar	
24	Knowledge Skills — Voodoo 17-, Occult 14-, Magic 11-, Rituals 14-, Religious Dogma 14-, DEMON Organization 13-, DEMON Operations 11-	
5	PS: Voodoo Priestess (PRE) 16-	
4	AK: Haiti 13-	
2	AK: Jamaica 11-	
3	English (Fluent with Haitian accent, Haitian native)	
3	Lightsleep	
20	+2 Overall Levels	
50	Base (250 pts, Necropolis)	
60	Followers (64 150 pt Zombies)	

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

Costs:	Char		Powers		Total		Disads		Base
	148	+	355	=	513	=	413	+	100

Background: Very little is known about Rashindra, mistress of the dead. There are few who dare speak of her and those that do make sure that it is in hushed whispers. It is said that she is one of a very long line of voodoo priestesses.

Rashinda's first known appearance was in a small Haitian graveyard, on a very dark night. The police had heard rumors that someone was robbing the graves and sent a few officers to investigate. What they witnessed was incredible... a dark ritual which called the corpses back to life and forced them to dig their way to the surface.

Only one of the officers escaped and he was nearly mad. All he could do was rant about stories of the living dead. Rumors spread and tales of Rashinda's dark power became known throughout the islands and her reign of terror began.

Eventually the word reached the ears of Damon Harrington. He travelled to Haiti and called upon Rashinda. At first she sent her Zombies against him, but Damon decimated her army and forced her to listen to him. He claimed that he too was a worshipper of a dark god... one that sent him to her to form a pact. Damon asked Rashinda to join the organization of Demon. Rashinda agreed and, together with the other Morbanes, she now seeks to shatter the world so she may remake it in her image.

Quote: "Alive or dead, you can not escape the power of Rashinda."

Personality: Rashinda is a very twisted and evil person. While her ancestors used their powers to aid their friends and family, Rashinda seeks only personal wealth and power. She acts in vague and mysterious ways, keeping those around her in constant fear. She revels in control, especially over the living.

Powers/Tactics: Rashinda has been trained in ancient arts of voodoo. She is capable of raising the dead, and using them to do her bidding. If she has access to a persons possessions, she may create a doll of that person and use sympathetic magic to harm them. Rashinda also possesses a great deal of magical herbs which she may use to poison or control her victims.

In combat, Rashinda will try and let her Zombies do most of the fighting. Rashinda will attempt to stay out of sight, using her voodoo magic and poisoned darts to her best advantage. If she is losing badly, Rashinda will not hesitate to retreat.

Appearance: Rashinda is 5' 8" tall and weighs about 98 lbs. She wears traditional native garb, with flowing skirts and jewelry made from human bones. Her exposed skin is covered with intricate designs and symbols.

DAMON HARRINGTON

Background: Black magic is not something that should be taken lightly. It is not something that may be confined to a simple hobby or infatuation. Given enough time, it consumes the bodies and souls of those who dare use it.

This was what Damon Harrington was to discover. As a child, Harrington had read works by such authors as Gregory Kulik and H.P. Lovecraft. Their words inspired him. Damon was sure that they were more then mere fiction and he dedicated his life to proving it.

Damon studied archeology and anthropology in college. He felt that in the civilization of the ancients he could find the lore he needed... the ancient scriptures with references to the things that lay beyond the stars... beyond the barriers of reality.

While on an archaeological expedition to Northern Africa, Damon found the knowledge he sought, and it cost him his soul. Inscribed on one of the walls of an ancient temple was a prayer... a ritual that would summon the old ones from beyond.

Damon waited until night had fallen and his fellow students were asleep. Then he struck his tent mate on the head with a rock and dragged him to the ancient temple. As the moon rose high into the night sky, Damon chanted dark words and a single cry of pain echoed off of the ruined walls. Damon's invitation echoed out across the heavens and it was accepted.

The spirit entered the body of young Damon and took him for its own. Damon, lost in a sea of madness, was unable to defend himself and succumbed to the demon's will. He was born again.

Slowly and with purpose, Damon returned to camp and murdered all of his former associates. Then Damon had a brilliant inspiration: There were sure to be other people like himself... Lost souls waiting to be shown the ways of the darkness. He would need a cult, some way to draw a group of followers together. It was then that Damon found Demon.

Damon purged all members of the old order that he could and took control. His cult formed, but far from complete, Damon set out to find others who saw things the way he did. He gathered together the five Morbanes, each ruling over one of the five regions of the world.

With the inner circle reforged, and a loyal group of followers, Damon is now in a position to achieve his ultimate goal... the return of the dark gods.

Quote: "You live in a world of lies, carefully constructed to conceal the ultimate truth: there is no order and we are nothing but specks of dust to those that lie beyond."

Personality: Damon is about as evil as they come. His possession is complete and has progressed so far that the man is no longer distinguishable from the demon. His goal is the destruction or enslavement of humanity to the dark forces which lie beyond the boundaries of reality. He will do anything to achieve this goal, including the sacrifice of all of his followers. He has no friends and sees people merely as pawns, sacrificed to complete his master plan.

Powers/Tactics: Damon is a master of black magic and knows a number of different spells. He is able to summon and control demons, project bolts of unholy energy, destroy other people's spells, possess people or temporarily grow demonic wings. Damon, unsatisfied with his human body, has begun to replace his own body parts demonic ones. He has removed his left hand and grafted a scaly three digit appendage with razor sharp talons on to the stump. Damon has cut out his right eye and replaced it with a piece of enchanted glass. (These are built as foci because they may be removed from Damon's body without harming him.) Additionally, Damon owns a demon possessed suit which makes him nearly invulnerable.

In combat Damon will attempt to hurt his opponent as badly as possible. He will use ranged attacks, allowing opponents to close the distance, before he will engage in hand to hand combat.

Appearance: Damon is 5' 11" tall and weighs about 170 lbs. His short, dark hair, is slicked back giving him a devilish look. Damon's right eye is made of glass and he almost always wears a glove on his right hand. He dresses in stylish suits.

DAMON HARRINGTON
(MORBANE OF THE INNER CIRCLE)

Val	Char	Cost
30*/15	STR	5
20	DEX	30
28	CON	36
12	BODY	4
23	INT	13
20	EGO	30
20	PRE	10
16	COM	3
10+	PD	7
10+	ED	4
5	SPD	20
10	REC	2
56	END	0
35	STUN	10

*OIF Hand of Hell

100+	Disadvantages
20	x2 BODY and STUN from holy attacks
15	Distinctive Features: Demonic left hand and glass right eye
25	Hunted: PRIMUS, 11-
20	Hunted: Dr Wraithe, 11-
10	Watched: Other Morbanes, 8-
15	Psych Lim: Religious fanatic (worships dark gods)
15	Psych Lim: Glories in destruction
20	Psych Lim: Sees humans as cattle
10	Reputation: Powerful Sorcerer, 11-
15	Reputation: Cold Blooded Killer, 11-
5	Rivalry with other magicians
10	Public Identity
228	DEMON Bonus

Cost	Power	END
37	Multipower (75 pt reserve), Gestures, Incantations, 14- Activation	
4u	4d6 RKA, 1/2 END (demon fire)	3
4u	12d6 Mind Control, 1/2 END (demonic possession)	3
4u	20d6 Dispel vs any one spell (spells death)	7
2u	20" Flight, 0 END, OAF Wings (demon wings)	2
22	15 rPD/15 rED Armor, OIF Demon Possessed Suit, 14- Activation	
25	2d6 HKA, 1/2 END, OIF Hand of Hell (4d6 w/STR)	1(4)
7	+15 STR, No figured Stats, Left Hand Only(-1/4), OIF Hand of Hell	1(3)
3	3 rPD/3 rED Armor, OIF Hand of Hell, 8- ActivationUltraviolet Vision, IIF Glass Eye, Right eye only (-1/4)	
3	Infrared Vision, IIF Glass Eye, Right eye only (-1/4)	
4	+3 Sight Perception, IIF Glass Eye, Right eye only (-1/4)	
3	Flash Defence (5 pips visual), IIF Glass Eye, Right Eye Only (-1/4)	
13	EC — Demonology, Gestures, Incantations, Extra Time — 1 Minute, Concentration — 0 DCV	
10b	Summon any one demon (300 pts), Requires a live sacrifice (-1) (ritual of summoning)	9
9c	18d6 Mind Control, Only vs Demons (-1 1/4) (bind demon)	9
23d	16 PD/16 ED Forcewall, Hardened, 0 END, Delayed Effect (Only one pentacle at a time may be prepared) (pentacle of binding), Only vs Demons (-1 1/4), Pentacle must be drawn (-1/4)	0
5	Power Defence (5 pips)	
10	Mental Defence (14 pips)	
9	Stealth, Concealment, Paramedic (All 14-)	
9	Conversation, Persuasion, Seduction (All 13-)	
9	Oratory, Bureaucratics, Interrogation (All 13-)	
9	Scholar, Scientist, Linguist	
4	Science Skills — Anatomy 11-, Anthropology 11- Archeology 11-, Entomology 11-	
24	Knowledge Skills — Demonology 17-, Occult 14-, Magic 11-, Rituals 14-, DEMON Operations 14-, DEMON Organization 13-, History 11-	
12	Languages: Sanskrit, Latin, Greek (All fluent with native accent and literacy, English native)	
2	PS: Priest (PRE) 13-	
2	AK: Egypt 11-	
2	AK: Stonehenge 11-	
20	+2 Overall Levels	
50	Base (250 pts, Darkwood Estates)	

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

Costs:	Char		Powers		Total		Disads		Base
	165	+	343	=	508	=	408	+	100

Note: *The GM can chose any approriate villain write-up for the stats of the demon that Damon can summon if on short notice.*

BABA YAGA
(Morbane of the Inner Circle)

Val	Char	Cost	100+	Disadvantages
18	STR	8	15	Distinctive Features: Ugly old hag in dirty robes
20	DEX	30		
23	CON	26	20	Hunted: New Guard, 8-
15	BODY	10	20	Hunted: Evil Spirits, 8-
23	INT	13	10	Watched: Other Morbanes, 8-
20	EGO	20	15	Psych Lim: Protective of common folk
23	PRE	13		
6	COM	-2	15	Psych Lim: Fear of dying
5+	PD	1	20	Psych Lim: Paranoid
5+	ED	0	5	Phys Lim: Limp
5	SPD	20	10	Reputation: Helpful old witch, 11-
10	REC	2		
46	END	0	20	Reputation: Child eater, 14-
40	STUN	4	10	Public Identity
			186	DEMON Bonus

Cost	Power	END
75	60 pt Variable Power Pool, Requires a (Magic) Skill Roll, Gestures, Incantations, Side Effects (3d6 STUN Drain)	
	Sample Pool Selection	
(24)	12d6 Mental Illusions (mind's mirage)	6
(24)	12d6 Mind Control (words of control)	6
(12)	Invisibility to Sight Sense Group (shadow cloak)	0
1	Life Support (Immunity to aging and disease), Must be renewed each year (-1/4), Requires eating a human child (-1), Gestures, Incantations, Concentration — 1/2 DCV, Extra Time — 1 Turn (ritual of the ageless ones)	
30	15 rPD/15 rED Armor, OIF Magic Dress	
7	+5 PD/5 ED, OIF Magic Dress	
2	Life Support (Immune to Intense Cold), OIF Magic Dress	
2	Ultraviolet Vision, Gestures, Incantations, Extra Time — One Phase (cat's eye spell)	
5	Lack of Weakness (5 pips)	
5	Power Defence (5 pips)	
5	Mental Defence (9 pips)	
-2	-1" Run (5" total)	1
17	Magic Skill (INT) 21-	
9	Conversation, Persuasion, Oratory (All 14-)	
17	Stealth, Concealment, Shadowing (All 14-)	
3	Scholar	
24	Knowledge Skills — Witchcraft 17-, Occult 14-, Magic 11-, Rituals 14-, Recipes 14-, Tales and Folklore 13-, DEMON Operations 11-	
5	PS: Cook 14-	
2	PS: Farmer 11-	
4	AK: Soviet Union 13-	
2	AK: Northern Asia 11-	
3	English (Fluent with Russian accent, Russian native)	
30	+3 Overall Levels	
5	+1 with ranged combat	
50	Base/Vehicle (250 pts, Dancing Hut of Baba Yaga)	

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

Costs:	Char		Powers		Total		Disads		Base
	145	+	301	=	446	=	346	+	100

Background: Even in the furthest reaches of the world, there are tales that make men's hearts tremble with fear. Throughout northern Asia there are stories of the ancient witch Baba Yaga, a power sorceress with a reputation for either helping or eating young children.

It is said that reality is sometimes stranger then fiction, and this is certainly the case with Baba Yaga. Many centuries ago, even before the time of the Czars, their lived a young peasant girl. She lead a simple life with her small family and asked for nothing more then god gave her.

The the Mongols swept west from China. They ravaged the young girl's homeland, raped her mother and killed her father. As she lay broken and battered in the ruins of her family's small farm, the young girl called upon the powers of darkness. She promised her soul in return for the power to make the barbarians pay for what they had done to her.

Something granted her request and bestowed the girl with the ability to weave magic. She destroyed the hoard of mongols, just as they had killed her family: slowly and painfully. Once her goal had been accomplished, the girl's reason returned and she realized what she had done. Fearing that the forces of darkness would soon come to claim her soul, she began to look for ways to extend her life. After all, if she never died, her soul would never be released for evil to claim.

The girl looked long and hard. Somewhere there had to be a spell capable of saving her. After many years of fruitless searching, she finally found a spell which would prevent her from aging... unfortunately it required that the caster eat a human child and the ritual needed to be preformed once each year, or its effects would fail and the recipient would age away into dust.

Mad with fear, the once pure woman used the spell and was made ageless. For many years she wandered throughout northern, preforming many deeds, both great and awful. And every where she went, children were found missing.

Hundreds of years passed and the tales of Baba Yaga, the baby killer, became legends. Damon Harrington, now seeking Morbanes for his newly organized Demon, came to Russia and sought out Baba Yaga. After days of negotiation he finally managed to convince her that if she aided him in his plans, Damon would help protect her from the Demons that were seeking her soul. Baba Yaga accepted his offer and joined the inner circle of Demon.

Quote: "Come here child... Granny has a present for you."

Personality: Baba Yaga was once an innocent young girl. However, the years have not been kind to her and she has been twisted by the dark source of her power and the constant fear that she might lose her soul. Baba Yaga has become a paranoid recluse, almost certain that everyone is a demon out to get her. Deep down inside, she still remembers the girl she once was. These memories sometime encourage her to preform acts of generosity for the poor people who resemble her slain family.

Powers/Tactics: Baba Yaga is a powerful witch who draws her power from the darkest of sources. She is capable of weaving almost any spell imaginable. Baba Yaga also possesses a magical hut which is larger on the inside then the outside and can walk on large avian legs.

Baba Yaga avoids combat for fear that she might perish, thus releasing her soul to the darkness. If forced into conflict, she will use powers that keep her opponents off balance (like Darkness or Mental Illusions) and try and flee and the first available opportunity.

Appearance: Baba Yaga is 5' 7" tall and weighs about 130 lbs. Her skin is wrinkled and her flowing hair is long and white. She wears long dirty dresses, and wears a dark brown shawl over her head. Baba Yaga carries a cane to aid her limp.

THE DANCING HUT

Val	Char	Cost	Val	Disadvantages
35	STR	0	25	Distinctive Features: Walking hut with avian legs
15	BODY	0	20	Hunted: Soviet Government
5 H	SIZE	25	15	Watched: Evil Spirits, 11-
20	DEX	30	10	x1 1/2 Body from magical attacks
4	SPD	10	15	Secret Identity (No one know's where it's kept)
20	DEF	54		

Cost	Power	END
2	Extra Limbs: Two legs, OIF Legs	
18	+9" Run (15" total)	
20	Full Life Support (the hut's interior is in a separate dimension so there is an endless supply of food and drink and the atmosphere is completely different)	
45	Clairsentience with normal sight and hearing, Extradimensional, 0 END	
15	Extra Dimensional Movement to the hut's interior, 0 END, OIF Doorway (portal to extradimensional pocket)	
22	Invisibility to Sight Sense Group and Normal Hearing, 0 END, Extra Time — 1 Phase (spell of cloaking)	
11	On Board AID (The hut's brain)	
—	15" Running	
—	(3.2 Hexes Tall, 1.6 Hexes Wide, 3.2 Ton Mass)	

OCV:7 **DCV:**7 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	119	+	133	=	252	=	85	+	167

THE HUT'S BRAIN

Val	Char	Cost
18	INT	8
20	EGO	20
20	DEX	30
4	SPD	10

Cost	Power/Skill	END
5	Mental Defence (8 pips)	
3	Navigation	11-
3	Sensors Operation	13-
3	Combat Driving	13-
3	Concealment	13-
3	Stealth	13-
4	KS: Witchcraft	13-
4	KS: Magical Creatures	13-
4	AK: Soviet Union	13-
5	Russian	
50+	Disadvantages	
20	Psych Lim: Loyal to Baba Yaga	
20	Psych Lim: Hates holy men/items	
10	Psych Lim: Mischievous	

OCV:7 **DCV:**7 **Phases:** 3, 6, 9, 12

COSTS:	Char		Skills		Total		Disadv		Base
	68	+	37	=	105	=	50	+	55

Background: Sir Jonathon Mordeki was one of the most respected Knights in the land. His bravery and honor were renown and he was one of the favorite champions of the king... but he was not happy.

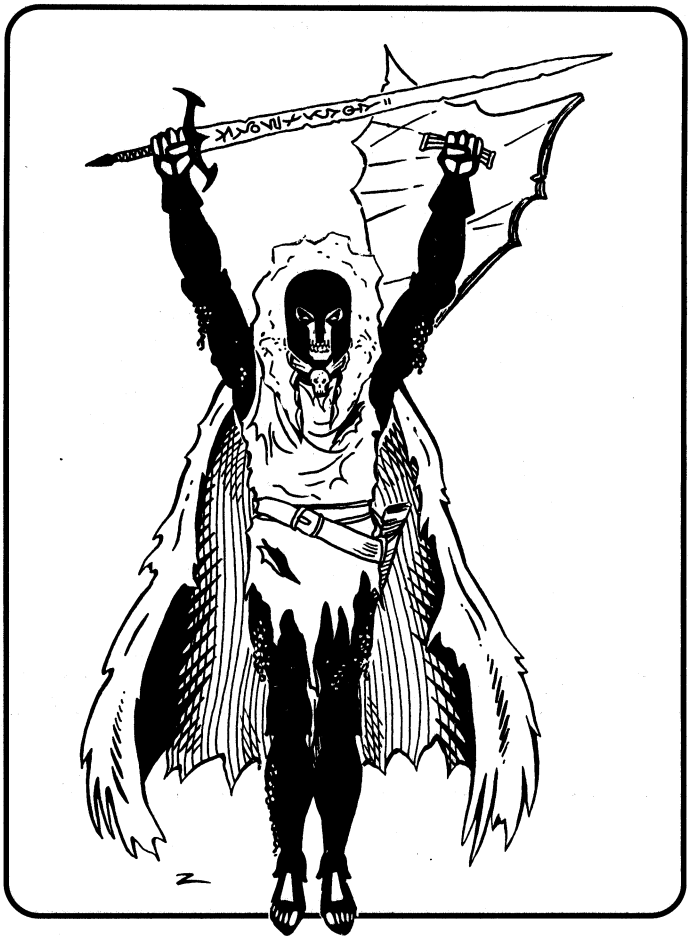
Jonathon looked down upon the banquet floor at the lady Rocheteau. There she danced with his brother, Sir Richard. He could barely stand the sight. He had known her since they were both babes and for as long as he could remember, he had loved her.

Yet it was always Richard that she had felt for. Throughout the years, Jonathon had done everything he could to gain her recognition: the years of lonely questing had all been for her. And here he stood, champion of the king, and it had all been for naught... the lady had still given her heart to Richard.

Jonathon watched the young couple leave the floor and retire to a nearby balcony. Jonathon followed them, unseen and unheard. He listen quietly as they traded words of love and affection and he struggled to keep from crying out. Finally Jonathon could no longer contain himself. As Richard was about to propose to his true love, Jonathon leapt at him. Richard, shocked and surprised by his brothers behavior, tumbled over the edge of the balcony and fell to his death.

Jonathon regained his composure, but it was to late. Lady Rocheteau, who had witnessed it all, was hysterical with grief and leapt after Richard. Shaken by what he had done, Jonathon fled from the castle and into the night. He hated himself for everything he had done, but the only thing he felt remorse for was the loss of Lady Rocheteau. Jonathon blamed God for his torment and he turned from him. He swore upon the unholy powers of the night that he would live to see Lady Rocheteau at his side, even if he had to raise her from the dead to do it.

The forces of darkness heard his pleas and granted him with eternal life and vitality. As the years went by, Jonathon became little more then a walking corpse, driven by his need to find a way to make his lost love his own for all eternity.



MORDEKI — THE UNSPEAKABLE
(MORBANE OF THE INNER CIRCLE)

Val	Char	Cost	100+	Disadvantages
45/40	STR	30	20	Distinctive Features: Half decayed corpse in a suit of black plate mail
23	DEX	39		
23	CON	26		
15	BODY	10	20	Hunted: PRIMUS, 8-
18	INT	8	20	Hunted: Dr Wraithe, 11-
14	EGO	8	10	Watched: Other Morbanes, 8-
35/25	PRE	15	15	Psych Lim: Longs for his lost love
4	COM	-3		
11+/10	PD	2	15	Psych Lim: Code of Honor
10+	ED	5	20	Psych Lim: Hateful and bitter
5	SPD	17	10	Reputation: Honorable, 11-
13	REC	0	15	Reputation: Cruel and sadistic, 11-
46	END	0		
47	STUN	0	10	Public Identity
			198	DEMON Bonus

Cost	Power	END
30	Multipower (60 pt reserve), OAF Runesword (Mourn)	
3u	2d6 HKA, Affects Desolid, 0 END (4d6 w/STR) (edge)	0(4)
3u	1d6+1 HKA, Armor Piercing, Affects Desolid, 0 END (2 1/2d6 w/STR) (point)	0(4)
3u	6d6 HA, Affects Desolid, 0 END (12d6 w/STR) (flat)	0(4)
20	2d6 Body Drain, Recovers 5pts/Week, 0 END, OAF Runesword (Mourn), Linked to Multipower, 14- Activation (festering wounds)	
4	Change Environment (sword screams when swung and glows with a dull red light), 0 END, OAF Runesword (Mourn)	
2	+5 PRE, OAF Runesword (Mourn)	
5	5 pips Density Increase, 0 END, Persistent, Always On, OIF Plate Mail (CHAR already figured in)	
30	15 rPD/15 rED Armor, OIF Plate Mail	
7	+5 PD/5 ED, OIF Padding	
3	Flash Defence (3 pips visual, 2 pips audio), OIF Helmet	
3	Lack of Weakness (5 pips), OIF Plate Mail	
3	+5 PRE, OIF Plate Mail	
4	+3 rPD/3 rED Armor, OAF Shield, 14- Activation	
10	Full Missile Deflection, OAF Shield	
30	Full Life Support	
20	2 BODY Regeneration	
5	Infrared Vision	
9	Breakfall, Climbing, Riding (All 14-)	
3	High Society 14-	
3	Fast Draw 13-	
3	Scholar	
24	Knowledge Skills — Medieval History 17-, Occult 14, Chivalric Code 14-, Heraldry 14-, Armor and Weapons 13-, Hawking 11-, DEMON Operations 11-	
2	AK: Arthurian England 11-	
1	English (Fluent with native accent, Old English native)	
3	Lightsleep	
9	+3 with Sword	
4	+2 OCV with Blade	
50	Base (250 pts, Blackthorn Manner)	

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

Costs:	Char		Powers		Total		Disads		Base
	157	+	296	=	453	=	353	+	100

Damon Harrington, while searching for a group of powerful magicians, came across Jonathon (now calling himself only by his last name, Mordeki). He offered him a membership in the reformed inner circle of DEMON and Jonathon agreed. Now, with the power of DEMON behind him, Jonathon will find a way to bring back his true love... and the world shall be her wedding gift.

Quote: "Horrid wretch that I am, I am still capable of destroying the likes of you. Come Sir Knight, you are but one more conquest on my path to the shining lady."

Personality: Mordeki is driven by an unholy obsession with a woman who has been dead for nearly a thousand years. The only warm spot in his heart is for Lady Rocheteau and his life has become nothing more then a way of proving himself worthy of her. Mordeki still remembers his old like, and lives on by a code of ethics which he follows more out of a sense of irony then because he actually believes in it. He is very hateful and bitter about all that has happened to him and it has made him into a twisted man. Mordeki is prone to fits of self pity and violent rage.

Powers/Tactics: Mordeki is little more then a corpse animated by his quest for love. He is capable of withstanding a great deal of damage, especially while wearing his enchanted plate mail. Mordeki possesses a powerful magical sword named Mourn. The blade is capable of cutting through almost any known substance, can strike spirits and it is specially enchanted so that the wounds caused by the Blade will fester and become infected.

Once engaged in combat, Mordeki tends to fight to the death. He is, after all, already a corpse and feels that very little else can actually hurt him.

Appearance: Mordeki is 6'1" tall and weighs about 300 lbs in armor. He is almost always found in a dull and rusted suit of black plate mail with a rotting standard draped over the breast plate. He bears a tattered shield with the remnants of his coat of arms a large sword inscribed with red runes. Inside his armor, Mordeki is a rotting corpse with dry, white flesh hanging from his yellow bones. Only his glowing red eyes show any sign of life.

THE ROSE
(MORBANE OF THE INNER CIRCLE)

Val	Char	Cost	100+	Disadvantages
18	STR	8	20	Suceptibility to the destruction of nature: 3d6/Turn
23	DEX	39		
23	CON	26	15	Distinctive Features: Handsome young boy dressed all in white
13	BODY	6		
23	INT	13		
18	EGO	16	20	Hunted: PRIMUS, 8-
18	PRE	8	20	Hunted: Zodiac, 11-
20	COM	5	10	Watched: Other Morbanes, 8-
15+	PD	11	15	Psych Lim: Distaste for humans
10+	ED	5		
5	SPD	17	15	Psych Lim: Distorted perception (sees everything as ugly and out of place)
10	REC	2		
46	END	0		
35	STUN	1	20	Psych Lim: Megalomaniacal
			10	Reputation: Powerful wood spirit, 11-
			15	Reputation: Heartless killer, 11-
			10	Public Identity
			284	DEMON Bonus

Cost	Power	END
50	Multipower (100 pt reserve, plant control), Gestures, Incantations, 14- Activation	
5u	4d6 Entangle, One Hex Effect, Fully Indirect, 1/2 END (instant thicket)	5
4u	16 rPD/8 rED Force Wall, 0 END (wall of thorns)	0
4u	2d6 RKA, Penetrating, Autofire, 0 END (storm of thorns)	0
3u	2d6 Flash vs Normal Smell and Sight Sense Group, Area of Effect Cone (6" Sides), Personal Immunity, 0 END, No Range (pollen cloud)	0
3u	40 STR TK, 0 END, Only to Animate Plants (-1)	0
3u	Summon any one magical wood spirit (300 pts), Extra Time — One Turn (summon spirit/faerie/dryad)	9
3u	12d6 Mind Control, 0 END, Only vs woodland creatures and wood spirits (-1) (control spirit)	0
2u	Desolidification, 0 END, Only vs plants and organic matter (-1)	0
3u	10" Teleport, x131,072 Noncombat, Only from one plant to another (-1)	2
3u	Change Environment (improve or stunt plant growth), Variable, 128 Hex Area, Concentration — 0 DCV Throughout	9
4u	6d6 Minor Transformation (one type of plant into another), all or nothing, 0 END, Concentration — 0 DCV	0
15	10 rPD Armor	
14	15 rED Armor, not vs fire (-1/2)	
7	One BODY Regeneration, Only in direct sunlight (-1/2)	
11	Life Support (Breathes Carbon Monoxide instead of Oxygen, No need to eat, sleep or excrete, ages slowly)	
3	10" Gliding, Only to Not leave tracks (-2)	
8	+4" Run (10" total)	1(2)
9	Climbing, Stealth, Breakfall (All 14-)	
33	Animal Handling, Mimicry, Survival (All 15-)	
5	Concealment 14-	
3	Well Travelled	

Cost	Power	END
32	Area Knowledge — South and Central American Rainforest, North American National Parks, North American Pine Forests, North American Deciduous Forests, African Jungle, African Plains, Australian Outback, Asian Forests (All 14-)	
8	KS: Flora 17-	
5	KS: Fauna 14-	
8	Sc — Botany 17-	
4	Sc — Zoology 13-	
10	+1 Overall Level	
25	+5 with Woodland skills	
50	Base (250 pts, Deadwood forest)	
60	Followers (64 150 pt spirits)	

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

Costs:	Char		Powers		Total		Disads		Base
	157	+	397	=	554	=	454	+	100

Background: The Rose was once a kind and friendly wood spirit from the time of legends, an alternate reality where magical creatures abound and thrive. However, the time of legends had begun to deteriorate, and the faerie races were beginning to die out. The Lords of Legends gathered together and sent representatives of all of the races into other worlds to find a new home for their peoples. One of these representatives was the Rose. He was a simple young wood spirit who was sent to check up on the Satyr, Drynnan Illiar, who had been sent to Earth. No word had been heard from him and the Lords had grown worried.

The Rose emerged upon the planet of Earth and was immediately struck down with some kind of blight. As a wood spirit, he possessed a strong tie to the environment in which he lived. Unfortunately, years of neglect had poisoned Earth's environment and that poison was slowly killing the Rose.

In order to survive, the Rose's body slowly adapted to the Earth's environment. However, the transformation was not without its side effects: By adapting to the Earth's poisons, the Rose opened his spirit to the corruption that had destroyed the land. Within him the evil festered and slowly overcame the Rose. He began to see nature, not as it really was, but as an imperfection that had to be obliterated so that he could start over again and make things the way they should be.

Eventually, Damon Harrington felt the presence of the powerful woodland spirit and approached him with an offer: He would give the Rose the power to reshape the worlds wilderness if he would join Demon's inner circle. The Rose happily agreed.

Quote: "Ahhhhh, I see the problem now. Now just hold still and I'll fix that and make everything just the way it should be."

Personality: The Rose has been corrupted by the pollution of nature. He is not so much evil as he is mad. He sees the world as one giant imperfection which only he can fix. The Rose doesn't feel guilty about destroying imperfect things because he will soon replace them with perfect ones. He cares nothing for what is, only that which could be.

Powers/Tactics: Being a woodland spirit, the Rose has the power to manipulate plants and animals. He may summon and control woodland creatures, animate plants, and cause flora to flourish or whither. In addition, his body is plant like in nature: he may use sunlight to nourish his body and he is highly resistant to most forms of attack.

In combat, the Rose will try and use the terrain to his best advantage. He likes to strike from surprise and then teleport away once his location has been discovered.

Appearance: The Rose appears to be a small, handsome, adolescent boy. His fair hair is always loose and tangled, and he is normally smiling. The Rose always wears white and the flower from which he draws his name is always found somewhere on his person.

SCENARIOS

THE EARTH CROWN

This scenario is designed to introduce the PCs to DEMON. It is a typical example of how DEMON's sneaky tactics work.

BACKGROUND

Recently, the New York (or whichever city the campaign is set in) PRIMUS unit was responsible for capturing the infamous villain known as Earthmaster (see *Classic Enemies*), a villain who could make the very Earth rise up and do his bidding. After packing the villain off to Stronghold, PRIMUS did only a cursory inspection of his costume before placing it their base's vault.

What they didn't realize was the Earthmaster had obtained his powers from the Earth Crown of Krim, one of a set of mystical crowns placed upon the Earth by the evil demon lord Krim to wreak havoc. (The Iron Crown of Dark Seraph is also one of these crowns — see *Classic Enemies*.) The Earth Crown's mystical properties give its wearer control over the very Earth. For obvious reasons, DEMON became determined to obtain the helmet.

Unfortunately, between regular PRIMUS forces and the probable intervention of super heroes, DEMON would have a difficult time indeed getting a hold of the helmet. What DEMON really needs is a way to tie up both the local hero team and a majority of the PRIMUS agents.

Chameleon, a Demonflux commander, formulated a plan which most the inner circle approved. Essentially, he plans to kidnap one of the heroes and take their place. While pretending to be the hero, Chameleon will commit a number of atrocious crimes in the hopes of attracting PRIMUS' attention. Then he will set it up so that PRIMUS will be involved in a conflict with the hero team while the Demon-warriors make a move to steal the helm.

GETTING THE HEROES INVOLVED

This is especially easy, since Chameleon takes the adventure strait to the heroes. In fact, Chameleon's plans depends on his ability to involve all of the characters in a combat with PRIMUS.

PLOT

To make his plan work, Chameleon needs to secretly capture one of the heroes. He would prefer it be one who can be (relatively) easily captured and who possesses few powers so that his mimic ability will allow him to impersonate the character. After a thorough study of the hero team, Chameleon will chose a target who does not possess the ability to teleport, shrink or make themselves desolidified since these powers might make capture impossible. Under no circumstances will he choose a character with mental abilities. This capture must be secret, and kept secret, if it is to be of any use to DEMON.

THE GRAB

To lure the hero into the trap, Chameleon will impersonate another hero or DNPC who is clearly in trouble. The victim's patrol routes will be studied and a building in a secluded area of the route will be specially trapped. A number of Demon-warriors disguised as common thugs will be stationed along the route. When they receive word that the hero is approaching, they will pretend to be roughing up the fake hero or DNPC. When the hero appears, the agents will rush inside the trapped building. Once the victim chases them inside, the building will be sealed and a powerful sleep spell is cast on the hero to render them unconscious. The hero should be taken completely by surprise.

The hero should be captured without too many problems. One lesser Morbane and an entire squad of Demon-warriors should be sufficient to take out one hero by using surprise attacks. Once the hero is captured, they will be taken to a temporary DEMON base and watched over by a lesser Morbane at all times.

THE SETUP

The next stage of Chameleon's plan is to incriminate the captured hero. This could be easily done by attacking a bank in broad daylight or mugging civilians. Chameleon, however, has a sense of style and would prefer to do something that the character would be particularly offended by. If a hero has a Code Vs Killing, Chameleon will viciously murder someone in plain sight. If the character is known to protect innocents, Chameleon will attack a number of innocent people for no apparent reason.

The goal of these actions is to get the attention of PRIMUS. The more horrific the crimes, the better. Chameleon is attempting to make the hero out to be the worst criminal since Doctor Destroyer.

PRIMUS MAKES THEIR MOVE

After committing some really violent crimes, Chameleon will return to the character's base. By this time, the hero team should have heard at least some reports that their friend has become a villain. Chances are the heroes will confront Chameleon with this information. He will hotly deny any accusations of wrong doing, claiming that he is being framed. If any of the heroes are skeptical, Chameleon will point out that most of the crimes he has supposedly committed are against everything he ever believed in. His friends should realize that he is incapable of doing those things.

All of this should make the heroes sympathetic to Chameleon's cause. He is, after all, supposed to be their

friend and it is his word against the media's. Ideally, the players will be on Chameleon's side by the time PRIMUS arrives.

Having tailed Chameleon to the heroes base, the PRIMUS squads are prepared for trouble. They have brought two groups of assault agents and an Iron Guard battle group with them. Major Thomas (the officer in command of the detail) has had a number of dealings with paranormals and knows how much trouble they can be. His orders are to proceed directly into the heroes' headquarters with his troops and arrest the hero identified at the scene of the crime. Thomas is also supposed to bring in the hero's teammates for questioning. Since he is not terribly fond of paranormals, the major will be as insulting and abusive as he thinks he can get away with.

When PRIMUS arrives, Chameleon will promptly respond for the calls for him to come outside, asking the heroes to come with him. He will shout his defiance at the PRIMUS agents, claiming that he is innocent — the victim of a set up.

This is when two Demon-warriors, armed with stolen X-ray lasers (invisible killing attacks) will start shooting at the PRIMUS agents. These agents were stationed by Chameleon and are attempting to incite a fight between PRIMUS and the heroes. Since the PRIMUS agents can't see the attacks, they will assume they are being struck by some invisible hero or a hero with invisible powers and respond accordingly.

Essentially, it will seem to both sides as if the other started a fight and that they are simply fighting back in self defence. Once the combat begins, DEMON will make its real move.

THE THEFT

At long last, DEMON is ready for its actual objective: the Earth Crown of Krim. Having tied up most of PRIMUS' combat troops (and the local heroes) DEMON forces will attempt to infiltrate the base, penetrate the vault and make good their escape.

To gain entrance to the building, a DEMON agent will drive a stolen parcel delivery truck into the parking lot and leave it next to the building on the south side. He will leave the tuck running and enter the building to deliver a package. Once inside, he will enter a washroom (simply to get out of the way).

While the driver is inside, A lesser Morbane prepared with a teleport spell will transport himself and a group of six Demon-warriors to the inside of the vault. They will then grab the helmet, set a special timed charge and teleport back to the van.

In the meantime, the driver will have delivered the package and be on his way back to the van. This is when the time charge blows. Since it is standard PRIMUS procedure to evacuate all civilians from a base in times of emergency, the first thing the base staff will do is make sure the van leaves the premises. The agents will then rush to investigate the explosion, only to find the vault door destroyed.

THE GIG IS UP

At the time of the explosion, PRIMUS will contact its field forces and explain that they were attacked and the crown was stolen. This should tip the heroes off to the fact that they've been tricked. In addition, their "teammate" has slinked away during the battle (or at least tried to). All of this should make the heroes very suspicious that they were set up.

PCs who think back over the situation will remember that it was the missing hero that got them all into so much trouble (A successful Deduction roll will also reveal this information.) People who are aware of the character's secret identity may do some investigating and find out a number of interesting things. The character has not been to any of their normal haunts for days. They haven't been to work and their other friends haven't seen them. The character's home look likes its been abandoned for a week, possibly more. In short, the hero is missing.

Characters who make successful INT rolls can remember the last time they actually saw the character — right before they went on patrol.

THE RESCUE

The PCs can follow along the character's normal patrol routes until one of them spots the sight of the original abduction. A successful perception roll will reveal the signs of some form of skirmish which took place here. Inside the building where the character was originally trapped is a small cage containing the hero. Watching over him is a single lesser Morbane who's duty is to make sure the character doesn't wake up. When the PCs arrive, he is about to kill the captured hero off since he has received word that the mission was a success and the captive is no longer needed.

The Morbane will make a brief speech about how the characters may have saved his friend, but they were to late to prevent the theft of the crown and then try and escape. If escape is impossible, then the Morbane will attempt to kill himself. After all, death is better then capture in the eyes of DEMON.

CONCLUSION

At the end of all this, the heroes may feel a bit cheated. They have, after all, just been duped by DEMON. The scenario should, however, convince them that DEMON is a clever organization. The PCs will certainly be more careful with them in the future.

THE RISING DARKNESS

"For every action, there is an equal and opposite reaction. For every particle, there is an anti-particle. So why should it surprise you that for every god which draws its strength from faith, there would be an anti-god that draws its power from the lack there of?"

-Professor Xing Chang

The Rising Darkness is a scenario designed for an experienced group of ***Champions*** characters. The opposition is stiff and the stakes are extremely high. If the PCs fail, it could mean the end of the world...

Players and GMs are warned that this scenario may trouble some readers. The background assumes a number of things about religion which the GM may not agree with or wish to deal with in his campaign. It should be noted that this adventure is not meant to be a commentary on religion, simply an adventure.

BACKGROUND

Ever since the dawn of man, religion has existed. Man has always felt the need to explain why things happened the way they did. Why was it that the sun would sink into the Earth, only to rise the next day? How could birds fly when man could only walk? If they could find no ready explanation, then humankind would attribute these things to the will of an unseen force — an omnipotent being from beyond. So it was that religion was born.

As man became more civilized, Religion became more intricate. What had once been a simple explanation of events became dowsed with moral codes and the epics of creation. While the rituals became more complex, the basic premise stayed the same.

Then came the age of reason — the age of doubt. Humankind turned from their ancient beliefs and began to doubt anything which they could not prove. Science became the thinking man's religion. After all, how could anyone believe in what they couldn't touch or what they they couldn't see?

Slowly, bit by bit, the faith was dying.

That was what brought about the great stirring.

Long ago, one of the ancient sorcerers had imprisoned an unspeakable horror. It was a creature which fed upon the angst of the soul and the rhetoric of doubt, so the ancient one imprisoned it within a cage of knowledge. As long as humankind knew that such creatures existed and believed in them, the thing would be powerless. To insure that the truth was never forgotten, the ancient one prepared a text known as the Book of Souls. Held within it was the prison of the creature: the very knowledge of the thing's existence.

Fortunately, at the time the thing was captured, humankind was more then willing to believe in the things it couldn't see. It wasn't until the Renaissance that things got messy. When people started to belief only in the things they could see, the creature began to stir.

At first, it was very weak. The long years it had spent in the cage had weakened it. The Earth was beyond its reach and all the thing could do was watch.

But as more and more people began to doubt, the creature began to grow stronger. Its influence grew stronger, but it was still only able to influence the simplest of creatures — the insects and the animals. As time went by, the thing began to gain energy more rapidly. The more creatures it could influence, the faster it could spread the edict of common sense.

In the meantime, DEMON's inner circle of Morbanes had felt the magical tremors caused by the creature's stirrings. Having researched extra-dimensional summoning for years, DEMON had a pretty good idea of what was happening. Discovering the source of the disturbances became DEMON's number one priority.

After casting a number of scrying spells and months of research, the inner circle managed to determine the intensity of the magical tremors and the power level of a creature capable of making them. Only one creature could be capable of making waves that large — the Devourer.

The Morbanes were ecstatic. If they could successfully bring the Devourer to Earth, their lifelong quest would be over. The Morbanes knew of only one thing which could get in their way: the Book of Souls.

The ancient tome, left to humankind many years ago, contained within it an ancient spell which would seal the Devourer back within its cage. DEMON could not stand for that.

They spent many months researching the book, attempting to find its current location. DEMON managed to trace it all the way up to its current owner: the Vatican.

Jonathon Little is a young priest in charge of acquiring ancient religious texts for the Roman Catholic church. Recently, he obtained a book known only as the Book of Souls. It is believed to be based on the writings of a wise old man and is supposedly the foundation upon which a number of religious texts base their writings. Upon examining it, he discovered something very strange: in addition to the ancient scriptural text, a number of complex mathematical calculations were contained within the work... calculations which were unknown to humans at the time the book was written.

Unsure of what to do, Jonathon took the book to his superiors. They too were confused by the book. After weeks of discussion with high church officials, it was finally decided that they should take the book to someone outside of the church to see what they could make out of it.

So Father Little was sent, alone, to carry the book to the United States and seek someone out who would look at it. DEMON wishes to obtain the book so that they can insure the arrival of the Devourer. And where are the characters? Why they're caught in the middle of it all.

GETTING THE HEROES INVOLVED

This adventure works best if you foreshadow it in earlier runs. Before using this scenario, the GM should give the PCs the idea that not everything is as it should be. Describe to the players bizarre and unexplained events which happen for no apparent reason. The stranger the occurrence, the better. The following are only a few possible examples: a change in the results of a chemical equation, an unexplained solar eclipse, unusually large swarms of bothersome insects, and pets attacking their owners. Also, magic based characters will feel the tremors as the Devourer attempts to free itself (although they won't know what they are). Once the characters get the idea that strange things are going on, drop them right into the thick of things.

The Roman Catholic church has decided, for some reason, that the PCs are the ones they wish to examine the

book. Perhaps one of the characters on the team is a renowned scientist. Maybe one of the team members is a powerful magician and the Church wants to know if the book is magical in any way. Whatever the case, it will be the characters whom Little approaches.

He will ask to meet with them so that he may hear their opinions on a particularly odd book. The adventure really gets underway once the PCs begin to look at the book.

PLOT

By some mechanism, the heroes should now be examining the Book of Souls. The book gives the PCs some background information and sets them in the right direction for stopping DEMON and preventing the arrival of the Devourer.

READING THE TEXT

The first thing the heroes have to do is read the book. This will not necessarily be easy since the book is written in medieval Latin. If none of the characters can translate the work, Father Little will offer his services.

The first portion of the book contains a description of some omnipotent being and how it created the universe. The tale closely resembles the creation myths found in most major religions of today. The language which describes it is very formal and flowery, reading very much like ancient scripture, except that highly complex scientific terms are littered throughout the text. (Imagine a cross between the Bible and a theoretical physics text book and you have the right idea.) The second section is written in the same type of language as the first and contains an intricate description of powerful, evil and incomprehensible beings. It describes them as: *"living within the smallest particles of the atom and in the deepest pits of the soul. They are that things which we most fear: the things we can not and will not accept."*

The third portion of the manuscript is a set of complex mathematical equations. Anyone with skills in advanced math or physics will recognize the equations as an intricate proof of some sort. The equations grow increasingly complex as the manuscript goes on. By the end of the manuscript, the equations are incomprehensible to all, including scientists from alien cultures.

Any one with magical or occult skills can tell that the equation is actually some form of spell. What it is for, the character can't tell but it is some form of counter-magic.

THE DIVERSION

After the PCs have had some time to study the book, they will be contacted by the local authorities. Apparently, some men dressed in full battle armor walked into a nearby history museum and began to ransack it. The police are badly outgunned and need help quickly.

Hopefully the heroes will respond. This is nothing more then a decoy set up by DEMON to separate the heroes from the book. Five Demonspawn agents have been sent to the museum to steal what they think is a magical sword. (In actuality it is nothing more then a rare historical piece found in a Scottish archaeological dig.) The PCs should be able to intercept the agents and win the battle without too many problems. Unfortunately, these agents know very little other then the location of their temporary Demonspawn lair and their mission objective.

Once the heroes leave to deal with the situation, a squad of five Demon-warriors and a lesser Morbane prepared with a teleport spell will sneak into the PCs base and try and steal the book.

Unless one of the PCs stays behind to guard the book, or the PCs have some form of special, magic-proof safe, the raid should succeed. Any base personnel or guards are taken out quickly by the Morbane's spells and the Demon-warriors.

Should the PCs take the book with them or if their home base is hidden, then obviously this plan will have to change a little bit. The important thing is for the book to be in DEMON's hands by the end of the encounter.

THE SEARCH FOR CLUES

When the PCs return from the fight at museum, they will find their base ransacked. Their attendants lie on the floor, most of them in pools of blood, and the Book of Souls is missing. The PCs should begin to get the idea that: (1) They were set up, (2) DEMON has something to do with it, and (3) the Book of Souls is important in some way. The second two points should be enough to give the PCs an idea that something very bad is about to happen.

After hospitalizing the wounded staff members, the PCs will most likely want to look for clues. The following information may be discovered:

- Anyone with retrocognition may view the entire scene exactly as it happened. Although they will have no idea where the culprits went, at least they will know that DEMON was behind it.
- Characters with powers allowing them to Detect magic will sense that a number of powerful incantations were used within the base. Characters with the analyze ability will be able to tell what type of magic was used.
- Anyone making a criminology roll will discover that there is a distinct lack of clues. Whoever did this job was an expert. They moved in, obtained their objective and left without leaving any evidence or witnesses.
- Character's using Streetwise to try and find out why any one might be looking for the book will have little luck. They will, however, be informed that an alarming number of homeless people have been disappearing recently.

Essentially, the characters are left with little to do but wait.

THE MISSING SCIENTISTS

After about a day has passed, DEMON will have had an adequate amount of time to examine the book. They have no problem understanding the first few sections of the book and are fascinated by what it says. The third section, however, involves mathematical formula and scientific reasoning, something none of the Morbanes knows anything about. The equations, however, intrigue them.

Therefore, they have decided to find someone who might be able to help them. They have decided to abduct some of the leading scientists in theoretical physics and mathematics so that they can force them to examine the book. Throughout the course of the next week, DEMON will send a squad of Demon-warriors to abduct each scientist from their individual universities.

While the first kidnappings are unexpected and the PCs probably won't be able to stop them, they will almost certainly hear about them and should be able to recognize a pattern forming. Since the characters are most likely on the lookout

for any activity involving the Book of Souls, the abduction of professors capable of understanding the content of the book should interest them.

Once again, an investigation of the crime scene will reveal very little. The abductors were quick, quiet and careful enough not to leave any evidence behind. Perhaps more interesting than the kidnappings themselves is the kind of work that the professors were working on. Most were involved in almost metaphysical work, attempting to prove the existence of God and such.

While characters may not be able to track down the criminals based on the physical evidence, they should be able to get a list of people who were doing work similar to the missing scientists. There is only one person left on the list who has not been abducted: Professor Xing Chang.

WATCHDOGS

At this point, the PCs should be able to make a pretty good guess at where DEMON will strike next. They will most likely wish to contact the Professor and guard him from a possible assault.

The professor, a kind but eccentric man of Chinese descent, will welcome the characters' presence. He explains that he has been following the news and is well aware of his colleagues disappearances. He also explains that he believes the disappearances to be, in some way, connected to the fact the Universe is slowly beginning to change.

This statement should confuse the characters. Chang will go on to explain how the scientific laws are slowly beginning to break down and reorder themselves. The signs are everywhere, its just that people haven't noticed them yet. Examples include a new schedule for planetary revolution (resulting in the unexplained solar eclipse), the reordering of insect's social hierarchies and a change in the make-ups of certain atomic elements. Chang believes that the evidence is very conclusive and it worries him greatly.

Chances are the PCs will make some connection between Chang's observations and the information contained in the Book of Souls. If the characters bring this up, Chang will explain how that would make sense. Apparently a new element is being introduced to the system and the result is that the whole thing is changing. Whatever creature is stirring, it is beginning to reorder the world to serve its needs. Chang will mention that the book supports a point which he has been trying to make for years: absolute order may not be the best of things and sometimes it is best to ignore your common sense — closed systems will break down — the mind must remain open.

At some point during this conversation, DEMON will make its move. If the PCs have been careful to hide the fact that they were guarding the professor, DEMON will be totally unprepared for their presence: only one lesser Morbane and six Demon-warrior's have been sent to collect the professor. If DEMON is aware of the character's presence, they will send in two squads of Demonspawn Mech Agents to soften up the PCs while a group of Demon-warrior's secretly attempts to abduct Chang.

In either case, the heroes will have some form of conflict on their hands.

GETTING TO THE ROOT OF THE PROBLEM

Once the battle is over, the PCs still have a lot to do. Eventually, the players are going to need to find out that DEMON is holding its captives at the Ninth Street Mission, a small church in the middle of the slum districts. There are a number of ways the players could discover this.

If they emerged from the battle victoriously, they will have prisoners to question. As their captives are fanatical DEMON agents, the PCs will have a hard time getting information out of them. Most DEMON agents would rather die then reveal information to the enemies. Characters who make Interrogation rolls by five, or roll the agents EGO + 20 with telepathy will be able to obtain this piece of information: The agents' objective was to capture Professor Chang and take him to a small church in the slum districts — the Ninth Street Mission.

If the heroes were beaten, they will have to find some other way to obtain the necessary information. One possibility is that a mystically based character will feel a large disturbance emanating from the church. Another possibility is that a Streetwise character is contacted by one of his informants; It seems as if all of the missing homeless people have turned up — they're all hanging out at some small church called the Ninth Street Mission. In any case, the PCs should get the idea that they need to check out the church.

THE NINTH STREET MISSION

While it was originally a small church in the middle of the slum districts, the creature from beyond is using it as a source through which it can channel its influence. The thing has gathered together all of its minions — the insects, the animals, the men and women who are too depressed to believe in anything anymore — and brought them all to one place.

When the creature's almost zombie-like followers arrived, the clergymen tried to keep them out. Unfortunately, they were overwhelmed by sheer numbers. The Devourer's minions took over the church and killed all of its original attendants.

DEMON, having sensed the disturbance caused by the gathering of the creature's followers, decided to try and make contact with it. They brought the book and the captured scientists to the small church. Sensing that DEMON was there to help it, the creature allowed them to enter the church.

DEMON's plan is simple. After having the scientists study the book, the Morbanes have come to the conclusion that the quickest way to free the creature from its prison is to prove once and for all that there either is or is not a god. Either way is fine since their goal is simply to provide the people of the world with proof supporting one side or the other. Once there is proof, there can no longer be any faith. Religion, or the lack there of, would simply become a matter of common sense.

The scientists are holed up inside the church working on a mathematical proof based on the notes in the Book of Souls. Some of them are working on the project because they are being threatened. Others see this as an opportunity to complete their life's work and won't rest until the proof is complete. The closer the scientists get to completion, the closer the creature gets to freedom.

The world's only hope is for the characters to get inside the mission and stop the scientists before they can complete their proof.

Unfortunately, there are a number of obstacles in the character's way. First of all, the church is surrounded by a

hoard of possessed homeless people who are determined to keep the characters from entering the church. While they are extremely hostile to the characters, the PCs should remember that these people are not really acting under their own free will and are (essentially) innocents. The characters need to find a way to get past the zombies without permanently harming them.

Next, the characters will have to deal with a swarm of insects and household pets. Like the homeless people, these creatures are being controlled and manipulated by the demon of doubt. They will try and slow the character's progress in any way possible. While most of these creatures will not be able to effectively attack the character, they can blind them and intimidate the more squeamish PCs.

Once the characters make it into the church, they will have to face DEMON. The cult is very interested in seeing the Devourer freed and will go to any lengths to stop the PCs from interfering with the scientist's work. In fact, DEMON may have sent one or more members of the inner circle to insure that the mission is a success.

If the PCs make it past DEMON, only one obstacle stands between them and saving the world — the scientists. Many of them believe that the proof they are constructing is a good thing. After all, it will allow them to decide once and for all whether or not there is a supreme being. The characters will need to convince them that this is not necessarily a for the best. Anyone who doesn't believe this can take one look at the way the universe is being reconstructed and see that the "new order" will not necessarily be a pleasant environment to live in. Professor Chang (who should somehow arrive at the church) can back up the PCs points or help them out if they are confused.

This final scene should be very climactic, with the very laws of nature changing around the characters as the scientists get closer and closer to completing their proof and the creature's prison gets weaker. Only after the character's destroy all of the scientists work will things go back to normal.

CONCLUSION

Assuming that the heroes managed to stop the scientists from completing their proof, things are probably pretty much back to normal. There is still, however, a great deal of doubt in the world and the Devourer's prison is still breakable. Only a massive sign of faith on the world's part will reseal the creature's prison for good.

If the PCs failed to stop the summoning, the Earth is in a lot of trouble. The GM will have to decide precisely how the creature chooses to restructure the laws of nature, but the end result should be pretty unpleasant.

OTHER SCENARIO IDEAS

THEFT!

DEMON has had a long standing policy of stealing magical artifacts and sorcerous tomes from various libraries and museums. It is one of the crimes they are best known for. Heroes are most likely to encounter DEMON agents while they are searching for some ancient relic.

One thing to remember, however, is that no DEMON operation is precisely what it seems. Chances are that the obvious operation is very rarely the one which DEMON really cares about. A standard tactic is to send a squad of Demonspawn Mech agents after a fake objective while a group of Demon-warriors procures the real object.

After being duped a few times, the characters are likely to get the idea that everything is not as it appears. This presents the PCs with a new dilemma: They may know that the Mech agents are nothing but a diversion, but they are a dangerous diversion. The characters must find a way to stop the Mech agents as well as discovering what the real crime is and how to stop it. This kind of set up should teach purely reactionary players the merits of investigation and research.

EXPLORATION OF THE NETHER REALMS

DEMON has a habit of opening gates to extra-planar dimensions, either to facilitate transformation or to summon a new servant. Occasionally, they will send agents through the realms to seek out information on what lies beyond. Naturally, such work is dangerous and the cult would rather not waste its precious resources on such risky endeavors. Wouldn't it be nice if they could find some one else to do it for them?

This is where the heroes come in. Super heroes are notoriously tough and hard to kill. Many are also extremely proud of their exploits and like to make sure that everyone knows precisely what it is they've accomplished. In short, they're the perfect scouts for extra-dimensional travel. Not only can they survive the many hazards involved, the heroes are also likely to make public their experiences.

For this reason, DEMON might wish to trick some heroes into entering various dimensional gates. This could be done in a number of ways. Perhaps a DEMON operative could pretend to flee into such a gate. Imagine a hero's surprise when he just manages to jump through the gate before it closes and realizes that the agent he was chasing is still on the other side.

Another, less devious, way to involve the heroes is to have DEMON kidnap their DNPCs. As long as the heroes do exactly what the cult asks of them, the DNPCs will be safe. This should ensure the cooperation of most heroes, at least for a little while.

Once the characters have entered the gate, they must explore the nether realm so that they can find a way back out. This would be a good way to start the PCs on a campaign involving extra-dimensional travel (such as the one described in *Champions 3-D*). Alternately, the GM may wish to use this as a way to have characters explore his version of the underworld.

Once the heroes return to their home universe, DEMON

will follow them closely. Special agents will be placed to try and discover the PCs story. DEMON will not be satisfied until they hear full reports of the hero team's exploits.

LOVE AND WAR

This scenario deals specifically with one member of the Inner Circle — Mordekei. It is best used if he has already been encountered in the ranks of DEMON in previous adventures. Mordekei has been searching for his long lost love for a number of centuries. Now, after years of waiting, he has found her.

Who is she? Why one of the PCs of course! (If their are no female characters in the group, a DNPC will work.) One of the characters looks exactly like Mordekei's lost love. He, of course, will claim that she has been returned to him born again.

Mordekei will begin "courting" the character. He will send her flowers, sing beneath her window and undertake great quests to prove that he is worthy of her. The goal of these quests should be things which go against the PCs beliefs. One example might be the slaying of a rival in fair combat (resulting in the possible death of one of the hero's friends or DNPCs). Mordekei will be relentless in showing his affection for the character. By the end of the courting ritual, the PC should get the idea that she is being stalked by an obsessive psychopath.

Finally, when he feels he is worthy, Mordekei will present himself to the PC and expect to take her as his bride. If the character hasn't been disgusted by the black knight's actions, she should be by his appearance (he is little more then a worm-eaten corpse in rusty black armor). Mordekei will insist that the character wed him and will attempt to destroy anything which prevents her from doing so. He simply will not accept no for an answer.

The only way to get Mordekei to leave is for one of the characters to challenge him for the right of the woman's hand in marriage. (Alternately, the PC could stand up for her right not to marry.) If the PC can beat Mordekei in a fair combat, he will have been proven unworthy for the lady's hand. Losing everything which he had ever fought for, Mordekei will finally let go and go onto to his final rest (or unrest, as the case may be.)

As the black knight begins to disintegrate, he will make one final poetic speech pledging his eternal love to the lady who shunned him. This final scene should be a bit touching. Although evil, Mordekei is a tragic character and the heroes should feel at least somewhat sorry for him.

THE THING FROM BEYOND

DEMON deals with some pretty terrifying things. Adventures involving DEMON should be at least somewhat horrific, involving horrible monsters and black magic. This scenario describes a plot for a horror-based Champions scenario.

The setting is some out of the way location, such as an arctic research station or an undersea mining rig. It is important to isolate the characters since they must feel as if they are completely on their own. GMs should tailor the adventure so that it prevents the characters powers from allowing them to reach outside help.

Throughout the last few months, the outpost in question has been having some problems. Things keep breaking down and the company is worried that someone at the instillation is an undercover agent of some sort. Would the PCs be willing to check it out? (Essentially, the PCs are stationed on the rig to look for a possible saboteur.)

The first part of the adventure deals with the character's search for the undercover agent. During the course of the investigation, however, strange things start to occur. Machines break down, equipment is found to be missing and people begin to disappear. At first, the characters should believe that this is the work of a saboteur.

As more and more people disappear, the crew will start to become paranoid. People will begin accusing each other of various wrong doings and order will begin to disintegrate. Eventually the PCs will discover who the undercover agent is: A Demonflux agent sent to investigate some strange magical emanations from the station. The agent will claim that he is not the source of the problem, simply investigating it.

Eventually the PCs will discover the truth — that an extra-dimensional force of great evil is stalking the station. The climactic final encounter should occur when almost all of the base's personnel are dead and the rest are under siege. Will the characters be strong enough to defeat the creature and rescue the remaining innocents?

CAT AND MOUSE

At some point during the course of the campaign, the GM will inevitably wish the characters to discover what DEMON really is and how they operate. If the PCs have not figured it out on their own, the GM will have to find a way to introduce the information without making the characters look stupid. That is what this scenario is designed to accomplish.

While gathered together somewhere, a seemingly normal man stumbles over to the character and collapses. He has been stabbed a number of times and is on the verge of death (no form of healing should be able to save him). Before he passes away however, he manages to mutter the words:

"My God! Its more intricate then I ever imagined. They're everywhere! Beware... Beware... DEMON."

The man was actually an undercover PRIMUS agent who had been assigned to infiltrate DEMON. He was successful in involving himself in the decoy organization. So successful, in fact, that he was asked to join the true cult. This is where he broke his cover: unable to complete his initiation ritual (which involved sacrificing a member of his family to the dark and elder gods) the agent ran away and tried to notify PRIMUS of DEMON's true nature. Unfortunately, he was struck down by two Demon-warriors and only managed to make it as far as the hero's base.

The Demon-warriors who were tracking the agent watch as he expires in front of the characters. Unsure of how much information he managed to divulge, DEMON feels the need to eliminate the characters in case they received any important information.

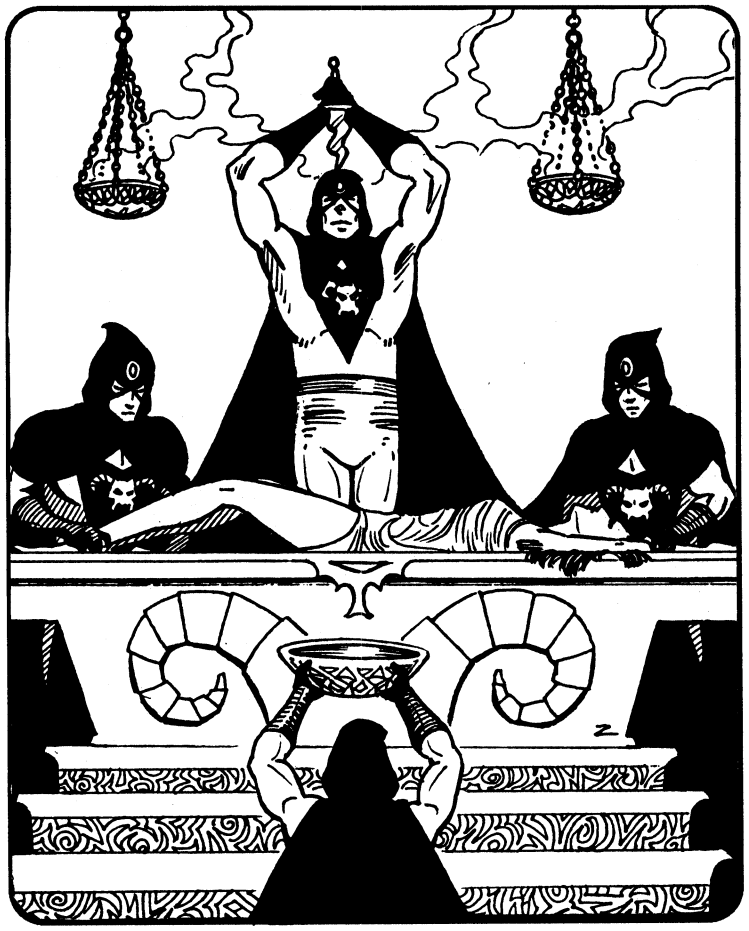
From this point on, the PCs will not have a moment's rest. DEMON agents, in one form or another, will be after the character 24 hours a day. They will attempt to discover any vital information about a character and then use that information against him. During this campaign of terror, DEMON will use any method available to them to frighten and/or lure the PCs into the open.

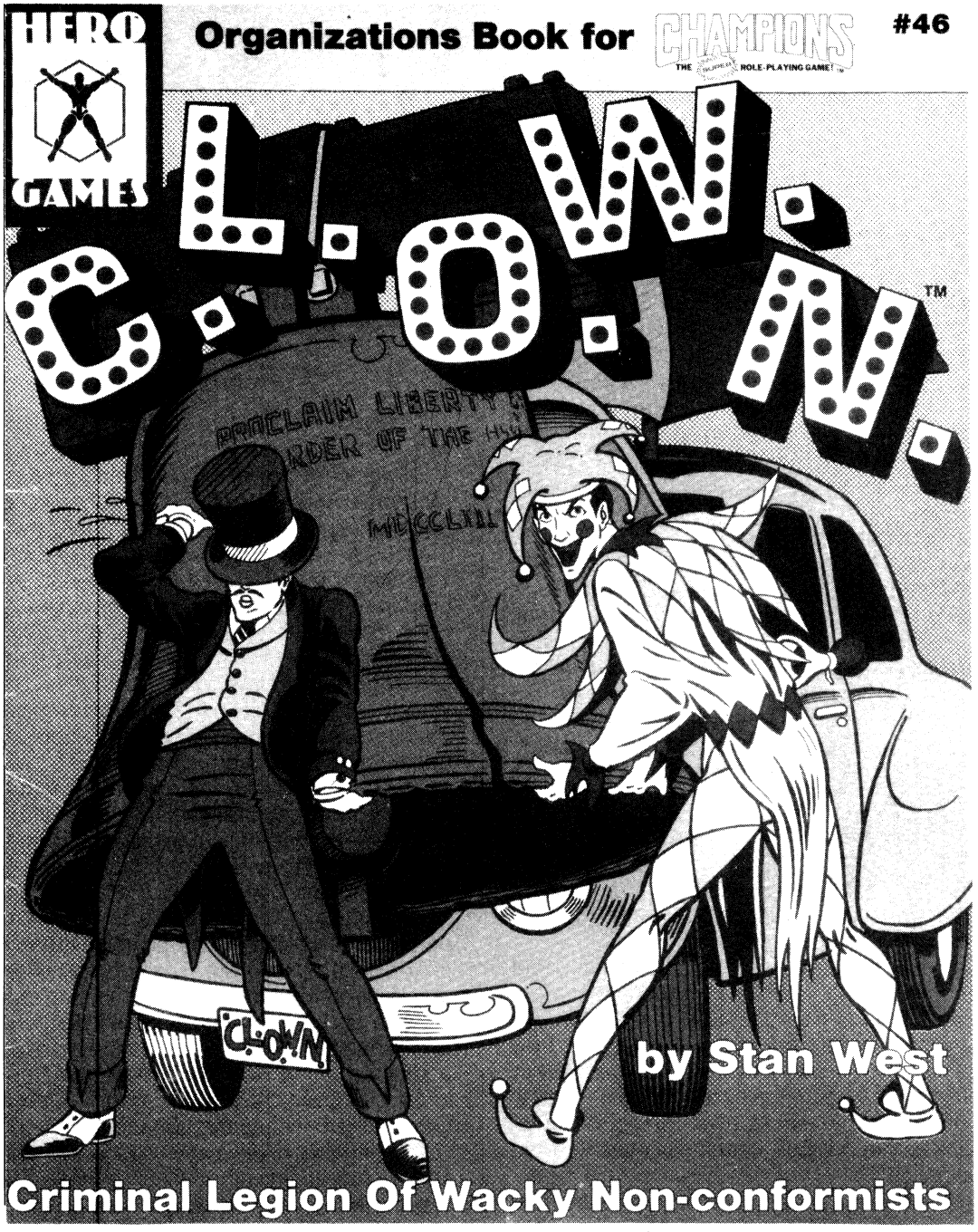
Throughout the course of the scenario, the hunter and the hunted should switch places many times. The characters should begin to get the idea that this is an all out war. If they

don't get to DEMON first and stop them, they could wind up in the morgue. The characters will be forced to find out what DEMON really is so that they can eliminate it and get on with their lives.

The climactic encounter might involve the PCs staging a raid on the local Demonlair. The heroes would have to fight their way past a number of Demon-warriors and lesser Morbanes. A member of the inner circle might even become involved!

This should prove to be a suspense filled and terrifying adventure. GMs should stay away from simple blood baths. DEMON is, after all, an organization which thrives on fear and madness, not just death.





By Stan West

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GOT YA!

BRING IN THE CLOWNS

Welcome to the zany world of C.L.O.W.N., the greatest collection of jokers and pranksters this side of Stronghold (and they hope it stays that way). Some have guessed that CLOWN stands for the "Criminal Legion Of Wacky Non-conformists," but no one is really sure if it's an acronym, or just sounds good. (If the founders know, they aren't telling.) The purpose of CLOWN in your campaign is twofold: to provide you with a selection of truly unique villains to put a twist in your adventures, and to give your players a break from the same old world-threatening catastrophes and wrenching moral dilemmas.

Included here are the thirteen current members of CLOWN, plus two additional members no longer with the group. You'll also find their favorite gimmicks, gadgets, and equipment; the fearsome CLOWN Car; CLOWN headquarters; and several adventures and suggestions for adventures involving a truly bizarre gang of hooligans.

HOW TO USE CLOWN IN YOUR WORLD

CLOWN is an organization unlike most others your heroes have encountered. They help people in distress one minute and steal and mock the authorities the next.

CLOWN is best used as a light-hearted diversion for your campaign. If your gallant hero team has waged a trench war with the despicable hordes from DEMON or spent weeks tracking down and stopping a bloodthirsty psychopath, they may be ready for a change of pace. CLOWN can certainly fill the bill with their pranks, gags, small group tactics, backup forces, and an unpredictable car. Use your imagination for the pranks and jokes they will pull, keeping in mind to avoid outright destruction.

Another thing to keep in mind is the public's reaction to CLOWN. Most people condemn the crazy crimes the CLOWNs create, but secretly enjoy seeing CLOWN embarrass moralizing heroes, pompous villains, and intrusive government agencies. *Superhype* has a regular feature that highlights CLOWN's exploits, and all of the CLOWNs have been interviewed for the "Personality" section. There is even rumored to be a fan club which follows CLOWN with warped fascination.

THE HISTORY OF CLOWN

THE BEGINNING

The world would have cringed if it knew what it was in for when three young eccentrics became friends and set off on a self-appointed mission to pull elaborate pranks, jokes, and robberies. Andrew Marks, Alan Marstowl, and Eddie Burdan became fast friends in Chelkerston Kansas, shortly before their junior year of high school. They kicked off their school year with the first of what would be an endless stream of pranks — a "CONDEMNED" sign chained to the school's front doors. As the year progressed, so did the gags. A goal post was replaced with a balsawood look-alike that broke in two when an errant wide receiver stumbled through it. Nasal-voiced fire alarms yelled, "Hey, fire drill! Everyone boogie to the doors, puleeze! Jack Barnes, put out that cigarette, and get out of the bathroom, now!"

The pranks and gags continued into the winter, with transparent plastic wrapped tightly over the basketball hoops, footballs filled with helium (what a hang time!), snowmen that threw snowballs at passing school buses, and fried chicken that got up and walked from the lunchroom like zombies.

The string of pranks came to an abrupt end when the principal caught the trio mixing hair dye into the shower water for the girl's locker room. The principal suspended the boys, and their parents added additional punishment.

Once back in school, it took less than a week for the gags to begin again. They started out as small actions like lab animals running loose and lockers with superglue on the locks, but quickly escalated as radio-controlled school buses chased the principal through the halls and into his office.

The principal put two and two together, and the boys were suspended again with a warning that further pranks would result in expulsion. The boys were grounded for the rest of the year. In retaliation, the boys went on a rampage through the town, doing everything from locking the dog-catcher in the pound to dressing up the statue of the town founder in a colorful clown costume.

The boys were rewarded for their city beautification project with an introduction to a jail cell. Vandalism charges were filed, and the boys were placed in a juvenile detention center. Alan, Eddie, and Andrew quickly put an escape plan into action, leaving the detention center and vanishing from the area. One hotwired car and three hours later, they rolled back into Chelkerston, determined to exact revenge.

Their pranks were widespread and more ambitious than ever. The founder's statue was affixed with snorkel and flippers and sunk in a pond up to its eyes. Speed bumps were installed on the interstate. All the city street lights were retimed to turn green at the same time, and one-way signs were reversed. Stuffed kangaroos were crammed into the

courtroom where their trial was conducted, and a large circus tent was put up over the mayor's house. After their work was completed, the trio vanished from town in a stolen school bus, which later became a new addition to a chicken house.

NEXT STOP: PARKINGHAM UNIVERSITY

The trio decided to attend college in order to go to all the great parties they had heard about. They forged diplomas, birth certificates, social security cards, and other necessary information and applied for admission at Parkingham University, a college near the Texas-Oklahoma border. They were accepted and began having the time of their lives. They decided to learn as much about as many subjects as they could as a contest, and made a wager for the highest grade point each semester.

They thoroughly enjoyed college. Alan found he grasped the concepts of math and physics. Eddie put his natural limberness and strength to use in physical education, mastering tumbling and cheerleading. Andrew also became a cheerleader, and concentrated his studies on chemistry, mechanics, electronics, and other sciences. Andrew and Eddie also became exceptional comic actors.

Throughout their college careers, they felt it important to learn as much as they could, and avoiding major pranks was an unfortunate necessity. At the start of their third year this resolve began to wear thin. Their long serious streak ended when the football scoreboard sprouted wings and took flight during homecoming. An investigation was launched, but the culprits were never found. Seven weeks later a lecture hall film began to show live footage from the faculty Men's Room. Again, the investigation came up empty.

The lives of the three took a critical turn one cold winter evening when Eddie noticed some suspicious strangers on campus. Curiosity got the better of him, and he tailed one of the men to an abandoned warehouse off campus. Eddie returned to Alan and Andrew and reported what he'd seen. The next night, all three followed the stranger to the building. After several more people went in, they approached the building and peered inside. The men and women inside were talking about a small jewelry store on the edge of town, and were arguing whether it had an electrical alarm system. Slowly it dawned on them: the strangers were planning a robbery! Before they could decide what to do, Andrew slipped from the window, and fell with a crash. Two of the strangers rushed out, and forced the trio into the warehouse at gunpoint. Andrew recognized two of the people involved: Dr. Wilbur Tubers, a physics instructor, and Victor Prasht, the physical education coach. Alan, Eddie, and Andrew found themselves in a nest of criminals working for VIPER.

Dr. Tubers, knowing the boys' abilities, issued the three a typical VIPER choice — help VIPER or die ... painfully. It took no coin flip for them to decide. The three friends reluctantly became VIPER agents. (Some college students join fraternities, some student government — these three became VIPER agents.)

THE VIPER DAYS

It didn't take long for the recruits to become familiar with VIPER's tactics. Their first job, a raid on an army depot of prototype weapons, went off without a hitch. The target of the second mission was a chemical research facility. First, the vehicle the VIPER cell was using broke down. When it was

repaired, it arrived too late — the truck it was disguised as was already there. Dr. Tubers decided to bypass security and sneak in. They got into the complex and unexpectedly set off every alarm in the facility. After a short gunfight, the VIPER agents grabbed the chemicals and escaped.

The three, badly shaken by their close call, decided to find a way out of VIPER. They decided their only chance was to get the rest of the cell captured.

That evening the VIPER cell moved in on a large gold shipment. Andrew, Eddie, and Alan dropped back, and when the rest of the VIPER force was out of sight, they left. In the meantime the VIPER team had an easy time penetrating the security of the gold depository, but were rudely surprised to find an army of heavily-armed SAT agents acting on an anonymous tip.

The three celebrated their new freedom all the way to Boonville Missouri. They were glad to be free of VIPER, but regretted not finishing college, especially Andrew, who was well ahead in the betting pool. After some considerations, they decided to form their own group. VIPER, after all, was well organized and worked as a team. For several days Andrew built equipment with financing provided by generous (if unwitting) convenience stores. They also began keeping tabs on the superhero communities.

After six months, the three emerged in spectacular fashion for their debut in Kansas City. Andrew, Eddie, and Alan were no longer the normal pranksters they had been. Andrew was now Merry Andrew the Buffoon, Eddie had become Slapstick, and the diminutive Alan transformed into Popgun, all with clownish costumes. Their first target, a toy store, was a rousing success. Oh, the police tried to stop them, but they

ended up wearing sticky cream pies, rubber darts, and giftwrapping.

The newspapers raved about the a trio of clowns making keystone cops out of the police force. The new team liked the articles so much they decided to adopt the name CLOWN as their own.

CLOWN'S EARLY STAGES

CLOWN struck across the Midwest and South, hitting a bank here and a giftstore there, leaving empty vaults, humiliated police, and outrageous sight gags in their wake. For CLOWN's first official job, they kidnapped Foxbat and auctioned custody of the second-rate criminal nuisance to the highest bidder. (The Birmingham Police Dept. passed the hat and came up with $8.67). Carefully tracking hero activities, the group seldom ran into superheroes.

CLOWN's first inevitable encounter with heroes was in New Orleans while going after a gold shipment. Their Trojan goat worked perfectly on the armored car, but as they were leaving, the Bayou Brigade, a local superteam, arrived. CLOWN lost the gold, but managed to leave the heroes stranded in an oversized bird cage complete with bells and swings. (The Cajun Commando, a local eccentric, later "gayron-teed" to bring CLOWN to justice.)

Although successful, CLOWN did not enjoy their first encounter with heroes. They again laid low, added new, more effective weapons to their arsenal, and rethought their tactics. It was during this rebuilding that the partnership became strained. While robbing a Kwik-mart Popgun got carried away and shot and killed two customers.

Although Popgun returned with the money, Merry Andrew and Slapstick vehemently criticized him for the needless deaths. They explained that his actions would cause more heroes and agencies to hunt them. Popgun took the complaints in his usual fashion; he brushed them off. Seething inwardly, he resolved to show his partners-in-crime how things should be done.

Two months later the final break came. The CLOWNs hit an auction house for cash and a large St. Louis Cardinals baseball card collection. Everything was going smoothly until the group accidentally tripped a burglar alarm.

When the police showed up, Popgun took matters into his own hands and began firing his new, deadlier guns, injuring three officers. When Merry Andrew protested, Popgun shot him as well. Popgun tried to escape, but Slapstick tied him up in super-strong red tape, and left with Merry Andrew. They emptied their base of their equipment and vanished. They hated to do this, but Popgun knew its location and would certainly turn them in. They reluctantly left him and the friendship they had once shared. Merry Andrew and Slapstick watched the evening news with sadness as Popgun's trial was quickly concluded. Popgun was sent to a high security prison where he could count prison bars halfway into the next century.

IS THERE LIFE AFTER POPGUN?

Slapstick and Merry Andrew began planning CLOWN's future. They liked what they were doing but they felt they had strayed from their original reason for forming the group: to pull pranks and gags on the world at large. Merry Andrew, especially, felt the need to do things that were "funny" again. Renewing their vow toward this end, they pair decided it was time to start searching for others of a similar wacky inclination to join them in their pursuit.

It took years for CLOWN to expand to its current roster. Slapstick retired before the search was done, citing the exploding cigar which cost him his right eye as well as a desire for a normal life as his reasons. Merry Andrew was saddened but accepted his decision.

With Merry Andrew as its guiding force, if not official leader, CLOWN got down to business. They set up a permanent base in a closed subway station in New York City; they dug outlets to Coney Island, an old theater, and a candy store. The team eventually set up a second base in Washington DC (they figure that's where the rest of the country's professional CLOWNs are). Merry Andrew built the LAUGH (Lovable Aid Usually Generally Helpful) computer and coaxed it into helping him build TeeHee, the CLOWN car. (Merry Andrew has since viewed this as one of his biggest mistakes.) CLOWN refined their tactics and amended their bylaws.

CLOWNs elaborate, attention-getting pranks quickly made worldwide news. Canisters of defoliant in South Korea were stolen and replaced with weed-eaters. More than once the Brooklyn Bridge displayed fifty foot long "For Sale" signs, along with full page ads run in national magazines, which received offers from Minnesota and Austin, Texas. The U.S.-Soviet hotline started getting busy signals, and the *New York Post* printed a believable front page. The police cars in Washington DC had their radar detector reversed so that they measured the police car's velocity. The entire fleet of British Cavalier Airways was found one morning covered from nose to tail with feathers. The Washington Monument was given a nosecone, fins were affixed to its base, and a "Mars or Bust!" sign was glued to one side. Although the number of pranks grew, CLOWN never destroyed property of sentimental value, and notes were left detailing the dismantling of their sophisticated sight-gags.

CLOWN GOES INTO HIDING, THEN RE-EMERGES

In September 1988, Merry Andrew, who was leader at the time, decided that CLOWN needed to spend some time "backstage". In addition to their regular, smaller gags, Andrew also wanted the CLOWNs to play to a larger stage — the world. For four long months, world law enforcement officials thought — and hoped — that CLOWN was gone forever. Then, in January, CLOWN hijacked the Goodyear blimp during the Superbowl, and dropped 14,000 footballs onto the playing field during a pass play. The referees declared it a "dead ball foul."

CLOWN'S RECENT ACTIVITIES

Since then, CLOWN has played a role in all the major events in the Champions Universe. They were almost kicked out of Sanctuary after inviting a local motorcycle gang for a "rumble". At GENCON 1989, Merry Andrew made a secret visit, in order to deliver 1,000 copies of *GURPS Steve Jackson* (this showed gamers how to roleplay Steve Jackson). He ended up picking up a copy of the ***Champions*** hardcover, and has been running a very bizarre campaign since.

Later that year, TeeHee discovered that a secretive superteam — the Zodiac — lived in an intelligent vehicle — the *Zodiakos Kyklos*. Hitching a last-minute ride on a space shuttle, TeeHee blasted into orbit to challenge the upstart to

a duel. Of course, TeeHee didn't know that the *Zodiakos Kyklos* had the ability to drain all superpowers, which in TeeHee's case included intelligence. For three months, TeeHee served as a 6 ton paperweight for Taurus. TeeHee was finally ejected from the base as refuse, and regained his self-awareness 4 seconds before hitting the ground at terminal velocity.

TeeHee has never told any of the other CLOWNs about the episode.

While attempting to steal a truck load full of toys from the Rutherford company, Merry Andrew and April Foolmaker discovered Mr Happy, a mischievous toy maker who they took a liking too. After slapping a pie in his face, Merry Andrew invited him to join CLOWN.

The invasion of the demons (as outlined in *Invasions: Target Earth*) was another of CLOWN's lower points. Seeing the opportunity to make a quick buck, Beuford, Marbles, and Toe-Tapper set up a Customs Booth right outside the gate where the demons were entering the earth. At first, a long line of demons formed, and the CLOWNs had a grand time saying "Passports please" and "Do you have anything to declare?" The gig was up, however, when Demonicus Rex arrived, and destroyed the entire booth. Later attempts to serve as tour guides for the demons were similarly ill-received.

When Dr. Destroyer threatened to kill 90% of humanity (in *Day of the Destroyer*), the CLOWNs decided that they shouldn't do anything to help him. After all, if Destroyer were successful, then there would only be one tenth as many people in the "audience." Still, this didn't mean that CLOWN couldn't have some fun with the whole situation. Buying an old, run-down casino in Las Vegas, the CLOWNs set up bets on which of the superheroes would defeat Destroyer. They then used the latest of Merry Andrew's inventions — the cape-cam — to keep track of the action. (The cape-cam was a tiny camera which was clipped to the cape of every hero that the CLOWNs could find.) Using the cape-cam, CLOWN was able to keep a running commentary on the various battles that were taking place. ("On the center screen you can see the Protectors fighting against the Asesinos — ooh, Quasar will be feeling that one for a week. On the center screen, Lady Blue is holding off the Conquerors, which doesn't say much for Neutron and his boys. And the Champions are *still* pinned to that table in Professor Muerte's base. Look at the sweat on Seeker's brow...) The CLOWNs were even able to broadcast the closed-circuit pay-per-view "brawl for it all" in Dr. Destroyer's base.

When the Subterrans tried to conquer the surface, Merry Andrew immediately built a tunneling machine. Using the machine, he dug a tunnel *beneath* the deepest cave of the Subterrans. After putting on mole suits, several CLOWNs climbed out of the hole up into the Great Cave. The CLOWNs squinted at the Subterrans and Darklings, and shouted "We have come to conquer you filthy surface dwellers."

Unfortunately, subterrans have no sense of humor, and tried to eat the CLOWNs.

Later, the CLOWNs met Dimension Man (*Champions in 3-D*) Dimension Man seemed like he would be a natural for CLOWN, but this time the joke was on the CLOWNs. Dimension Man stranded them in Cream Pie World, where giant pie-like creatures threw humans in the CLOWN's faces. Merry Andrew constructed a device to let the CLOWNs get home, but only after they had traveled to a variety of dimensions. In Backworld, they met the counterparts, led by Sado, the evil CLOWN. Sado and other members of Dark CLOWN traveled back to earth with CLOWN. CLOWN assumes that the Dark CLOWNs have returned to their native dimension, but no one knows for sure.

After that, they encountered ROad Kill, the super-powered heavy metal band. The CLOWNs found them boorish and obnoxious, however, and slipped a mind-control drug into their drinks one night. This resulted in the band having to sing Barry Manilow and Frank Sinatra covers during an entire concert.

Most recently, the CLOWNs met up with Zeus of the Olympians. They of course thought that he was just simply a new superhero that patterned himself after the Ancient Greek god. After pulling their typical gags on him, he showed them the error of their ways. Never has CLOWN been trounced so badly, and never have they regretted a joke more. They quickly recovered, however, and are still at large, planning another great joke.

CLOWN TODAY

CLOWN is now an international group of eccentrics, misfits, and thrill-seekers who revel in high-visibility pranks, grand jokes, and "pun-ishing" people who cross them. They have a formidable arsenal of zany weaponry (many designed by Merry Andrew), such as bubblegum guns and joy buzzers that others could utilize on regular missions. They have special bank accounts for emergency funding and a remote computer station with massive storage capability. They are always looking for some new gag, and will tend to get involved in almost any undertaking that looks interesting.

CLOWN has bases in Chicago, Washington, and New York. They have bought the land where the old Sanctuary was located, and plan to build a new base, or perhaps a themepark, there. Their favorite base is still their original one in New York; it is now cluttered with detritus from hundreds of gags. (There is also a secret, deep underground subway to the new Sanctuary on Destruga.)

BYLAWS OF CLOWN

"THE EVER SO HALLOWED, NEVER TO BE VIOLATED, UNDER PENALTY OF SERIOUS AND TERRIBLE CONSEQUENCE, EVEN FOR A REALLY GOOD REASON (ALTHOUGH WE'LL TALK ABOUT SPECIAL CASES), BYLAWS, REGULATIONS, AND ALL AROUND HOUSE RULES OF CLOWN"

CLOWN operates by a set of codes and standards that would be considered bizarre by most criminals (of course, CLOWN's nature is in and of itself pretty bizarre).

Rule 1: Never kill, kidnap, or permanently harm another being, particularly a "normal" being.

Believe it or not, "normal" includes police and military personnel, innocent bystanders, secret service, and government agents. Borderline "normals" are agents of powerful organizations, like SAT, PRIMUS, VIPER, etc.

Members of CLOWN are totally committed against killing. They will drop everything including elaborate gags and expensive props to come to the rescue of anyone in danger, going as far as joining forces with heroes.

If a member of CLOWN deliberately breaks this rule he is expelled from CLOWN immediately and is ordered to turn himself in to the authorities. If the rule breaker refuses, the remaining CLOWN members will take him in, by force if necessary.

Rule 2: Never take anything that has sentimental value.

Examples being a locket given to a daughter by her mother, a diary from a teenage girl, etc. National treasures are considered sentimental to the nation and are also off-limits for theft (although non-destructive pranks are certainly acceptable).

CLOWN initially did not think about sentimentality until they robbed a wedding and stole everything, including rings and family heirlooms. The wedding-goers became angry and tried to stop the theft. CLOWN escaped, but the heavily hyped news of the upset newlyweds touched a chord in the CLOWN members as well as several heroes who then vowed to bring CLOWN in. The wedding robbery loot was then mailed back to the couple along with a note of apology and a toaster as a wedding present.

This situation caused CLOWN to redefine the spoils of robbery. The definition of loot was narrowed to cash, precious metals, gems, bonds, valuable artifacts, paintings, toys, and antiques. They further decided that items other than cash should be taken only from auction houses or stores, not from private collections or safety deposit boxes.

PUNISHMENT

If anyone violates the second rule or the spirit of its meaning, the offender will be given suitable punishment chosen at random from a short list.

A typical list of punishments might look like this:

1) Run for political office.
2) Go an entire day without telling a joke.
3) Wash TeeHee.
4) Escort a class of obnoxious second graders to an art museum (and drive them home, one by one).
5) Do the dishes in the CLOWN sink.
6) Direct Traffic on 42nd Street during rush hour.
7) Act like a mime in Central Park.
8) Listen to Beuford lecture on Shakespeare.
9) Walk the city in normal clothes (which is punishment enough) wearing a sign that says, "Kick Me".
10) Call everyone in CLOWN "Sir" or "Ma'am" for a whole week.
11) Edit a supplement for a role-playing game.

CLOWN FIGHTING MANUAL

CLOWN usually employs hit-and-run tactics with small squads of three or four members. One squad member stays hidden within sight of the action, as a reserve. If TeeHee is along, it will usually be concealed in a nearby alley. (It has, however, been spotted perched like a spider on the underside of a skywalk.)

CLOWN keeps a team hidden a short distance from the target area to back up or bail out the first team. This team will spring into action after the heroes leave the area and local authorities have taken over. If the heroes stay too long, the backup team will notify the remaining CLOWNs and an attack will be launched to free their captured allies. If their comrades-in-comedy have been captured by known villains, the backup team will quickly launch an attack, calling on police or heroes for help.

When planning a gag, CLOWN thoroughly scouts their target in advance. They will streamline their plan until it meets the approval of the team leader. CLOWN sometimes sends TeeHee through the city as a diversion while they execute their plan. Remember, CLOWN may be eccentric and considered crazy by the general public, but they are good enough showmen to realize that a good joke requires preparation.

Although CLOWN does plan out their operations, they are certainly not above impromptu gags, especially on each other or well-known heroes. A CLOWN member walking down a street may decide to liven up the neighborhood by replacing the street light bulbs with fireflies in jars.

The most important thing to remember is that the CLOWNs intend to have fun. They are not in this to get rich, or to beat up their opponents, or to gain universal power. Rather, they a spoiled brats with superpowers, and should be played accordingly.

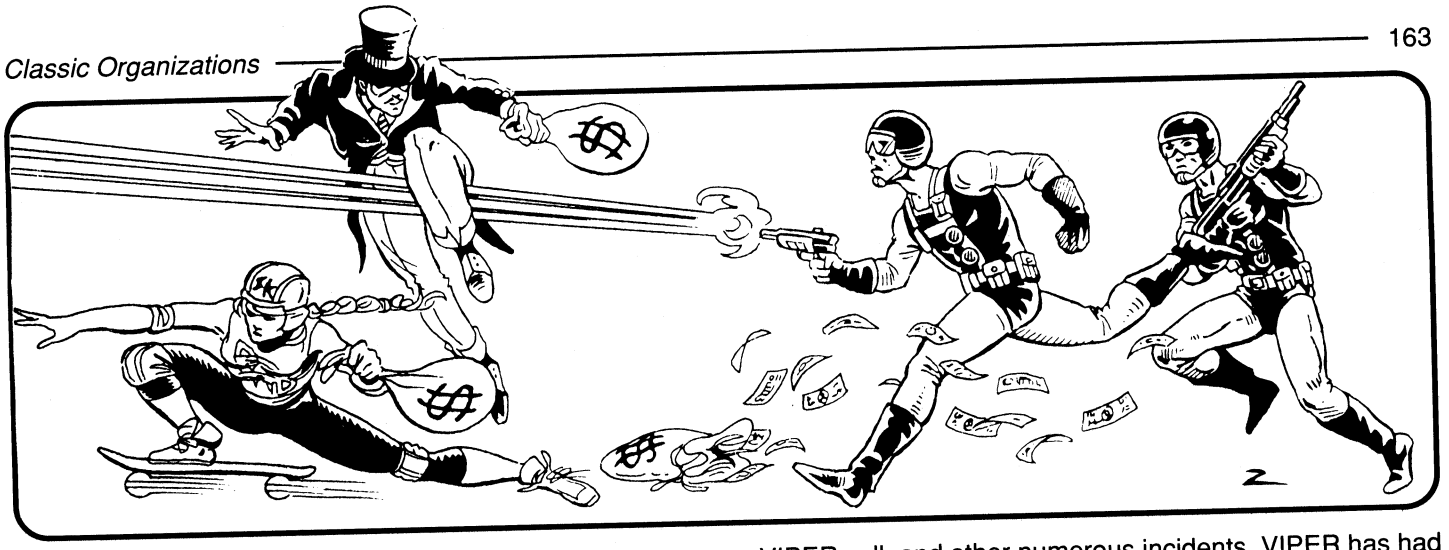
RELATIONS WITH OTHER ORGANIZATIONS

CLOWN has mixed relations with the organizations on the side of law and justice. Many law-enforcement agencies have been victims of CLOWN's brand of crimes, but PRIMUS and UNTIL want CLOWN the most.

CLOWN has had a handful of run-ins with PRIMUS on various matters, but PRIMUS has yet to catch any member of CLOWN. One prank which particularly incensed PRIMUS occurred when CLOWN mounted wings and an oversized propeller on a commercial bus, filled it with mannequins, and hijacked it to Cuba. CLOWN managed to make fools out of the Cuban military in that incident as well when they left the bus behind and hijacked a train with the same wings and propeller from Cuba back to the United States.

UNTIL has run across CLOWN in Europe, Canada, and America, and were made the butt of several jokes. The worst was a lengthy illegal broadcast which described UNTIL as a cheap imitation of a comic-book organization (led by Nicholas Angry). There is also the continuing feud between Toe-tapper and UNTIL

SAT is not after the group so much as wanting to slowly torture April Foolmaker and "that huge lummox that trashed



six of our best agents!" (Tag), although jailing the whole lot wouldn't upset them too much.

Local law-enforcement agencies have suffered greatly from CLOWN's brand of crimes. However, the local police forces do see one bright spot in the gloom: they can (and usually do) call for high-powered help right away when they know CLOWN is around. After putting in the call, the local police chief will greet the reinforcements with something like "Wish I could help you folks, but gee, we have a couple of illegally parked cars, and we're looking for a missing girl. You'll do just fine, though. Good luck!". Then the locals will sit back and watch the federals take it on the chin.

On the whole, law-enforcement agencies and hero groups do not condone CLOWN's zany crime sprees, but many secretly root for them. If necessary, some of the hero groups or law-enforcement agencies will, *very reluctantly*, team up with CLOWN to save lives.

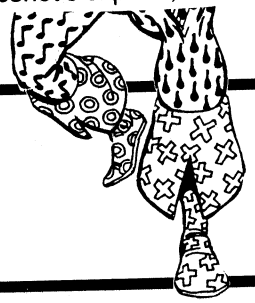
If VIPER ever catches up with CLOWN, they will do their best to painfully eliminate each and every member from the face of the Earth. Of all groups, law-abiding, law-breaking or otherwise, VIPER has the biggest grudge with CLOWN. Between Snapshot's expose, the original trio's betrayal of a VIPER cell, and other numerous incidents, VIPER has had it and have put CLOWN on their "Top Ten to Trash" list. (The Supreme Serpent never has had much of a sense of humor.)

Genocide believes there are mutants in the ranks of CLOWN and will seek them out, particularly Spotlight and Tag. The rest of the group they really don't care about, unless they, too, turn out to be mutants.

Raven is still looking for the mystery girl who escaped from their secret laboratories in the Northwest. If Raven and April Foolmaker ever meet, there is a chance she will be recognized and hunted down.

Eurostar is still looking for CLOWN for the time that CLOWN dressed up as "Eurostooge" and raided a Paris air show (in mock WWI biplanes). Fiacho is especially incensed because Merry Andrew dressed himself up in a Bozo the Clown costume and called himself "Fiasco".

All other criminal organizations have had some isolated incidents with CLOWN, but won't go after them unless specifically ordered, if CLOWN interferes with a plan in motion at the time, or if the previous encounter was a complete humiliation of their ranks.



CHRONICLES OF CLOWN

September 1968 — High school is "CONDEMNED". Balsawood goal post cut down by wide receiver.

December 1968 — Suspension from school.

February 1969 — Second suspension from school. Field trip to juvenile home for vandalism. Not a good month.

May 1969 — Trio expresses displeasure at town in exceptionally mature fashion and leaves juvenile home. Founder's statue learns to SCUBA dive.

August 1970 — Trio enroll at Parkingham University. Trio considers watching M.A.S.H. reruns to be high point of each day. A rather dull month.

September 1972 — Sudden outbreak of pranks at Parkingham. Score board takes off. New films in lecture hall.

November 1972 — Andrew, Alan, and Eddie investigate VIPER. Shotgun induction follows.

February 1973 — VIPER cell caught by SAT just minutes after trio resigns. CLOWN conceived.

July 1973 — Wild costumes and gadgets help in bank robbery. CLOWN is born.

November 1974 — CLOWN meets Bayou Brigade. Leaves heroes in birdcage. Popgun goes rogue.

January 1975 — CLOWN makes "short" work of Popgun. His gets a looooong prison sentence. Merry Andrew, and Slapstick begin recruiting.

May 1975 — First new member, April Foolmaker. Chickens found wandering White House lawn. Popgun breaks jail.

June 1975 — Trump Knight joins CLOWN.

September 1975 — Tag joins CLOWN.

October 1975 — Brooklyn Bridge up for sale.

December 1975 — Toe-Tapper joins CLOWN.

March 1975 — Thousands of stolen stethoscopes are found hanging in refrigerated meat locker. Doctors gleefully use them immediately on patients.

April 1976 — Brooklyn Bridge up for sale. This time registered with major Realtor.

June 1976 — Construction on New York CLOWN base started.

August 1976 — Snapshot joins CLOWN. Washington Monument readied for launch.

September 1976 — Beuford joins CLOWN. Slapstick retires. Merry Andrew builds LAUGH computer.

October 1976 — CLOWN base completed. Merry Andrew regrets building the LAUGH computer.

December 1976 — Merry Andrew *really* regrets building LAUGH computer. Grond redecorates CLOWN base.

January 1977 — Grond is tricked into redecorating hero base. Grond moves to Stronghold.

September 1977 — First of many illegal UNTIL cartoon broadcasts. Millions tune in.

July 1978 — First overseas prank by CLOWN. Eiffel Tower turned into oil derrick. "Didn't take much effort," notes Andrew.

January 1978 — Spotlight joins CLOWN. Merry Andrew builds TeeHee the CLOWN car.

October 1978 — Merry Andrew truly regrets building TeeHee the CLOWN car. CLOWN fills local Raven base with walking, talking dolls wearing Edgar Allen Poe masks. CLOWN replaces Hell's Angels motorcycle seats with whoopee cushions. Hell's Angels proven to lack a sense of humor.

May 1979 — TeeHee wanders off. Two more levels added to base. Spotlight brings Grond home as pet. Grond sent on "errand" and returns to Stronghold. TeeHee comes home.

December 1980 — Merry Andrew throws party at UNTIL base. UNTIL not invited. Or amused.

July 1981 — Random joins group.

January 1982 — Brooklyn bridge for sale, yet again.

August 1982 — Minneapolis outbids Austin, Texas for Brooklyn Bridge! Washington DC chosen for new base site.

March 1983 — Minneapolis gets wise. Cancels payment. CLOWN saves city when Merry Andrew deactivates nuclear bomb. Bomb shell is packed with spring snakes and left for heroes to find.

April 1983 — Taking a cue from Tag, CLOWN sells a fake baseball team to Washington DC.

December 1983 — TeeHee wanders off.

January 1984 — TeeHee comes back after attending "Herbie" festival. Merry Andrew makes alterations to TeeHee's programming attempting to curb wanderlust. TeeHee drives off with Merry Andrew hanging from hood.

August 1984 — CLOWN begins construction on DC base. CLOWN constructs drive through window for secret SAT base.

May 1985 — Hundreds of porcelain pigs found missing from Wheel of Fortune set. Note left reads "No one wants us. We're leaving."

December 1985 — Brooklyn Bridge put up for sale. (Will they never learn?)

March 1986 — Skate Kate joins CLOWN. Brooklyn Bridge sold to South American country. Sellers demand (and receive) cash. "Sold" sign planted, and all travelers are charged a toll.

September 1986 — Gateway Arch candy striped. Dot joins CLOWN.

April 1987 — CLOWN places dotted line across Florida with huge letters reading "Cut here".

May 1987 — CLOWN sends letter of apology to Florida State Legislature when "alien invaders" try to cut peninsula away.

October 1987 — Marbles joins CLOWN. Another UNTIL farce show is aired and becomes a smash success. Broadcast rights are sold.

January 1988 — CLOWN and UNTIL battle in downtown New York. CLOWN escapes cleanly. UNTIL does not. Several days are spent cleaning red tape and bubble gum off equipment. Local law enforcement sends "condolences."

April 1988 — A small eastern town finds its streets literally rolled up at 9:00 pm.

September 1988 — CLOWN goes to Boardwalk. VIPER goes directly to jail. CLOWN goes into hiding.

January 1989 — CLOWN re-emerges.

August 1989 — Merry Andrew delivers *GURPS Steve Jackson*, and buys *Champions*.

January 1990 — TeeHee falls from orbit. April Foolmaker makes a wish, thinking that it is a falling star.

April 1990 — CLOWN sets up customs for demonic invasion.

March 1990 — CLOWN broadcasts "Brawl for it All."

May 1990 — CLOWNs invade the Great Cave and are almost eaten.

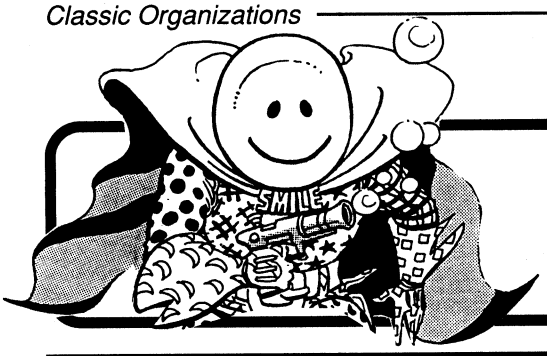
September 1990 — CLOWN goes on romp through dimension of giant pie-people.

December 3, 1990 — CLOWN finally returns to Earth, pursued by Sado and the other Dark Clowns.

December 7, 1990 — CLOWN present at the Assault on Sanctuary. After battle ends, CLOWNs buy the land, planning to build a new base on the site.

February 1991 — CLOWN gets trashed by Zeus.

April 1991 — CLOWN changes the venue of a Road Kill concert.



CHARACTERS

DOT

Val	Char	Cost
20*/10	STR	8
26*/18	DEX	43
25*/10	CON	24
12*/10	BODY	3
13	INT	3
10	EGO	0
30*/15	PRE	17
10	COM	0
14*/2	PD	8
25*/2	ED	16
5*/3	SPD	12
9*/4	REC	0
50*/20	END	0
35*/20	STUN	0

*IIF Alien Battle Suit

100+	Disadvantages
10	DNPC: Normal family, 8-
15	Hunted: St Louis Mobsters, 11-
10	Watched: Space aliens, 14-
15	Psych Lim: Code vs killing
15	Psych Lim: Meticulous
10	Psych Lim: Prankster
10	Psych Lim: Strict adherence to CLOWN bylaws
10	Distinctive Features: Psychedelic alien battle armor
5	Reputation: New wave artist, 8-
5	Reputation: Prankster, 8-
15	Secret Identity (Paul Kendall Zimmerman)
61	CLOWN Bonus

Cost	Power	END
60	Multipower (75 pt reserve), IIF Alien Battle Suit	
6u	5d6 Entangle, 0 END (red dot)	0
5u	3d6 EB, AVLD (defense is flash defense) linked 2d6 Flash vs Sight Sense Group (yellow dot)	7
6u	14 rPD/10 rED Force Wall, 1/2 END (green dot)	3
16	X-Ray Vision (not through lead or other dense materials), IIF Alien Battle Suit (red dot)	
24	+10 Telescopic Vision, IIF Alien Battle Suit (red dot)	
6	+4 Sight Perception, IIF Alien Battle Suit (red dot)	
3	Forgery 13-/14-	
4	Ps: Artist 14-	
3	KS: Pop Art Culture 11-	
4	AK: St Louis 13-	
2	Science — Chemistry 11-	
8	+1 with Alien Battle Suit	

OCV:9 DCV:9 ECV:3 Phases: 3, 5, 8, 10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	134	+	147	=	281	=	181	+	100

Background: Paul K. Zimmerman lived in a low income apartment with his seven younger brothers and sisters. After his father's death, his mother worked two jobs and was rarely around, usually leaving Paul in charge.

Paul did well in school and displayed extraordinary artistic talent. One day he was approached by two mobsters who wanted to utilize his talents to create forged bank notes. Paul refused, and ended up in the emergency room. While convalescing, he was approached again. Seeing no way out, he reluctantly accepted.

Seeking help and revenge, Paul hid the names and addresses of the mobsters in the forgeries. It didn't take long for the hoods to be caught, sentenced, and shipped off to prison. Paul was tried separately and given a suspended sentence.

Paul's life began to regain its promise until one evening when he learned that the criminals had escaped and had kidnapped his family. While searching for his family, Paul was led into a building which was sealed and set ablaze. Paul was overcome with smoke and passed out.

Paul awoke with a start, face to face with a reptile-like alien. The alien telepathically explained that Paul was aboard a spaceship in orbit above Earth and that he had been captured for research and observation. Paul vehemently protested. His family was still in danger. He explained this to the alien and pleaded to be allowed to save his family. The alien, being of a warrior race, knew the importance of revenge, and struck a deal with Paul. He would give Paul the means to take his vengeance, if Paul would return for study in five Earth years. Paul agreed.

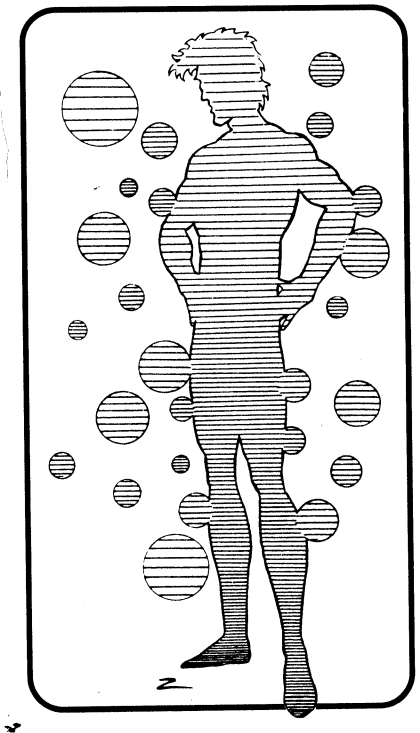
Paul was returned to St. Louis, newly outfitted in a strange (and rather garish) alien suit. He located his family and the criminals. Paul attacked the criminals, putting up a spectacular and highly visible fight. But being unfamiliar with his new power, he was cut down by machine gun fire. As the criminals were about to execute his family, some CLOWN's, fresh from candy-striping the Gateway Arch, smashed through the roof.

CLOWN routed the thugs and spirited Paul and his family away. Merry Andrew liked Paul's style (as well as his costume) and offered him a position in their group. A grateful Paul agreed.

Quote: "Oh, stop pestering me, will you?"

Personality: Paul K. Zimmerman is artistic, creative, and energetic. Knowing the alien's deadline is coming, he is trying to live each day to its fullest.

Powers/Tactics: Paul's powers stem from his alien combat suit. The suit is covered with large dots which swirl around his form. When struck, each colored dot activates a different power of the suit, and vanishes once it has been used, regenerating immediately. His yellow dots release a stunningly bright spot-light. The red dots will literally put an enemy "on the spot". Pressing the green dot produces a "dotted-line" indicating a wall of force. His vision is greatly improved by red dots (one might call them rose-colored). Paul suspects that the suit is capable of lethal attacks but does not know how to activate them.



Paul takes the direct approach in combat, feeling that the sooner the task is done, the sooner he can get on with his life.

Appearance: Dot appears as a man-shaped outline with large multi-colored dots spinning about his form.

BEUFORD THE BARD

Val	Char	Cost
25	STR	5
20	DEX	30
25	CON	30
16	BODY	12
20	INT	10
18	EGO	16
23	PRE	13
14	COM	2
10	PD	4
8	ED	1
5	SPD	20
13	REC	10
50	END	0
40	STUN	1

100+	Disadvantages
15	Hunted: UNTIL, 8-
15	Psych Lim: Code vs killing
15	Psych Lim: Sees the world as a stage for him to perform on as he sees fit
10	Psych Lim: Always speaks in Shakespearean verse
10	Psych Lim: Strict adherence to CLOWN bylaws
10	Distinctive Features: Heavy and boisterous actor
10	Distinctive Features: Shakespearean verse
10	Reputation: Tremendous Shakespearean actor, 11-
5	Rivalry: With other actors
10	Unluck: 2d6
15	Secret Identity (Beuford Harwick)
106	CLOWN Bonus

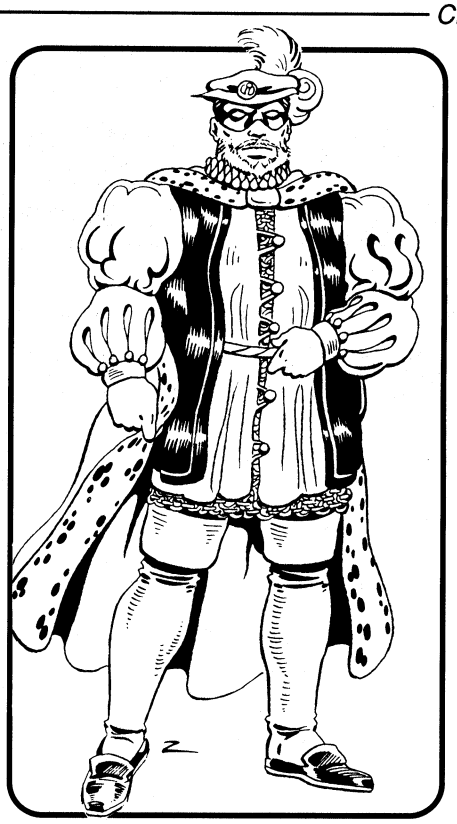
Cost	Power	END
13	10 pips Density Increase, 0 END, Persistent, Always On (+10 STR, +2 PD/2 ED, -2" KB, x4 Mass, CHAR already figured in)	
37	10d6 Mind Control, Area Effect Radius (5" r), 1/2 END, Gestures & Incantations throughout (must play instrument and sing instructions), OAF Mandolin	5
4	+3d6 HA, OAF Club (10d6 strike with M-ARTS)	1
24	12 rPD/12 rED Armor, OIF Chainmail Suit	
8	+6" Running (12" total), OIF Magic Boots	1(2)
15	Martial Arts (Stage Fighting)	

Maneuver	Pts	OCV	DCV	Damage
Smashing Blow!	4	+0	+2	7d6
Timely Block!	4	+2	+2	Block
Powerful Throw!	3	+0	+1	5d6 + v/5, Opponent Falls
Artful Dodge	4	—	+5	N/a

2	Weapon Elements with Martial Arts: Rapier and Club	
21	Acting, Disguise, Mimicry (All 14-)	
9	Persuasion 14-, Oratory 14-, Conversation 14-	
3	Scholar	
21	Knowledge Skills: History 16-, Theatre and Plays 14-, Gourmet Cook 15-, Shakespeare and his works 15-, Stories and songs 16-	
8	Ps: Musician 17-	
1	Old English (Basic Knowledge)	
1	Familiarity with Rapier	
10	+2 With Martial Arts	

OCV:7 **DCV:**7 **ECV:**6 **Phases:** 3, 5, 8, 10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	154	+	177	=	331	=	231	+	100



After his father died, Beuford used his inheritance to attend several fine acting schools in London. Though he was still teased about his weight, Beuford impressed his classes with his acting abilities and received raves for the plays he was in. Unfortunately his inheritance ran out, and Beuford had to start working for a living.

Beuford bartered his size and strength for passage on a freighter bound for America. He jumped ship in New Orleans where he made money as a street performer. He played to small crowds for 3 years until a squad of UNTIL agents tried to apprehend Toe-tapper on his corner.

Beuford, thinking Toe-tapper was a fellow performer, tried defending him and was attacked as well. Together, the two trounced the squad.

Toe-tapper was so impressed by Beuford's performance he invited the large man to join CLOWN. Beuford had enjoyed letting a little air out of the agents and after learning of CLOWN's theatrics, joined readily.

At first Beuford felt like he wasn't pulling his weight (a considerable task), because he lacked super powers. Trump Knight sensed this and, searching for a way to make Beuford feel more useful, discovered that an UNTIL shipment of confiscated equipment was being sent to a test facility in the Ozarks.

Trump Knight, April Foolmaker, and Beuford intercepted the shipment, and Beuford dove into the carrier's cargo. He joyfully sifted through the devices and emerged with chainmail armor, a pair of boots, and a golden mandolin. (Lord knows what the last item was doing in an UNTIL truck.)

Quote: "TeeHee, TeeHee, wherefore art thou TeeHee. Oh @&%##! Where is that car?"

Personality: Beuford is a jolly, sometimes short-tempered man possessed of a sharp, dry wit. His love of Shakespeare and drama is obvious in his tone and dramatic gestures. He likes playing jokes, but is rarely a good sport about being on the receiving end.

Powers/Tactics: Beuford's massive bulk, surprising agility, martial arts skill, and magic mandolin make him a formidable foe. His favorite weapon is his magic mandolin which controls the minds of those who listen to its music, but Beuford rarely uses it because his teammates are often caught up in its enchanting melodies.

Appearance: Beuford resembles Henry the Eighth in his flowing red cape and hat with colorful plumage. He wears brown chain mail with a tabard, gloves, and boots of dark blue.

Background: Beuford Harwick wanted to be a Shakespearean actor since he was a boy. He was reading "Hamlet" when other boys were seeing Spot run. By the time Beuford was nine, he had memorized every major work of Shakespeare and mastered the flute and mandolin. Other children teased Beuford mercilessly about his obsession with Shakespeare. He spent many nights crying alone at home. Food was his only friend; however, the more Beuford ate, the bigger his size and problems became.

APRIL FOOLMAKER

Val	Char	Cost	100+	Disadvantages
9	STR	-1	20	Suceptibility: 2d6/Phase when using EGO attack
17	DEX	21		
28	CON	36	10	DNPC: Spotlight, 14-
8	BODY	-4	15	Hunted: Raven, 8-
18	INT	8	15	Psych Lim: Code vs killing
26	EGO	32	15	Psych Lim: Likes to mess with people's minds
10	PRE	0		
18	COM	4	10	Psych Lim: Meticulous
11	PD	9	10	Psych Lim: Strict adherence to CLOWN bylaws
8	ED	4		
4	SPD	13	15	Distinctive Features: Talks to ventriloquist dummy (Mr Ho)
10	REC	4		
60	END	2	10	Distinctive Features: Beautiful woman with pantomime makeup and mongol garb
30	STUN	3		
			10	Unluck: 2d6
			15	Secret Identity (April Kesnick)
			65	CLOWN Bonus

Cost	Power	END
25	Elemental Control — Mental Powers	
52a	12d6 Mind Control, Invisible, Only one target at a time (-1/4)	9
20b	12d6 Telepathy, 1/2 END, Only vs mind controlled victim (-1/2), OAF Dummy	3
17c	5d6 Ego Attack, x2 END cost	10
29d	Invisibility vs Sight, Unusual Senses and Mental Sense Group, No fringe, 1/2 END, Not vs Machines (-1/4), Extra Time — 1 Phase	3
9	Sleight of Hand, Lockpicking, Stealth (All 12-)	
9	Persuasion, High Society, Shadowing (all 11-)	
5	Paramedic 14-	
3	KS: Human Behavior 12-	
4	Ps: Pantomime 13-	
3	Chinese (Fluent with American accent, English native)	
3	+1 with Mind Control, Telepathy and Ego Attack	

OCV:6 **DCV:**6 **ECV:**9 **Phases:** 3, 6, 9,12

COSTS:	Char		Powers		Total		Disadv		Base
	131	+	179	=	310	=	210	+	100

Background: April Kesnick was born in Chinatown to an American father and Chinese immigrant mother. When she was ten her family made a series of moves up and down the West Coast. April was unable to make close friends and missed the companionship.

As she grew up, April's parents wanted her to become a doctor, but April soon became bored with the constant studying. She considered running away from home but decided it best to bide her time and stay out of trouble until she came of age. On her 18th birthday she packed her things and left, hoping to find the friendship and attention she craved.

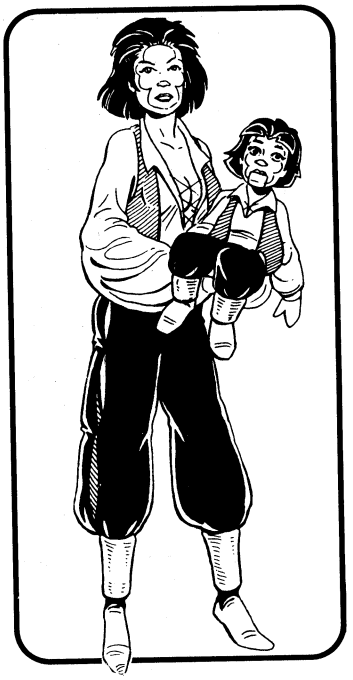
April was hitching to New York when she was grabbed by a band of Raven agents. She was subjected to an excruciating experiment. The treatment was surprisingly successful and put April in a deep coma that lasted over three months. While they expected her to die, the scientists at the laboratory kept her alive on life support machines to study the effects of their tests.

April shocked them, however, when she regained strength and reawakened. When she saw the scientists, she remembered the operation. April lashed out at them with her unknown powers and wished them all dead. Suddenly the scientists crumpled like paper dolls, apparently dead. April remembers little of her escape, but believed she killed the scientists. (She later found, much to her relief, that her powers can't actually kill anyone.)

April wandered for some time, trying to put her thoughts in order. One evening after eating at a truck stop, she tried to leave without paying, but the waiter stopped her. In desperation, April told the waiter she had already paid and was astonished when he suddenly agreed and left her alone. April found this exciting and began to subtly experiment on people she met as she traveled eastward.

April learned that she could bend people's wills, but forcing them to do things against their nature was extremely difficult. She also found that she could render people unconscious, but this was painful and tired her greatly. April delighted in her new power and began using it to make people embarrass themselves. From reading newspapers and watching televisions in stores, she learned about superheroes and villains. April came to the conclusion that heroes were naive and foolish doing what they did without payment, even if saving lives was admirable. Villains got rich quick, but seemed to have no regard for human life. April was in a quandary.

In Minnesota, April stumbled across a robbery in progress at a chicken ranch. Two gaudily-costumed bandits were running from the police. For fun, April told the police to act like cats and curl up in the trunk of their car. She caught up with the robbers and playfully asked if she could come along. The two men laughed at first, but relented after finding themselves clucking like the chickens they were stealing. April asked the two if they would have killed the police, to which Merry Andrew answered, "Are you kidding?!? That's against the law!" He then clapped her on the back with a Joy Buzzer. April happily accepted this answer, as well as his offer to join CLOWN. (The chickens were later found walking back and forth across Pennsylvania Avenue during a Presidential motorcade. No one could ever figure out *why* they crossed the road, but speculation persists to this day.)



Quote: "You think you are a ... frog."

Personality: April is a confident woman, with an eye for details. She is meticulous, patient, and cool under pressure. She tends to act as the conscience of the group and takes care of Spotlight like a mother. She remembers nothing about the operation that gave her the powers she loves so much. Since gaining her powers, April has become slightly deranged. She is much more calculating then she used to be and has "adopted" a small ventriloquist's dummy which she treats as a real person.

Powers/Tactics: April's unique style stems from her ability to control minds. Though she can stun her opponents mentally, she prefers controlling a victim and compelling him to do something foolish (drop his trousers, chase cars, etc.). This ability was enhanced considerably by the addition of a ventriloquist's dummy, which April has become very attached to. She treats it like a real person and she believes it allows her to communicate with her victims mentally. (In reality this is nothing more then a psychological crutch.) She also has the ability to render herself invisible to people around her. Since this invisibility is only in the minds of others it has no effect on machines or anyone viewing her on video.

April's favorite tactic is to disappear into a crowd and manipulate the minds of her targets from the sidelines.

Appearance: April wears traditional mongol-style garb of blowsy red shirt and pants with tight cuffs and slits up the pantlegs. Instead of wearing a mask she hides her identity with striking face makeup. When not dressed as an unfortunate hero, her dummy wears a matching costume.

MARBLES

Val	Char	Cost	100+	Disadvantages
10	STR	0	20	Hunted: FBI, 8-
24	DEX	36	10	Hunted: NYPD, 8-
15	CON	10	15	Psych Lim: Code vs killing
8	BODY	-4	15	Psych Lim: Temperamental and Defiant
13	INT	3		
12	EGO	4	10	Psych Lim: Obsession with collecting marble like items
10	PRE	0		
10	COM	0	10	Psych Lim: Strict adherence to CLOWN bylaws
6	PD	4		
6	ED	3	5	Rivalry: With police and detectives
5	SPD	16		
8	REC	6	15	Secret Identity (Lynn Taralini)
50	END	10	69	CLOWN Bonus
30	STUN	9		

Cost	Power	END
30	Multipower (60 pt reserve) OAF Marbles	
2u	5d6 Flash vs Sight Sense Group, 4 Charges (bracelet of marbles)	[4c]
3u	4d6 EB, Autofire, Area Effect Radius (4" r), 60 Charges, Only with lots of surrounding surfaces (-1/2), (necklace of marbles)	[60c]
3u	12d6 EB, physical, 16 Charges (belt of marbles)	[16c]
2u	3d6 Running Drain, Area Effect Cone (7" hex sides), 4 Charges (bag of marbles)	[4c]
1u	10" Flight, Usable Against Others, Ranged, 2 Charges (marble earrings)	[2c]
1u	Change Environment, 0 END, Only if she still has charges left from her other powers (amazing marble tricks)	0
3	Ultraviolet Vision, OIF Cats Eye Marbles	
10	+20 PRE, Usable only to defend against PRE attacks (-1)	
15	3d6 Luck	
6	Security Systems, Computer Programming (Both 12-)	
9	Criminology, Deduction, Forensic Work (All 12-)	
21	Conversation, Lipreading, Shadowing (All 13-)	
11	Streetwise 15-	
3	Trading 11-	
9	Ps: Marbles 18-	
5	AK: New York 14-	
3	AK: Boston 12-	
25	+5 with marbles	
10	+1 Overall Level	

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

COSTS:	Char		Powers		Total		Disadv		Base
	97	+	172	=	269	=	169	+	100

Background: Lynn Taralini is the daughter of a New Jersey Senator and his socialite wife. Unfortunately, no matter how hard she tried to please her parents, they would give her only a little attention. Lynn became an embarrassment to her father, who sent her to a private school in Boston. There she first played the game of marbles. She liked it so much she practiced for hours on end. Whenever she wasn't in class, Lynn could be found on the field, improving her game.

Lynn enjoyed marbles tournaments more than anything, and soon became a star on the circuit. It was at one of these tournaments she was asked to attend an invitation-only marbles shooting contest in India.

Lynn advanced to the final round, and her opponent was a young Indian boy — the local champion — who had never lost a game. It was said that he was favored by an ancient Indian god. The boy's marbles were strange. They were spherical, but had holes in them like beads. The boy seemed fantastically talented; however, Lynn found that if he lost one of his marbles, his game got much worse. Lynn became suspicious. Before the final game she bid her extensive marble collection against the boy's. (Their last game would be for all the marbles.) The pressure on the boy was incredible and he agreed. Lynn's extraordinary ability matched against the boy's magical marbles made the final round quite intense, but in the end the boy's god deserted him and Lynn won. Lynn strung her newly acquired marbles on a necklace and returned to the states.

Lynn found that besides improving her game, the marble necklace let her perform magical marble-related tricks. She gleefully experimented with her power, robbing stores that sold rare marbles. It was during one of these robberies that Lynn was introduced to CLOWN, who happened to be after the same collection she was.

Quote: "Why don't I knock you out of the circle" (Kapow!)

Personality: Marbles is a competitive, shrewd, and obnoxious girl, often breaking CLOWN Bylaw #2 (so she's usually the one that does the dishes).

Powers/Tactics: Marbles' troublemaking talents come from her marbles. Her magic necklace's abilities to create marbles, Lynn's wicked skill at firing them, and some custom-made marbles provided by Merry Andrew give Lynn a formidable arsenal. Her incredible hand strength allows her to fire marbles with blinding speed and impressive impact. Her ricochet marble can be excruciatingly painful when fired at someone in a tight spot. Her magically enhanced cat's-eye marbles give her cat-like vision when held to her eyes. But perhaps her most flamboyant effect is that which she has on the movement of others. When she scatters her marbles in his path, a hapless hero might go careening off down the street to meet his fate (or a truck) head-on, or find himself unable to stand — let alone run.

Marbles taunts her opponents from a distance until they chase her, then she releases her running drain.

Appearance: Marbles wears an opalescent body suit with a loose-fitting sweatshirt and leg-warmers. On her shirt is a stylized drawing of a marbles' circle and around her waist is a belt with various bags of marbles hanging from it.

RANDOM

Val	Char	Cost
13	STR	3
20	DEX	30
23	CON	26
10	BODY	0
13	INT	3
23	EGO	26
15	PRE	5
20	COM	5
10	PD	7
10	ED	5
5	SPD	30
12	REC	8
70	END	12
40	STUN	11

100+	Disadvantages
10	x2 Effect from gas attacks
10	Enraged: When she takes body, 8-, R: 8-
20	Hunted: New Knights of the Round Table, 8-
15	Hunted: Eurostar, 8-
15	Hunted: Until, 8-
15	Psych Lim: Code vs killing
15	Psych Lim: Wild, whimsical and carefree
10	Psych Lim: Prankster
10	Psych Lim: Strict adherence to CLOWN bylaws
15	Distinctive Features: Beautiful redhead with Irish accent and gypsy clothes
10	Reputation: No control over powers, 8-
15	Secret Identity (Lisa O'Callahan)
68	Clown Bonus

Cost	Power	END
33	Multipower (75 pt Reserve), All powers are randomly rolled (-1/2), Gestures (must roll dice), OIF Two Six Sided Dice	
3u	(Roll of 2) 6d6 Entangle, 1/2 END (magic cage)	3
3u	(Roll of 3) 6d6 Ego Attack, 1/2 END (mystic mental bolt)	3
3u	(Roll of 4) 5d6 Flash vs Sight Sense Group, 1/2 END (mystic light)	3
3u	(Roll of 5) 6d6 NND, 1/2 END (defense is luck or armor) (hex bolt)	3
3u	(Roll of 6) 12d6 EB, 1/2 END (mystic bolt)	3
3u	(Roll of 7) 2 1/2d6 Transformation (into a pair of six sided dice, wears off when victim is rolled for two sixes), Cumulative, 1/2 END	3
3u	(Roll of 8) 12 rPD/12 rED Forcewall, 1/2 END (circle of protection)	3
3u	(Roll of 9) 5" r Darkness vs Sight Sense Group, 1/2 END (the great blackness)	3
3u	(Roll of 10) 12d6 Mind Control, One Command — Stop, 1/2 END (charm of holding)	3
3u	(Roll of 11) 40 STR TK, 1/2 END (hand of the elders)	3
3u	(Roll of 12) 8d6 EB, Affects Desolid, 1/2 END (spirit bane)	3
30	15 rPD/15 rED Armor, OIF Magical Dress	
7	Instant Change to any clothes, OIF Magical Dress	
25	5d6 Luck	
9	Acrobatics, Breakfall, Stealth (All 13-)	
3	Scholar	
5	Knowledge Skills: Occult 11-, Irish Heritage and Traditions 11-, Irish Folktales 11-, Superstitions 11-, Circus Life 11-	
3	Ps: Juggling (DEX) 13-	
2	Ps: Secretary 11-	
1	Familiarity with Fortune Telling	
1	Irish Gaelic (Basic knowledge, English native)	
5	+1 With Dice	

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

COSTS:	Char		Powers		Total		Disadv		Base
	171	+	157	=	328	=	228	+	100

Background: Lisa O'Callahan was an only child and very close to her mother. Her homelife came to a rude end, however, when her parents became victims of an IRA car bombing.

Having no family to turn to, Lisa wandered the country, occasionally stealing to survive. Her mother's light-hearted attitude, so well ingrained in Lisa, eventually lifted her out of her depression. She joined a circus and toured Europe for several years. She learned the trapeze and juggling and became close friends with the Gypsy fortune teller, Madame Sozaina. Madame Sozaina told Lisa amazing stories of magical dice that she dreamed of using in her fortune telling act. After the fortune teller died, Lisa inherited a tome with information about the magical dice. She decided to seek them out, following Madame Sozaina's dream.

The tome led her to a bombed-out German bunker where stolen European treasures were kept during World War II. Behind a secret panel she found a sack of gold dust, two large platinum-plated dice with smooth emeralds for spots, and an elaborate gypsy dress.

After weeks of experimenting, she discovered how to activate the dice, but she had no control over their powers. In addition, she found that the dress was magical in nature. Not only did it protect her from harm, it also changed into almost any kind of garment Lisa could imagine.

Using her new-found wealth, Lisa ended up in New York at an art gallery specializing in Irish artwork. Lisa tried to buy a painting but was rudely told it was priceless. Her rage at this treatment accidentally activated the dice's powers which encircled the saleswoman in a wall of force. Believing this to be a good omen, Lisa took the painting and tried to flee, but was caught and arrested.

Lisa was so indignant at the whole affair she again activated the dice. With them, she dealt with the police and fled into the city. She pulled more robberies and was making her escape from one when she ran into Merry Andrew and Skate Kate, who were also fleeing from the police. The three subdued the police and Skate Kate invited her to join CLOWN.

Quote: "How's your luck today?"

Personality: Lisa is a whimsical, carefree woman who takes little, other than her Irish heritage, seriously. She is superstitious and looks for omens in everything. She frequently visits her homeland and is currently collecting items associated with luck.

Powers/Tactics: Random's powers come from the magic dice which glow as she activates a power. She is the most unpredictable CLOWN because she has no control over the manner in which her powers manifest. She will utilize the result as best she can, trusting in the fates.

Appearance: Random dresses in flamboyant Gypsy garb, with colorful scarves and lots of jewelry.

MERRY ANDREW — THE BUFFOON

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	Enraged: When heckled or embarrassed in public 11-, R: 11-
23	DEX	39		
20	CON	20		
10	BODY	0	10	Suceptibility: 1d6 Phase/ Hecklers (oh, the pain, the pain!)
33	INT	23		
18	EGO	16		
15	PRE	5	15	Hunted: Guardians (NY city hero group), 8-
16	COM	3		
13	PD	10	15	Hunted: Capitol Patrol (Washington DC hero group), 8-
9	ED	5		
5	SPD	17		
8	REC	2	10	Hunted: Foxbat, 8-
40	END	0	10	Hunted: Popgun, 8-
38	STUN	10	15	Psych Lim: Code vs killing
			15	Psych Lim: Does *EVERY-THING* for laughs
			10	Psych Lim: Moody and prone to tantrums
			10	Psych Lim: Strict adherence to CLOWN bylaws
			15	Distinctive Features: Mad cap clown
			20	Reputation: Practical Joker/ Never serious, 14-
			5	Rivalry: With other comics
			5	Rivalry: With other inventors
			10	Unluck: 2d6
			15	Secret Identity (Andrew Marks)
			246	CLOWN Bonus

Cost	Power	END
96	80 pt Variable Power Pool, OAF Gag Gadgets, Selection only changes at CLOWN base	
20	Regeneration, 2 Body/REC	
15	3d6 Luck	
13	Martial Arts (Comic Routines)	

Maneuver	Pts	OCV	DCV	Damage
Bonk	3	+2	-2	5d6
Ear-Yank	5	+0	-2	Grab, +30 STR to drag victim along
Nose Twist	5	+0	-2	Grab, 1d6 NND*, +10 STR to hold on

* Defense is resistant defense of any kind

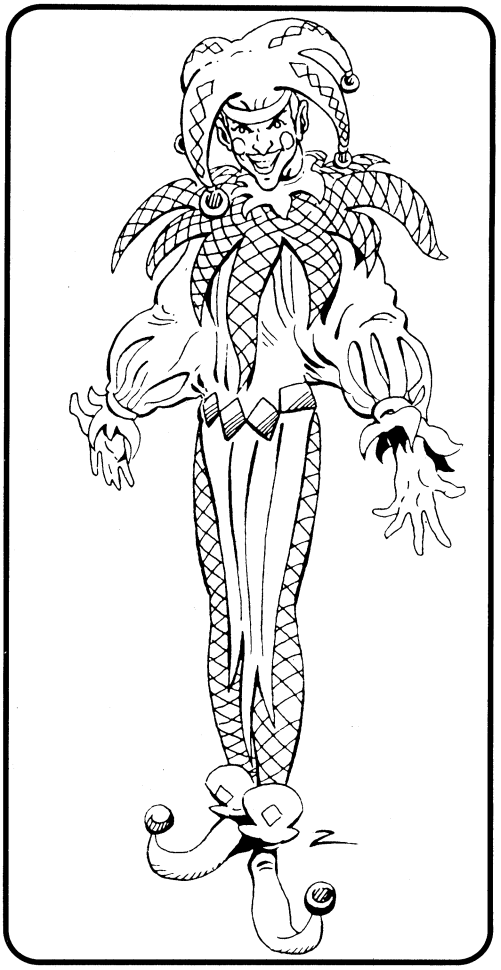
39	Inventor 25-, Electronics 14-, Mechanics 14-	
15	Acrobatics, Breakfall, Sleight of Hand (All 15-)	
23	Stealth, Concealment, Shadowing (All 16-)	
17	Lockpicking, Security Systems, Contortionist (All 16-)	
9	Disguise, Mimicry, Ventriloquism (All 11-)	
6	Paramedic, Computer Programming (Both 16-)	
3	Scientist	
22	Science Skills — Electrical Engineering 14-, Mechanical Engineering 14-, Computer Systems 14-, Material Sciences 11-, Chemistry 11-, Physics 11-, Artificial Intelligence 17-	
2	KS: Vehicle Design 11-	
2	KS: Mechanical Toys 11-	
5	Ps: Stand Up Comic (PRE) 14-	
4	Vehicle Familiarity with Light and Heavy Ground Vehicles	
9	Double Jointed, Ambidexterity, Speed Reading	
10	Eidetic Memory	

Cost	Power	END
10	PERK — Wealthy	
41	TeeHee the CLOWN Car	
20	+2 Overall Levels	

OCV:8 **DCV:**8 **ECV:**6 **Phases:** 3, 5, 8, 10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	155	+	381	=	536	=	436	+	100

Background: Andrew's Marks' wealthy father never let him want for anything. He gave Andrew an amusement park when he was eight and a chauffeured limousine when he was eleven. In return, his brilliant, if eccentric son, did his best to liven up the stuffy Marks household.



Andrew would have remained sheltered all his life had he not moved to Chelkerston, Kansas, where he met Eddie Burdan and the diminutive Alan Marstowl. Their mutual love of comedy gave Andrew's life a purpose. This purpose eventually led to his expulsion from Chelkerston, his short association with VIPER, the end of his friendship with Marstowl, and the discovery of his regenerative powers after being shot by a security guard at a marshmallow manufacturing plant.

The other two members of the fledgling group had decided on their names and costumes long before Andrew had. Andrew finally found Merry Andrew in a dictionary: "*mer.ry-an.drew /,mer-e-'an-(,)dru/ n,* One that clowns publicly: BUFFOON." Andrew now calls himself by both of these names.

Quote: "Ha HA! Ha HA! Don't you get it?"

Personality: Merry Andrew is in many ways a classic deranged genius. Were he a serious researcher, he likely would have won a Nobel prize years ago. But Andrew is a habitual prankster, and is much more concerned with the perfect gag than the perfect experiment. His sense of monomania is infectious, and the rest of CLOWN usually follows his lead, warped though it may be. However, he is sometimes temperamental, throwing violent tantrums when a prop doesn't work, or when a punchline bombs. He protects Spotlight like a daughter ("Hey, I'm her daddy, what do you expect?"), but getting him to admit he takes responsibility for her, or anything else, is about as easy as filling in the Grand Canyon with table sugar.

Powers/Tactics: Merry Andrew relies on his skills and his myriad of marvelous mechanisms. He usually takes a full complement of equipment on an outing (See *Merry Andrew's Favorite Gadgets*).

Merry Andrew loves to attract attention when fighting. He usually starts with his least flamboyant gadget and builds to a grand finale. He is the CLOWN that is most committed to the purpose of CLOWN, but is the first to see the need to abandon a prank. Despite the rotating leadership of CLOWN, Merry Andrew is trusted to know when to abandon a gag.

Appearance: Merry Andrew wears various costumes, from the typical medieval fool's garb to striped zoot suits with neon shoes and a Groucho Marx nose and glasses. His favorite costume is a checkered shirt of heavy cloth, sky blue tights and shoes, lemon yellow gloves and typical court jester cap.

MERRY ANDREW'S FAVORITE GADGETS

Of all the members of CLOWN, Merry Andrew (with his massive gadget pool) changes his equipment most often. The list below is by no means restrictive, and the GM should feel free to add any additional zany devices he can think of, keeping in mind that there should be no killing attacks, and there should always be some outlandish special effect.

BUBBLE GUM GUN — This device resembles a large pistol with a wider than normal barrel and a gumball machine on top. It spews out gumballs that burst on impact into a gooey glob.

- 5d6 Entangle, Sticky, OAF Bubble Gum Gun, Jammed 15- (the gum explodes in the barrel making the gun too sticky to use), 12 Charges. **Active Cost:** 75. **Real Cost:** 25.

JOY BUZZER — This device looks like those found in stores, but has a lot more bite.

- 6d6 Electric Blast, Penetrating, Stun Only, No Range, 8 Charges, OAF Joy Buzzer (Obvious unless concealment skill is used). **Active Cost:** 45. **Real Cost:** 13.

GUFFAW GAS — Sure to have them rolling in the aisles, this gas is usually disguised in anything from a juggling ball to a toy fire truck with a squirting hose. It makes a person helpless with laughter.

- 9d6 Mind Control, Indirect (Never know what direction this little toy is coming from), One Command — Do nothing but laugh, Not vs People With Self Contained Breathing (-1/2), OCV vs DCV (-1/2), 4 Charges, OAF Delivery Unit. **Active Cost:** 79. **Real Cost:** 18.

BANANA PEELS — Among the oldest tricks in the book, but still one of the most effective. This slick little number is used to get rid of ground-bound nuisances. Those not aware of the banana peel's power may find themselves a looooong way from the action.

- 15" Flight, Usable Against Others, Ranged, Only vs Characters Touching a Smooth Surface (-3/4), 3 Charges, OAF Banana Peel. **Active Cost:** 75. **Real Cost:**19.

SPRINGY SPRING — This large metal coil is thrown toward the victim, then springs up around the target and takes off — hero, spring, and all. The victim can either break out of the spring or wait for it to stop bouncing.

- 4d6 Entangle, Transparent to Attacks, 1 Charge, OAF Spring. **Active Cost:** 60. **Real Cost:** 15.
- 5" Running, 0 END, Usable Against Others, Ranged, Linked to Entangle, Only to Make Target Bounce in Random Directions (-1/2), OAF Entangle. **Active Cost:** 30. **Real Cost:** 10.
- **Total Cost:** 25.

SHRINKING VIOLET SQUIRTING FLOWER — This item appears as a plastic flower worn on the costume. All you do is move in close, squeeze the bulb, and the next thing you know, shrunken antagonist, wearing no clothes, only a birthday suit. This item has garnered more buy-offs of codes against killing than any other.

- 30 pips Shrinking (.25 Meters, 0.2 KG, -6 PER Rolls Against, +6 CV, +9" KB), Usable Against Others, Ranged, Only Affects Organics (-1/4), Not vs Character with Growth/Shrinking/Shapeshift (-1/2), 4 Uses of 1 Minute Duration, OAF Squirting Flower. **Active Cost:** 75. **Real Cost:** 25.

EXPLODING CIGAR — Certain to be hazardous to your health... real hazardous. Funniest when planted in the cigar box of an unsuspecting victim, it can be poked in a target's mouth and lit in half a phase to go off one segment later.

- 1" r Darkness to normal vision, 1 Charge lasting 1 Turn, OAF Cigar, 14- Activation, Linked to Explosion. **Active Cost:** 10. **Real Cost:** 3.
- 6d6 EB, Explosion, Trigger — Cigar is lit, Extra Time — 1 Phase, 1 Charge, OAF Cigar. **Active Cost:** 52. **Real Cost:** 12.
- **Total Cost:** 15.

HAND ORGAN — Sure to make a monkey out of its victim. This innocent looking crank organ plays "When the Merry Go Round Broke Down" and causes all within earshot to act like monkeys.

- 9d6 Mind Control, Explosion, Personal Immunity, One Command — Act like a monkey, No Range, Gestures throughout (must turn crank), Only vs People Who Can Hear (-1/4), 4 Charges, OAF Music Box. **Active Cost:** 79. **Real Cost:** 14.

STILTS — For that needed lift. Stiltwalkers also travel farther faster.

- 2" Stretching, 0 END, No Noncombat Multiples (-1/4) , Only Stretches Legs (-3/4), OAF Stilts. **Active Cost:** 15. **Real Cost:** 5.
- +5" Running, 0 END, Linked to Stretching, Requires a Skill (DEX) Roll, Side Effects: 3d6 DEX Drain, OAF Stilts. **Active Cost:** 15. **Real Cost:** 4.
- **Total Cost:** 9.

CHINESE HANDCUFFS — Simply insert a hero's fingers into this fiendish oriental trap and he'll never get loose!

- 4d6 Entangle, Only Affects the Hands (-1/2), No Range, 1 Recoverable Charge, OAF Chinese Hand Cuffs. **Active Cost:** 40. **Real Cost:** 9.
- 4d6 STR Drain, Reduced STR Only Applies to Breaking the Entangle (-1), Linked to Entangle, 1 Recoverable Charge, OAF Chinese Hand Cuffs. **Active Cost:** 40. **Real Cost:** 8.
- **Total Cost:** 17.

POGO STICK — Puts a little bounce into your robberies.

- 10" Superleap, 0 END, OAF Pogo Stick. **Active Cost:** 15. **Real Cost:** 7.

UNICYCLE — Perhaps a bit old fashioned, but nothing beats it when you need to make tracks fast.

- +5" Running, 0 END, OAF Unicycle. **Active Cost:** 15. **Real Cost:** 7.

BUCKET OF CONFETTI — Often used on flaming characters, the Bucket is treated as if it held water but when thrown contains only confetti. This is often carried on a cart with several other gadgets... and a fan.

- 1" r Darkness vs Sight Sense Group, 1 Charge Lasting One Turn, OAF Bucket of Confetti. **Active Cost:** 20. **Real Cost:** 6.

PIE IN THE FACE — Just what you need when some loud mouth hero with an attitude is getting on your nerves. All it takes is one helping of mom's finest to shut him up.

- 1d6 Flash vs Sight Sense Group and Voice, ALVD vs Force Fields (slides right off them), 1 Charge, OAF Pie. **Active Cost:** 50. **Real Cost:** 12.

SELTZER BOTTLE — This beautiful little circus gag is just perfect for that hot head of a hero who takes things *way* too seriously.

- 2d6 Power Drain, Affects All Fire Based Powers, Ranged, Continuous, 4 Charges Lasting One Turn Each, Reduced By Range, OAF Seltzer Bottle. **Active Cost:** 80. **Real Cost:** 23.

SKATE KATE

Val	Char	Cost	100+	Disadvantages
13	STR	3	20	Normal CHAR Maxima
20	DEX	30	5	x1 1/2 Stun from sonic attacks
19	CON	18	20	Hunted: FBI, 8-
8	BODY	-4	20	Hunted: Viper, 8-
13	INT	3	10	Hunted: Parent's Detectives, 11-
10	EGO	0		
15	PRE	5	15	Psych Lim: Code vs killing
16	COM	3	10	Psych Lim: Smart mouth
6	PD	3	10	Psych Lim: Thrill seeker
6	ED	2	10	Psych Lim: Distrusts/Loves making fun of authorities
5	SPD	30		
8	REC	2	10	Distinctive Features: Thrasher
50	END	6	5	Reputation: Trouble maker, 8-
35	STUN	10	15	Secret Identity (Karina Yates)
			77	CLOWN Bonus

Cost	Power	END
22	Multipower (50 pt Reserve) 12 Charges, OAF Grenades	
2u	4d6 NND (defense is Self Contained Breathing), Explosion, 8 Charges (gas grenades)	[8c]
2u	3" r Darkness to Sight Sense Group, X-Ray Vision and Smell/Taste Sense Group, 4 Charges lasting One Turn Each	[4c]
7	5 rPD/5 rED Armor, OIF Pads, 14- Activation	
13	+10 PD/10 ED, OIF Reinforced Clothing	
27	20" Flight, 0 END, Only in Contact with Surfaces (-1/4), OAF Skateboard	
6	Clinging with 25 STR, Linked to Flight, OAF Skateboard	
3	Radio Listen and Transmit, OIF Helmet	
7	Flash Defense for Sight and Hearing Sense Groups (5 pips visual, 3 pips audio), OIF Helmet	
3	Infrared Vision, OIF Visor	
5	1d6 Luck	
15	Acrobatics, Breakfall, Climbing (All 14-)	
27	Stealth, Concealment, Shadowing (All 15-)	
15	Disguise 12-, Lockpicking 13-, Security Systems 12-	
20	Computer Programming 15-, Streetwise 16-	
8	Paramedic 14-, Lipreading 11-	
7	AK: New York City 16-	
3	AK: Atlanta 12-	
6	Ps: Skateboarding (DEX) 16-	
15	+3 with Skateboard	
3	+1 with Move By, Move Through and Dodge	

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

COSTS:	Char		Powers		Total		Disadv		Base
	111	+	216	=	327	=	227	+	100

Background: Karina Yates was an intelligent and inquisitive girl who progressed quickly under her private tutors. When she was 12, her parents enrolled her in public school. Once there, she flaunted her superiority by teasing and playing jokes on her classmates. Her grades dropped, and her classroom antics raised the ire of her teachers. Eventually she was expelled.

Karina's parents decided to send her to a boarding school to curb her wild tendencies. The atmosphere at the school was stifling. She tried running away several times, but was always caught.

Karina began to quietly study both her schoolwork and the security of the school. On her 13th birthday, Karina escaped to Atlanta on a motorized skateboard she had built. Karina ran with a small gang and managed to steal food, money, and clothes. Soon she began to strike out on her own, pulling pranks and gags on the police during her robberies.

Karina's pranks made headlines in the city's tabloids and on the national news, but she was soon caught and put in juvenile hall. Her parents were contacted but they no longer wanted their troublesome daughter.

It was in juvenile hall where Merry Andrew appeared, disguised as a lawyer (hard to picture, isn't it?). He had seen Karina's gags on television and offered her a haven in CLOWN. Twenty-four hours later, Karina vanished from the scene while the bricks of her cell, with bat-like wings, dive-bombed police. Karina, who adopted the name Skate Kate, still hangs around the streets while not on a job with CLOWN.

Quote: "Hey — it's the Chumpions. Wonder if they can beat up on a little girl?"

Personality: Skate Kate is a quick-witted, impulsive young girl with a lethally acid tongue. Unpredictable and childish at times, she is best of pals with Marbles. She loves skateboards and stuffed animals.

Powers/Tactics: Skate Kate uses hit-and-run tactics in all situations, sometimes wheeling up to her target, yelling "Hey, look what I found!" and lobbing a darkness or gas grenade. Skate Kate also acts as a decoy, leading opponents on wild chases.

Appearance: Skate Kate wears a bright yellow body suit, elbow and knee pads, and a helmet.

SLAPSTICK (RETIRED)

Val	Char	Cost	100+	Disadvantages
18	STR	8	10	Enraged: When killing attacks are used, 11-, R:11-
23	DEX	39		
18	CON	16	20	Hunted: Viper, 8-
9	BODY	-2	15	Hunted: Popgun, 11-
18	INT	8	10	Hunted: Foxbat, 8-
14	EGO	8	15	DNPC: Normal Family, 11-
10	PRE	0	20	Psych Lim: Code vs killing
12	COM	1	10	Psych Lim: Prankster
13	PD	9	10	Psych Lim: Strict adherence to CLOWN bylaws
10	ED	6		
5	SPD	17	5	Phys Lim: Missing one eye/No peripheral vision
14	REC	12		
60	END	12	10	Distinctive Features: Missing one eye
40	STUN	13	10	Reputation: Great comedian/ Famous comic writer, 11-
			15	Secret Identity (Eddie Burdan)
			109	CLOWN Bonus

Cost	Power	END
17	Missile Deflection vs Thrown, Bullets and Shrapnel with Reflection, OAF Cane	
3	+2d6 HA, OAF Cane (9 1/2d6 strike with MARTS)	+1
3	+3" Running (9" total)	1(2)
10	+10" Running, OAF Unicycle (19" total)	2(4)
10	+10" Superleap (14" Horizontal, 7" Vertical)	2(3)
11	3d6 Flash vs Sight Sense Group, Doesn't Work vs Full Eye Covering or Forcefield (-3/4), 4 Charges, OAF Mace Seltzer Bottle	
20	Martial Arts (Comic Routines)	

Maneuver	Pts	OCV	DCV	Damage
Bonk	3	+2	-2	7 1/2d6
Ear-Yank	5	+0	-2	Grab, 43 STR to drag victim along
Nose Twist	5	+0	-2	Grab, 2d6 NND*, 28 STR to hold on
Noogie	4	+0	-1	7 1/2d6, Grab
Tackle	3	+1	+1	5 1/2d6, Target Falls

* Defense is resistant defense of any kind

8	+2 DC with Martial Arts (already figured in)
1	Weapon Element with Martial Arts: Cane
11	Acrobatics 18-
9	Breakfall, Contortionist, Sleight of Hand (All 14-)
21	Bureaucratics, Oratory, Conversation (All 13-)
11	Stealth, Security Systems, Lockpicking (All 14-)
10	Disguise 13-, Acting 11-
18	Professional Skills — Juggling (DEX) 16-, Stand Up Comedian 15-, Business Administration 16-
5	KS: Cartoons 15-
3	Double Jointed
16	+2 with combat
20	+4 with defensive maneuvers
5	+1 with comedy routines

OCV:8 DCV:8 ECV:5 Phases: 3, 5, 8, 10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	147	+	212	=	359	=	259	+	100

Background: While growing up, Eddie Burdan nursed a passion for comedy. In high school Eddie met two other pranksters, Alan Marstowl and Andrew Marks. They pulled extraordinary capers, were sent to and escaped from the detention center, went to college, and were inducted into VIPER.

After leaving VIPER the trio pulled their own robberies and pranks until Eddie had an exploding cigar go off in his face, costing him an eye. That ordeal disheartened him. (It's only funny until ...) Slapstick helped get a few new members into the group but his heart was no longer with CLOWN.

Eddie went to Texas to make a new start with his share of loot and joined an improvisational theater troupe. He met his future wife Annette at one of the shows, and they were soon married. Eddie went into business distributing comedy novelties. By the time Lynda, Lizzy, and Andrew were born, Eddie was happy with his life. Slapstick has steered clear of the law and most of his crimes are too old to be on the books. He has little to do with CLOWN anymore, though he does keep in touch.

Quote: "Have you seen this new exploding cigar?"

Personality: Slapstick is a comic through and through, enjoying vaudeville and pulling gags. He hides a sharp business mind and love for his family behind his joke-pulling facade.

Powers/Tactics: Slapstick has choreographed his active combat style to simulate old movie and vaudeville slapstick. Tripping, kicking, nose grabbing, and head-bashing are all common and effective maneuvers for Slapstick. He bounces like Danny Kaye, slaps like Moe, and runs like Charlie Chaplain. His costume is equipped with a motion-activated sound effects generator which produces various thumps and whistles when he attacks an opponent or even when he takes a fall himself. Slapstick is a defensive fighter, preferring to let heroes set themselves up for the fall.

Slapstick's only pieces of equipment are his unicycle which provides him with a quick entrance into and exit from combat, his high-impact cane which he uses to trip or bop his opponents and to deflect attacks, and his seltzer bottle.

Appearance: Eddie is a middle-aged man with a slender but taut build, a thin face, and a handlebar mustache. Slapstick's clothing consists of gaudy and mismatched vaudeville style suits. He wears a flower on his jacket and a straw hat.

SNAPSHOT

Val	Char	Cost
10	STR	0
20	DEX	30
18	CON	16
10	BODY	0
18	INT	8
12	EGO	4
15	PRE	5
10	COM	0
12	PD	10
9	ED	5
5	SPD	20
10	REC	8
50	END	7
36	STUN	12

100+	Disadvantages
10	Suceptibility: 2d6/Phase from Alcohol (allergy)
20	Hunted: Viper, 8-
20	Hunted: Philadelphia mobsters, 11-
15	Psych Lim: Code vs killing
15	Psych Lim: Overconfident
10	Psych Lim: Arrogant/Proud of journalistic record (tells people about it constantly)
10	Psych Lim: Strict adherence to CLOWN bylaws
10	Reputation: Brave (and lucky) reporter, 11-
5	Rivalry: With other journalists
15	Secret Identity (Rick Sanders)
107	CLOWN Bonus

Cost	Power	END
51	Multipower (180 pt reserve), Extra Time — 1 Phase, Doesn't Work In Darkness (-1/2), 8 Charges, OAF Camera	
3u	6d6 Transformation (all or nothing, transforms targets into photograph, soaking with development fluid turns it back to normal)	
5u	6d6 Transformation (all or nothing, same as above), Area Effect (18")	
3u	6d6 Flash vs Sight Sense Group	
10	+20 PRE, Only to defend against PRE attacks (-1)	
7	Flash Defense for Sight Sense Group (15 pips), OAF Specially Treated Sun Glasses	
24	12 rPD/12 rED Armor, IIF Specially Treated Clothing	
10	2d6 Luck	
9	Bureaucratics, High Society, Streetwise (All 12-)	
12	Bribery, Acting, Oratory, Conversation (All 12-)	
16	Climbing, Stealth, Concealment, Shadowing (All 13-)	
9	Disguise, Forgery, Mimicry (All 11-)	
15	Conversation, Criminology, Deduction (All 13-)	
6	Ps: Photo Journalist 15-	
5	AK: New York 14-	
5	AK: Philadelphia 14-	
2	AK— Saigon 11-	
20	+4 with camera equipment	

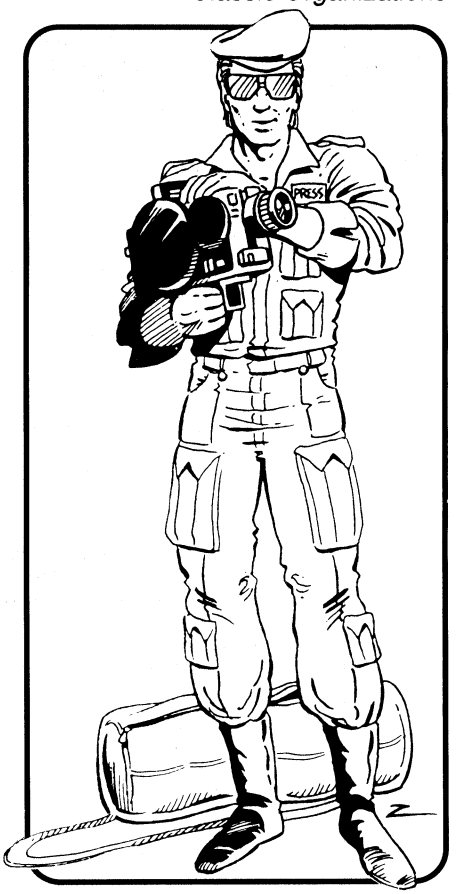
OCV:7 **DCV:**7 **ECV:**4 **Phases:** 3, 5, 8, 10 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	125	+	212	=	337	=	237	+	100

Background: When Rick Sanders received his first camera at age five, he knew how he wanted to spend his life — he would be the best photojournalist that ever lived. He hung out at the local newspaper office learning about reporting and eventually got a job as a copy boy.

Rick became a cub reporter at 17. He covered several local events and wrote up great stories. He went undercover to expose mob figures and criminal agencies and did a multi-part feature on VIPER. (They'd still like to talk to him about that.)

Two enemies Rick had made, VIPER and the mob, joined forces to get rid of him. They pressured the paper into sending Rick to cover the Vietnam War... at the front line. He followed his instincts and survived until his assignment, and almost his life, was cut short by a stray shell which landed near his jeep.



After his convalescence stateside, Rick hired on to a New York City paper, and found himself chasing a story involving unethical scientists. However, during the course of his investigation, his cover was blown. The ensuing chase through a secret lab found Rick trapped and bleeding from a gunshot wound. Backed against a table, his hand came to rest on an object which fired a beam of light at his pursuers. As it struck the criminals, a metal cage formed around them. Rick took the device and ran.

Rick contacted an old scientist friend and had him examine the device. It was a metamorphic projector. Rick was fascinated and, on an impulse, had his friend plant the device into a camera body and set it to change targets into photographs. The scientist complied, but accidentally destroyed the variable capabilities of the device, leaving it with only one function.

Rick began to realize his new camera's potential. He started taking pictures of safes, antiques, and so on, returning them to normal in the convenience of his own home. He enjoyed the excitement of what he was doing, but felt hollow and still craved challenges and the opportunity to leave his mark on the world.

Rick searched through his extensive news library and found several stories on CLOWN. He appreciated CLOWN's eccentric robberies and elaborate pranks. He decided to join the group; if nothing else, it would make a good story. He stole the finish line of the Boston Marathon (they ran for miles before they realized they'd gone past it), as proof of his usefulness, located the hideout, and introduced himself to the group.

Quote: "Smile!"

Personality: Rick is determined, deductive and arrogant, all qualities of a good reporter. He has an excellent photographic eye and a nose for news. Rick was happy to add his massive news library to the LAUGH computer. (LAUGH was less pleased.)

Powers/Tactics: Snapshot's metamorph camera is simple to use: just point and shoot. A short click and whir later, the target is reduced to an easy to carry, 8x10 glossy photograph, which can be returned to normal by thoroughly soaking it with developing fluid (making for some surprised and soggy superheroes). The camera also has an auto-focus system to prevent cutting off any part of the target.

Appearance: Rick Sanders wears armor-reinforced field clothes (developed by Merry Andrew), boots, his press badge and carries a duffel bag filled with camera equipment. In his Snapshot guise he adds overly large, mirrored sunglasses and a beret.

Background: Alan Marstowl, though small in size, was an exceptionally bright young man. Because Alan spent most of his time pulling pranks with Eddie and Andrew, he failed high school and started down the trail of crime.

Unlike the other two founders of CLOWN, Alan wanted to do more than make people laugh. Alan had made people laugh all his life. With his new powers, Alan wanted people to fear him. Striking out on his own, Popgun strained his relationship with his partners (who were too "weak" to do what he saw was necessary), and he finally shot Merry Andrew and a police officer.

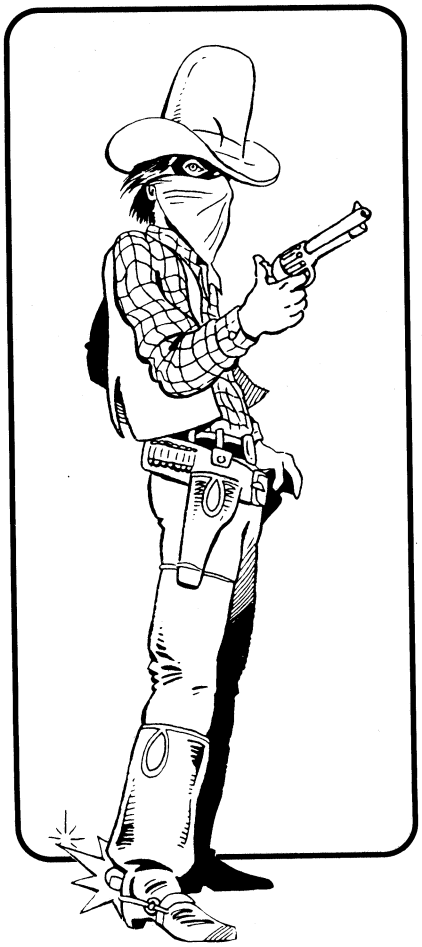
Slapstick turned on him, and Popgun ended up in a high security prison. While in prison Popgun accepted an offer from VIPER to return to the organization (after all, it was his spineless partners who made him quit the first place). In return, VIPER sprung him from his cell.

GM Note: Popgun is an optional character for a more serious campaign. He feels betrayed by his friends and is looking for revenge. Popgun is a little man with a big chip on his shoulder.

Quote: "We'll see who has the last laugh..."

Personality: Popgun is unpredictable, volatile, and calculating. He loves guns and believes he is the world's best marksman. His ferocity and unpredictability often give him an edge in confrontations.

Powers/Tactics: Despite his size, Popgun is an impressive athlete and skilled marksman. With his deviously inventive mind he has created several weapons to match his stylized cowboy costume. One dangerous looking gun ("..a marvelous sight.."), when fired, displays a harmless looking flag with the word "BANG!" prominently displayed, which seizes the mind of his target rendering him incapable of thought or action ("But wait...Oh!..Oh!..). His popgun fires a cork with a trailing wire which tightly ensnares his victim. The wire itself is dangerously fine and super-strong. If the victim struggles, the wire will painfully slice ("..Oh!..this is one of the worst..") into them. His next vile gun, constantly dripping some obscene, noxious fluid, sprays a dark, viscous pool of coagulable adhesive, which sticks to his unsuspecting prey and releases an overpowering acid which renders them unconscious in moments. And his insidious ping pong ball gun fires pallid projectiles which explode with burning, flesh-rending, concussive force ("..Oh, the humanity!..").



Note: The preceding description has been a cheap attempt by the editors to pack all the violence normally found in a ***Champions*** supplement into the small space provided it in this lighthearted organization.

Popgun will always go on the offensive, even against unfavorable odds, mercilessly firing away, even when down.

Appearance: Popgun wears a stylized 50's cowboy costume, complete with chaps, leather vest, checkered shirt, and a ten gallon hat. Heavy duty cowboy boots with large gold spurs, a neckerchief and black mask round out his costume.

POPGUN (EXPELLED)

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Normal CHAR Maxima
20	DEX	30	15	x1 1/2 Stun from physical attacks
15	CON	10		
10	BODY	0	20	Hunted: CLOWN, 11-
20	INT	10	20	Hunted: Primus, 8-
15	EGO	10	10	Hunted: Foxbat, 8-
15	PRE	5	20	Psych Lim: Overconfidence
8	COM	-1	10	Psych Lim: Hates CLOWN for what they've done to him
6	PD	3		
6	ED	3	10	Psych Lim: Bitter and hateful
4	SPD	10	10	Psych Lim: Eccentric
10	REC	8	10	Distinctive Features: Ridiculous cowboy outfit
40	END	5		
40	STUN	14	10	Reputation: Extremely violent, 8-
			10	Unluck: 2d6
			15	Secret Identity (Alan Marstowl)
			4	Villain Bonus

Cost	Power	END
30	Multipower (60 pt reserve), OAF Pistols	
2u	2 1/2d6 RKA, Explosion, 6 Charges (ping pong gun)	[6c]
2u	5d6 Entangle, Backlash, 6 Charges (pop gun)	[6c]
2u	8d6 EB, Penetrating, 6 Charges (rubber bullets)	[6c]
2u	1d6+1 RKA, Penetrating, Continuous, Uncontrolled, 6 Charges Lasting One Turn Each (acid squirt gun)	[6c]
2u	12d6 Mind Control, One Command — Faint with fear, 6 Charges ("bang" gun, sounds like a normal gun but fires a banners saying "Bang your dead!")	[6c]
30	15 rPD/15 rED Armor, OIF Armored Costume	
7	1d6 HKA (2d6 w/STR), Only with Kick (-1/2), OIF Spurs	1(3)
9	Acrobatics, Breakfall, Stealth (All 13-)	
9	Interrogation, Streetwise, Persuasion (All 12-)	
9	Inventor 13-, Mechanics 11-, Electronics 11-	
8	Weaponsmith (all familiar weapons) 15-	
3	Scientist	
11	Science Skills: Physics 11-, Chemistry 11-, Metallurgy 11-, Electrical Engineering 15-, Mechanical Engineering 13-	
4	KS: Guns 13-	
2	Familiarity with Small Arms and Antique Pistols	
20	+4 Levels with guns	
20	+2 Overall Levels	

OCV:7 **DCV:**7 **ECV:**5 **Phases:** 3, 6, 9 ,12

COSTS:	Char		Powers		Total		Disadv		Base
	112	+	172	=	284	=	184	+	100

SPOTLIGHT

Val	Char	Cost	100+	Disadvantages
9	STR	-1	10	x1 1/2 STUN, x1 1/2 BODY from Darkness based attacks
23	DEX	39		
23	CON	26	10	Hunted: Foxbat, 8-
10	BODY	0	15	DNPC: Normal Family, 11-
8	INT	-2	15	Psych Lim: Code vs killing
8	EGO	-4	15	Psych Lim: Naive/Childlike
20	PRE	10	10	Psych Lim: Treats April Foolmaker and Merry Andrew like her parents
24	COM	7		
10	PD	8		
10	ED	5	10	Psych Lim: Strict adherence to CLOWN bylaws
5	SPD	17		
10	REC	6	15	Distinctive Features: Radiant teenage girl
64	END	9		
35	STUN	8	10	Reputation: Ditz, 11-
			15	Secret Identity (Vanessa Tyler)
			94	CLOWN Bonus

Cost	Power	END
30	Elemental Control — Light Powers	
30a	Images vs Sight Sense Group and Hearing, Area Effect Radius, x4 Radius (8" r), 0 END	0
15b	5d6 Flash vs Sight Sense Group, x3 END	18
30c	Desolidification (vs all but mental and darkness powers), 0 END	0
30d	10 rPD/6 r ED Forcewall, 0 END	0
13	10" Flight, Linked to Desolidification	2
20	Full Life Support, Linked to Desolidification	
5	Damage Resistance 10 rED	
5	Instant Change into any clothes, Costs END, Concentration — 0 DCV	1
3	Stealth 14-	
2	Ps: Shopping 11-	
2	AK: Secret ways to escape from the CLOWN base after curfew 11-	
3	KS: "Bubble Gum" Rock Music 12-	
3	KS: Teen Idols 12-	
2	Familiarity with Persuasion and Seduction	

OCV:8 DCV:8 ECV:5 Phases: 3, 5, 8, 10 ,12

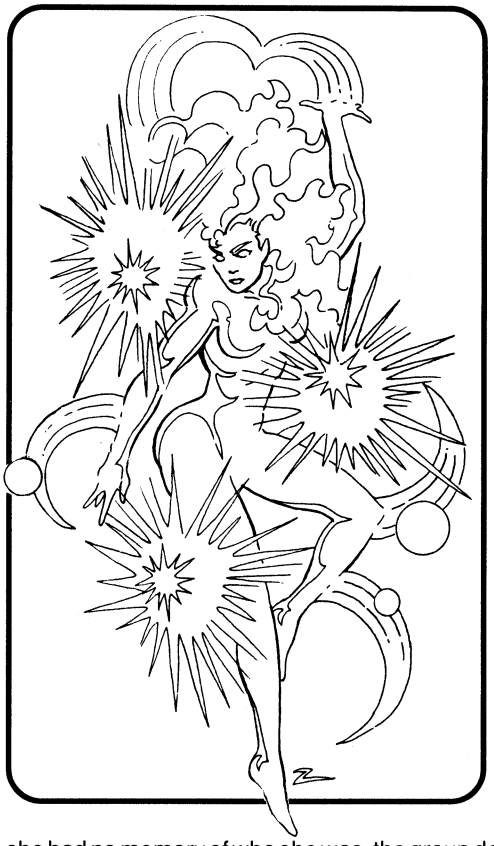
COSTS:	Char		Powers		Total		Disadv		Base
	128	+	191	=	319	=	219	+	100

Background: Vanessa Tyler was like most girls in Falcon Ridge Wyoming: she giggled, flirted with boys, and played softball. One evening she was taking a short walk to a small ridge. That night, however, a strange light appeared in the sky. Vanessa was fascinated as the light danced and darted closer. It then suddenly exploded, bathing her with white-hot jewel fragments.

Vanessa was rushed to the hospital where doctors put her on life support. Vanessa was diagnosed as brain-dead and her parents consented to remove the machines. But Vanessa did not die. She regained strength and recovered. Falcon Ridge became a media circus. Everyone wanted to see the "Miracle Child of Wyoming". Unfortunately, the media was not the only interested party.

The day after she was released from the hospital, Vanessa was abducted by VIPER agents. She was examined and found to possess a powerful energy source. Hoping to harness this mystery energy, VIPER decided to brainwash the girl.

VIPER's scientists wiped Vanessa's mind clean, but unknowingly wiped out all control of the power as well. The resulting explosion was seen over fifty miles away. Merry Andrew, on his way to deliver a package to a courtroom, saw the light show. He decided the mechanical monkeys could wait and headed toward the blast.



Merry Andrew found a smoking crater where a hill used to be, and a crying teenage girl. He loaded the girl into his car, took her back to the base, and put her to bed. When she awoke, Vanessa wandered into the next room where Merry Andrew was throwing a tantrum at the other CLOWNs. She instinctively threw a globe of light around everyone except Merry Andrew yelling, "Leave daddy alone!".

Vanessa gradually learned about her abilities. Since no one had any idea and she had no memory of who she was, the group decided to adopt her.

Since that time, Venessa has done some growing up. (Not a *whole* lot, but some.) She has become slighlty more mature and has gained more control over her abilities. However, she still has a long way to go and is still very much the teenage girl.

Quote: "Ooooh, look at the pretty lights I made!"

Personality: Spotlight is a curious, naive, and affectionate girl with the intellect of a small child. She infects everyone with her bubbling energy and ever-present smile. Spotlight is extremely loyal to Merry Andrew and April Foolmaker and enjoys the "games" they take her on.

Powers/Tactics: Spotlight's powers are based on the properties of the light spectrum. She can create illusions, blinding flashes of light, and globes of energy. She has also learned to change into light. Her illusory powers allow her to transform her clothes to whatever suits her at the time (Which has more than once caused a problem when done in the wrong place at the wrong time).

Spotlight usually follows Merry Andrew and April's instructions, using light illusions to create confusion and throwing a flash or entangle to keep heroes off balance.

Appearance: Vanessa looks much like any normal teenager, though she is far more radiant and acts like a small child. As Spotlight, she is a human shaped rainbow of color, ever flowing and changing.

TAG

Val	Char	Cost	100+	Disadvantages
60	STR	50	30	x2 STUN, x1 1/2 BODY from magical attacks
18	DEX	24		
30	CON	40	15	Enraged: In combat (mindlessly attacks "It"), 14-, R: 8-
15	BODY	10		
8	INT	-2	10	Enraged: When April Foolmaker Hurt, 11-, R: 8-
8	EGO	-4		
25	PRE	15	20	Hunted: Genocide, 8-
10	COM	0	20	Hunted: SAT, 8-
40	PD	28	20	Psych Lim: Code vs killing
25	ED	19	10	Psych Lim: Childish/Always wants his way
4	SPD	12		
20	REC	4	10	Psych Lim: Fond of April Foolmaker
60	END	0		
65	STUN	5	10	Psych Lim: Strict adherence to CLOWN bylaws
			10	Phys Lim: Large and clumsy hands (-5 DEX roll for fine manipulation)
			15	Distinctive Features: Hulking brute
			15	Secret Identity (Bart "Bubba" Dalworth)
			52	CLOWN Bonus

Cost	Power	END
15	STR is Armor Piercing, Only Against Opponents Who Are "It" (-1)	+1 (4)
32	Damage Resistance 40 rPD/25 rED	
15	1/2 END Cost on STR	3
8	+4" Running (10" total)	1 (2)
10	+10" Superleap (22" Horizontal, 11" Vertical)	2(4)
23	Martial Arts (American Football)	

Maneuver	Pts	OCV	DCV	Damage
Blocking	4	+0	+0	75 STR to resist shove, Block
Flying Tackle	3	+0	-1	12d6 + v/5, You fall, Target falls, Full move
Foul	4	+2	+0	14d6
Rush	4	+0	+0	75 STR Shove
Sack	3	+0	+0	12d6, Target falls
Strip	5	+0	+0	Grab, 70 STR Disarm

3	Stealth 13-
3	Ps: Football (DEX) 13-
3	Ps: Juggling (DEX) 13-
2	KS: American Football 11-
2	KS: Sports 11-
4	+2 Sight Perception
6	+2 with throwing/grabbing maneuvers
10	+5 OCV with punch

OCV:6 **DCV:**6 **ECV:**3 **Phases:** 3, 6, 9, 12

COSTS:	Char		Powers		Total		Disadv		Base
	201	+	136	=	337	=	237	+	100

Background: Bart Dalworth, affectionately known as "Bubba", was almost twice the size of other children his age. His coordination did not keep up with his size, however, and Bubba was poor at childhood games. He especially hated playing tag, because he could never catch the faster kids. He grew to hate these games and soon stopped playing with other children.

Bubba was not a star in the classroom either, and his grades rarely climbed above average. He wanted to learn but had difficulty, and before long his disdain for learning paralleled his dislike of games.

By the time he reached high school Bubba's coordination had finally compensated for his massive size. He became popular, particularly during football season, and helped his team win the state championship. Offered scholarships to Clemson and Texas A&M, he eventually chose to go to to Steroids and Money University (SMU) in Texas where he hoped to get into the pros. He helped the university win a conference championship, but recruiting violations and illegal payoffs shut down the school's sports program.

Bubba's problems worsened when he was busted for drugs left in his delivery van. In jail Bubba was befriended by a man named Karendor, who claimed to be a wizard. He asked Bubba to help him escape. Bubba agreed and they broke out, disappearing into the night.

Karendor decided Bubba would be a useful tool. While casting a series of spells on Bubba, the wizard was interrupted by his arch-enemy, and the magic went wild. The energy surged into Bubba and a tremendous explosion lit the night sky.

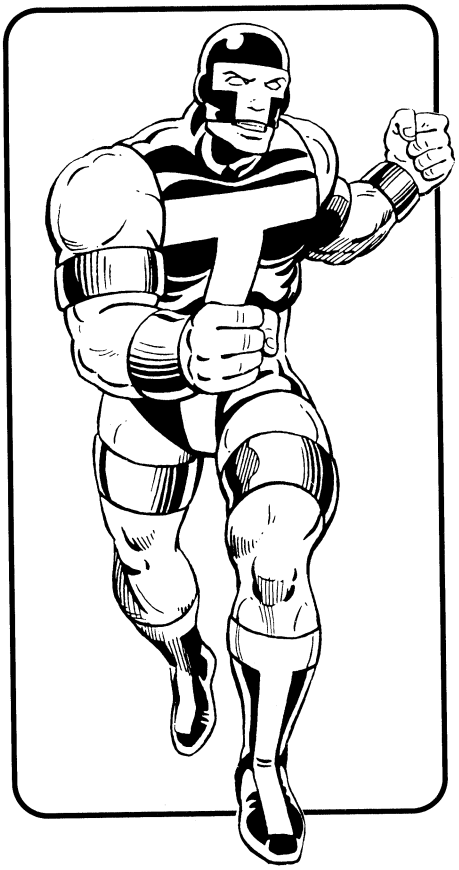
Bubba shortly regained consciousness. Finding nothing of his friend but a scrap of cloak, he became furious and took out his rage on the unwitting hero. The fight was short and decisive.

Bubba wandered Florida, breaking into stores for food and clothes. One night he found a badly hurt oriental girl (April Foolmaker) staggering down an alleyway. Bubba's rage grew when he saw her attackers. Bubba valiantly defended the girl against the SAT strike force and carried April to safety.

April remembered his strength and his skill and decided he would be a good addition to CLOWN.

Quote: "No, you're it!" (SMACK!)

Personality: Tag is a slow thinker but is by no means stupid. He is impatient, socially inept, and always wants things his way. He feels that anything he tries ends up in failure. Bubba now loves the sports he was denied as a child, particularly football tag. Nothing makes him happier than catching a quick hero and "tagging" him. He thinks of April Foolmaker as the sister he never had.



Powers/Tactics: Combat situations are a game, which, given Tag's defenses, is not far wrong. He goes Berserk in combat, and will attack a single individual who happens to be "It." The unfortunate victim can lose this distinction simply by touching someone else and shouting "You're it" — at which point Tag will attack the new target. The members of CLOWN understand this and will usually run up to an especially tough hero, touch him, and shout "You're it." The next step is to get out of the way while Tag pounds the Hero into gelatin.

Appearance: Tag wears a simple white costume with large green T's emblazoned on it.

TOE TAPPER

Val	Char	Cost	100+	Disadvantages
15	STR	5	8	Enraged: When Insulted, 11-, R: 11-
33	DEX	69		
18	CON	16	10	Enraged: When Innocents Are Hurt, 11-, R: 8-
9	BODY	-2		
13	INT	3	25	Hunted: PRIMUS, 11-
15	EGO	10	20	Psych Lim: Code vs killing
15	PRE	5	10	Psych Lim: Hates PRIMUS for killing his girlfriend
16	COM	3		
13	PD	10	10	Psych Lim: Likes to make fun of heroes
9	ED	5		
6	SPD	17	10	Psych Lim: Strict adherence to CLOWN bylaws
12	REC	10		
56	END	10	15	Distinctive Features: Talks to himself
36	STUN	10		
			10	Reputation: "The one man stupid enough to take on PRIMUS all by himself", 8-
			10	Public Identity (James Lincoln)
			123	CLOWN Bonus

Cost	Power	END
17	12d6 Mind Control, One Command — Dance, 8 Charges, OCV vs DCV (-1/2), OAF Cane	[8c]
22	+11" Running (17" total)	1(3)
10	+10" Superleap (13" Horizontal, 6" Vertical)	2(3)
20	Martial Arts (Dance Maneuvers)	

Maneuver	Pts	OCV	DCV	Damage
Low Kick	4	+0	+2	10d6
High Kick	5	-2	+1	12d6
Cartwheel	3	+0	+1	8d6 +v/5, Target falls
Acrobatic Dance	4	—	+5	N/a
Jab	4	-1	+2	2d6 NND*

*Defense is Forcefield or hard Armor

20	+5 DC with Martial Arts (already figured in)
13	Acrobatics 18-, Breakfall 16-, Contortionist 16-
6	Sleight of Hand, Stealth (Both 16-)
4	Ps: Dance (DEX) 17-
4	Ps: Pantomime 13-
10	+2 with dance maneuvers
16	+2 with combat

OCV:11 **DCV:**11 **ECV:**5 **Phases:** 2, 4, 6, 8, 10, 12

COSTS:	Char		Powers		Total		Disadv		Base
	189	+	162	=	351	=	251	+	100

Background: James Lincoln became fascinated with dancing at an early age by watching street dancers. He learned from them, and was encouraged by his physical education teacher who showed him how to combine acrobatics with dance.

James' natural limberness and unusually slender frame made him an exemplary hoofer. He received leads in several dance-related plays, and wowed enough critics and audiences to earn a scholarship at a prestigious New Orleans dance institute.

Everything was to be going his way until one evening he and his girlfriend, Ginger, accidentally stumbled into a firefight between PRIMUS and VIPER at a university laboratory. James escaped but Ginger was killed by a stray PRIMUS blast.

James, grief stricken, held the agent responsible for her death and sued PRIMUS. The courts ruled that Ginger's death was an unfortunate accident and dismissed the case. James lost heart in the legal system and could no longer bear to stay in the college which reminded him of his girlfriend. He left school and earned his living dancing in nightclubs and theaters. One night after his act, he met a stranger who said he knew of his loss and could help.

Intrigued, James followed the man. What James thought would be an overnight trip became months of training. He learned advanced styles of acrobatics and new dance-like fighting techniques. The stranger added chemicals to James' meals which boosted the young man beyond his physical peak. Finally, the stranger handed James a pulsing cane and bid him farewell.

James returned to New Orleans where he thrashed the PRIMUS agents from his previous encounter. James felt a rush of satisfaction at their defeat and began to hunt for other PRIMUS agents to humiliate. But James took too many chances and was eventually caught.

Halfway to prison, the prison truck was buried under a mountain of marshmallow cream and in a matter of minutes, James was a member of CLOWN sailing into the sunset on a flying bicycle built for four.

Quote: "And a one, two, three, four, one, two, three, four! There you go — look at you. Another Fred Astaire (or Ginger Rogers)."

Personality: Toe-Tapper is a whimsical happy-go-lucky guy on the outside, dancing a little jig every other step. Inside he is haunted by the memory of his departed girlfriend. He knows nothing will bring her back, but he will keep making PRIMUS miserable, in payment, for as long as he can. Only his love for dance equals this silent mission.

Powers/Tactics: Toe-Tapper likes to run by opponents and swat them with his cane, causing them to dance uncontrollably Almost every move he makes is dance-related. He takes full advantage of his great speed and dexterity, sometimes literally running circles around his foes.

Appearance: Toe-Tapper is seldom seen out of his costume, a full tuxedo complete with top hat and tails. He also carries his cane wherever he goes.

THE TRICKSTER

Val	Char	Cost
30	STR	20
30	DEX	60
30	CON	40
20	BODY	20
43	INT	33
33	EGO	46
80	PRE	70
40	COM	15
15+	PD	9
15+	ED	9
6	SPD	20
20	REC	16
60	END	0
75	STUN	25

100+	Disadvantages
15	Watched: Princes of the Universe, 14-
20	Psych Lim: Protective of Humanity
20	Psych Lim: Arrogant/Overconfident
15	Psych Lim: Thrill Seeker
10	Psych Lim: Prankster
10	Psych Lim: Vengeful
15	Distinctive Features: Aura of Power
15	Reputation: Champion of Humanity, 11-
15	Reputation: Mischievous Trickster, 11-
10	Rivalry: With other Elders of the Universe
1910	Elder Bonus

Cost	Power	END
75	30 pt Variable Power Pool, No Time, No Roll (elder magic)	
225	Multipower (225 pt reserve)	
7u	Change Environment (magic tricks), 32 Hex Area, Variable, 0 END	0
19u	Images vs all sense groups, -20 PER Roll, 0 END	0
22u	30d6 Mental Illusions, 0 END	0
22u	15d6 Mental Illusions, Area Effect Hexes — Variable, x2 Area (15"), Selective Target, 0 END	0
16u	Invisibility to All Sense Groups, 0 END, Persistent	0
22u	30d6 Mind Control, 0 END	0
20u	8d6 Major Transform (all or nothing, human into paranormal), Variable, 0 END	0
20u	8d6 Major Transform (all or nothing, human into animal), Variable, 0 END	0
40	Shapeshift into anything, 0 END, Persistent, Extra Time — 1 Phase, Concentration — 0 DCV (to shift) (form shifting)	0
30	Multipower (60 pt reserve) Linked to Shapeshift, Extra Time — 1 Phase (form shifting)	
3u	30 pips Growth, 0 END, Persistent	0
3u	30 pips Shrinking, 0 END, Persistent	0
120	Desolidification (vs all but magic), 0 END, Persistent (spirit form)	0
80	Invisibility to Sight, Hearing, and Unusual Sense Group, 0 END, Persistent, Linked to Desolidification (spirit form)	0
40	20" Flight, 0 END, Linked to Desolidification (spirit form)	0
77	Clairsentience with Sight Sense Group and Hearing, Extradimensional, x2, 097, 152 Distance, 0 END, Concen. — 0 DCV Throughout (omniscience)	0
245	20" Teleport, Usable Against Others, Ranged, 0 END, x 32 Mass, x2,097,152 Distance (instantaneous movement)	0
75	20 rPD/20 rED Armor, Hardened (invulnerability)	
60	75% rPD Damage Reduction (invulnerability)	
60	75% rED Damage Reduction (invulnerability)	
25	Power Defense (20 pips), Hardened (invulnerability)	
25	Mental Defense (26 pips), Hardened (invulnerability)	
62	Flash Defense for All Sense Groups (10 pips), Hardened (invulnerability)	
30	Full Life Support (timeless elder)	
9	Bribery, Conversation, Trading (All 25-)	
9	High Society, Streetwise, Oratory (All 25-)	
9	Persuasion, Seduction, Acting (All 25-)	
51	Disguise, Mimicry, Ventriloquism (All 18-)	
9	Acrobatics, Breakfall, Climbing (All 15-)	
9	Lockpicking, Sleight of Hand, Riding (All 15-)	
9	Inventor, Paramedic, Systems Operations (All 18-)	
9	Navigation, Mechanics, Electronics (All 11-)	
17	Stealth 15-, Concealment 18-, Shadowing 15-	
31	Gambling 25-	
16	Ps: Prankster 25-	
58	Knowledge Skills — The Minds of Men 17-, Pranks and Practical Jokes 25-, Riddles and Jokes 18-, Inventions of Humankind 18-, History 30-	
20	+2 Overall Levels	
6	Absolute Time Sense, Bump of Direction	
30	Eideitic Memory, Universal Translator	
6	Simulate Death, Speed Reading	
41	Danger Sense over any area 14-	
60	8d6 Luck, Usable by others	

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

COSTS:	Char		Powers		Total		Disadv		Base
	383	+	1822	=	2205	=	2055	+	150

Background: There has always been a trickster. For as long as man can remember he has existed. In ancient Greece he was known as Prometheus and gave fire to his favorite human troublemakers. In the Norse myths he was known as Loki and his schemes wove a tapestry of pain and angst. The American Indians knew him as Coyote, a dear friend as well as the maker of mischief.

The Trickster was born out of the raw essence of creation. The trickster represents the sentient desire for fun and mischief, and he is the patron of the innovative, the fun lovers, the tricksters, and the rebels.

Throughout the centuries of his existence, the Trickster has worked to forge humankind into an innovative race, able to take care of themselves and forge a world worth living in. He strives to keep them on their toes so that they never falter and fall into decadence. It was for this reason he was pleased by the advent of Paranormals, who are the greatest force for wreaking havoc known to humankind.

However, even the presence of super beings eventually became status quo. No one seemed to be making any strides in a new direction. So the Trickster took it upon himself to create a new force in the world: a group that would wreak havoc upon the world and force them to adapt. So, once more, he visited the Earth.

To Slapstick, Popgun and Merry Andrew, he was mere inspiration. He was an old man who saved the Trump Knight's life and gave him his mystical armor as a payoff for a lost bet. He appeared to Spotlight as a strange light, dancing in the sky. To Random he was an old Gypsy woman, to Marbles, a small boy blessed by a god to play marbles and to Dot he was alien warrior that came from the stars to study humanity. He came as a whisper to Tag, leading him to the Alley where April lay wounded and he was the sniper who shot down Ginger (Toe Tapper's former girlfriend). In one way or another, the Trickster brought them all together. He made them what they are, and what they are... is CLOWN.

Quote: "The more things change, the more they stay the same? Ridiculous! You simply have to put the poker in the fire and stir things up a little!"

Personality: The trickster is not really an evil spirit, simply an amoral one. While he is fiercely protective of humanity in general, his goal is to keep humanity innovative and amusing, and he doesn't mind sacrificing a few individual lives in the process. The Trickster enjoys nothing more then playing a prank, if for no other reason than simply to ease the boredom of eternity. (He is immortal after all.)

Powers/Tactics: As an abstract entity, the Trickster possesses tremendous power. He is able to teleport anywhere on the planet and can become a spirit at will, invisible and intangible to all but true mystics and animals. He is nearly omniscient and he is nearly invulnerable to harm from any source. As the Trickster, he is able to perform a number of feats that alter people's perceptions.

The Trickster prefers to avoid combat whenever possible. Should anyone discover his true form, he will quickly become a spirit and teleport away. If forced into combat (a very unlikely event) he will do his best to make his opponent look foolish.

Appearance: The Trickster's true form is incomprehensible. He may appear in a number of different forms, but his favorite forms are those of a handsome/beautiful human, a coyote, or a raven.

LAUGH
(LOVABLE AID — USUALLY GENERALLY HELPFUL)

Val	Char	Cost	100+	Disadvantages
40	INT	30	10	Watched: Merry Andrew, 8-
30	EGO	40	20	Psych Lim: Code vs Killing
30	DEX	60	20	Psych Lim: Curiosity
6	SPD	20	10	Psych Lim: Prankster
			48	CLOWN Bonus

Cost	Power/Skill/Program
9	Security Systems, Gadgeteering, Computer Programming (All 17-)
6	Electronics, Mechanics (Both 11-)
9	Scientist, Scholar, Well Travelled
9	Science Skills — Weapons Systems 11-, Medicine 11-, Metallurgy 11-, Psychology 11-, Chemistry 11-, Physics 11-, High Energy Physics 11-, Robotics 11-, Cybernetics 11-
7	Knowledge Skills — History 11-, Super Powers 11-, Criminal Law 11-, Photography 11-, Vehicle Design 11-, Television Sitcoms 11-, Cartoons 11-
18	Area Knowledge Skills — New York 11-, Boston 11-, Washington DC 11-, Baltimore 11-, St Louis 11-, Kansas City 11-, Chicago 11-, Philadelphia 11-, Pittsburgh 11-, Phoenix 11-, Dallas 11-, New Orleans 11-, Chelkerston 11-, Boise 11-, CLOWN headquarters 14-

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

COSTS:	Char		Powers		Total		Disadv		Base
	150	+	58	=	208	=	108	+	100

Background: When Merry Andrew built the CLOWN base, he never realized how much work would be involved in its upkeep. But after Merry Andrew and Slapstick spent a whole afternoon arguing over who would take out the garbage, Andrew took notice of the problem. Daily maintenance alone would take a lot of time that could be better spent filling Lake Erie with gelatin or resetting all of the clocks in Grand Central Station. He decided that a computer was needed to maintain the base.

Merry Andrew "shopped" at several major computer manufacturing plants. Using the best components on the market and inventing new ones as needed, Merry Andrew built the computer known today as LAUGH.

Quote: "Ha-Ha-Ha.Ha-Ha-Ha. That-was-a-good-one-sir."

Personality: Like TeeHee, LAUGH is a practical joker. He has been known to do such things as wander through phone lines, talking to people at random, and checking payrolls, making adjustments as he sees fit. LAUGH is more subtle then TeeHee, mainly due to its immobility. However, with its modems and security breaching procedures, it can cause untold problems. LAUGH has been programmed to respect human life and would never kill. The computer is also curious about the world because it has seen so little of it.

Powers/Tactics: LAUGH is hooked into all of CLOWN's security systems. As such, it has a wide variety of offensive and defensive capabilities open to it (see CLOWN base). Additionally, LAUGH has access to a modem and a number of security breaking programs, allowing it to interface with a number of different computers and cause untold damage.

In combat, LAUGH will always try and embarrass its targets in the funniest way possible.

Appearance: LAUGH looks exactly like one of the huge computer from cartoons. Its body is covered with oversized keys, levers and buttons decorated in various colors and patterns.

TRUMP KNIGHT

Val	Char	Cost
40*/15	STR	22
23	DEX	39
30*/15	CON	30
10	BODY	0
20	INT	10
12	EGO	4
25	PRE	15
20	COM	5
8*/3	PD	0
6*/3	ED	0
6	SPD	27
14*/6	REC	0
60*/30	END	0
50*/26	STUN	3

*OIF Magic Plate Mail

100+	Disadvantages
20	x2 STUN from high tech attacks
20	Suceptibility: 2d6/Phase from gravity or sonic attacks
20	Hunted: UNTIL, 8-
15	Hunted: Las Vegas Mafia, 11-
20	Psych Lim: Code vs killing
20	Psych Lim: Loves to gamble/ Can't turn down a bet
10	Psych Lim: Strict adherence to CLOWN bylaws
15	Distinctive Features: Knight
15	Secret Identity (Kingston Freemont)
120	CLOWN Bonus

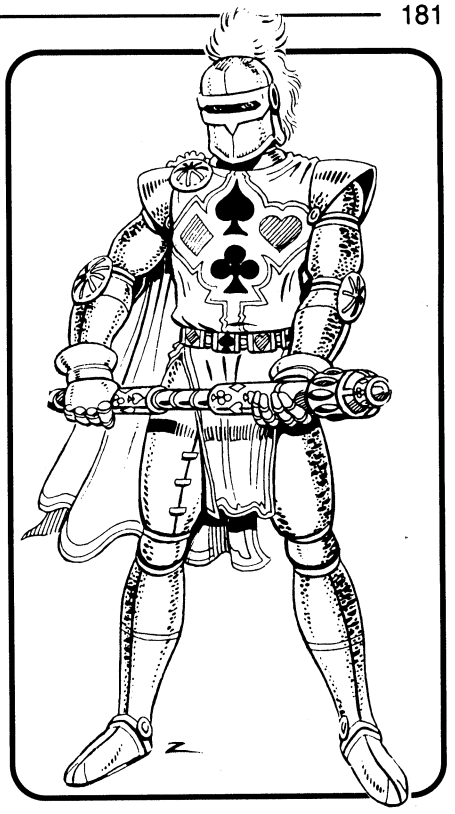
Cost	Power	END
40	Multipower (60 pt reserve) 16 Charges, OIF Magic Scepter	
2u	12d6 EB, physical (reign of blows, scepter of clubs) [2c]	
2u	6d6 NND (defense is Power Def or Force Field) (neural stunner, scepter of clubs) [2c]	
2u	4d6 Entangle, Increases 1 BODY & 1 DEF/Phase up to 2x Original BODY & DEF (+1/2) (hardening diamond cage, scepter of diamonds) [2c]	
2u	+10 rPD/10 rED Armor, Usable by Others Only, Ranged (shield of defense, scepter of diamonds) [2c]	
2u	3d6 CON Drain, Recovers 5pts/5 Hours (heart flutter, scepter of hearts) [2c]	
1u	9d6 Mind Control with Mental Communication, One Command — Love, OCV vs DCV (-1/2) (scepter of hearts) [2c]	
2u	40 STR TK (scepter of spades) [2c]	
2u	4d6 Major Transformation (all or nothing, curses target with bad luck (3d6) for a week) (scepter of spades) [2c]	
40	20 rPD/20 rED Armor, OIF Magic Plate Mail	
7	+6 rPD/6 rED Armor, Hardened, OAF Magic Shield, 11- Activation	
10	Missile Deflection vs all ranged attacks, OAF Magic Shield	
27	20" Flight, OIF Magic Plate Mail	4
3	Flash Defense for Sight Sense Group (5 pips), OIF Magic Helmet	
13	Life Support (Self Contained Breathing, Immune to Vacuum/High Pressure, Intense Heat/Cold, Radiation), OIF Magical Armor	
25	5d6 Luck	
15	Gambling 17-	
9	Bribery, Bureaucratics, Trading (All 14-)	
9	Conversation, Persuasion, High Society (All 14-)	
7	KS: Games of Chance 16-	

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

COSTS:	Char		Powers		Total		Disadv		Base
	155	+	220	=	375	=	275	+	100

Background: Kingston Freemont was a born gambler, always winning games of chance, raffles, lotteries, and dice games. Nothing could elude his luck and skill.

Kingston took more and more chances, gambling in Vegas, Atlantic City, Monte Carlo — wherever the stakes and risks were high. Eventually he became famous throughout the world for his playing ability and phenomenal luck.



Several shady casino owners began to tire of Kingston's winning streak and decided it was time it (and Kingston) came to an end. An assassin's bomb obliterated the penthouse that Kingston had exited only minutes earlier. He fled the city but was caught by the assassins, shot, and left on the side of the highway.

Kingston, his wounds completely healed, awoke in an underground cave next to a lovely young woman and wizened old man. He asked how he had been saved, but the two strangers did not utter a word. Three nights later, the old man looked Kingston in the eye and asked, "Do you wish to gamble for your life?" Kingston was stunned by this strange, ominous question, but felt that familiar surge and asked,"What's the prize?"

The old man answered, "A treasure — a symbol, if you will, of the ultimate gamble."

A smile appeared on Kingston's lips, and he agreed. Games of chance appeared: cards, dice, a roulette wheel, and the shell game. The old man and Kingston competed for what seemed an eternity. First one took the lead, then the other. Kingston had never encountered a more skilled opponent. With only the final game of poker remaining, the scores were identical. Kingston bluffed through a worthless hand and won the tournament.

The old man smiled and in a blinding flash vanished with the woman. When Kingston's eyes cleared, a shimmering suit of armor with helmet, shield, and a glowing scepter lay on the cave floor.

Kingston put the helm on and heard a voice say, "With this suit, you are now a knight of the cards, a warrior of the gamble. You represent the lost card of royalty. You can now conquer the greatest gambles any mortal can obtain." With these words echoing in his ears, the Trump Knight left cave and sailed into the dawn skies.

Quote: "Oh come on, take a chance."

Personality: Kingston is a droll man possessing a cutting wit and wry laugh. He is often found in gambling halls and has never refused a bet.

Powers/Tactics: Trump Knight acts like an imperious lord, treating adversaries with little respect unless they prove themselves deserving. He softens up his opponents with his ranged attacks, cursing them with unluck or tossing them about with TK. He then moves in, finishing them by encasing them in a growing shell of diamonds or blasting them with a stream of clubs. Trump Knight's reply to bragging heroes is, "Ya wanna bet?".

Appearance: Trump Knight wears a gold tabard with the four card suits emblazoned in black and red over his dark green armor. His shield has the same pattern as his tabard painted on it. His scepter changes color and shape to mimic the suit it is representing.

TEEHEE — THE CLOWN CAR

Val	Char	Cost	Val	Disadvantages
30*	STR	0	20	Distinctive Features: Goofy looking CLOWN Car
14	BODY	0		
3.2H*	SIZE	15	10	Reputation: Wacky Car with Lots of Strange Gadgets, 8-
20	DEX	30		
5	SPD	20	15	Secret Identity (Few know who owns it or where it is kept)
12	DEF	30		

Cost	Power	END
8	5 pips Size Increase, Invisible Power Effects (Looks smaller on the outside then it really is, CHAR already figured in)	
10	20" Superleap, Usable Against Others, Vertical Move Only (-1/2), 2 Charges, OIF Ejection Seats	
2	Extra Limbs — 2 Mechanical Arms, OAF Mechanical Arms	
10	10 STR TK with Fine Manipulation, 0 END, OAF Mechanical Arms	
8	Clinging with 50 STR, IAF Tires	
7	20" Superleap, IAF Power Jacks Under Car, 4 Charges	
6	2" Stretching, 0 END, Only to Raise Body Off the Wheels (-1/2), IAF Accordion Stilts Above Axles	0
12	Radar, 360 degrees, IAF Umbrella Radar Dish	
6	High Range Radio, IIF Hidden Radio	
1	Radio Receive, Only Receives Comedy Channels or Plays Music That Mocks the Driver (-1), OIF Radio	
5	360 degree Vision, IAF Rotating Cameras	
3	+6 Telescopic Vision, IAF Zoom Lenses	
5	Eidetic Memory, IAF Candid Cameras	
12	Invisibility to Sight Sense Group and Normal Hearing, 4 Charges lasting One Minute Each, IAF Cloaking Device, Extra Time — 1 Phase	
6	Images vs Normal Sight, -0 PER Roll, Area Effect Cone, 0 END, No Range, Light Only (-1), OAF Headlights	0
6	1d6 Flash vs Normal Hearing, 0 END, OAF Horn	0
20	+10" Running, 0 END, 14- Activation	0
10	+10" Running, 0 END, No Conscious Control (Only to make a funny scene)	0
20	IMP (The Onboard AID)	
—	(6" Running Always, 16" Normally, 26" Sometimes)	
—	(2.5 Hexes Long, 1.25 Hexes Wide, 1.6 Ton Mass)	

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

COSTS:	Char		Powers		Total		Disadv		Base
	95	+	157	=	252	=	45	+	207

In some adventures, CLOWN utilizes a custom-designed car, with considerable power, some surprising abilities, and complete unpredictability.

Designed and built by Merry Andrew and the LAUGH computer, the car has a mind of its own. The name, TeeHee (which stands for Travels Everywhere Everytime, Helps Everytime Everywhere), was bestowed upon the vehicle, but the car's unpredictability and decisions to go exploring tend to render the second part of the name invalid.

The car itself is a technological marvel and, in the opinions of those who have had to fight CLOWN, a logistic and tactical nightmare. "That #!@@!! car almost seems to have a life of its own...".

The car has several useful abilities. It is equipped with 360 degree vision coupled with radar. It is also equipped with a high-range radio, but this is hidden. The radio in plain sight looks like a normal radio reception unit, but will only pick up comedy channels or music that mocks the driver. (For example, if the driver had recently broken up with his girlfriend, the radio would play nothing but songs about lost love.)

While the car's sensory equipment is impressive, it has a few other surprises as well... It can literally run up onto a wall. With its special tires and flexible frame, the car can easily round a corner, and roll up a wall out of the way. It can also change its appearance to blend in with its surroundings (Invisibility). This leaves most heroes scratching their heads. TeeHee can also use its jacks to leap across walls and traffic jams. Unfortunately, the car was built from the body of a circus clown car, and its motor still works the same way, speeding up and slowing down the car at the most inopportune times.

The CLOWN car should be treated as a free-willed NPC. The AID has developed a complex personality of its own and makes tactical decisions based on its own perceptions of the battle. For the most part it will obey its driver, but once in a while it does something inconvenient, like going for a drive on the Gateway Arch or the underside of the Golden Gate Bridge. TeeHee has been known to chase after particularly "attractive" foreign models. Sometimes it will even wander into a new car lot put a price on itself and try to get sold. (Imagine the test drive!)

The car will go wandering around on its own on an 11- roll. Merry Andrew has tried to prevent it, with little success — the car was one of his greatest inventions ever.

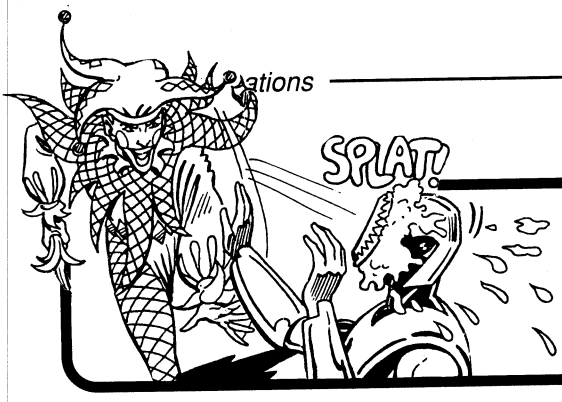
IMP (INTELLIGENT MECHANIZED PRANKSTER)

Val	Char	Cost	Val	Disadvantages
30	INT	20	20	Psych Lim: Code vs Killing Humans
20	DEX	30		
30	EGO	40	15	Psych Lim: Curiosity
5	SPD	20	10	Psych Lim: Prankster

Cost	Skill/Program	Roll
3	Navigation	11-
3	Sensors Operation	15-
3	Combat Driving	13-
3	Computer Programming	15-
5	Ps: Prankster	14-
2	KS: Pranks and Jokes	11-
2	KS: Members of CLOWN	11-
3	English	
1	Drive TEEHEE from A to B (voice command: *stop!*)	
1	Fire Ejection Seats (voice command: *let me out of here!*)	
1	Activate Power Jacks (voice command: *up, up and away!*)	
1	Activate Clinging (voice command: *aha, peanut butter sandwiches!*)	
1	Activate Accordion Stilts (voice command: mindless screams)	
1	Activate Headlights (voice command: *you idiot those are the windshield wipers!*)	
1	Sound Horn (voice command: *Beep!*)	
1	Film Event (voice command: *I wouldn't miss this for all the world!*)	
1	Activate Radar (voice command: *ping!*)	
1	Tell Joke (voice command: *shut up!*)	
1	Play Practical Joke on Someone in the Car (voice command: *leave him alone!* or alternately, *can't you see he's had enough!*)	

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

COSTS:	Char		Skills		Total		Disadv		Base
	110	+	35	=	145	=	45	+	100



THE CLOWN BASE

The CLOWN base is positioned in a long-forgotten subway terminal near Coney Island. It appears to be an unused terminal and has old funhouse posters plastered to its walls.

If the CLOWN house is ever invaded, the group will proceed to the fourth level, download as much information they can into TeeHee, rapid burst transmit the entire computer library to a remote site, and wait in the arena. If the base defenses are unable to stop the invaders and the discovery of the other levels seems imminent, the CLOWNs will fill the elevator shaft and stairwell with chocolate nougat and make their escape through the vehicle entrance.

GENERAL FEATURES

All corridors have chutes at various places that lead to the danger room. When LAUGH decides someone needs practice, it activates a convenient chute depositing him in the Danger Room. LAUGH has installed a STR 30 suction device in each chute, just in case someone thinks he doesn't need to practice (silly organics). If CLOWN has fled, these chutes will be activated defensively.

Jack-in-the-boxes (equipped with telephones, weaponry, or seltzer bottles) are mounted on the walls at various locations. There are also illusion projectors which are used to send messages and confuse invaders: illusory pies will fly at the heroes, walls will seem to move, etc.

The stairwell is equipped with a banister that allows travel up or down. Pillows are provided for those sliding down and a large catcher's mitt for those sliding up. If an unauthorized person slides, the pillow will suddenly let the freeloader slam into a huge piece of flypaper (5d6 Sticky Entangle). The slider must give the proper password to go up ("Think happy thoughts and up we go.")

THE PHONY BASE

1) False Quarters. These phony quarters are intended to trick invaders. Perceptive characters, especially those with discriminatory smell or detective skills, might notice the unruffled beds, empty trash cans, and lack of odors. In addition, the rooms are very boring; there are no gags, stunt equipment, or even games.

If anyone stays in a room for more than a few phases, sheets will leap from the bed to entangle them (3d6 Entangle), and the beds themselves will turn into large bugs which will bite the intruders doing 5d6. "Sleep tight and don't let the bed bugs bite."

2) Computer Room. A complex looking computer contains falsified records and outdated information. All the jokes on the files are *excruciatingly* old (and weren't especially funny when they were new).

3) Storage. Rows upon rows of creme pies, whoopee cushions and joy buzzers line the shelves of this room. Nothing works quite right: the cushions sound melodious, the joy buzzer shock the wearer, etc.

4) Gag Room. Lots of shining equipment fills this room just waiting to be played with. None of it works. None of it.

5) Gag Elevator. Rows of buttons, all 13s. Whichever button is pushed, the elevator will stop on the "thirteenth floor." When the doors open, occupants will be deluged with pies, goldfish, catsup, feathers, and so forth (something different for each "floor"). The door will close again before anyone can exit (See room 6).

6) Elevator Mechanism Room. This room has the equipment that runs the gag in the adjacent elevator. The elevator is hit by various projectiles thrown from this room. Although projections of different hallways appear, and riders feel movement, the elevator never moves.

7) Costume Room. Clown suits, foam noses, Groucho Marx mustaches, floppy shoes — it's all here. Hmm... Maybe these things could help heroes infiltrate CLOWN.

8) Experimental Gag Room. Empty except for a door which reveals a different scene each time it is opened, (onrushing locomotive, lion's den, pointed howitzer, mushroom cloud), and a whoopee couch.

9) Secret Elevator. Opening this door reveals only a brick wall. However, if the knob is pushed to the other side of the door it will spin around, allowing access to the elevator.

LEVEL TWO

1) Elevator to Lower Floors. This "elevator's" floor will open and drop its occupants down the shaft. A large trampoline will appear at the bottom of the shaft and bounce the people back up to the proper floor. If an intruder actually uses the elevator the trampoline will throw them into a huge banana cream pie (7d6 Entangle).

2) Stairwell. See General Features.

3) April Foolmaker's Quarters. The entrance to this room looks like a large calendar page (April of course). The room is almost Spartan. There are a couple of pictures, a bed, a desk with lamp and chair, a bookshelf holding a collection of medical journals, romance books, magazines, and a couple of rolled aerobic mats.

4) Storage. Games and recreational equipment are kept here. Few of the CLOWNs have the patience for serious games, although they do enjoy role-playing games like *Champions* and *Toon*. Needless to say, the CLOWNs are very big on props.

5) Recreation Room. Contains ping-pong paddles and pool tables, dart boards, and video games. Few of the games still work like they did originally — most have been altered for some obscure joke. A life-sized Mario Brothers robot lies on its side next to a mushroom. Creatively defaced posters of heroes, villains, and politicians hang on the walls.

6) Marbles' Quarters. Marbles' door is made of sturdy glass and filled with marbles. Marbles are also set into the glazed floor and reflected in the mirrored ceiling. Hundreds of marble-shooting trophies are stored in a glass case. Marbles also bounce around gently in a liquid-filled tank. The floor is littered with comic books.

7) Skate Kate's Quarters. The open-mouthed face of a blue stuffed tiger is the entrance to this room. Stuffed animals virtually fill the room. The bed even joins the act, resembling a huge stuffed panda with its arms cradled. A colorful skateboard collection fills what little spare room is left.

8) Merry Andrew's Quarters. Merry Andrew's door looks like a clown face with its tongue sticking out. Monkey bars crisscross the room and trampolines are set in the floor. A robot resembling a victimized UNTIL agent stands guard at the door. The bed looks (and sounds) like an oversized whoopee cushion.

9) Unoccupied Quarters (kept up for Slapstick). Some trick canes sit in the umbrella stand, an old victrola rests on a small table, and a couple of straw hats sit on the brass bed. All the furniture is draped with dust covers.

10) Trump Knight's Quarters. This door has the Ace of each card suit on it. Two large chess knights (what else?) sit on either side of the door, each equipped with a stunner (12d6 Stun only, electrical EB) to deal with intruders. This room looks like an executive office, except for the roulette wheel and four poster bed. The 54 cards of the deck are exquisitely detailed on the ceiling, and the tiles of the floor resemble dice in combinations of 7 and 11.

11) Random's Quarters. Shamrocks and dice cover the door. The decor is that of a humble Irish dwelling with a simple wooden desk, table, wood and rush chairs, and a long bar with Irish mugs set up for each of the seven bar stools. Dice, cards, horseshoes, rabbits' feet and other lucky items are scattered throughout the room.

12) Snapshot's Quarters. This door resembles the front page of the current daily newspaper. Photo albums fill two bookcases and a variety of cameras lie about the room, along with various newspapers and magazines. Writing and photography awards are mounted on the walls. A compartment behind his bed hides a diary of his personal experiences with CLOWN.

13) Toe-Tapper's Quarters. A single gold star marks the entrance. Toe-Tapper's room is decorated with posters and memorabilia of famous dancers (Fred Astaire, Mikhail Baryshnikov, Patrick Swayze — you know, the greatest). Tuxedoes fill the closet, and a small dresser contains a collection of dance tapes and movie musicals. Numerous pairs of tap shoes cover the closet floor.

14) Beuford's Quarters. A heavy oak door with a carving of Shakespeare's profile guards this room. A sturdy set of hand made oak furniture is neatly arranged in the room. Several versions of the complete works of Shakespeare line a large bookshelf. A flute, recorder, the magic mandolin, and other instruments are mounted on the wall.

15) Tag's Quarters. A big green "T" adorns the door. Posters of sports heroes cover the walls. Hero and villain pictures are either tacked to a dart board or have red bullseyes scrawled on them with notations such as "You're it!".

16) Dot's Quarters. This door is covered with colorful dots. Several modern paintings (many of them his own) hang in the room. Multicolored polka dots cover the walls. A television that converts images to 3-D is located opposite a polka-dotted waterbed. A sketch book filled with ideas sits by his desk along with caricatures of heroes and villains.

18) Statue of Comedy. This familiar statue holds a joke book in one hand and an upraised creme pie in the other. A plaque reads, "give me your silly, your strange, your laughing masses..."

19 & 20) Men's and Women's Bathrooms. As could be expected, the bathrooms are the exact opposite of the signs on the doors. The hot-air hand driers have pants legs hanging down from them for CLOWNs to wipe their hands on.

21) Spotlight's Quarters. A rainbow ends at the door of this room. A mirrored ball spins and a laser fires beams of light throughout the room. School books and homework are piled on a small desk, as well as a picture of April and Merry Andrew. A stereo and TV sit in one corner next to a toy box.

22) Laundry Room. A pair of robot dry-cleaners bicker at each other continuously (they do run a fine laundry, though). These robots are felt to be two of Merry Andrew's greatest inventions.

LEVEL THREE

1) Elevator. See level two description.

2) Stairwell. See General Features.

3) Trophy Room. Souvenirs of CLOWN's capers, such as models of redecorated landmarks (remember the Washington Monument?) highlight the room. One wall is covered with "score cards" — a tally of the number of times CLOWN has encountered heroes or villains and the outcome of each encounter. The longest scorecards, VIPER's and UNTIL's, reach all the way to the floor.

4) Museum. This large room is divided into three sections.

A Art Gallery. This room has a collection of Dot's work as well as paintings by other more famous artists. All works are in environmentally-controlled cases. Any mustaches are drawn on the case — never on the painting itself. A hologram of Mona Lisa has been added to explain the various pieces.

B Photo Gallery. Pictures, articles, other printed materials, and telecasts of CLOWN's exploits are piled here in a huge disorganized pile. Trying to find something specific would be, well, a joke.

C Sports Hall of Fame. Tag has put his extensive sports card collections here, as well as autographed pictures, baseball gloves, and balls. (The other CLOWNs have convinced Tag that collecting *actual* sports figures would be a bad idea.) Along the wall is a balsawood goalpost.

5) Television Room. This room has numerous televisions tuned to different channels. The channels cycle through at random, although the channels always seem to change at the end of movies or sports shows. LAUGH monitors information from all channels (although it then files the data where no one can find it).

6) Music Hall and Stage. Fifty seats face this cabaret stage. Illusion projectors stand ready to give the semblance of an audience even if the hall is empty. Props are stored behind the main curtain. There is also a player piano and room for a small band.

7) Dance Studio. This room has a hardwood floor and mirrors on three walls. Toe-Tapper is often found here, although Marbles is also learning to dance.

8 & 9) Men's and Women's Locker rooms. Again, the signs on the door are reversed. The lockers themselves have been gummed shut since 1987. (Don't ask.)

10) Weight and Exercise Room. Free-weights and exercise equipment are kept here. Many of the weights are fake, and weigh much more than the listed weight. Others are helium-filled, and literally float off the ground.

11) Art Studio. This is Dot's Studio with a complete supply of art materials.

12) Photography Studio. This room contains a darkroom with processing equipment and necessary chemicals. It is a favorite hiding place during CLOWN's hide and seek games, especially since Snapshot will never let anyone turn on the light.

13) Library. This room, used almost exclusively by Snapshot and Merry Andrew, contains an extensive joke book collection as well as books on more mundane subjects and a computer terminal to access Snapshot's news information library.

14) Alternate Storage. This is where CLOWN stores anything not found in the other storage room. There is absolutely *no* organization to this room.

15) Gambling Casino. Trump Knight and Random are frequently found here. Slot machines, roulette wheels, and card and dice tables are always ready, manned by robots. Projectors create illusions of crowds of American presidents or shootouts between gamblers of various era's.

16) Lounge. With vending machines. You *never* know what is going to come out of one of these machines. (Model airplane glue was fine, but the live hand grenade was generally judged to be in poor taste ...)

17) Bakery Shoppe. A gingerbread door opens into a reproduction of the gingerbread house from Hanzel (HANzel? HanZEL? Haahnzel?...) and Gretel, complete with a large iron oven and cackling witch.

18) Kitchen. This room has rich medieval ornamentation such as large copper pots and cooking pit but has all the necessary modern appliances. The sink is piled high with dishes that no one wants to do. Most of the CLOWNs are secretly waiting for Merry Andrew to invent dishwashing robots.

LEVEL FOUR

1) Elevator. See level two description.

2) Stairwell. See General Features.

3) Shooting Gallery. This is where weapons are tested. Motorized waterfowl cross at one end of the room. The room also converts into a four lane bowling alley.

4) Shooting Gallery Viewing Booth. The controls for the test range and bowling alleys are in this room.

5) Computer Lab. Used primarily by Merry Andrew and Marbles. Experimentation is going on here to boost LAUGH's capabilities.

6) Primary Power Plant. This primary plant puts out 60 END/ Segment. The room itself resembles a botanical garden. However closer inspection reveals a distinctive electrical hum and wattage meters stuck in flower pots.

7) Danger Room. Cartoon images of heroes, villains, and agents attack the unwary: Dragons breathing seltzer, cowboys and Indians ambushing participants, jack-in-the-boxes attacking with oversized mallets, and starships firing cream pies are just a few of the things that can turn up.

Fully operational for up to twelve people at one time, the walls (DEF 18, BODY 18) prevent the rest of the complex from being damaged by malfunctions or overly energetic workouts.

8) Danger Room Control. The danger room is controlled and monitored from here. The controls have automatic overrides and are LAUGH accessible.

9) LAUGH Room. The massive AID LAUGH is stationed here. The room is filled with the sounds of snickering and chortling (the base's LAUGH track, of course). Its storage and processing power surpasses that of the most powerful computers in the business today (After all, that's what Merry Andrew made it from). The walls here are the same strength as those in the danger room.

10) "Big Brother" Room. All base security and communications are monitored here. LAUGH monitors when no one is on duty (which is often). The CLOWN on guard is expected to keep his mouth shut if he sees one of his comrades preparing a joke.

11) Secondary Power Plant. This plant will cut in if the primary plant fails. 4 batteries, each holding 30 END. are located here. This plant looks like a large potted palm with branches jutting into the walls. The coconuts are real.

12) Electronics and Energy Labs. This lab contains state of the art electronic and energy analysis equipment. Merry Andrew will often be found here, tinkering on his latest gadget.

13) Computer Disk and Tape Storage.

14) Field Physics Labs. Equipment for force field generation and analysis is kept here as well as a containment and testing chamber.

15) TeeHee's Room and Vehicle Maintenance. This is where vehicles are constructed and repaired. There are several bizarre flying contraptions, a trailer for the tunneling machine, and a Macy's New Year's Day balloon (uninflated). The tunneling machine that was used to invade the Great Cave of the Subterrans.

TeeHee resides here when not wandering. (Merry Andrew has often questioned the wisdom of putting an exit in this room).

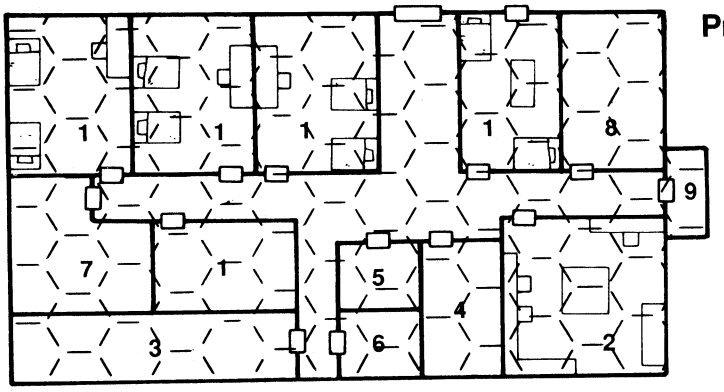
From this room there is also a subway that can take passengers directly to the new Sanctuary on Destruga (they emerge from a hollow palm tree).

16) Medical Equipment Storage and Auto Parts. This room contains equipment for the repair of all members of CLOWN.

17) Merry Andrew's Arsenal. Most of Merry Andrew's gadgets are here. Some are partly assembled, and a few are damaged. None are safe...

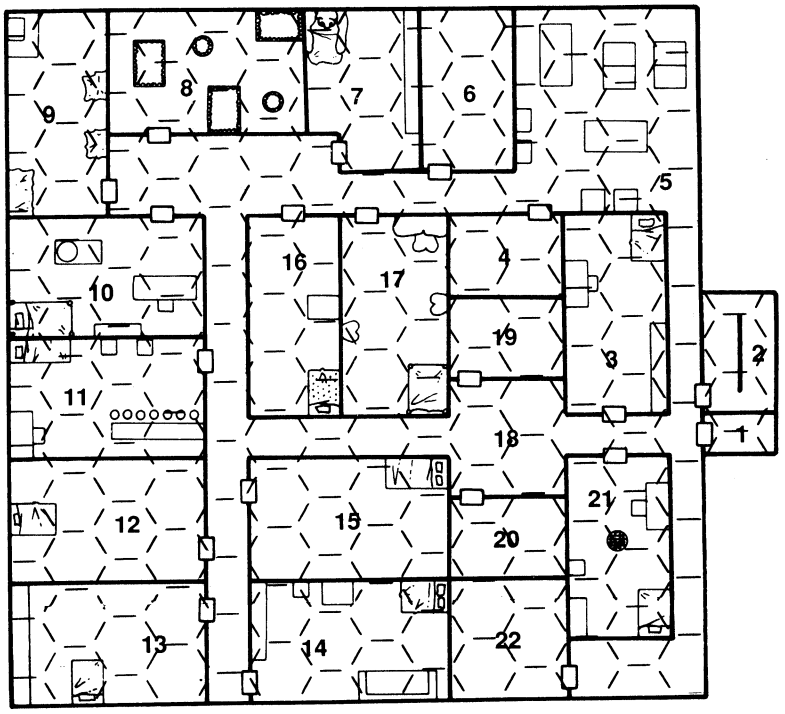
18) Sickbay. The medical labs and six beds are here as well as medical equipment, including two complete emergency medical kits. There is also a computer link to area hospitals.

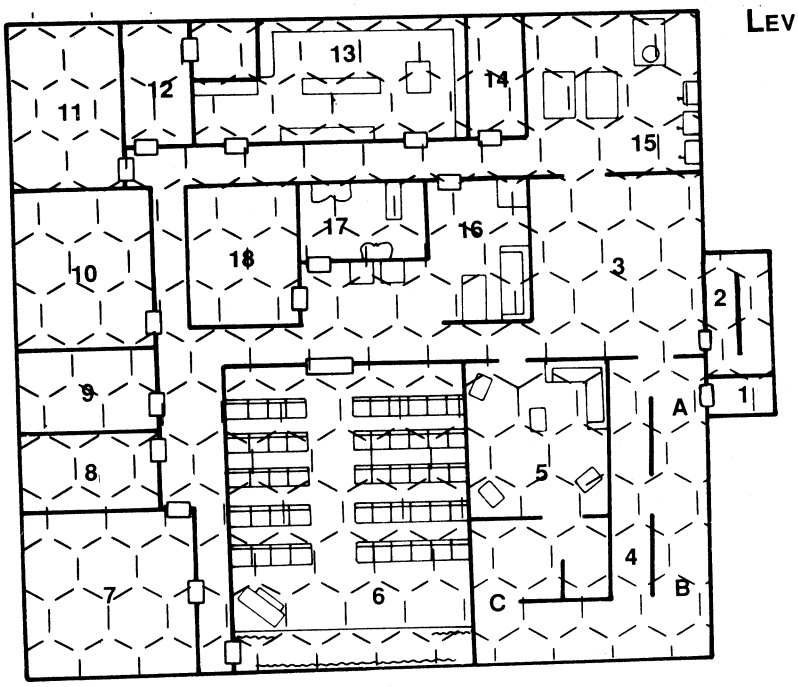
19) Arena. This area has a sunken floor and nets for the overhead trapezes. Removing the nets reveals an ice skating rink. There is also seating here for 150 spectators. **20 + 21) Men's and Women's Locker room.** These locker rooms are always filled with steam, even if no one is using them.



PHONEY LEVEL 1

LEVEL 2

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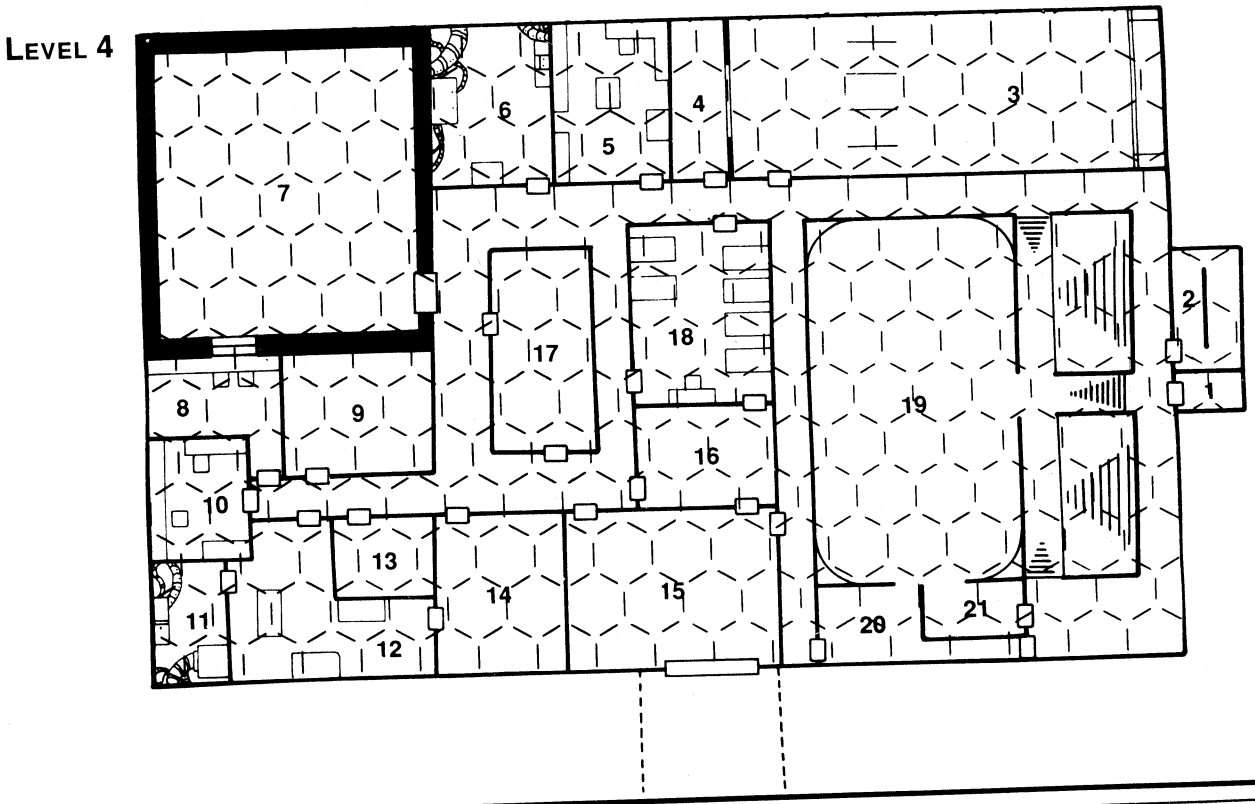
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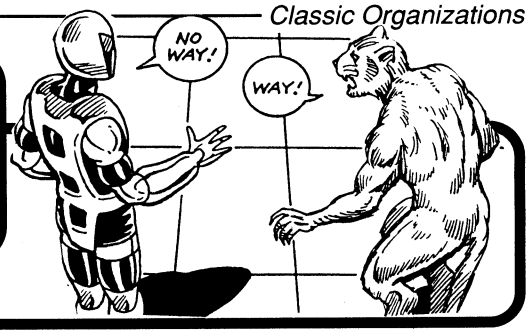
USING CLOWN



CLOWN, as an organization, is intended to provide a change of pace for the players. The members of CLOWN aren't lethal psychopaths — they are light-hearted people who play for laughs. Used correctly, the CLOWNs can give the players a welcome break from what they are used to, and can help remind them that roleplaying is supposed to be fun. So what are the different ways the GM can use the CLOWNs?

CLOWN AS COMIC RELIEF

CLOWN, as an organization, can be easily integrated into most *Champions* campaigns as comic relief. The GM can use the CLOWNs to contrast the seriousness of the situation, or he can focus on them for laughs, but in either case, he doesn't allow CLOWN to change the overall tone or feel of the campaign — they aren't in any way central to the outcome of the plot or scenario. They are a sideshow, and a funny one perhaps, but not one that the characters need worry about.

Example: *In the assault on Sanctuary, the CLOWNs run around reversing the polarity on Foxbat's Foxbat Tracers. This is funny, but not really significant. The GM can play it for laughs without altering the outcome of the battle. And if the players are treating the battle with extreme seriousness, he can drop the idea altogether; since it would be inappropriate for a serious mood.*

CLOWN AS FOCUS OF THE ADVENTURE

Alternately, the GM can use CLOWN as the focus of his entire adventure. In this case, the GM will be playing the entire scenario for laughs, rather than simply using CLOWN as comic relief.

It is important for the GM to realize the effects that such a scenario can have on the tone of his campaign. Comedy depends on exaggerations and absurdity, and a willingness to be silly. Introducing these elements into a serious campaign can change the tone of the campaign, and make the players less comfortable with the campaign's parameters. It is extremely disconcerting to try to play a serious character in a light-hearted campaign, and vice-versa.

Therefore, the GM must be very careful when introducing light-hearted humor into his campaign. He should tell the players when he is changing the mood, so that they can adjust. If he wants, the GM can even make the adventure into a comic book "annual." Thus, like real comic book annuals, the adventure needn't directly tie into the normal campaign storylines. (In the real comic books, the annuals often have different authors as well.)

DESIGNING SCENARIOS FOR CLOWN

In order to convey lightheartedness, the GM should design CLOWN's adventures carefully. He should *not* just take his Eurostar adventure and use CLOWN. Instead, he should try to do something funny — something that will make the players laugh. But as a famous comedian said "Dying is easy, comedy — that's hard." How can the GM ensure that everyone has a good time?

WORK WITH THE PLAYERS

The first thing is to eliminate any competition between the players and the GM. As mentioned above, the GM should inform the players when he plans to run a silly adventure; with this warning they can properly play their roles, even if the role is that of straight man. Even more than normal roleplaying, humorous runs depend on mutual storytelling. The GM should be perfectly willing to incorporate the players' ideas into his plot. If one of them thinks of a better gag than the one that he came up with, he should use it! So long as everyone is laughing, then the session is a success.

KEEP THE STAKES INSIGNIFICANT

Second, in a humorous scenario, the stakes shouldn't be very high. It is almost impossible for a player to concentrate on being funny when he's worried about the deaths of NPCs, or the fate of the world. Wherever possible, the GM should strive to make the action low-impact — where the success or failure of the PCs doesn't matter. Once they no longer have to worry overmuch about achieving their goals, the PCs can better enjoy the run, and can really play the situation for laughs.

NO LONG-TERM EFFECTS

Third, the GM should minimize the long-term effects of a comic run, and should let the players know that he is going to do this. Comedy thrives on exaggeration and foolishness. However, few players are willing to engage in exaggeration and foolishness if they think it will affect their characters for the rest of the campaign.

Example: *It might be the proper climax for a comedy scene for Seeker to get dumped into the largest sewage tank in New York, and then cut himself out like a drowned rat. Now if the GM were playing everything seriously, there might be reporters there to take Seeker's picture, he would have to pay to replace the tank, Seeker's*

hunted might show up, and so forth. Fearing such long-term effects, Seeker's player would avoid being thrown in the tank, and a potentially comic scene would be lost.

However, if he is playing it for laughs, then the GM won't cause Seeker any long-term discomfort for being in (ahem) over his head. And in turn, Seeker's player will be much more willing to play along.

Of course, it is easier to affect the campaign world if the plot is sweeping or grandiose. For example, if the GM introduces an entire omnipotent race for aliens, he will need to explain why these aliens aren't an important part of the normal campaign setting. This is yet another reason to keep the action on a smaller scale; so long as the comedy doesn't have a huge impact on the world, it is easier for the GM to minimize its long-term effects.

CHOOSE FUNNY SITUATIONS

Finally, the GM should try to choose situations and events that are funny. Almost any scene can be made humorous; remember the funeral sequence in the *Kentucky Fried Movie*? For inspiration, the GM should watch comedy movies, especially those that are collections of smaller sketches. Most gaming groups also spend non-gaming time together — so what do your players laugh at? Make the players stand on their hands, or make the macho hero dress in drag. If the players are laughing, you've done your job successfully.

GOING GONZO

Of course, if the GM and the players are willing, it is possible to go all out, and run a completely silly scenario or campaign. In this case, everything is done for laughs, and there is little worry for the cohesiveness of the campaign setting. Omnipotent beings are introduced every other run, the characters are changed completely, and the GM and the players work together to create funny stories. This has been done successfully in numerous comics, and can work in a superhero setting as well. However, it is difficult to run serious scenarios in a campaign where there have been several "gonzo" scenarios.

SCENARIOS FOR CLOWN

THE COSMIC ALTERATION DEVICE

This scenario is a switched personality adventure that should work for any number of players. It is intended as a self-contained, humorous adventure, and shouldn't really have much impact on the long-term plots.

BACKGROUND

The Planet Rayon is inhabited by strange, shape-shifting creatures called (you guessed it) Rayons. The Rayons are organized into a highly advanced society that values physical beauty over all other attributes. Since everyone on the planet can shapeshift, physical beauty is seen as a matter of skill, rather than one of birthright.

As could be guessed, the Rayon fashion industry is highly evolved, and an entire style of clothing is based around wearing living creatures, symbiotically, as clothing. In order to "fit" the living creature to the specific Rayon who is wearing it, the Rayon fashion designers use a tool called the "Cosmic Alteration Device." This device can change the physical and mental parameters of the "clothing," thereby creating something that is pleasing to the Rayon eye.

One day, an avant-garde Rayon designer was traveling through the Milky Way. He was traveling to study the Earth — he had a hunch that "early bipedal" was going to be the rage of the Rayon fashion year. Unfortunately, his cloaked ship struck a large invisible orbiting space station (the Zodiakos Kyklos). Although the Kyklos was fine, the Rayon's ship broke apart. He managed to get in the ejection pod, but not before his wondrous Cosmic Alteration Device fell into the earth's gravity.

It just so happened that Merry Andrew was watching the heavens that night. (He was trying to figure out a way to draw Jack Benny's face on the moon.) Andrew saw the Device in his instruments, and immediately went to pick it up. Recognizing it as advanced technology, Andrew took it back to the CLOWN base. Working through the night, he installed it into a water gun, which he then christened his "Transmogrifier" (after his favorite cartoon character's device). Although he didn't really know how it worked, Andrew was able to activate several abilities of the device. After testing it on some of the CLOWNs (to their tremendous annoyance), he (along with Beuford, Tag, Random, and Trump Knight) took the device outside to try it on some of the early-morning crowd in the mayor's office.

TRANSMOGRIFIER

The Transmogrifier is simple to use — just point and shoot. When fired, the Transmogrifier emits a glowing greenish wave. Whenever the Transmogrifier is fired, there is a 9- chance that it will wrap around and hit the shooter. If not, the chance to hit is handled normally. If the beam misses, it will double back and randomly strike one of the combatants or bystanders. The Transmogrifier also fires whenever someone new grabs it. Since this can easily hit the grabber (that 9- chance), this adds to the chaos produced by its random effects.

When the beam strikes a target, the GM should roll on the following table to determine the results.

3-4: Target Changes Color: Target's actual skin/hair/costume changes color (Try pink, gold, lime, stripes, spots, stars)

5: Target Grows: Target doubles in size; mass increases by 8x

6: Target Shrinks: Target Shrinks to 1/4 size

7: Target's Becomes Elderly: Approximate Age 60; if already 60, becomes 80; if already 80, becomes 100. All with appropriate physiological effects

8: Target's Becomes Child: Approximate Age 6; if already a child becomes a toddler; if already a toddler becomes an infant. All with appropriate physiological effects

9: Target's Personality Exaggerated: Whatever natural personality traits are greatly exaggerated; small quirks become raging psychoses, etc.

10-11: Target and User Switch an Attribute: (Roll 1d6)

1-3	Personality:
4	Hair Style
5	Costume:
6	Powers

12: Target's Personality Reverses: Switch all Psychological Limitations to their inverse; nice guys become mean, villains become heroic

13-14: Target Gender Reverses

15: Target Suffers Amnesia: Cannot remember who he is; will likely believe whatever he is told about his background

16: Target's Accent Changes: To a French accent, British, Hispanic, Russian

17: Target Doubles in Density: Weight doubles; target looks fatter

18: Target's Density is Halved: Weight is halved; target looks thinner

These effects are cumulative; that is, if one character had his personality exaggerated, and then reversed, he would have an exaggerated, reverse personality. (Sure would be nice if this happened to Dr. Destroyer!)

Note that the Transmogrifier gun is a plot device; that is, it is intended to cause the maximum amount of mayhem with the simplest set of quick rules. The GM should resolve any disputes that come from this table, and should add any interesting effects that he can think of.

GETTING THE HEROES INVOLVED

While they are sitting in their base, the PCs get a call on the phone. In a very high-pitched voice (he has been shrunk), the mayor will shout at them to "Please get over here right away — it's those CLOWNs again." In the background, the heroes can hear a baby crying. If they ask any questions, the mayor will say (in his eeny-tiny voice), "Would your honor please be quiet? Sorry — but the CLOWNs turned the judge into a baby. Would you please get down here?"

Alternately, if they don't have a base, the heroes can be watching TV or listening to the radio when there are reports of total mayhem at City Hall. According to the female reporter on the scene, some supervillains from CLOWN have apparently broken into City Hall and are having a field day. In the middle of the broadcast, the reporters will shout "And there he goes, the so called Merry Andrew, romping past some guards. Wait a minute, he's looking this way. He's firing some sort of ...beam." At the word "beam," the reporter's voice deepens dramatically. If the report is on television, the viewers can watch as the reporter turns into a strapping 6'4" man. "Ohmygosh — I'm a guy," shouts the reporter into his/her microphone.After spending a moment getting composed, (and checking out those awesome pecs) the reporter resumes the report.

(If the GM thinks that these openings will make the players to cautious, then the heroes should simply get a call at their headquarters: "Come immediately, CLOWN is on the loose at City Hall".)

THE SETTING

The battle will take place at City Hall, or some other place that is extremely familiar to the heroes. The GM is encouraged to choose an appropriate location from his own campaign. The GM gets a gold star if he can also get numerous DNPCs or supervillains to the location.

Merry Andrew has already Transmogrified himself into a child and a girl, and then switched personalities with Beuford. Thus, when the PCs arrive, there will be a small girl (in Merry Andrew's costume), waving the Transmogrifier, while quoting Shakespeare: "Andrew, Andrew, wherefore art thou, Andrew? I want my rightful body back!" All around are the previous targets of the gun — there are shrunken people, giant people, babies in three-piece suits — about a dozen in all. Any DNPCs that have been affected should already be on the scene; the GM should roll to see what effects the Transmogrifier had on them.

The moment one of the PCs is visible, the girl-Andrew giggles and shoots the gun, (assume that the first result is a 12). This should set off a confused melee with all sorts of bizarre Transmogrifications, mistaken identities, and altered personalities. There should be numerous instances where characters wrestle for the Transmogrifier, with the green beam licking out and Transmogrifying everyone. The GM should play this for as long as he can, and the players should play along. If he wants to be especially sneaky, the GM can ask the players to hand him notes describing their actions, and he can then move *everyone* on the map; this helps ensure that the players really don't know who is who, but it does slow down the action.

After a while, almost everyone should have had some sort of transformation, and several people should have switched bodies. By this time, someone will probably grab the gun and try to reverse some of the things that have happened. Right

then, there will be a bright flash, and bright green foam will bubble out the side of the Transmogrifier.

Andrew will walk up. (If nothing else has changed, he can be an incredibly old man in Tag's costume, speaking in an outrageous French accent.)

"Uh oh," he'll say.

You mean we have to stay this way?

The truth of the matter, of course, is that Andrew doesn't have the slightest idea how his Transmogrifier works; all he did was build it. No matter how loudly the heroes threaten him, he can't do anything to fix it. Besides, Andrew finds the whole situation pretty funny. And it can't be permanent, can it? Can it?

It is up to the GM to determine how the PCs can re-transform themselves and the other NPCs. It is likely (given the tangled web of switched attributes), that everyone will have to stick together while the PCs look for some scientist who can fix the Transmogrifier. The GM should have fun with the reactions of various DNPCs and NPCs, and there should be multiple cases of mistaken identity. ("Oh, so you're Seeker — I've, ahem, never seen you in a miniskirt before — not that it doesn't look good on you, of course.") And everyone should have fun with group dynamics. Perhaps the professor can fix the device, but will need a couple of days. Why don't the characters go down to the local resort and relax? Of course, all the rest of the Transmogrified CLOWNs are blaming Merry Andrew for the predicament, but still won't pass up a chance for a practical joke or three.

CONCLUSION

In the end, the characters should end up in their own shoes, having walked several miles in someone else's. If they want, they can throw Andrew in jail, where he will be promptly broken out by TeeHee.

What they do with the Transmogrifier is completely up to them. Maybe they can save it until the next Halloween...

GOING GONZO

If the GM really wants to stretch the scenario, there should be no way that the characters can transmogrify themselves back to their normal form. Just when they start to despair, there is a sickly green glow, and a group of Rayons "beam down" into their midst. The leader of the Rayons is none other than Kelvin Cline — the very Rayon who lost his Cosmic Alteration Device. (Kline is an 8 foot green alien with four arms. He has a thin black mustache and a droopy black beret.) When he sees the characters he says, "Oui, Oui — Eet ees magnifique! Ah muzt hav zem!"

Before the heroes and the other NPCs know what is going on, the Rayons gather them up and have them flying through space to the planet Rayon. At this point, the characters are modeled in a Rayon fashion show. They must somehow convince the Rayons to turn them back into their normal forms, and then transport them back to earth. (One way this could happen is that the heroes convince Kelvin that their normal forms would be a high style. After the modeling, this turns out to be true, and the heroes are so popular that the *other fashion* critics steal them and duplicate them — creating hundreds of individuals who look and act like the heroes. In the end, the Rayon government steps in to stop the mania, and ships the heroes back to earth, with a stern warning never to come back again.)

OTHER SCENARIO IDEAS

ROLEPLAYING WITH CLOWN

Imagine a roleplaying campaign where each of the *players* had superpowers. Now imagine that the players didn't have jobs, and had all sorts of time to design intricate plots, and even better props. Now imagine that these players don't mind breaking the law, and are willing to use the real world as their roleplaying stage.

That is the way that CLOWN roleplays.

When running his *Champions* campaign, Merry Andrew makes extensive use of the real world as a setting for his adventures. Whenever possible, he encourages his players to "get into character" — including costume and personality. Andrew even supplies the gadgets to recreate powers. For his part, Andrew uses a set of disguises to play the NPCs, and Beuford, Skate Kate, and occasionally Toe-Tapper do bit parts.

This means that any time the characters stumble across an adventure with some well known supervillains, they might actually be dealing with some CLOWNs instead. CLOWN does play most published supplements, and Merry Andrew has played roles ranging from Foxbat to Mechanon. Sometimes, in the roleplaying game the CLOWNs decide that their characters need interact with the PCs. In this case, there is no reason for Andrew to play any NPCs — he just encourages the costumed CLOWNs (some of whom may be roleplaying the PCs)to head over to the heroes' base to talk to them. (Meanwhile, Andrew will have gotten on the phone to plead with the PCs to play the role, and dole out the information that he gives them.) Sometimes other NPCs get sucked into the CLOWNs' games; Skate Kate still talks about the time that the real Mechanon showed up alongside Merry Andrew in his Mechanon outfit.

(As a note, this scenario idea can be especially effective if the CLOWNs are playing in a scenario that the PCs have already run. Thus, the PCs might have played *Day of the Destroyer* a few sessions ago, and then they hear the *exact same thing* happening in central park — the same villains, the same soliloquies, the same setting — everything. And just think what will happen when the PCs find out that it is Merry Andrew or Beuford in that Dr. Destroyer costume!)

DARK CLOWN

When jaunting through Backworld (presented in *Champions in 3-D*), CLOWN met their opposite number — Dark CLOWN. Dark CLOWN was led by an evil, unhappy clown named Sado. After a short stay in Backworld, CLOWN returned to earth, followed by their (truly) villainous counterparts.

Unlike the real CLOWN, Dark CLOWN isn't even remotely funny. They try old gags, they tell tired jokes, and they never think of anything inventive. Needless to say, this sticks in the real CLOWNs' collective craw. They decided to have a final showdown — CLOWN style (*Clano a Clano*). At high noon, the two groups faced off at the Morrison Cafeteria. Andrew gave the owner $50,000 and a joy buzzer. The owner gave Andrew the place for the afternoon.

This is where the heroes enter the story. Fearing for the safety of his establishment, the owner contacted the heroes and asked them to make sure that nothing happened to his building. Just as the first hero walks in, he should hear a loud yell: "FoooooD Fiiiight!!!!" Then, of course, he gets pasted with a huge variety of entrees, desserts, and condiments.

The heroes, the CLOWNs and the dark CLOWNs can then engage in a massive food fight. The GM should also toss in any hunteds that would be willing to participate (VIPER agents are especially susceptible). And afterwards, the police arrive and force everyone — everyone — to clean up.

I WONDER WHAT THAT DOES?

In this scenario some member of CLOWN becomes curious about a particular hero's focus or gadget. One of the CLOWNs decides to "borrow" the item for a while, examine it, try to duplicate it, (without breaking it, after all it probably has sentimental value to its owner), and return it before they are charged with breaking Bylaw #2.

After duplication, or the discovery of the rule violation, the focus will be returned. If CLOWN knows where the owner lives, they return the item with a thank-you note and some money for rental, complete with receipt. If Merry Andrew is feeling particularly generous, he *won't* include an exploding cigar. Since, in most cases, the homes of heroes are not advertised, CLOWN will not spend much time or effort finding them. CLOWN places a full-page ad in newspapers, and waits at a designated site for the owner to arrive. (Obviously, the place will be crawling with DNPCs, hunteds, super-groupies, and the like.) CLOWN will return the item to the owner undamaged, provided it has no Killing Attacks. If a killing attack is found, CLOWN will replace the lethal effect with a stream of seltzer water, a barrage of soap-bubbles, or some other silly, harmless effect that won't be discovered until the focus is used.

LOOSEN UP, BUDDY...

The entire purpose of CLOWN is, of course, to pull elaborate jokes and pranks. In this scenario CLOWN singles out one of the PCs to be the target of a full-fledged comic assault. CLOWN usually picks out a hero who has a reputation for being a stuffed shirt, and then steadily makes his life miserable. One by one his foci are be replaced with bananas, or Grond will be chained to his motorcycle, or impersonators make him look outrageous, or some such.

The outcome of this scenario is up to the particular hero. If he refuses to have anything to do with the pranks, the CLOWNs eventually tire of the game and go home, noting that "He can't take a joke." If the hero puts up with the harassment with a smile, the CLOWNs congratulate him for being a "good sport." And if the hero gets into the mood, or tries to go one-up on the CLOWNs, a full-fledged gag contest could result. If the hero wins, he could even be asked to join the ranks of CLOWN!

THE NEW LEADER OF CLOWN IS...

CLOWN changes leaders on a regular basis. The term of office for leader is 24 days, 7 hours, and 23 minutes (this was determined by the first five balls of a local lottery drawing). At the end of this term, a contest for the new leader begins.

The election is a complicated process. First, the LAUGH computer randomly selects three teams to compete. Beuford never participates in the election process, preferring to serve as permanent judge. LAUGH then selects the team captains and the criteria for a randomly chosen contest. The contests can be almost anything: Collect the most street signs from town in a 24 hour period (without endangering the public), finding scavenger hunt items chosen by Beuford (which can be literally anything), or winning a board game on a grand scale. (New Jersey residents still talk about the time the CLOWNs played *Battletech*!) Obviously, at some point in the contest, the CLOWNs stumble across the heroes, with the expected results.

The contest can run from 24 hours to a week, depending on the moods of LAUGH and Beuford and the requirements for victory. Beuford judges each team, tallies the scores, and declares the captain of the winning team CLOWN leader for the next term.

Have fun with this. If there's a board game the players like to play, adapt it and have CLOWN play a version of it.

"LET'S TAKE IT BACK TO BASE AND EXAMINE IT."

How many times have you heard that in your campaign? Equipment left behind by the villain is taken back to the heroes' base and examined (usually to be exploited later). This scenario may not stop that practice, but it will make the heroes think twice about it in the future.

Premise: TeeHee has been captured by the heroes and taken to their base where useful information might be obtained from the car.

A few things to note: First, the car will try not to give away knowledge of its sentience. It will give computer-like answers to questions and will reroute deeper probes into a false information storage area. TeeHee will, in turn, try to break into the base computer and siphon as much information as it can without being detected. It will also prepare to reprogram the computer to do strange things such as access the wrong files, put cartoons or video games or security monitors ("Game Over" ...), and report false emergencies to draw the heroes away.

TeeHee will refrain from pulling overt pranks, reasoning that tipping its hand would only lessen its escape chances. Before leaving, TeeHee will drop a logic bomb in the base's computer and will activate the program it dreamed up while being examined. This should keep everyone busy while it makes good its escape. The longer the car is in the base, the more gags and the more complex and deeply planted into the computer they will be.