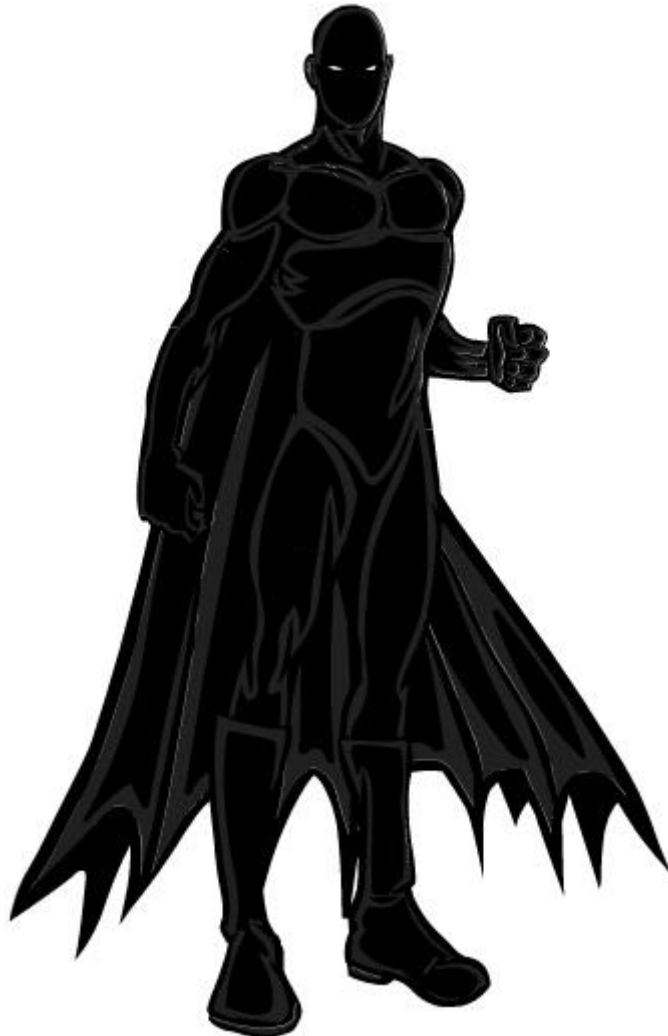


NIGHTHAWKS



VERSION 1.2
COLLIN TERRELL



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THE ELEVATOR PITCH:

This is a low-powered Superheroes setting that strives to emulate the gritty, street-level heroics of comics like *Batman*, *Punisher*, *Daredevil*, *Hawkeye*, *The Shadow* and *Watchmen* (sans Dr. Manhattan).

SETTING & FLAVOR:

This campaign is set in a fictitious metropolis called King City. The world is an alternate reality facsimile of Earth and the timeline is equivalent to the current millennium. Crime has gone out of control all over the world and costumed vigilantes have emerged as an augmentation of beleaguered law enforcement agencies everywhere. The popular media has taken to calling these vigilantes "Nighthawks" because they typically prey on crooks under the cover of darkness. In spite of the shared moniker, most Nighthawks work independently so that their secret identities won't be discovered, but a few small teams and duos have formed over the years.

Very few people possess anything in the way of real super powers. Most Nighthawks are simply people of extraordinary fitness, training and wealth who have chosen to answer the call to protect the general peace. Experimentation into super science and occult mysticism has, in isolated cases, produced individuals with truly supernatural abilities.

In response to this new class of law enforcement that is not bound by due process, the criminal underworld has also started to bankroll "Nighthawks" of their own. In many ways this has made the streets more dangerous than they ever were, but there is no shortage of would-be heroes who are willing to don the mask and dispense street justice.

CHARACTER CREATION:

All characters in this setting are human and gain one free Edge at creation.

In addition to the normal Edges and Skills that every character receives, *Wild Cards* receive one "Super Edge". Super Edges define the special powers that a Nighthawk character has. See "Super Edges" below for more details.

EDGES, SKILLS & HINDRANCES:

There are no rank prerequisites for Edges in this setting. You can purchase any Edge you like regardless of rank so long as the other prerequisites are satisfied.

New Edges:

There are no *Arcane Backgrounds* in this setting. Some Super Edges (see below) will permit the use of magic-like powers.

Ground and Pound

You are skilled in a variety of martial arts wrestling techniques. When grappling with a foe, you can decide whether to inflict *Fatigue* damage or normal Wound damage.

New Skills:

Knowledge: Nighthawks (Smarts)

You are a costumed vigilante trivia buff. You know the names of most Nighthawks and can identify them on sight. With a successful skill check you can reveal some fact about the Nighthawk (i.e. their affiliation, reputation, etc.) A skill check may also be required to identify a lesser known Nighthawk (particularly one just starting their career). With a raise you can learn the key powers of the Nighthawk.

It is common to take the **Fighting** skill in this setting, but to add flavor it is a good idea to specify which fighting disciplines your character is trained in. For instance:

Style	Description
Boxing	A striking discipline that focuses on straight punching to subdue a foe. Relies on great balance and quickness to throw fast, accurate combinations. Practitioners of boxing specialize in knockout punches.
Capoeira	Combining traditional Amazonian war dances with modern martial arts, Capoeira is primarily a ground technique that uses erratic movements and leg strikes to destabilize foes.
Savate	This early form of kickboxing was developed in France. Savateurs use a variety of leg, body and head kicks to quickly incapacitate their opponents before they can close to punching or wrestling range.
Muay Thai	This style of boxing developed in Thailand uses knee and elbow strikes to devastating effect. It leverages the human body's natural hard points to deliver brutal knockout blows.
Wing Chun	Masquerading as a form of exercise when it became outlawed for a time in Ancient China, Wing Chun, or Kung Fu, is now a ubiquitous Chinese martial art that is extraordinarily versatile. The Shaolin Monks who developed all of the modern iterations of Wing Chun pattern the forms of their art after the movements of animals and natural forces.
Karate	Originated in Japan, this classic martial art is a striking discipline that uses the knuckle, heel and palm of the hand as well as an array of spinning, side and straight kicks to neutralize opponents.
Taekwondo	The "Foot Fist Way" is a Korean martial art that emphasizes open hand and leg strikes. Many of the kicks in this art are executed from a mobile stance, resulting in some spectacular aerial displays.
Jeet Kune Do	Also known as the "Way of the Intercepting Fist", this hybrid martial art was developed by the legendary fighter Bruce Lee who took the best elements of several martial arts disciplines and combined them into a unique fighting style. Lee believed that in a street fight results mattered more than technique and his efficient, streamlined martial art reflects that ethos.
Krav Maga	The ultimate street fighter martial art, Krav Maga was developed by the Israeli military as a practical self-defense technique. It emphasizes quick kill strikes and freely blends armed and unarmed combat styles. Practitioners of Krav Maga are accustomed to

	fighting in situations where they are outnumbered or physically restricted.
Judo	This Japanese wrestling art utilizes throws and submission holds to immobilize and subdue an opponent. The Judoka tries to put his opponent on the ground as quickly and efficiently as possible where he can press for submission with painful joint locks and choke holds.
Jujutsu	Also called the "Way of Softness" or the "Way of Yielding", Jujutsu is a martial art form that was developed during the time of the Samurai as a way of defeating an armed opponent without using weapons. Jujutsu employs principles of balance, leverage and momentum to overcome opponents with a combination of joint locks and throws.
Aikido	Known as the "Way of the Harmonious Spirit", Aikido blends martial wrestling techniques with philosophical non-violence to neutralize opponents while inflicting as little injury as possible. The practitioner uses an attacker's own energy against them, "leading" the aggressor into a compromised posture so that they can be subdued easily.
Sambo	This relatively new martial art was developed by the Russian Red Army as part of its self-defense training program. It blends concepts from Judo, Karate and various folk wrestling techniques into a freestyle grappling style.
Greco-Roman Wrestling	An ancient martial art, Greco-Roman wrestling employs throws and pins to put an opponent on their back so that they can be wrapped up and subdued. This style features an array of arm drags, bear hugs and headlocks that are used to bodily manipulate an opponent.
Fencing	The genteel sport of fencing may appear gentlemanly on the surface, but is all about swiftly and efficiently perforating a foe with a foil or rapier. Practitioners of this style of sword fighting fight one-handed and prefer to pick their opponents apart with a combination of speed and patient defense.
Kendo	This Japanese sword-fighting technique harkens back to the days of the Samurai when martial excellence was defined by one's skill with a katana. Kendo is exemplified by powerful two-handed sword strikes and parries.
Silambam	This Indian staff fighting technique is named after the bamboo staff that is typically employed by the practitioner. An accomplished Silambam fighter can drop their opponent quickly with blinding combinations of staff strikes and leg sweeps.
Silat	A combination of several Southeast Asian fighting systems employed in and around the Malay peninsula, Silat is a martial art that blends the use of throws, joint locks and melee weapons to devastating effect. Some of the deadliest knife fighters in the world practice this art.

New Hindrances:

Busted Identity (Major): Your cover has been blown. Your secret identity is public knowledge. You are unable to go anywhere without a train of media-types, fans and detractors getting in your way. Any loved ones or close associates may also become targets.

Archnemesis (Major): Somewhere out there is a Nighthawk who has it out for you big time. This Nighthawk is more powerful than you are and has a personal score to settle for some past slight. At the GM's discretion, this Archnemesis may show up and make an already bad day a whole lot worse for your character.

Dependent (Major): You have someone special in your life whom you are completely devoted to (i.e. best friend, child, spouse, personal trainer, etc.) This person doesn't have any special powers but still insists upon hanging around you and your Nighthawk cohorts. You will do absolutely everything in your power to safeguard this person's life. If your dependent dies, you become terminally depressed and heartbroken and can only find peace when you claim vengeance against your dependent's killer.

Hubris (Minor): Your sin is pride. You are so enamored with your prowess that you cannot resist the opportunity to hold forth on how incredible you are. This means stopping in mid-fight when the occasion presents itself to boast about what you're going to do before you do it. If you're a villain, this means revealing your diabolical plan right before you try to kill the heroes.

SUPER EDGES:

Super Edges work just like normal Edges in *Savage Worlds* except that they entitle the character to use special powers. Nighthawks get one and only one Super Edge at creation. There is no way to gain additional Super Edges.

ANONYMOUS:

You have an uncanny ability to escape notice. People forget about you almost the instant after you leave the room. Even photographic evidence of your passing is inconclusive. Through a combination of guile and a carefully constructed trail of false IDs you cannot be traced or tracked. Your secret identity remains safe as long as you choose to keep it so. With a successful *Stealth* roll you can disappear into any group of non-hostile people.

CHAMELEON:

You are a disguise artist skilled in mimicry and deception. Gain a +2 bonus to *Charisma*. You can spend a *Benny* to perfectly disguise yourself as another person. This can either be a fictitious alter ego created by the Chameleon or an actual person that the Chameleon has had a chance to study closely. Once you have invoked a particular disguise, you can re-use it during the gaming session without spending an additional *Benny*. It takes 10 minutes to change into a disguise.

CHEMIST:

You are a chemist and can brew potions and drugs that temporarily boost abilities. You are able to brew a number of potions per game session equal to $\frac{1}{2}$ your *Smarts* die +1 (Example: a Chemist with a d8 *Smarts* can brew 5 potions per session). The chemist can consume these potions themselves or give them to other people. The types of things a chemist can brew are:

- *Combat Drug:* Increases all of the target's physical stats (STR, AGI, VIG) by 2 die types for the duration of one combat.
- *Healing Elixir:* Removes 1d4 Wounds from the target and eliminates the *Shaken* condition.
- *Sovereign Glue:* Creates an ultra-strong epoxy-like resin that dries as hard as steel. Includes a solvent to break down the glue.
- *Aqua Regia:* A super-strong acid that can eat through metal. Inflicts 2d10 damage if touched.
- *Poison:* A virulent, ingested toxin that can kill any living target that fails a *Vigor* -2 check within minutes. Includes an antidote.
- *Hallucinogen:* Creates a potent psychotropic drug that can be transmitted through the skin. Causes erratic behavior in the target. Every combat round the target must succeed a *Spirit* -2 check or become immobilized by hallucinations. This drug can also be used as a truth serum. Drug lasts for 1d12 hours.
- *Clarity Drug:* Increases the target's *Smarts* and *Spirit* by 1 die type and negates all Fatigue. Lasts 1d4 hours.

CONNECTED:

You have some serious high level contacts and can call in major favors to help you overcome obstacles. You can call in a number of favors per game session equal to your *Charisma* score (minimum 1). Here are some examples of favors you can call in:

- Borrow cash for an expensive purchase
- Gain access to rare .mil weaponry

- Receive a detailed dossier on a target of interest
- Get released from jail
- Summon an emergency airlift to a hospital
- Erect police barricades around a city block

In addition, draw two cards during character creation and consult "Appendix B: Contacts". These contacts are close personal friends that you can call upon at any time for assistance.

CRACK SHOT:

Whether its bows, throwing knives or guns, you are a natural with ranged weaponry. You gain a +2 bonus to all *Shooting* and *Throwing* rolls.

DAREDEVIL:

The daredevil is right at home working in high-wire environments. You are sure-footed, gaining a free reroll any time you fail an *Agility* based movement check, and only sustain half damage from falls, car crashes and other movement related injuries. Daredevils also gain one of the following special movement powers:

- *Swinging:* Using some sort of grapnel device attached to a secure cable you can move 12 squares point to point, ignoring all intervening obstacles. You can also use your cable to suspend yourself indefinitely in mid-air and to string together a number of swinging maneuvers so that you can traverse open air spaces (such as the space between two skyscrapers).
- *Wall Crawler:* You have climbing claws and are adept in their use. You can scale vertical surfaces at your normal pace and only need to make *Climb* checks when attempting to scale sheer or slick surfaces.
- *Vaulter:* You carry a collapsible staff that can be used to attempt large pole vaults. You can leap 8 squares vertically and 16 squares horizontally as a regular movement.
- *Glider:* You have some sort of gliding membrane attached to your costume and can safely descend from any sub-atmospheric height. While gliding you have a limited flight capability. You can travel a number of squares horizontally equal to the altitude that you descend. Example: if you glide off of a 100' tall building, you can travel 20 squares horizontally.

DIEHARD:

You are like a bad penny -- no matter what your enemies do to you, you keep turning up. You have an improbable propensity for soaking damage. Diehard characters get to make a free soak roll every time they are wounded without spending a *Benny* to do so. They can still become *Shaken* normally.

FORTUNATE:

You always seem to have a knack for ending up in the right place at the right time. You are exceptionally lucky and frustrating to play cards with. Fortunate characters begin each session with twice the normal number of *Bennies*. Every time you use a *Benny*, you roll a d6. On a result of 5 or 6 you keep the *Benny* you just spent.

GENIUS:

Your IQ is off the scale. You are a true genius and polymath. Increase your *Smarts* by 3 die types. You have also managed to parlay your superior intellect into some kind of earthly reward; gain one of the following special benefits:

- *Secret Lair:* You have constructed a hidden base somewhere with one special enhancement (see "Gear" below).
- *Vehicle:* You have a custom-built super ride with one special enhancement (see "Gear" below).

- *Super Weapon*: You have designed and built some kind of unique weapon that is much more powerful than a common melee weapon or firearm. Your weapon has two special enhancements (see "Gear" below).
- *Super Defense*: You've developed some kind of special armor or shield that grants you supernatural protection. Your armor comes with one special enhancement (see "Gear" below).

HACKER:

You are exceptionally skilled at accessing computer information and disrupting electrical systems. You are able to execute a number of hacking feats per game session equal to $\frac{1}{2}$ your *Smarts* die +1 (Example: a Hacker with a d10 *Smarts* can execute 6 feats per session). The types of feats that a Hacker can perform are:

- *Spoofing Surveillance*: Avoiding detection by electronic surveillance systems such as electric eyes, cameras, security droids, motion sensors, etc.
- *Cracking Systems*: Breaking into a secured computer system to steal data.
- *Encryption/Decryption*: Making any piece of encrypted data readable or causing a piece of data to become unreadable to anyone (besides another Hacker).
- *Data Mining*: You can make a *Knowledge* check on any subject, including classified topics, to learn basic facts about it.
- *Bypassing Electronic Locks*: Ability to gain entry through any code-locked door, including doors with biometric scanners.
- *Identity Purge*: Completely scrub someone's police records, media footprints and financial records to give them a clean slate.
- *Identity Theft*: Emulate another person's login ID while accessing a computer system.
- *Short Circuit*: Causing an electronic device to overload and explode for 2d6 points of electrical damage over a *Small Blast Template* area.
- *Network Snooping*: Injecting code into a system that alerts you when that system is accessed, by whom, and what they are looking for.

MAGICIAN:

You are a dabbler in the magical arts and carry a variety of bizarre talismans and tomes on your person. In this setting Magicians can't do anything flashy: they are confined to subtle workings. You are able to produce a number of magic tricks per game session equal to $\frac{1}{2}$ your *Spirit* die +1 (Example: a Magician with a d12 *Spirit* can conjure 7 tricks per game session). There are five primary types of workings that a Magician can create:

- *Wards*: The magician can either magically seal a portal so that only they can open it or create an invisible barrier that sends a telepathic alert to the magician when it is penetrated. Both effects last 1 full day.
- *Scrying*: Automatically succeed one *Knowledge* check of your choice or discern the location of a person or object that you are intimately familiar with (i.e. a personal friend, not a nemesis).
- *Hexes*: The magician can steal a *Benny* from an enemy Wild Card or cause a target to critically fail their next action.
- *Charms*: The magician gives the target a "lucky charm" that grants them an extra *Benny*.
- *Vanish*: The magician causes the target person or object to disappear, rendering them invisible for 3 full rounds.

MASTERMIND:

You are always attended by a small gang of henchmen. You can have a number of extras follow you around equal to $\frac{1}{2}$ your *Spirit* die. These extras carry whatever equipment you arm them with. If an extra dies in the line of duty, you can replace them after 1 day (after you make the necessary phone calls, etc.) Your extras are totally devoted to you and will take a bullet for you.

MEDIUM:

You are psychically sensitive and have a weak ability to read minds and influence people. With a successful opposed *Spirit* check you can detect the surface thoughts of any sentient being within 12 squares and can issue subtle compulsions, such as making a person feel a sudden desire to leave a place, holster their weapons or ignore your presence entirely. This power can only be focused on one individual at a time.

MIDAS-TOUCHED:

You aren't just rich; you practically make money without trying to. On your own you may not be the most powerful person, but you are able to use your wealth to make other people do things for you. You begin play with \$100,000 above and beyond any cash you make with the *Rich* and *Filthy Rich* edges. At the start of every gaming session you make an additional \$10,000 from your various investments.

NINJA:

Your stealth abilities border on the mystical. When you succeed a *Stealth* check you literally become invisible and can vanish from view even in broad daylight (using smoke bombs for cover, etc.) This effect lasts for 3 full rounds. Additionally, you can use your *Parry* statistic to resist ranged attacks.

OLYMPIAN:

You are a true physical specimen. Your physical attributes are well above average, putting you in the same category as a star athlete. Increase your *Strength*, *Agility* and *Vigor* by 2 die types.

SAVANT:

You seem to be effortlessly good at just about everything you try. You gain a d12 skill rating in any 3 skills you wish per gaming session. They do not have to be the same skills from one session to another. You can wait and choose your skills at opportune moments -- you don't need to declare them at the beginning of the session. Your choices remain in effect for the entire session. Savants also get to use a d8 as their *Wild Card* die.

SCRAPPER:

You fight like a caged animal with an intensity that belies your stature. Every time you take a hit in melee combat you get a free retaliatory attack against your attacker. This attack is resolved before any damage you would take from the attack. You can make retaliation strikes against an unlimited number of attackers. Also, whenever you land a successful *Frenzy* or *Two Fisted* attack on a target (striking them twice in one round) you gain a third attack for free.

SUPER SOLDIER:

You are an exceptionally well-trained veteran of some highly selective military organization (i.e. Navy Seals, SAS, etc.) The government has spent a pretty penny turning you into a human weapon. You gain 4 additional *Edges* at creation and can access military weaponry (see "Gear").

TECH-HEAD:

You always have a few gadgets and inventions on hand. You can spend a Benny to produce an item from your "utility belt" that you just happened to bring along for your current mission. Exactly what is available on the utility belt is left to the Game Master's discretion but utility belt items cannot be weapons -- they must be useful objects that help the player overcome an unforeseen obstacle. The objects also need to be reasonably sized (you cannot pull a speedboat out of your pocket, for instance). Here are some examples of common "utility belt" items that would be permitted:

- Grapple Gun
- Gas Mask
- Slim-line Parachute
- Electronic Lockpick

- Night Vision Goggles
- Field Medical Kit

Once an item is produced from the utility belt it remains usable for the rest of the gaming session.

GEAR:

The unit of currency used in this setting is the dollar bill. Every character begins life with 500 dollars in their account. All of the standard *Savage Worlds* equipment is available.

Any item that has an asterisk listed next to their cost means that they cannot be purchased over the counter. They must be obtained by someone with military or black market connections.

Common Weapons

Weapon Name	Cost	Effect
Baton	\$10	STR + d4 damage
Knife	\$25	STR + d4 damage
Combat Gauntlets	\$100	STR +2 damage
Rapier	\$150	STR + d4 damage; Parry +1
Katana	\$1000	STR + d6 +2 damage; AP: 2
One-Hitter	\$100	5/10/20 range; 2d6 damage; one shot; concealable
9mm Pistol	\$200	12/24/48 range; 2d6 damage; AP: 1; Semi-Auto
Revolver	\$250	12/24/48 range; 2d6+1 damage; AP: 1; Revolver
Desert Eagle	\$300	15/30/60 range; 2d8 damage; AP: 2; Semi-Auto
Sub-Machine Gun	\$300	12/24/48 range; 2d6 damage; ROF: 3; AP: 1; Full Auto
Hunting Rifle	\$300	24/48/96 range; 2d8 damage; AP: 2
Compound Bow	\$200	12/24/48 range; 2d6 damage
Crossbow	\$250	15/30/60 range; 2d6 damage; AP: 2; 1 action reload
Shotgun	\$350	12/24/48 range; 1d6-3d6 damage
Sniper Rifle	\$5000*	50/100/200 range; 2d10 damage; AP: 4; HW; Snapfire
Assault Rifle	\$500*	24/48/96 range; 2d8 damage; ROF: 3; AP: 2; Full Auto
Combat Shotgun	\$1000*	12/24/48 range; 1d6-3d6 damage; Semi-Auto
Frag Grenade	\$50*	Throwing range; 3d6 damage; HW; M.B.T.
Gas Grenade	\$25*	Throwing range; Special damage; M.B.T.
Hellbore Hand Cannon	\$600*	15/30/60 range; 2d8+1 damage; AP: 4; HW; Semi-Auto
XM-25 Smart Gun	\$5000*	12/24/48 range; 2d6 damage; S.B.T.; HW; Semi-Auto; fused munitions

* = equipment that can only be obtained by people with military connections.

Baton: Any sort of fighting stick, such as a standard issue law enforcement night stick or a tonfa.

Knife: Sharp. Pointy. Fun.

Combat Gauntlets: These synthetic or leather gloves have carbon fiber plates and lead weights woven into them to turn a puncher's fist into an anvil.

Rapier: Lightweight fencing blade with a basket hilt.

Katana: Super-sharp two-handed curved sword.

One-Hitter: This concealable "squeeze gun" can be easily palmed. It holds a single round that can only be fired over short ranges.

9mm Pistol: Your run of the mill light pistol.

Revolver: Packs a bit more punch than your average 9mil but falls short in rate of fire.

Desert Eagle: Powerful Israeli hand gun. Makes big holes.

Sub-Machine Gun: Compact, fully-automatic weapon that can lay down a hail of bullets.

Hunting Rifle: Standard long arm used for hitting targets over range.

Sniper Rifle: This is what the military calls a "Hunting Rifle". Much longer range and greater armor piercing capability.

Assault Rifle: Fully-automatic combat rifle that is standard issue for any soldier.

Shotgun: This weapon fires pellets in a spread pattern to maximize the chances of turning a target into hamburger.

Combat Shotgun: The semi-automatic version of the shotgun. Used as a roomsweeper by the military.

Compound Bow: Modern bow and arrow system that uses cables and pulleys to impart maximum force to the projectile.

Crossbow: Trigger-actuated, horizontal bow that is mounted on a rifle stock. Slower rate of fire but greater range and piercing power than a traditional bow.

Frag-Grenade: Standard military issue grenade that produces a cloud of deadly shrapnel.

Gas Grenade: Canister containing tear gas or some other irritant. Targets in area of effect must succeed a *Vigor* -2 check or become *Shaken*.

Hellbore Hand Cannon: The Hellbore Arms Company is the latest gun manufacturer to come onto the Defense industry scene. They have created the world's most powerful handgun: a 60 caliber semi-automatic pistol that has been rated against tank armor.

XM-25 Smart Gun: Just recently approved for military use, the XM-25 Smart Gun is a bullpup configured semi-automatic grenade launcher that fires 25mm shells. The grenades are fused so that the gun's on-board computer can set them to detonate at any specified range.

Common Armor

Armor Name	Cost	Effect
Trilex Bodysuit	\$100	Armor +2
Kevlar Vest	\$250	Armor +2/+4 vs. Ballistics; negates up to AP: 4
Riot Shield	\$200	Parry +2; Armor +2 vs. ranged
DragonSkin Jacket	\$2500	Armor +4/+8 vs. Ballistics; negates up to AP: 4
Battle Suit	\$3500*	Armor +5/+10 vs. Ballistics; negates up to AP: 4; <i>Stealth</i> +1
Carbon Plate Armor	\$5000*	Armor +8
Exo Rig	\$2500*	+1 increase to STR die; Pace +2; 1d6 vertical jump; 2d6 broad jump
Milligent Power Armor	\$10000*	Armor +8; Deflection +2; +1 increase to STR die; Pace +2; 1d6 vertical jump; 2d6 broad jump; <i>Shooting</i> +1

* = equipment that can only be obtained by people with military connections.

Trilex Bodysuit: Trilex is an industrial grade synthetic fiber that is valued for its strength to weight ratio. In addition to being tough, the material breathes well making it ideal for the production of armored clothing. Trilex has been used by motorcycle riders and extreme sportsmen for years.

Kevlar Vest: Your standard issue bullet protection. Thin enough to be worn under a jacket.

Riot Shield: This clear, impact-resistant plastic shield is used by law enforcement agencies to deflect incoming projectiles without sacrificing visibility.

DragonSkin Jacket: Combining the latest in synthetic ballistic-resistant fiber technology with overlapping ceramic inserts, the DragonSkin bulletproof jacket is the best bullet protection that can be purchased over the counter.

Battle Suit: A Battle Suit offers lightweight, full body protection against a range of ballistic and impact threats. Generally available to Special Forces teams only, this form fitting, black synthetic mesh uniform is ideal for night ops and infiltration missions.

Carbon Plate Armor: This modern take on the old medieval invention of articulated full-body plate mail replaces steel with lightweight carbon fiber plates to surround the wearer in a hard shell of impact resistant laminate.

Exo Rig: The Exo Rig is an exo-skeletal body frame that delivers power assisted strength to the wearer's limbs. Individuals wearing an Exo Rig can carry exceptionally heavy loads and can wield vehicle mounted weapon systems. The Exo Suit does not provide any defensive protection on its own.

Milligent Power Armor: The Armor Systems division of the Milligent Corporation has produced the first fully integrated, mass produced Plate Armor Exo-Suit which they have dubbed "Power Armor". It combines all of the advantages of Carbon Plate Armor and an Exo Rig.

Super Armor

Some Nighthawks have the smarts or the cash to develop unique super armor that can't be obtained from any merchant. This armor can take pretty much whatever form the inventor wishes (i.e. full suit armor, energy field, exotic material suit, etc.)

The base cost of Super Armor is always 10,000 dollars and offers a level of armor protection equal to Carbon Plate Armor (Armor +8). Each enhancement must be paid for separately on top of this base cost. A Super Genius with laboratory facilities and sufficient time (1d4 months) is required to construct a suit of Super Armor.

Enhancements cannot be added incrementally to a suit of Super Armor after it is created. An entirely new suit must be constructed with the enhancements built-in.

Enhancement Name	Cost	Effect
Heavy Armor Plating	\$10000	Can only be harmed by Heavy Weapons and Called Shots
Force Field	\$4000	Deflection +2 (stackable)
Fire Retardant	\$3000	Immune to Fire damage
Insulated	\$3000	Immune to extreme Cold
Hermetic	\$5000	Immune to gas weapons and oxygen starvation
Stealth	\$8000	+4 to <i>Stealth</i> checks; electronic countermeasures
Hardened	\$2000	Immune to EMP weapons & radiation
Grounded	\$3000	Immune to Electricity damage
Rocket Booster	\$5000	Fly (stackable)
Myomers	\$10000	+2 increase to <i>Strength</i> die

Fire Retardant: The suit is designed to conduct heat away from the wearer's body and has advanced heat sinks integrated to maintain a comfortable internal temperature.

Force Field: A powerful electro-static field enables this armor to deflect incoming projectiles. The wearer has a +2 deflection bonus vs. ranged attacks. This enhancement can be taken multiple times.

Grounded: Custom designed channels in the armor guide any dangerous electrical pulses harmlessly into the ground.

Hardened: The armor is shielded against all forms of radiation and is immune to the effects of electromagnetic pulse weapons. Any electronic devices carried by the wearer of this armor are protected from EMP.

Heavy Armor Plating: The exterior of the armor is treated with some experimental substance or energy that resists the effects of common weapons entirely. The wearer can only be harmed by heavy, anti-vehicle weapons and called shots aimed at specific weak points (i.e. joint seams, eye plates, exhaust vents, etc.)

Hermetic: The armor is a shell that contains its own atmosphere and oxygen scrubbers. The wearer of this armor is immune to all hostile gas attacks and can survive for several hours in an anaerobic environment (such as outer space or underwater).

Insulated: The interior of the suit is heated to resist the effects of cold and the joints of the suit are treated with anti-freezing agents to prevent the formation of ice crystals.

Myomers: Myomers are specially treated polymers that behave like artificial muscles. When an electric current is applied to a myomer bundle, it contracts like a bicep. Armor with myomer fibers woven into the limbs grants the wearer a +2 increase to their *Strength* die.

Rocket Booster: The armor is equipped with rocket jets that grant the wearer short-range flight capabilities. As a move action the wearer can fly up to 24 paces in a single burst but they must succeed an *Agility* check to land on their feet. After using this power, the boosters require 3 rounds to cool down before they can be used again. This enhancement can be taken multiple times, increasing the flight range by 24 with each application.

Stealth: This armor is loaded with an ECM (Electronic Countermeasures) package and optical warping capability that gives its wearer a +4 bonus to all *Stealth* rolls. The wearer is invisible to all electronic detection systems (i.e. radar, thermal imaging, security cameras, etc.)

Super Weapons

Similar to Super Armor, Super Weapons are special melee weapons and firearms developed by exceptionally smart or wealthy Nighthawks.

Super Weapons are made by modifying an existing weapon with bolted on attachments to give it extra properties. The base cost of a Super Weapon is equal to the cost of the weapon being modified +\$1000. Then, each enhancement must be paid for separately (for example, if you add the "Incendiary" enhancement to a Hunting Rifle, the total cost would be \$3900: \$1300 for the base cost of the weapon, plus the Base cost again x2). A Super Genius with laboratory facilities and sufficient time (1d4 weeks) is required to construct a Super Weapon.

Weapon enhancements can be added to a Super Weapon incrementally, as most enhancements are simple attachments.

Enhancement Name	Cost	Effect
Armor Piercing	Base x1	Armor Piercing +4 (stackable)
Incendiary	Base x2	+1d6 fire damage; Burn
Explosive	Base x3	Small Blast Template; Heavy Weapon; Ranged only
Corrosive	Base x2	+1d10 acid damage
Poisonous	Base x3	<i>Vigor</i> -2 check or suffer a Wound
Cryonic	Base x2	+1d6 cold damage; Slow
EMP	Base x2	Short-circuit electronics
Targeting Assist	Base x2	Adds +1 to attack rolls
Alpha Strike	Base x4	Fires entire clip in one shot; Ballistic only

Alpha Strike: An Alpha Striking weapon has a special firing mode that allows the user to empty their entire clip in a single pull of the trigger. This works like the normal rules for *Suppression Fire* except that targets suffer a -4 to their *Spirit* check. This enhancement can only be granted to ballistic weapons and can only be used on a full clip of ammunition. If used at point blank range, a single target is hit by all of the rounds at once.

Armor Piercing: Special alloys give this weapon the ability to ignore 4 points worth of armor. This enhancement can be taken multiple times.

Corrosive: Corrosive weapons secrete a highly concentrated acid that burns the target for an additional 1d10 points of damage.

Cryonic: A cryonic weapon has a super-cooled core that delivers a painful, numbing chill to the target. In addition to suffering an additional 1d6 cold damage, the target suffers from a -2 *Pace* for 1 round.

EMP: This weapon is electro-magnetically charged so that any target struck by it suffers the effects of an EMP blast. All electronic devices carried by or integrated into the target short-circuit and become inoperable. This effect works on vehicles as well.

Explosive: The ammunition of this weapon carries an explosive payload that detonates like a 20mm grenade. The weapon inflicts "Heavy Weapon" damage and covers a Small Blast Template area. This enhancement can only be applied to ranged weapons (for obvious reasons).

Incendiary: An incendiary weapon or bullet bursts into flames when it is used in combat. The searing heat inflicts an additional 1d6 points of fire damage and has a 1 in 6 chance of setting the target on fire.

Poisonous: Poisonous weapons are treated with a durable resin that carries a virulent contact poison in its cellular structure. Any target who sustains damage from a poisonous weapon must succeed a *Vigor* -2 check or sustain 1 Wound (in addition to any other Wounds that may have been inflicted).

Targeting Assist: Built in sensors and integrated communication systems give the user of this weapon real-time aim correction feedback. They gain a +1 bonus to any attack rolls made with this weapon.

Secret Lairs

Exceptionally wealthy Nighthawks and certain mad scientists may construct secret lairs which can be used as a safe haven during challenging assignments.

A basic lair is an apartment sized space hidden in a location of the Nighthawk's choosing (i.e. a cave, sewer, basement, penthouse, etc.) Lairs are always accessed by some kind of secret door (*Notice -4* to detect). Every lair has its own power generator and utilities so that it can exist off the grid. A basic lair only has sufficient resources to support two long term occupants and costs \$100,000 dollars.

Each enhancement to a lair adds another apartment-sized section of square footage to the lair's footprint.

Enhancement Name	Cost	Effect
Laboratory	\$100,000	Computers and work bench for making <i>Super</i> items
Medical Suite	\$80,000	Fully functional hospital facilities
Defense Grid	\$40,000	Intrusion detection and automated defenses
Containment Cells	\$40,000	Secured vault for storing prisoners and/or rare items
Situation Room	\$80,000	Communication center with map projections and satellite feeds
Recreation Room	\$20,000	Plush seating area with top end entertainment center
Living Quarters	\$20,000	Food and living space for 4 long term occupants
Garage	\$40,000	Room for two vehicles

Containment Cells: Steel-reinforced holding cells that can hold up to four prisoners or any amount of rare merchandise. The cell doors are hardened against explosives and have biometric and physical locks.

Defense Grid: The entire lair is wired up for surveillance and the perimeter is secured by thermal and laser sensors to detect intruders. At all entry points there are two, computer controlled, turret mounted heavy machine guns that will fire upon anyone that is not authorized to access the lair. Machine guns have the following statistics: 24/48/96 range; 2d8 damage; ROF: 3; AP: 2; Full Auto; Heavy Weapon.

Garage: The garage has enough room to store 2 vehicles along with all of the necessary tools and facilities to maintain those vehicles. Every garage comes connected to a secret passage of some sort that allows vehicles to enter and exit the lair stealthily.

Laboratory: This workspace has all the tools and materials that a Super Genius would need to construct Super Items (i.e. Weapons, Armor, Vehicles, etc.). There's a 3D holo-screen for manipulating CAD drawings, huge work benches, a hydraulic press and a robotic crane for lifting heavy objects.

Living Quarters: Spacious rooms that can comfortably house 4 additional long term occupants. Living Quarters are attached to a shared galley and bathroom with sufficient food and supplies to last for several weeks.

Medical Suite: This clean room is fully stocked with all of the medical equipment a physician would need to perform any surgical procedure. The medical suite comes complete with a full complement of pharmaceuticals and a bedside robotic assistant that can perform simple nursing duties.

Recreation Room: This large common area is handsomely furnished with comfortable leather chairs and couches, a large state-of-the-art entertainment center, and enough refreshments to throw several small parties. Characters who recuperate here can naturally heal at twice the normal rate.

Situation Room: This darkened room contains a large conference table with integrated computer terminals and a gigantic wall screen depicting global satellite imagery. From here it is possible to view any live news feed and to tap into encrypted military communications anywhere on Earth.

Super Vehicles

Exceptionally wealthy Nighthawks and certain geniuses may construct Super Vehicles. It is assumed the Super Vehicle is some kind of ground car or motorcycle unless it has enhancements that permit it to travel in other mediums. Ground cars have the same base statistics as a Mid-Sized Sedan or Sports Car.

The base cost of a Super Vehicle is \$40,000 for a Sedan, \$80,000 for a Sports Car and \$10,000 for a motorcycle. Each enhancement must be paid for separately on top of this base cost.

Vehicle enhancements can be added to a Super Vehicle incrementally.

Enhancement Name	Cost	Effect
Flamethrower	Base x10%	2d10 fire damage; Conefire; ignores Armor
Rocket Launcher	Base x10%	24/48/96 range; 4d8 damage; M.B.T.; HW; AP: 20
Machine Gun	Base x10%	24/48/96 range; 2d8 damage; ROF: 3; AP: 2; Full Auto
Pursuit Countermeasure	Base x10%	Pursuing vehicles must succeed a <i>Driving</i> -2 check (stackable)
Heavy Armor Plating	Base x50%	Can only be harmed by Heavy Weapons and Called Shots
Turbo Boost	Base x20%	Doubles vehicle speed for 3 rounds (stackable)
Escape Pod	Base x20%	Driver's life is saved during crashes
Amphibious	Base x30%	Vehicle can travel underwater
Self Destruct	Base x10%	Vehicle can be remote detonated for 6d6 damage
Supercharged	Base x20%	The Acceleration and Top Speed of the vehicle are increased by 10% (stackable)

Amphibious: The vehicle is capable of traveling on land or underwater without any loss of speed or maneuverability. Oxygen tanks carry a supply of air sufficient to sustain passengers for several hours.

Escape Pod: The escape pod automatically deploys when the Super Vehicle is destroyed, safely depositing the driver and passenger 1d4 miles away from the crash site. The driver can manually deploy the Escape Pod any time they wish, but doing so totals the vehicle.

Flamethrower: The flamethrower can be hard mounted on the front, side or rear of the vehicle or mounted in a turret configuration on top. Turret mounted guns are more difficult to control while driving; *Shooting* rolls with a turret are made at a -2.

Heavy Armor Plating: The vehicle's speed and acceleration is reduced by 2 but it is now immune to small arms fire.

Machine Gun: The machine gun is a belt-fed Gatling gun that can be hard mounted on the front, side or rear of the vehicle or mounted in a turret configuration on top. Turret mounted guns are more difficult to control while driving; *Shooting* rolls with a turret are made at a -2. Each machine gun carries 100 rounds.

Pursuit Countermeasure: Pursuit Countermeasures take many forms, including rear-deployed oil slicks, smoke screens, tire tacks and magnesium flares. Countermeasures force any pursuing drivers to succeed a *Driving* -2 check to avoid crashing their vehicles. A Countermeasure can only be used once before it needs to be reloaded in a Garage facility. This enhancement can be taken multiple times. Multiple applications of Pursuit Countermeasures can be deployed one at a time or all at once for a cumulative *Driving* penalty.

Rocket Launcher: The rocket launcher can be hard mounted on the front, side or rear of the vehicle or mounted in a turret configuration on top. Turret mounted launchers are more difficult to control while driving; *Shooting* rolls with a turret are made at a -2. Each rocket launcher carries 4 rockets. If a vehicle

carrying rockets sustains a wound, there is a 1 in 6 chance that all rockets on board explode in a chain reaction.

Self Destruct: The vehicle is wired to explode whenever the driver sends a specially encrypted signal. Detonation is instantaneous and inflicts 6d6 points of fire and shrapnel damage over a Large Blast Template area. The Self Destruct signal has a line of sight range. The explosive compounds are neutral until activated, so there is no risk of accidental detonation.

Supercharged: The vehicle's engine is modified to improve the richness of its air-fuel mixture, increasing performance. This enhancement can be taken multiple times.

Turbo Boost: The Turbo Boost doubles the vehicle's acceleration and top speed for 3 rounds. A boost can only be fired one time before it needs to be reloaded in a Garage facility. Multiple applications of the Turbo Boost permit you to boost multiple times but cannot be deployed all at once. A Turbo Boost can be used to propel a vehicle into the air, allowing it to avoid intervening obstacles.

GAMEPLAY:

This section outlines some suggestions for setting the proper tone in a Super Hero/Super Villain game and is primarily aimed at Game Masters.

CAPERS:

Sometimes you need to come up with some random criminal activity on the fly for the players to deal with – the sort of stuff any self-respecting Nighthawk would pick up over the police scanner. Use this mission generator to come up with quick ideas for a criminal caper. Simply draw three cards from a standard deck of playing cards (Jokers included) and see what sort of combination you can come up with. It's up to you to figure out how to build a caper around these descriptors; keep or lose whatever works for you.

Crime Generator

Card	1 st Draw	2 nd Draw	3 rd Draw
2	A Lone Gunman	Stealing Money	In a Quiet Suburb
3	A Gang of Hoodlums	Molesting Civilians	Downtown
4	A Serial Killer	Stealing a Vehicle	In the Ghetto
5	The Mafia	Robbing at Gunpoint	At the Mall
6	The Black Mask	Murdering Innocents	At a Government Building
7	Armed Robbers	Destroying Property	At the Zoo/Aquarium
8	Crooked Cops	Kidnapping	At a School
9	Terrorists	Holding Hostages	In an Office Building
10	Visigoths	Firing Indiscriminately	At a Hospital
J	Chaositeers	Mugging	At a Museum or University
Q	Drug Fiends	Fleeing the Scene	In the Park
K	A Para-Military Group	Committing Arson	At a Police Station
A	Professional Assassins	Fighting the Cops	In a Bank or Corporation
Joker	A Nighthawk criminal	Issuing a City-wide Ultimatum	In a Dangerous Pursuit

Armed Robbers: This organized band of 1d4+1 armed men are up to no good. They have the same stats as *Police Officers* and likely have a wheelman in tow driving a getaway vehicle.

Bank/Corporation: An important Bank or Corporate Headquarters has been targeted by these criminals. 1d4 executives are in danger as well as 2d10 regular office staffers. Large quantities of money or intellectual property are also at risk.

Black Mask: 1d6+2 agents of the Black Mask are pulling some caper for a rival Nighthawk (possibly Shadowmiser or Zeitgeist). They have the same stats as *Flunkies*.

Chaositeers: These techno-crooks thrive on high risk, high reward capers. 1d4+1 of these power suited thieves are making ready to pull off some scheme with their customary tactical precision. They have the same stats as an *Omega Team Soldier*.

Committing Arson: These criminals have set fire to some important structure. They will attempt to burn more buildings unless they are stopped.

Crooked Cops: This unscrupulous band of 1d4 *Police Officers* is either engaging in a crime or allowing one to take place.

Dangerous Pursuit: The criminals are engaged in a reckless high speed chase with 1d6 *Police* cruisers. They are not afraid to harm civilians or property if it will ensure their getaway.

Destroying Property: This band of crooks is simply out to break stuff. They've already caused 1d12*400 dollars' worth of damage and are threatening to inflict a lot more if they can.

Downtown: The crimes are being committed Downtown. 1d12+4x4 innocent bystanders are endangered by this caper.

Drug Fiends: 1d4+1 petty criminals are trying to boost some easy cash to score more dope. They have the same stats as *Flunkies*.

Fighting the Cops: These criminals are already engaged in a gun battle with 1d6+1 *Police Officers*. As per the usual protocol, the police have blockaded the escape routes with their vehicles and are using them for cover.

Firing Indiscriminately: These crooks are armed and probably high on something. They are discharging their weapons in public with little concern for the well-being of nearby civilians.

Fleeing the Scene: These criminals have already committed some sort of crime and are trying to evade pursuit. There's a 50% chance that they are fleeing on foot. Their goal is to reach their hideout in a more remote part of the city (typically Vandergrift or Slagtown).

Gang of Hoodlums: 1d6+2 *Flunkies* are hassling the citizens of King City. They are typical ghetto thugs not associated with any particular organization.

Ghetto: The crimes are being committed in a Ghetto like Vandergrift. 1d10+2x2 innocent bystanders are endangered by this caper.

Government Building: These bold criminals are committing crimes in a government building such as City Hall, an Embassy or a Departmental Office. 1d8 officials are in the line of fire. It is very likely that 1d4+6 *Police Officers* or *Soldiers* are already on the scene.

Holding Hostages: These criminals have 1d6+4 innocent civilians held at gunpoint for negotiating purposes. They have some sort of demand they would like fulfilled in exchange for the release of the hostages. Typically this will be something political rather than financial.

Hospital: The criminals have targeted a hospital for their caper, likely King City General, located Downtown. 1d4+1 Doctors and 2d12 Patients are in the line of fire. It is very likely that 1d4+6 *Police Officers* are already on the scene.

Issuing a City-Wide Ultimatum: These criminals have either seized a media facility or have attracted the attention of the city's reporters so that they can deliver a list of demands to the Mayor. If these demands aren't met in 24 hours, something catastrophic is promised (i.e. detonating a suitcase nuke, causing a blackout, bombing a civilian target, introducing poison into the water supply, etc.)

Kidnapping: These criminals have kidnapped a high-value target and are holding this individual in a secure location. They have some sort of demand they would like fulfilled, either a ransom or the release of a compatriot.

Lone Gunman: A crazed gunman with the same statistics as a *Soldier* has situated himself in a position with good sight lines and heavy cover. If he feels threatened he won't hesitate to open fire on civilians.

Mafia: 1d6+2 Mafia goons are running some errand for their *Capo*. They have the same stats as *Flunkies*.

Mall: The crimes are being committed at a shopping mall. 1d10+2x2 innocent bystanders are endangered by this caper as well as 1d8+1 businesses. 1d4+1 mall security agents are waiting for help to arrive.

Molesting Civilians: These crooks are out to spread some fear. They have at least 1d4 innocent civilians cornered and are proceeding to do nasty things to them.

Mugging: These criminals are ambushing civilians from some concealed location and taking their money at weapon point. Their first instinct will be to run and hide if confronted by a show of force.

Murdering Innocents: These criminals are the worst sort, they're simply out for blood. 1d4+1 civilians already lie dead and several more are in immediate danger.

Museum/University: One of the Museums or University buildings is being threatened by criminals. 2d12 civilians are in danger, as well as 1d4 Professors/Curators. There's a risk of damage being done to some priceless works of art.

Nighthawk: A criminal Nighthawk has decided to make a public appearance. Randomly select one from Appendix A or generate your own.

Office Building: Some general white-collar operation has been targeted by these criminals. 1d12+4 office workers are being threatened. 1d4+1 building security agents are waiting for help to arrive.

Para-Military Group: A band of 1d6+4 very well-armed commandos are attempting to execute an important mission for whatever faction or criminal organization they represent. They have the same stats as *Special Forces Commandos*.

Park: The criminals have targeted Butcher Park for their criminal activities. At any time of day you can find 1d12+4 civilians enjoying the jogging trails or the benches in the Park.

Police Station: These brazen thugs have decided to attack the Law where it lives. They are in a shootout with 2d12x2 *Police Officers*.

Professional Assassins: A crew of 1d4+1 "mechanics" have been called in to make somebody dead. They have the same stats as *Ninjas* but use gunpowder weapons instead of swords and throwing stars.

Quiet Suburb: For whatever reason, these criminals have chosen to conduct their affairs in a quiet suburb like Eastpoint. They are directly threatening an innocent family of 1d4+1 people.

Robbing at Gunpoint: These crooks have entered either a residence or a place of business and are demanding all cash and valuables at gunpoint. If threatened they will likely cause harm to 1d6+2 innocent civilians.

School: The criminals have taken over a classroom full of students. 3d10+6 students and one teacher are in immediate danger.

Serial Killer: Some psychopath has decided to start up a murder spree. He or she has the same stats as a *Ninja* but none of the Ninja's gear or powers. Serial Killers usually have some idiom or calling card that signifies their grim work.

Stealing Money: These criminals are out for cash, plain and simple. They are either in the midst of a burglary or a simple mugging. If things get too hot, they'll beat feet.

Stealing a Vehicle: These criminals are in need of transportation. They are trying to boost a vehicle appropriate to their needs. There's a 25% chance that the vehicle's security system has been activated.

Terrorists: Representing some obscure cause or cult, this group of 1d6+4 Terrorists poses a direct threat to King City. They have the same stats as *Soldiers*.

Visigoths: One of the more notorious gangs in King City, these Visigoths have come up from their stomping ground in Vandergrift to cause general chaos. There are 1d6+2 gangsters with the same stats as *Flunkies*. If they get in over their heads, they will likely call in their homies for reinforcements.

Zoo/Aquarium: The crooks have either busted into the Butcher Park Zoo or the Harborside Aquarium to threaten 1d8+1x2 civilians. They aren't above causing harm to the animals if they don't get what they want.

CREATING A PROPER COMIC BOOK NARRATIVE:

In this setting more so than some others telling a good story should take precedence over whether or not the players "win" a particular scenario. Game Masters should constantly be on the lookout for opportunities to heighten the drama, raise the stakes and put the players in cliffhanger situations. However, and this is important, this should be a "low lethality" setting. Killing characters kills the story. A player who is not playing deflates the excitement in the room. The threat of mortal danger should be saved for the final chapter of a story as the action builds to a climax. If a character is in a situation where his or her life is in jeopardy, consider knocking the character out instead of killing them outright. In some cases, this may be the perfect way to raise the tension of a scenario without making everyone fear for their lives.

If a character is "knocked out" how do you keep them involved and interested in the game? You have a couple of options here:

- You could let the player take over a *Flunky* until their character is back in play. Flunkies under the temporary control of a player gain a *Wild Card* die and three *Bennies* (becoming a '*Super Flunky*')
- Let the player help the Game Master control *Villains* in larger battles.
- If no *Flunkies* or spare *Villains* are in play consider introducing a surprise *Sidekick* into the mix. If the player has a spare character in their folder who isn't on the scene, write them into the story. Have them suddenly swing in through a window in dramatic fashion and join the fight.

To create a Comic Book feel, break your scenarios down into *Chapters* or *Episodes*. This accomplishes two things: it creates a lot of natural break points in the narrative where you could stop the action, take breaks, etc. and it condenses the action into focused bursts. Think of it in terms of scripting an action film: you want each Episode to be built around a "set piece", a major action scene with stunts and effects. This gives each Episode a sense of urgency and gives the players lots of opportunities to do heroic things.

Embrace the notion of recurring adversaries. If the players defeat an opponent or foil their scheme have the opponent make a getaway so that they can fight another day. If it is the final Episode of a long scenario you might allow the players to capture or incapacitate their opponent. If they want to kill their opponent, that is perfectly fine, but death always has repercussions – that opponent probably has allies who will seek revenge for such actions.

Being good doesn't mean being a boy scout. If you want to play things that way, that's fine, but just because you work on the side of law doesn't mean you have to hand out flowers to old ladies. If a 'good' character wants to rub out a persistent adversary or beat up a couple of cops who are in their way, they

can do this without any sort of meta-game penalties. All repercussions should be in game (i.e. mess with the cops and they will consider you a crook). Encourage players to stick to a common behavior theme but don't penalize them harshly when they have a personality lapse. The flip side of this is also true: not all 'bad guys' need to be slaving psychopaths.

DEFENDING THE INNOCENT:

While Nighthawks aren't strictly expected to go out of their way to protect the innocent (after all, that's the job of the police) if they are publically involved in a situation where civilians are killed or injured this will reflect badly on the Nighthawk. This can manifest itself in temporary or permanent *Charisma* penalties. Conversely, a Nighthawk who clearly goes out of their way to save lives can earn *Charisma* bonuses for their costumed persona. *Charisma* can sometimes be as valuable as currency; a hero with enough good opinion on his side could cash in his reputation for material favors at the Game Master's discretion.

EXTRAS VS. WILD CARDS:

Savage Worlds lends itself nicely to the notion that player characters are above average individuals. They tend to be stronger, faster, more skilled and luckier than the average guy. In this setting, it is important to make sure that this separation is very pronounced. A *Wild Card* should be head and shoulders above any *Extra* in the game. You should almost never have a case where a mere *Extra* takes down a *Wild Card* with a lucky shot. Super Heroes and Arch Villains simply don't go out that way.

Take away the "mob bonus" from *Extras*. Normally, a character would get a +1 to attack for each character that assists them in a fight. Because Flunkies will always have a numerical advantage over *Wild Cards*, take this bonus away to avoid having underwhelming battles where the Nighthawks simply get dog-piled into submission.

If a *Wild Card* becomes 'Killed' by an *Extra*, they are simply "knocked out" and injured.

FLUNKIES:

Flunkies, Goons and Hirelings are an important part of the Superhero ecosystem. It's these normal guys that make super powered characters feel truly super. Many heroes and most villains need Flunkies to handle mundane day to day stuff. Flunkies are disposable human resources; they realize its dangerous business to associate with super powered individuals but are willing to do so out of a sense of loyalty, a desire for riches, or the cachet of hanging out with famous and powerful people. Liberally sprinkle your scenarios with Flunkies; they provide lots of meat for the players to grind.

In game terms, think of Flunkies as another term for *Extras*.

GRAPPLING:

To simplify grappling in combat use the following rules. All grappling checks are resolved as an opposed roll between the aggressor and the defender. The defender must be within the aggressor's reach in order for a grapple to commence, but no combat roll is required to establish contact. The aggressor rolls their *Strength* or *Fighting* die and the defender gets to choose whether to roll *Strength*, *Fighting* or *Agility* to resist. If the aggressor rolls a success, they establish a *hold* meaning that the defender is immobilized until they break free. If either party succeeds with a raise, they inflict one level of *Fatigue* damage on their opponent.

The defender can attempt to break free on their turn by succeeding another opposed roll. As before, it's the defender's privilege to decide whether they'd like to use *Strength* to muscle free or *Agility* and *Fighting* to slip free. A defender who gets a raise on their escape roll can perform an additional action at no penalty.

Once an aggressor has their target held, they can maintain the hold indefinitely until the defender breaks it. Every round the aggressor can make another opposed roll to attempt to inflict additional *Fatigue* damage. A target that is already held gains a *Fatigue* level on a success or a raise.

SIDEKICKS:

Encourage your players to roll up more than one character. You can use spare characters as dramatic replacements when a player's character is knocked out or otherwise detained. Also, a higher level character may bring along one of their lower level characters as a Sidekick, which is essentially a Wild Card Flunky who follows the character around.

MONSTERS:

There aren't very many monsters in this setting per se – most adversaries are humans or super powered beings. Included below are a few ideas for monsters you might wish to unleash to liven up a gaming session, along with some common opponents a hero or villain may encounter.

Flunky:

If the action is slow there is nothing better to inject some excitement into the proceedings than to drop a group of Flunkies into the picture. All groups in the game world have Flunkies, so you could represent any faction you wish by throwing in a few masked and costumed extras at the party.

Flunky				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shooting: d6	
Gear: 9mm Pistol (12/24/48; 2d6 damage; AP: 1; Double Tap); 2d20 dollars Shotgun: 12/24/48 range; 1d6-3d6 Damage; ROF = 1 Uzi: 12/24/48 range; 2d6 damage; ROF = 3; AP = 1; Full Auto				
Powers: None				

Car:

In a setting where guns don't always hurt their intended target, sometimes drastic measures are called for. A hero or villain who gets hit by a speeding car (thrown or otherwise) still needs to take care.

Car (compact)				
Strength: 0	Smarts: 0	Agility: Driver's Skill	Spirit: 0	Vigor: 0
Pace: 10/30	Parry: 0	Toughness: 10 (3)		
Gear: None				
Powers: <i>Trample:</i> 1d6 Damage per 5 squares of Pace; Heavy Weapon If a car is thrown, damage is STR+d12+d4				

Ninja:

Ninja are highly trained assassins who use martial arts and dirty tricks to bring down their targets.

Ninja (WC)				
Strength: d8	Smarts: d8	Agility: d10	Spirit: d8	Vigor: d8
Pace: 8	Parry: 8	Toughness: 6	Fighting: d10	
Gear: Katana: STR+d6+2 damage; AP = 2 Throwing Stars: <i>Throwing</i> range; STR+d4 damage; ROF = 3				
Powers: <i>Block; First Strike; Fleet Footed</i>				

Nuke:

The most powerful weapon available to humankind is still the nuclear bomb. Sure, there're laser guns and other high-tech gadgets out there, but nothing yet eclipses the sheer brutal power of a nuke. The stats below are for a "dirty" suitcase nuke.

Nuke				
Strength: 0	Smarts: 0	Agility: 0	Spirit: 0	Vigor: 0
Pace: 0	Parry: 0	Toughness: 0		
Gear:				
Powers: unlimited range; 10d10 Damage; Heavy Weapon; AP = 20; Large Burst Template; Fallout (save vs. <i>Vigor</i> or gain the <i>Terminally Ill</i> Hindrance); Knockback: 3d6 squares; affects all				

Omega Team Soldier:

The Milligent Corporation funds its own private army called the "Omega Team". These ex-Special Forces soldiers are equipped with the latest and best defense technology that Milligent can afford.

Omega Team Soldier				
Strength: d10	Smarts: d8	Agility: d8	Spirit: d6	Vigor: d8
Pace: 8	Parry: 6	Toughness: 15(7)	Shooting: d10+1	
Gear: Milligent Power Armor (Armor +8; Deflection +2; +1 increase to STR die; Pace +2; 1d6 vertical jump; 2d6 broad jump; <i>Shooting</i> +1) Hellbore Hand Cannon (15/30/60 range; 2d8+1 damage; AP: 4; HW; Semi-Auto)				
Powers: <i>Brawny</i>				

Police:

Depending upon which side of the law you come down on, the local Police can either be a friend or a foe. Your average policeman doesn't present much of a challenge to a super villain, but they can be dangerous in groups.

Police Officer				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 7 (9)	Shooting: d6	
Gear: .38 Special (12/24/48; 2d6 Damage; AP: 1; Double Tap) Baton (STR+d4) Bullet Proof Vest (+2/+4 vs. Bullets); 2d20 dollars				
Powers: None				

Soldier:

The mayor won't call for the National Guard unless there's a certifiable city-wide menace affecting the City -- to do so prematurely would make him appear weak.

Soldier				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 8(10)	Shooting: d8	
Gear: M-16: 24/48/96 range; 2d8 Damage; ROF = 3; AP = 2; 3RB; Full Auto Rocket Launcher: 24/48/96 range; 4d8 Damage; Medium Blast Template; AP = 8; Heavy Weapon; 1 action reload Grenade: 5/10/20 range; 3d6 Damage; Medium Blast Template; HW Kevlar Vest (+2/+4 vs. bullets Armor; blocks armor piercing)				
Powers: None				

Special Forces:

When the cops and the army aren't enough, the government will call in Special Forces to neutralize a problem. These represent the best soldiers that normal humans can produce.

Special Forces Commando (WC)				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 11(16)	Shooting: d10+1	
Gear: Battle Suit (Armor +5/+10 vs. Ballistics; negates up to AP: 4; <i>Stealth</i> +1) XM-25 Smart Gun (12/24/48 range; 2d6 damage; S.B.T.; HW; Semi-Auto; fused munitions) Sniper Rifle: 50/100/200 range; 2d10 Damage; Heavy Weapon; AP = 4; Snapfire Laser Scopes (+1 to Shooting rolls)				
Powers:				

Tank:

When the situation is especially grim, the Army can call in Tanks. Tanks possess weaponry that is capable of hurting most Supers but the military will be reluctant to call these valued assets into harm's way unless they are absolutely necessary.

Tank				
Strength: 0	Smarts: 0	Agility: Driver's Skill	Spirit: 0	Vigor: 0
Pace: 10/30	Parry: 0	Toughness: 30 (10)*	Shooting: d8+1	
Gear: Heavy Armor Plating Cannon: 75/150/300 range; 4d8 Damage; Heavy Weapon; Medium Burst Template; AP = 8; 1 action reload M-60 Machine Gun: 30/60/120 range; 2d8+1 Damage; ROF = 3; AP = 2				
Powers: Trample: 1d10 Damage per 5 squares of Pace; Heavy Weapon If a tank is thrown, damage is STR+2d12 * = denotes Heavy Armor				

POWER GROUPS:

Milligent Corporation:

A Government contractor and major employer in King City, Milligent Corporation is a behemoth in the Defense sector. Being the biggest corporation in King City has its privileges; Milligent has many highly placed contacts in local government and law enforcement. Primarily, the executives at Milligent wish to be left to their own devices and the unofficial corporate policy is to "not rock the boat". If their privacy is breached, however, the legal and military response is incredibly swift.

Over the years, Milligent has been accused of conducting shady arms deals with known criminal organizations but they've never been indicted. The CEO and his viceroys are careful to avoid any brazen crimes. Milligent is so deep into the City's pockets that the mayor has granted the company extraterritoriality over their corporate holdings, meaning that city law does not apply within Milligent's walls.

Milligent houses a private army of power armored soldiers called the Omega Team. They are seldom seen outside the glass and steel walls of the corporate headquarters.

The Black Mask:

The Black Mask is essentially a flunky outsourcing company that markets itself to the criminal underworld. They rent out their low level goons to criminal masterminds who need additional muscle. The Black Mask have offices in most countries and only do business with people based on proper referrals. They usually set up lairs in unremarkable warehouses in the industrial parts of cities. Members of this organization can be identified by their iconic black demi-masks.

The Signet:

The Signet is an organization as old as King City. This secret society of the City's richest and most influential families is tied up in all sorts of white collar crime, trafficking, money scams and occultism. Most who have heard of this group assume it is some sort of fraternity similar to the Freemasons or the Oddfellows but the truth is that the Signet wants to achieve nothing less than total domination of King City. Members of the Signet view themselves as "the power behind the throne", guiding careers and making decisions behind closed doors that impact the city's power structure.

The Mob:

The Mob has had a strong presence in King City from back in the days when foreign immigrants flooded into the City from Europe. They are the most organized criminal element in King City. The Mob is such a prominent fixture that they don't even really try to hide their activities; the police know exactly where to find every high ranking mafia boss but won't do anything with that information while the threat of reprisal exists. Mafia gangsters are business men first; they don't want to do anything that would jeopardize their lucrative rackets. The Mob only resorts to violent crimes when somebody takes a shot at them first, but then they strike with all the strength and fury they can muster.

The Visigoths:

King City is home to lots of gangs, but no street gang is more brutal than the Visigoths. These pierced, tattooed punks terrorize King City's ghetto neighborhoods and are responsible for most of the violent crimes committed elsewhere in town. They have become such a problem that the Police Department has set up a special Task Force to handle the steady flow of Visigoth related cases. The gang is actually a confederacy of smaller gangs so there is no central leadership; each war chief makes his own decisions about who and what to hit. Some of the gang's more infamous chiefs and sub-lieutenants are Skullhead, Juan Eight-Seven, Hollowpoint, Creeper and El Presidente.

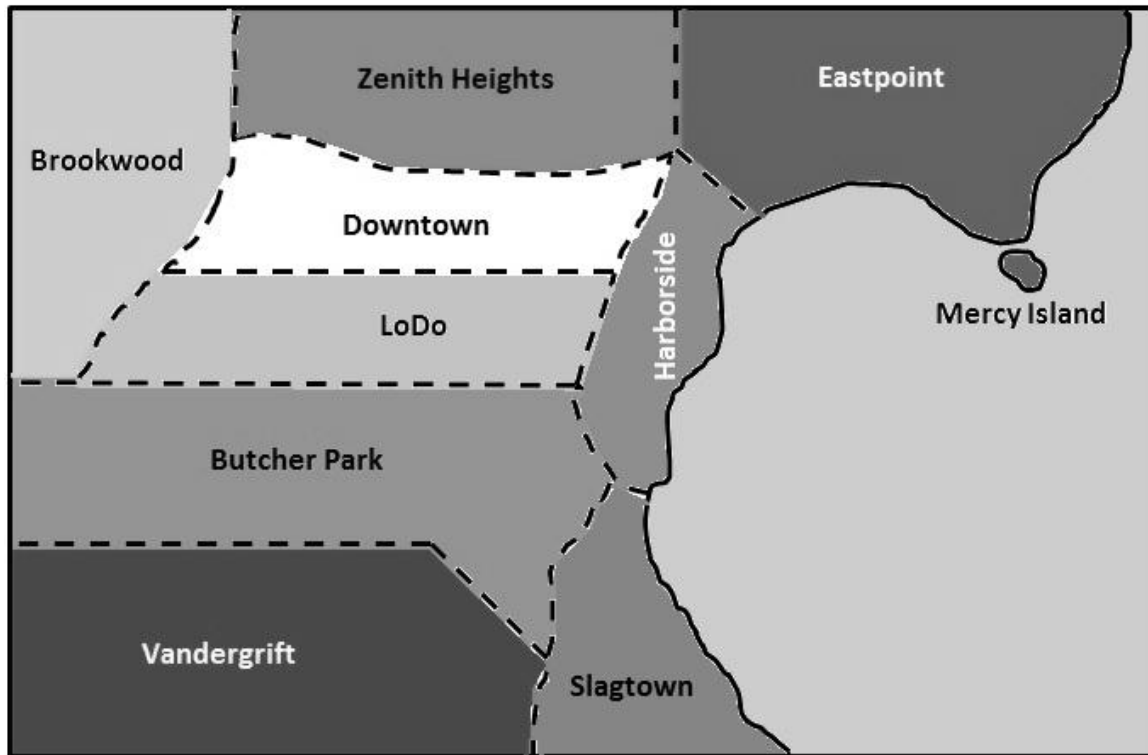
The Chaositeers:

About 10 years ago the Chaositeers emerged on the scene as King City's newest criminal organization. Their stated charter is to bring down the Establishment by any means necessary. They are one part *Robin Hood* and one part *Guy Fawkes*, performing bold acts of burglary and sabotage at unpredictable intervals. These gangsters are techno-thieves: they wear audacious power armor rigs and frequently engage in daredevil stunts such as base jumping and hang gliding to pull off tricky heists. Nobody knows how the Chaositeers get the funding for their expensive kits but they are clearly backed by someone with real influence.

GAZETTEER: KING CITY

King City is a sprawling, dense metropolis modeled after massive population centers like New York, Shanghai and London.

KING CITY



Zenith Heights:

This is a ritzy, upper-class neighborhood where a lot of the City's big money lives. The high-rise condos here cost more per square foot than most people make in a month. Mostly big-shot company types live here, but some of the Old Money keep "city places" in the Heights for when they want to have a late night on the town. A number of very expensive specialty shops are located here catering to the needs of the super rich. If you need to find an extravagant suit or a half-million dollar watch, Zenith Heights is the place for you. The local police keep a close eye on the Heights but the residents here don't take any chances: many employ their own private security and all of the residential buildings are kept under heavy electronic surveillance.

Downtown:

Downtown is the administrative and commercial center of King City. All government buildings including City Hall and Police Headquarters are located here. Skyscrapers dedicated to every major corporation and bank in the City line the streets. Downtown is a furious hub of activity day or night. The Butcher Park side of Downtown is the City's unofficial "cultural district": the Museum, Theater of Performing Arts and University are situated there in the shade of the Park's old-growth oaks.

LoDo:

The Lower Downtown neighborhood is the old heart of the City. Its classic stone buildings have been reclaimed by artists, hipsters, young urban professionals and start-up companies. The streets here are

tight and difficult to navigate; parking is virtually non-existent. Numerous popular bars and clubs adorn the LoDo nightscape. This is where most people go when they want to unwind on a Saturday night.

One of the major features of this neighborhood is the Third Eye Magick Shoppe, a sprawling labyrinth dedicated to cheap magic tricks, all forms of pseudo-science and the truly bizarre. It embodies the spirit of eccentricity that is valued by those that live in LoDo.

Butcher Park:

This old neighborhood borders the City's largest park. It is full of brick brownstones, cluttered alleyways and ethnic eateries. Back when King City's population was still booming from immigration, most families moved into the Butcher Park neighborhood where the rents were still reasonably cheap. They opened restaurants, grocery stores and bars and created small cultural enclaves representing their respective home countries.

The Mob arrived with the Butcher Park immigrants and they maintain their stronghold here today. Most locals see the Mob as "guardian angels" of a sort who keep the ghetto gangs out and lend money in a pinch.

Harborside:

Harborside is King City's waterfront district. Shipping cranes, piers and warehouses crowd this part of the city. So much trade passes through here daily that the Port Authority has difficulty detecting the contraband that piggy-backs on legit cargo loads. During the day, the waterfront bustles with blue-collar dock workers; at night the place is a graveyard, which makes it an ideal spot for shady business deals.

Eastpoint:

Eastpoint is a working class neighborhood on the waterfront side of King City. There are a lot of older homes here and tree lined streets. Crime isn't as prevalent in Eastpoint because there's not a whole lot here worth stealing.

Mercy Island, located just off the tip of Eastpoint, is a maximum security sanitarium for the criminally insane. A drawbridge connects this rocky island to the mainland and can be raised any time there's a situation in the prison.

Slagtown:

At King City's height it was a manufacturing powerhouse. The city produced cars, steel, trains and industrial machinery. Over the past couple of decades a lot of heavy industry work has departed King City for more amenable markets, leaving rusted out factories in its wake. Now called "Slagtown" by the locals, this moribund industrial district attracts vagrants instead of venture capital.

Slagtown is mostly deserted today and is underserved by the local police. A few old-timer businesses still cling tenaciously to a diaphanous thread of commerce but most of the pitted and rusted out warehouses have become home to a less savory element. This isn't the part of town you want to be in when night falls.

There are reports that the Chaositeers have some sort of a meeting place set up here but no one knows where for sure.

Vandergrift:

Named after one of the original mayors of King City, this once pleasant neighborhood has transformed over the decades into a tenement-infested slum. Only the poorest of the poor live here now. Drugs and prostitution are rampant in Vandergrift; all of it is controlled by the local gangs. Though every block has its own gangsters who band together for mutual protection, they all shudder under the rule of the Visigoths. If City Hall has forgotten about Vandergrift, the Visigoths haven't; this is their empire.

Brookwood:

If Brookwood has a motto, it would be "*Unaffordable Affluence*". Located on the edge of City Limits, this posh, old money neighborhood is home to all of King City's blue-bloods. Spacious mansions occupy vast tracts of land separated by golf courses, private lakes and quiet country roads. Most communities in Brookwood are gated and defended by mercenary security teams who have the backing of the city's best lawyers, so if someone were to, say, accidentally get shot while trespassing on private property -- let's just say the City wouldn't get too worked up about it.

APPENDIX A: NIGHTHAWKS

All Nighthawks are Wild Cards.



Gargoyle				
Strength: d8	Smarts: d8	Agility: d12	Spirit: d10	Vigor: d6
Pace: 6	Parry: 11(10)	Toughness: 10(5)	Fighting: d12	
Gear & Weapons: <i>Battle Suit</i> (Armor +5/+10 vs. Ballistics; negates up to AP: 4; <i>Stealth</i> +1); <i>Combat Gauntlets</i> (d8+2 damage)x2				
Edges: <i>Acrobat, Improved Block, First Strike, Improved Frenzy, Improved Sweep, Improved Dodge</i>				
Super Edge: <i>Daredevil (Gliding)</i>				
Gargoyle is one of the more notorious Nighthawks in King City. He's made a name for himself in the past couple of years with some flashy takedowns, always seeming to appear out of nowhere to ambush his prey. He combines his talent for base jumping with an array of technical toys, leading many to speculate that he's ex-military and either independently wealthy or supported by rich benefactors.				



Kestrel				
Strength: d8	Smarts: d10	Agility: d12	Spirit: d6	Vigor: d6
Pace: 6	Parry: 7	Toughness: 7(5)	Shooting: d12+2	
Gear & Weapons: <i>Sniper Rifle</i> (50/100/200 range; 2d10 damage; AP: 4; HW; Snapfire); <i>Trilex Bodysuit</i> (Armor +2)				
Edges: <i>Marksman, Dead Shot, Alertness, Attractive, Quick Draw</i>				
Super Edge: <i>Crack Shot</i>				
Kestrel is a masked sharpshooter with a reputation for thwarting crimes from long distance. She's been known to shoot guns out of bank robbers' hands from 10 blocks away. Kestrel has a reputation for working mercenary jobs from time to time, so long as they don't involve assassination. She has a some personal history with the criminal Nighthawk named Killswitch and will take any job that involves opposing him.				



Nightstick				
Strength: d10	Smarts: d6	Agility: d12	Spirit: d10	Vigor: d8
Pace: 6	Parry: 10	Toughness: 10(8)	Fighting: d12	
Gear & Weapons: <i>Carbon-Fiber Batons</i> (d10+d4)x3 ; <i>Trilex Bodysuit</i> (Armor +2)				
Edges: <i>Improved Frenzy, Two Fisted, Improved Block, Improved Sweep, Improved Nerves of Steel, First Strike, Ambidextrous</i>				
Super Edge: <i>Scrapper</i>				
Nightstick likes to take crime on where it lives, in the alleys and slums of King City. He's earned the enmity of King City's street gangs -- the Visigoths in particular. They have made it their personal mission to try and bring Nightstick down any way they can. There are some who speculate that Nightstick was a cop who got fed up with department red tape and decided to turn Nighthawk.				



Paladin				
Strength: d12	Smarts: d6	Agility: d12	Spirit: d8	Vigor: d12
Pace: 8	Parry: 13(12)	Toughness: 11(9)	Fighting: d12	
Gear & Weapons: <i>Trilex Bodysuit</i> (Armor +2); <i>Fists</i> (d12)x2				
Edges: <i>Brawny, Improved Block, Improved Frenzy, Natural Leader, Attractive, Master of Arms, Improved First Strike, Harder to Kill, Improved Nerves of Steel, Fleet Footed, Acrobat, Improved Dodge</i>				
Super Edge: <i>Olympian</i>				
Paladin is the original Nighthawk. You wouldn't know he was in his early sixties to look at him but he's been fighting crime in King City since the 70's. As Nighthawks go, Paladin is pretty popular. City government and the police even seem to tolerate him, but he's also curtailed much of his crime-fighting activities in recent years. Those who have seen Paladin in action remark that he's incredibly strong and fit for his age.				



The Moonlighter				
Strength: d8	Smarts: d8	Agility: d12	Spirit: d10	Vigor: d8
Pace: 6	Parry: 8	Toughness: 8(6)	Shooting: d12	
Gear & Weapons: <i>Matched Desert Eagles</i> (15/30/60 range; 2d8 damage; AP: 2; Semi-Auto); <i>Kevlar Vest</i> (Armor +2/+4 vs. Ballistics; negates up to AP: 4)				

Edges: *Two Fisted, Ambidextrous, Quick Draw, Thief, Level Headed, Dead Shot, Combat Reflexes*

Super Edge: *Ninja*

The Moonlighter is enigmatic. When he first emerged on the scene, his dark, shrouded appearance made everyone falsely assume that he was a villain. His first couple tags were prominent mob bosses. The Mob has it out for the Moonlighter big time; they've put a half-million dollar bounty on his head.



Dark Horse

Strength: d6	Smarts: d10	Agility: d8	Spirit: d12	Vigor: d6
Pace: 6	Parry: 6	Toughness: 5	Fighting: d8	5 Bennies

Gear & Weapons: *Black Corvette "Dark Horse Special Edition"* (Turbo Charged, Escape Pod, Heavy Armor Plating, Machine Gun); *Pearl-inlaid Engraved 9mm* (12/24/48 range; 2d6 damage; AP: 1; Semi-Auto)

Edges: *Filthy Rich, Great Luck, Improved Level Headed, Charismatic, Improved Dodge, Connections, Ace*

Super Edge: *Fortunate*

As heroes go, Dark Horse is a bit unlikely. He doesn't go out of his way to prevent crime but has a habit of just being in the right place at the right time. This carouser and gambler may not take crime-fighting seriously, but he's addicted to pushing his luck just to see how far it will go. He's cocksure and won't back down from any two-bit thug who tries to put the squeeze on him.



Blackmoor the Magician

Strength: d8	Smarts: d10	Agility: d8	Spirit: d12	Vigor: d6
Pace: 6	Parry: 7	Toughness: 7(5)	Fighting: d8	Charisma: +2

Gear & Weapons: *Sword Cane* (STR+d6), *One-Hitter x6* (2d6 damage); *Trilex Bodysuit* (Armor +2) [under clothes]

Edges: *Block; Charismatic; Florentine; Investigator*

Super Edge: *Magician (7 Tricks)*

Blackmoor the Magician is a very well known Nighthawk. He's actually made a couple of scheduled television appearances and can be found out and about in LoDo from time to time. Blackmoor is mainly concerned with battling charlatans and con artists who bilk innocent people out of their money. He holds a personal grudge against the illusionist named Bar Sinister.



Crackerjack

Strength: d12+1	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d12
Pace: 6	Parry: 7	Toughness: 11(9)	Fighting: d8	

Gear & Weapons: *Trilex Bodysuit* (Armor +2); *Fists* (d12+1)x2

Edges: *Brawny, Berserk, Block, Fast Healer, Frenzy, Improved Nerves of Steel, Improved Sweep*

Super Edge: *Diehard*

Crackerjack is an enthusiastic brawler that is built like a tank. He's a skilled boxer and likes to square off one on one with the biggest, meanest punks he can find. The "Back Alley Brawler" as he's sometimes called has started to win a small following in the Butcher Park neighborhood.



Killswitch

Strength: d8	Smarts: d12	Agility: d10	Spirit: d4	Vigor: d6
Pace: 6	Parry: 5	Toughness: 10(5)	Shooting: d12+4	

Gear & Weapons: *Custom Sniper Rifle* (50/100/200 range; 2d10 damage; AP: 4; HW; Snapfire), *Night-Vision Goggles*, *Battle Suit* (Armor +5/+10 vs. Ballistics; negates up to AP: 4; *Stealth* +1)

Edges: *Marksman, Improved Trademark Weapon, Improved Level Headed, Dead Shot*

Super Edge: *Crack Shot*

Killswitch is a notorious assassin-for-hire. He is a master sniper and is known to be very eccentric about his work -- he won't just take any contract that comes his way. He's turned down several opportunities to eliminate his chief rival, Kestrel, over the years. Many believe this is because Killswitch enjoys the cat-and-mouse games that they play with each other.



The Revenant

Strength: d8	Smarts: d6	Agility: d6	Spirit: d10	Vigor: d12
Pace: 6	Parry: 6	Toughness: 10(8)	Fighting: d8	

Gear & Weapons: *Trilex Bodysuit* (Armor +2); *Fists* (d8); *Infravision Contact Lenses*

Edges: *Harder to Kill, Improved Nerves of Steel, Fast Healer, Combat Reflexes*

Super Edge: *Diehard*

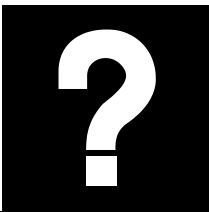
Rumors of the Revenant's death are greatly exaggerated. He's been taken down by the King City police no less than six times but always seems to survive gunshot wounds, tasings, beatings and incarceration. His visage is grim, bearing testament to the numerous near-lethal injuries he has sustained. He plays up his gruesome reputation by dressing in frightening costumes.



The Lithuanian				
Strength: d12	Smarts: d4	Agility: d10	Spirit: d10	Vigor: d12
Pace: 6	Parry: 10	Toughness: 11(9)	Fighting: d12	
Gear & Weapons: <i>Fists</i> (d12)x2, <i>Desert Eagle</i> (15/30/60 range; 2d8 damage; AP: 2; Semi-Auto); <i>Trilex Bodysuit</i> (Armor +2)				
Edges: <i>Two Fisted, Frenzy, Brawny, Hard to Kill, Improved Block, Mighty Blow, Combat Reflexes, No Mercy</i>				
Super Edge: <i>Scrapper</i>				
An ex-soldier and war criminal from the Baltic Republics, the hired thug known only as "The Lithuanian" does a lot of odd jobs for the Mob -- especially the sort that involve bone breaking. He's the ringer that the Mafia Dons will call in when they have a pointed message to deliver. He doesn't speak a lick of English and has been extensively tortured in his life, so pain doesn't frighten him at all.				



Dr. Cyanide				
Strength: d6	Smarts: d12	Agility: d6	Spirit: d8	Vigor: d8
Pace: 6	Parry: 5	Toughness: 6	Fighting: d6	
Gear & Weapons: <i>Poison Patch</i> (touch attack can deliver contact poison)				
Edges: <i>Jack-of-all-Trades, Improved Level Headed, Rich, Scholar, Healer</i>				
Super Edge: <i>Chemist</i>				
Once a respected researcher, Dr. Cyanide used to develop medicines for the Novagen Pharmaceutical corporation in Bern, Switzerland before the lure of easier money convinced him to become a maker of designer street drugs. The Mob brought him out to King City and he has set up shop as the premier drug maker and distributor in town, backed by the Mob's muscle.				



Zeitgeist				
Strength: ??	Smarts: ??	Agility: ??	Spirit: ??	Vigor: ??
Pace: ??	Parry: ??	Toughness: ??	Fighting: ??	
Gear & Weapons: ??				
Edges: ??				

Super Edge: ??

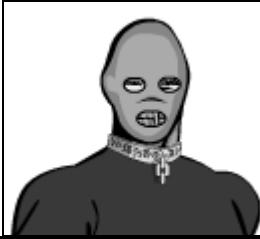
Zeitgeist, the Millennial Genius, is known in name only. He always conducts his capers through intermediaries, never using the same people twice, and often covers his involvement through double and triple blinds. Those who have studied Zeitgeist struggle to find any real motive or pattern to his crimes; their true impact usually isn't felt until months after the actual event. Zeitgeist toys with the police by leaving stopped time pieces as calling cards at every one of his crime scenes.

**Shadowmiser**

Strength: d6	Smarts: d12	Agility: d6	Spirit: d12	Vigor: d10
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	
Gear & Weapons: <i>Hellbore Hand Cannon</i> (15/30/60 range; 2d8+1 damage; AP: 4; HW; Semi-Auto)				
Edges: <i>Command, Natural Leader, Hold the Line!, Great Luck, Fervor</i>				
Super Edge: <i>Mastermind</i>				
Also known as the "Prince of Shadows", Shadowmiser is a notorious criminal mastermind and is perhaps the biggest thorn in King City's side at this moment. Nobody knows what he looks like but his costumed goons, the Fell Jesters, have their fingers in just about every major heist in the city.				

**Bar Sinister**

Strength: d6	Smarts: d10	Agility: d6	Spirit: d10	Vigor: d8
Pace: 8	Parry: 5	Toughness: 6	Fighting: d6	
Gear & Weapons: <i>9mm Pistol</i> (12/24/48 range; 2d6 damage; AP: 1; Semi-Auto)				
Edges: <i>Scholar, Fleet Footed</i>				
Super Edge: <i>Magician</i> (6 Tricks)				
Bar Sinister is an unscrupulous illusionist and fraudster who has chosen to use his nascent magical talents to turn a quick buck. Most of his capers are fairly small time but he's earning a far more lucrative living as a crook than he ever could've as a stage magician. His cons have attracted the attention of Blackmoor the Magician, who has made it his personal quest to bring Bar Sinister down.				



The Bogeyman				
Strength: d10	Smarts: d6	Agility: d8	Spirit: d12	Vigor: 10
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	
Gear & Weapons: <i>Knife (STR+d4), Manacles</i>				
Edges: <i>Thief, Quick, Harder to Kill, Improved Nerves of Steel, Improved Dodge</i>				
Super Edge: <i>Ninja</i>				
This mass murdering costumed psychopath escaped from the Mercy Island Sanitarium about 5 years ago. According to the papers, the criminal mastermind Shadowmiser was responsible for breaking the Bogeyman free but it is unknown if the two have maintained any kind of professional association. What is known is that the Bogeyman has returned to his homicidal ways, emerging every few months to commit a string of seemingly random murders.				



Bombshell				
Strength: d6	Smarts: d8	Agility: d10	Spirit: d12	Vigor: d8
Pace: 6	Parry: 7	Toughness: 8(6)	Fighting: d10	Charisma: +6
Gear & Weapons: <i>Trilex Bodysuit (Armor +2)</i>				
Edges: <i>Charismatic, Very Attractive, Strong Willed</i>				
Super Edge: <i>Medium</i>				
Bombshell is a strikingly attractive, athletic woman who began pulling off brazen heists about two years ago. Security footage has captured her walking into a bank, receiving all of the teller's money simply by asking for it, and waltzing out while waving coquettishly at the camera. It's clear she has some sort of unexplained mental power that she's able to use to get what she wants.				



Gaslight				
Strength: d4	Smarts: d10	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6	Parry: 6	Toughness: 5	Fighting: d8	
Gear & Weapons: <i>Gas Grenades, Incendiary Grenades, One-Hitter [Gas Jet] x2, Fire Retardant Jacket</i>				
Edges: <i>Level Headed, Steady Hands, Quick Draw, Thief, McGyver</i>				
Super Edge: <i>Chemist</i>				

Gaslight is a self-styled "Agent of Chaos" who seems to commit crimes just to upset convention. Using a combination of bathtub chemistry and various mind-altering drugs, Gaslight preys on the normal and the mundane.



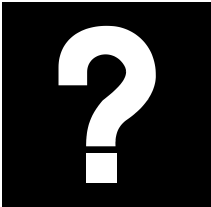
The Armiger				
Strength: d8	Smarts: d8	Agility: d10	Spirit: d8	Vigor: d6
Pace: 6	Parry: 8	Toughness: 9(5)	Fighting: d10+1	
Gear & Weapons: <i>Super Sword</i> (STR+d8; Armor Piercing +4); <i>DragonSkin Jacket</i> (Armor +4/+8 vs. Ballistics; negates up to AP: 4)				
Edges: <i>Very Rich, Frenzy, Trademark Weapon, Block, Dodge, First Strike</i>				
Super Edge: <i>Scrapper</i>				
The Armiger is a sword-swinging Nighthawk with the flair of a swashbuckler. Using a sword made from some undocumented alloy, the Armiger has been known to shear through reinforced security doors when pursuing a target. The Armiger has some sort of vendetta against The Black Mask and will go out of his way to foil any plot involving that criminal organization.				



Yellowjacket				
Strength: d8(d6)	Smarts: d10	Agility: d8	Spirit: d10	Vigor: d6
Pace: 8(6)	Parry: 6	Toughness: 13(5)	Fighting: d8	
Gear & Weapons: <i>Power Armor</i> (Armor +8; Deflection +2; +1 increase to STR die; Pace +2; 1d6 vertical jump; 2d6 broad jump; <i>Shooting</i> +1), <i>Rocket Booster</i> , <i>Rocket Launcher</i> (24/48/96 range; 4d8 damage; M.B.T.; HW; AP: 20)x2				
Edges: <i>Very Rich, Great Luck, Mr. Fix It, McGyver, Ace, Dodge</i>				
Super Edge: <i>Tech-Head</i>				
Yellowjacket is the reputed leader of the Chaositeers gang. He's been connected with a number of high-tech heists over the years and has made a point of undermining the authority of King City's mega-corporations. A lot of very rich and powerful people on both sides of the law would like to see Yellowjacket go down.				



Blitzkrieg				
Strength: d10(d6)	Smarts: d12+2	Agility: d6	Spirit: d10	Vigor: d4
Pace: 6	Parry: 5	Toughness: 12(4)	Fighting: d6	
Gear & Weapons: <i>Super Armor</i> (Armor +8, Heavy Armor Plating, Grounded), <i>Lightning Blasts</i> [Tesla Bolts] (12/24/48 range; 2d6 electrical damage)				
Edges: <i>Scholar, Mr. Fix It, McGyver</i>				
Super Edge: <i>Genius</i>				
The sinister inventor known as Blitzkrieg is a human tank wrapped in cutting-edge power armor. This one-man wrecking crew has robbed a number of King City banks by simply blasting a hole in the wall and clanking his way into the vault. It's almost as if he's daring the police to try and stop him.				



[Insert Name]							
d20	Super Edge	STR	AGI	SMA	SPI	VIG	Skill/Edge
1	Anonymous	d4	d8	d8	d6	d6	Stealth: d12
2	Chameleon	d6	d6	d6	d6	d6	Persuasion: d12
3	Chemist	d4	d6	d12	d4	d4	Healing: d12
4	Connected	d6	d4	d6	d8	d6	<i>Charismatic, Attractive</i>
5	Crack Shot	d4	d12	d6	d4	d4	Shooting: d12
6	Daredevil	d6	d8	d4	d6	d6	Climbing: d12
7	Diehard	d6	d4	d4	d6	d10	<i>Nerves of Steel</i>
8	Fortunate	d6	d6	d6	d6	d6	<i>Luck, Great Luck</i>
9	Genius	d4	d4	d12+3	d6	d4	Knowledge: d12
10	Hacker	d4	d6	d12	d4	d4	Knowledge: d12
11	Magician	d4	d6	d6	d10	d4	Persuasion: d12
12	Mastermind	d4	d4	d10	d8	d4	Intimidation: d12
13	Medium	d4	d6	d4	d12	d4	Persuasion: d12
14	Midas Touched	d6	d6	d8	d4	d6	<i>Rich, Filthy Rich</i>
15	Ninja	d6	d10	d6	d4	d4	Stealth, Fighting: d12
16	Olympian	d12	d12	d4	d4	d10	Fighting: d12
17	Savant	d6	d6	d8	d6	d4	<i>MacGyver</i>
18	Scrapper	d6	d12	d4	d4	d4	Fighting: d12
19	Super Soldier	d8	d8	d4	d4	d6	Shooting, Fighting: d12
20	Tech-Head	d6	d6	d10	d4	d4	<i>Repair: d12</i>

APPENDIX B: CONTACTS

Need to produce a contact on the fly? Use this generator to come up with random personalities anywhere in King City. Each Personality has a playing card number associated with them. This list can be used during game sessions to randomly draw "People of Interest" for your encounters. Every contact has a defining stat or skill listed to represent their particular area of expertise; feel free to flesh these characters out further if you wish.

Card	♣Club♣	♠Spade♠	♦Diamond♦	♥Heart♥
2	Steed Whiskey	Zoe Harlow	Dr. Norman Pollard	Juliet Chastaine
3	Clint Case	"Numbers" Al Farmer	Brock Ward	Beulah Whitney Knowles
4	Prof. Thurman Blankenship	Louie Cotton	Slate McQuaid	Nixon Carter
5	Danilo "Danny" Flores	Elvin Cole	Dr. Angelica Jarvis	Lt. Sterling Sparks
6	Sabrina Evereski	Remo Castelton	Sydney Emerson	Imogene Blanchard
7	Kane Hogan	Morgan Duskrow	Dr. Marie Blackwell	Chastity Hull
8	Dr. Edna Galloway	Deandre Dennis	Prof. Astrid Van Allen	Drake Seeger, P.I.
9	Michelle Vega	Tanisha Kramer	Jacklyn Livingston	Isabelle McCormick
10	Diana DeWinter	Judith Rojas	Ceilie Waterford	Col. Kelvin Washington
J	Councilman Roland Dane	Deena Curry	Kurt Fitzpatrick	Tyrese Mason
Q	Cleopatra Ardworthy	Hester Yang	Minerva Spence	Guinivere Murphy
K	Mayor Terrence Lloyd	Dylan Sykes	Forrest Hellbore	Captain Troy Lansing
A	Patton Langley	Nicholas French	Pearl Howell	Taylor Cross
Joker	The Fixer			

(2 ♦) **Dr. Norman Pollard** (2 ♦)

Healing: d12 Knowledge (Medicine): d10

Dr. Pollard runs his own private practice out of an office in Zenith Heights. He caters to a higher class of customer, the sort that values discretion and is willing to pay for it. From time to time, Dr. Pollard will treat Nighthawks who wish to keep their identities and their injuries out of the papers. Though he's willing to work on the sly, Dr. Pollard is very principled in his own way and never betrays a confidence. He'd hate to lose repeat business.

(3 ♦) **Brock Ward** (3 ♦)

Driving: d10 Toughness: 6 Parry: 5 Shooting: d6

Brock Ward is a private limo driver and bodyguard-for-hire. He used to be a cop so he's handy with a gun, is licensed for concealed carry and knows how to take care of himself in a fist fight. Brock makes a pretty fair living escorting V.I.P.s around King City. A man in his position sees and hears a lot -- and is paid extra to forget about it.

(4 ♦) **Slate McQuaid** (4 ♦)

Knowledge (Acting): d8 Very Rich

Slate McQuaid is an action movie star famous for such films as "Bloody Vengeance", "Bloody Vengeance 2: Blood Trails", "Deadly Heat" and "Total Impact". While his range as an actor isn't great, he's a highly recognizable celebrity with a substantial cult following. Slate is known for his "tough guy" roles and sometimes has difficulty slipping out of character.

(5 ♦) Dr. Angelica Jarvis (5 ♦)

Repair: d12 Knowledge (Robotics): d12

Dr. Jarvis is an award winning roboticist working for King City University. She fabricates her own machine parts in her privately funded university laboratory and constructs her robotic creations by hand. Dr. Jarvis' workshop is full of automatons in various states of completion. Her personal robotic assistant, Cleo, is never far from her side.

(6 ♦) Sydney Emerson (6 ♦)

Knowledge (Occult): d12

Sydney Emerson runs the "Third Eye Magick Shoppe" in the LoDo district of King City. He's an avid illusionist and occult researcher who spends much of his free time obtaining and studying ancient texts. Sydney's harmless, if a bit odd, but that comes with the territory in his line of work. Folks in LoDo believe that his shop adds a lot of eccentric character to their neighborhood. Sydney is friends with the well known Nighthawk, Blackmoor the Magician. Blackmoor sometimes drops by Sydney's shop to pick up reagents for new tricks.

(7 ♦) Dr. Marie Blackwell (7 ♦)

Healing: d12 Knowledge (Medicine): d12

Dr. Blackwell is an Emergency Room physician at King City Hospital. She's one of the most talented Doctors in the city and is skilled at treating a wide range of ailments. In her free time (what little of it she gets) Marie guest lectures on virology and exotic diseases at King City University. She's always keen to learn about some new pathogen that she hasn't come across before.

(8 ♦) Prof. Astrid Van Allen (8 ♦)

Knowledge (Science): d12

Professor Van Allen is the chair of the Physics Department at King City University. Her life's work has been the study of particle physics and she's co-developed a number of patents that have ended up in energy applications for the military. Typical of her breed, Astrid is a sober and serious individual. She is a great source of general science information and is a close associate of the University's Dean.

(9 ♦) Jacklyn Livingston (9 ♦)

Knowledge (Business): d12 Rich

Jacklyn Livingston is the Chief Operations Officer at the Hellbore Arms Company and is CEO Forrest Hellbore's most trusted advisor. Jacklyn was brought in to run the business side of things while Forrest focused on product development. Together they have taken the arms business by storm. Jacklyn is young, attractive and successful. She's on a real fast track in King City's social scene. In addition to being business partners, Jacklyn and Forrest are very close friends. She often worries that Forrest is working himself too hard.

(10 ♦) Ceilie Waterford (10 ♦)

Charismatic Attractive Dancing: d12

Ceilie is a professional dancer who performs with a local troupe at the King City Performing Arts center. She lives in a small studio in LoDo and is a regular fixture in that part of town. Ceilie is very popular with the wealthy patrons at the Performing Arts center and can supply introductions to any number of important King City socialites.

(J ♦) Kurt Fitzpatrick (J ♦)

Toughness: 8

Shooting: d10

Fighting: d10

Persuasion: d8

Called "Fitzy" by his friends, Kurt Fitzpatrick is employed by the Mob as a "cleaner", someone who makes problems disappear. He's the point man that the Mob calls on whenever they need someone with a diplomatic touch to resolve a situation before it turns to blows. When Fitzy shows up at your door, you know it's because the Mob wants something bad and that they won't ask nicely the second time.

(Q ♦) Minerva Spence (Q ♦)

Very Rich

Minerva Spence is a multi-millionaire widower and one of the most active philanthropists in the City. She is extremely well liked and well connected; the papers refer to her as the "Godmother" of King City. Minerva spends most of her time on her estate in Brookwood but she also maintains a couple of lavish condos in the City. When she travels (which is frequent) she will often let close friends stay in her homes.

(K ♦) Forrest Hellbore (K ♦)

Knowledge (Weapons): d12

Repair: d12

Very Rich

Forrest Hellbore is the founder and CEO of the Hellbore Arms Company, one of the leading manufacturers of firearms in the world. While Hellbore isn't the biggest gun maker, they are arguably the best, producing some of the most experimental and expensive armaments around. The flagship product in the Hellbore catalog is their famous "Hand Cannon", a 60 caliber semi-automatic handgun that has become iconic in a series of popular "vigilante cop" action movies. Forrest himself is a fairly reserved man. He still takes the greatest pride in his work and is seldom found outside of his workshop, where he's constantly inventing new prototypes. He leaves the running of his successful company to his trusted right hand, Jacklyn Livingston.

(A ♦) Pearl Howell (A ♦)

Charisma: +2

Very Rich

Pearl Howell is a very well known socialite who throws the City's biggest parties every year; she's the *grand dame* of the City. Ms. Howell is connected to all of the greatest and oldest families in King City. With a word she can suddenly bring cash and visibility to any cause. She is divorced from her industrialist husband and courts a number of wealthy, successful suitors. Pearl is one of the principal members of the secret organization known as The Signet.

(2 ♣) Steed Whiskey (2 ♣)

Musician: d12

Steed Whiskey is a blues-rock guitarist who made a name for himself playing dive bars in LoDo. He's achieved a fairly high level of success as a musician and has a couple of gold albums to his credit. Steed is careful to avoid "selling out" so he continues to play in the run down clubs where he got his start. He has a very loyal following. He's the sort of person that gets a lot of complementary free stuff everywhere he goes.

(3 ♣) Clint Case (3 ♣)

Knowledge (Computers): d12

Clint Case is a freelance software programmer who has made a tidy living for himself as a "white hat" hacker. He's seldom seen outside of his crowded studio apartment but within the computer scene he's a pretty major big shot. Clint sport hacks different networks just for fun and shares the results with his targets so that they can harden their networks. Clint is a good person to know if you need to need access to restricted information.

(4 ♣) Prof. Thurman Blankenship (4 ♣)

Knowledge (Literature): d12

Knowledge (Nighthawks): d8

Rich

Professor Blankenship is a Humanities professor at King City University and published author. He has written a couple of pieces of popular fiction detailing the exploits of an imaginary Nighthawk named "Raven". Professor Blankenship is a heavy drinker and is addicted to recognition. He can often be found in the City's nicer bars hob-nobbing with fans of his work and "visualizing" his next novel.

(5 ♣) Danilo "Danny" Flores (5 ♣)

Knowledge (Shipping): d10

Danny Flores is an operations manager for the TransOcean shipping company based out of Harborside. While he's not very high up on the totem pole, he has his fingers on most of the ocean freight that comes in and out of King City. He's got a sick mother and four kids to put through college. If someone were to, you know, slip him a couple of bucks, he might let on when certain containers are coming into port. If you know what I mean.

(6 ♣) Sabrina Evereski (6 ♣)

Lockpicking: d10

Climbing: d10

Stealth: d10

Very Rich

By day Sabrina Evereski is the proprietor of a high end jewelry store in Zenith Heights; by night she's an infamous cat burglar. Sabrina uses her contacts in the jewelry industry to fence the pieces she steals and has managed to translate this into a considerable fortune. Her fatal flaw is her attraction to glitz and luxury; she can never steal enough to satisfy her hunger for wealth and the life that comes with it.

(7 ♣) Kane Hogan (7 ♣)

Repair: d10

Knowledge (Engineering): d10

Shooting: d10

Lockpicking: d10

Kane Hogan is an ex-member of the Chaositeers, the high-tech gang that plagues King City's corporate citizens. Kane served prison time for some high profile burglaries that he pulled off back in his Chaositeer days but now he claims to walk the straight and narrow. He's a natural wizard for mechanical engineering and runs a car restoration shop. It's rumored he sidelines in other more exotic projects for those with the right kind of cash and connections.

(8 ♣) Dr. Edna Galloway (8 ♣)

Knowledge (Medicine): d12

Persuasion: d12

Dr. Galloway is the Chief Psychiatrist at the Mercy Island Sanitarium. She keeps detailed files on a number of King City's most notorious criminals, many of whom were guests of hers at one time or another. Dr. Galloway works closely with the Research & Development arm of the NovaGen Pharmaceutical company to develop experimental anti-psychotic and mood suppressing drugs. Her use of inmates as test subjects

has stirred considerable controversy, but powerful advocates within the city government support her work.

(9 ♣) Michelle Vega (9 ♣)

Investigation: d12 Knowledge (Forensics): d12 Shooting: d6

Michelle is a medical examiner and forensic pathologist for the King City Police Department. Like most in her profession, she's a night owl with an obsession for details. Michelle can often be found working crime scenes in some of King City's most insalubrious neighborhoods. Her dedication to her work has prevented her from having much of a personal life but she enjoys the rough camaraderie of her fellow officers.

(10 ♣) Diana DeWinter (10 ♣)

Charisma: +2 Very Rich Connections

Young and spoiled, Diana DeWinter is a privileged party girl that freely spends her doting father's money on drugs, fashion and travel. She can often be found at whichever club is considered the hottest at any particular nano-second in time. Diana can be very charming when she wants to be and is well connected with King City's "young and rich" scene.

(J ♣) Councilman Roland Dane (J ♣)

Charisma: +2 Connections

Councilman Roland Dane is that rare sort of politician who actually tries to do some good with the power he's given. On an otherwise moribund City Council he provides a spark of reform. Though most of his efforts are thwarted by his bought and paid cohorts, Dane uses what influence he has to affect change in other ways. He is sympathetic toward Nighthawks and will use his political connections to help costumed heroes who get in a bind.

(Q ♣) Cleopatra Ardworthy (Q ♣)

Knowledge (Occult): d12 Very Rich

Cleopatra Ardworthy is the curator of the King City Natural History Museum. Her specialty is ancient religious artifacts but she is conversant on just about any historical topic you wish to engage in. When she isn't busy working overtime cataloging exhibits she can often be found at the University conducting private research. Cleopatra comes from old money so she is able to afford a luxurious lifestyle.

(K ♣) Mayor Terrence Lloyd (K ♣)

Charisma: +2 Very Rich

Mayor Lloyd is your typical city bureaucrat. He's not terribly interested in rocking the boat and just wants to keep a lid on the City's problems until the next election cycle is over. Terrence is serving his second term as mayor and is deeply in bed with powerful corporate interests. He has grown fat and happy on the perks of his job. When he isn't pushing papers at his big desk he's playing a round at the Brookwood Country Club or schmoozing with his campaign donors.

(A ♣) Patton Langley (A ♣)

Knowledge (Finance): d12 Very Rich Golfing: d10

Patton Langley is the most powerful banker in King City and sits on the board for the Brookwood Country Club. It goes without saying that he's also a member of the Signet. The Langleys have been important players in King City since it was founded. Two of Patton's ancestors were mayors and Patton maintains

very close ties with the current administration. His primary vice is playing golf; he has a soft spot for anyone who can shoot a scratch round.

(2 ♥) Juliet Chastaine (2 ♥)

Streetwise: d8 Connections: Church

Juliet Chastaine runs a Rescue Mission in King City's ghetto. She provides food and sleeping quarters for homeless individuals and is also involved in education and employment programs. Her organization is supported by donations from the City's churches and she has great access to church authorities. Because of the nature of her work, Juliet sees and hears a lot about what's going on in the street.

(3 ♥) Beulah Whitney Knowles (3 ♥)

Knowledge (All): d10 Investigation: d8

Beulah is the head librarian at the King City Library. This older, African-American woman has tremendous recall for anything she's read. She's a literal fountain of odd knowledge and likes nothing more than a tricky research challenge to break up the monotony of her day.

(4 ♥) Nixon Carter (4 ♥)

Knowledge (Mixology): d12 Persuasion: d10 Charismatic

Nixon Carter runs one of the more popular bars in Zenith Heights. His classy, wood-paneled establishment attracts upscale clientele so Nixon hears a lot of interesting gossip about the goings on of the jet set. He has a smooth, personable demeanor that has made him a favorite of the locals.

(5 ♥) Lt. Sterling Sparks (5 ♥)

Toughness: 6 Parry: 6 Shooting: d10

Detective Sparks is a hard working investigator in King City's Homicide division. Unlike many of his brethren in the Shield, Lieutenant Sparks admires the work of King City's Nighthawks. He has personally witnessed Nighthawks saving innocent lives on a number of occasions. He's willing to look the other way when a piece of vigilante justice gets dispensed and will even go so far as to provide information to costumed heroes on a quid pro quo basis.

(6 ♥) Imogene Blanchard (6 ♥)

Knowledge (Art): d12 Artist: d12 Boating: d10

Imogene is an artist who lives on her father's boat in Harborside. When she isn't painting, she freelances as an art appraiser. Imogene frequently takes the boat out on private cruises so that she can be alone with her muse. She knows the waterways around King City as well as any sailor in town.

(7 ♥) Chastity Hull (7 ♥)

Very Attractive Rich

Chastity is one of the hottest models in King City. Her image can be found on billboards and television commercials all over town. Chastity always seems to have a different escort on her arm every time she makes a public appearance and speculation about her romantic life is the subject of every scandal rag on the newsstand.

(8 ♥) Drake Seeger, P.I. (8 ♥)

Toughness: 5 Parry: 5 Shooting: d6 Investigation: d12

Drake Seeger is a private investigator working out of a Downtown office in King City. He's worked for a number of very wealthy clients over the years and now has the luxury of cherry picking the cases he wants to take on. Drake is an excellent investigator with a broad network of contacts. Though he does his best to steer clear of trouble, he's familiar enough in the use of his snub-nosed revolver to protect himself. His hobby is collecting dirt on Nighthawks.

(9 ♥) Isabelle McCormick (9 ♥)

Piloting: d12 Shooting: d8

Isabelle is a helicopter pilot who works for the local television news. When she isn't flying on assignment, she'll often rent her services out as a private pilot for visiting V.I.P.s. Isabelle has a military background and hangs out with other veterans in her free time.

(10 ♥) Col. Kelvin Washington (10 ♥)

Toughness: 6 Parry: 7 Shooting: d10 Military Connections

Colonel Kelvin Washington serves the R&D Directorate of the United States Armed Forces. The Joint Chiefs in D.C. deployed him to King City to work on development and procurement contracts with Milligent Corporation and the Hellbore Arms Company. When he isn't being wined and dined by defense contractors he's usually working on some undisclosed errand for his superiors. Though he would never admit it officially, Kelvin is a good person to know if you need to discreetly get your hands on some military hardware.

(J ♥) Tyrese Mason (J ♥)

Strength: d12

Tyrese Mason is the All-Star point guard for the local professional basketball franchise, the King City Knights. He's one of the most popular people in the City and is seldom seen without an entourage of bodyguards and hangers-on. Tyrese is a regular fixture in King City's club scene and maintains strong ties with the gangs from his home neighborhood. Though he has some shady associates, Tyrese keeps his nose clean and is a generous friend.

(Q ♥) Guinivere Murphy (Q ♥)

Investigation: d12 Knowledge (Nighthawks): d12

Guinivere Murphy is the three-time Hearst award winner for top journalist in King City. Over a decorated career she has broken huge stories on the escapades of the Nighthawks. Gwen is always on the lookout for new leads and is tenacious when working a story. Ms. Murphy has long chestnut hair and glasses, looking more like a grad student than a hardened newshound. It is rumored by some that Gwen actually knows the secret identities of several Nighthawks and uses this knowledge to scoop her competition.

(K ♥) Captain Troy Lansing (K ♥)

Toughness: 6 Parry: 6 Shooting: d10

Captain Lansing of the King City Police Department has a well documented dislike of Nighthawks. He believes that their vigilante tactics do more harm than good and is frequently quoted in the papers airing his anti-Nighthawk sentiments. Secretly Captain Lansing is concerned that costumed vigilantes will put honest, hard-working cops out of business. Troy leads a secret club of officers within the Department that share his views. Together they work to smear the reputations of any Nighthawks they can.

(A ♥) Taylor Cross (A ♥)

Knowledge (Business): d12 Very Rich

Ms. Cross is the CEO of Image, an advertising and marketing company that caters to the biggest clients in King City. She built the company up herself from a one-woman operation to a nationwide powerhouse. Taylor is extremely driven and career oriented. She's not above using dirty tricks to get ahead and will sometimes use privileged information to extort favors from other executives.

(2 ♠) Zoe Harlow (2 ♠)

Charisma: +4

On the surface Zoe Harlow looks like a young, beautiful heiress. She has movie star looks, is always dressed in extravagantly expensive fashions and speaks several languages. She projects the image of a hard-nosed, successful businesswoman. The truth is that she is the most sought after escort in the city. She sells her time and affections to rich executives and visiting tycoons. There isn't a party in the City that Zoe can't get herself invited to.

(3 ♠) "Numbers" Al Farmer (3 ♠)

Streetwise: d12

Numbers is a bookie working for the Mob. He spends most of his time hanging out in smoky dives laying odds on sporting events and collecting bets from suckers. He's usually accompanied by a couple of thick-necked goombas that protect him from his shadier clients. Even though he's low on the totem pole, Numbers is well connected and can set up meetings with Mafia Lieutenants pretty easily.

(4 ♠) Louie Cotton (4 ♠)

Toughness: 6 Parry: 6 Shooting: d10

Louie is a mid-level Mafia enforcer. He's usually running some kind of errand for his Captains but when he isn't he spends his free time carousing in pool halls and such. The Mafia values professionalism in its soldiers so Louie is almost always found dressed in a good suit. He keeps a concealed weapon on his person at all times.

(5 ♠) Elvin Cole (5 ♠)

Billiards: d12+2

This blind pool shark is a legend in the bar scene. Even though he's blind in both eyes, he has tremendous hearing and a supernatural feel for the game of billiards. Elvin is extremely popular and is regarded by younger players as some kind of guru. He's never found without his pork pie hat, dark shades and custom Balabushka pool cue. Elvin hears just about everything -- including things he shouldn't -- which makes him an unusually good source of seedy gossip.

(6 ♠) Remo Castleton (6 ♠)

Toughness: 7 Parry: 7 Shooting: d10 Fighting: d10

Remo served in Marine Recon for a number of years including two tours in the Gulf. After leaving the Corp, he hooked up with a private security firm (read: mercenary company) for awhile and then decided to go freelance. He now hires himself out as a personal bodyguard for wealthy V.I.P.'s and does an occasional bit of vigilante crime fighting on the side. Remo is giving real consideration to becoming a Nighthawk but currently lacks the resources.

(7 ♠) Morgan Duskrow (7 ♠)

Toughness: 6 Parry: 8 Shooting: d10 Fighting: d12

Morgan Duskrow is a security consultant under the employ of the Milligent Corporation. She is an accomplished black belt and federally trained marksman. Morgan maintains a severe, professional look at all times: gray suits, glasses and tightly bound hair. She leads a team of 'troubleshooters' that deal with violent threats to the executives and assets of Milligent. Her knowledge of Milligent's security systems is second to none.

(8 ♠) Deandre Dennis (8 ♠)

Toughness: 6 Parry: 5 Shooting: d8 Streetwise: d12

Deandre Dennis is a small time hood from King City's ghetto. He's always working on some new scam or running down errands for some gang chief or another. Deandre has his finger firmly on the pulse of what's going down in King City's underworld. Sometimes he works as a Confidential Informant for the Police, trading tidbits of information in exchange for their leniency toward his nefarious activities.

(9 ♠) Tanisha Kramer (9 ♠)

Knowledge (Law): d10

Tanisha Kramer works in the District Attorney's office as a prosecutor. She acknowledges that her job is largely thankless, but that doesn't stop her from trying to put away dangerous Nighthawks that get brought in on charges. Someone close to her was killed during a gun duel between Nighthawks and she's fostered a private vendetta ever since.

(10 ♠) Judith Rojas (10 ♠)

Piloting: d10 Music: d10 Streetwise: d10

Judy Rojas is a cab driver and struggling musician who knows the city like the proverbial back of her hand. She grew up on the poor side of town and is furiously proud of her city. She's willing to work "off the clock" if the price is right and knows how to keep her eyes and ears shut.

(J ♠) Deena Curry (J ♠)

Charismatic Streetwise: d8 Knowledge (Common): d10

Deena Curry is a popular radio personality who covers the night shift on King City's biggest radio station. Just about every nut job in the city calls into her show, so Deena is kept up to date on the latest conspiracies and street happenings. On more than one occasion Deena has slipped warnings into her broadcasts to alert certain Nighthawks of incoming danger.

(Q ♠) Hester Yang (Q ♠)

Knowledge (Business): d12 Very Rich

Hester Yang is a Director-level executive at Milligent Corporation. She's driven, ambitious and very wealthy. Tales of her cutthroat tactics have made the rounds in the business world so her competitive rivals regard her with the utmost respect. Hester's social circle includes other executives, high-end lawyers and investment bankers. She's a striver who would like very much to claim a Vice Presidency and move into the "old money" scene in Brookwood.

(K ♠) Dylan Sykes (K ♠)

Fighting: d12

Dylan is a champion martial artist and Kendo master that runs a high-priced dojo in Zenith Heights. She provides private instruction in self-defense techniques for wealthy clients. Sometimes she will be hired by one of her students to work personal security at exclusive events.

(A ♠) **Nicholas French** (A ♠)

Fighting: d12 Shooting: d12 Attractive

Nicholas French is an ex-CIA assassin who does contract jobs for cash. He projects the image of an independently wealthy playboy living the good life in his Zenith Heights condo. Whenever he has a job to work, he schedules some "international business" and drops off the face of the earth until the job is done. The mafia currently holds Nicholas' retainer.

(Joker) **The Fixer** (Joker)

???

The Fixer is an enigmatic character who doesn't live in King City but passes through frequently. He goes by no other name besides "The Fixer" or "Mr. Fix". The Fixer is an information broker and fence. There isn't anything he can't move, obtain or learn given enough time and resources. The Fixer has no ties to any local syndicates but is known to work for some international power group with significant clout. It's generally understood that if you lay hands on The Fixer, you'll earn an appointment with a bullet. He always dressed in dark clothes, wears sunglasses indoors and usually has a metal briefcase cuffed to his wrist.

2♣	Steed Whiskey <i>Rock Guitarist</i>	2♦	Dr. Norman Pollard <i>Private Physician</i>	2♠	Zoe Harlow <i>Executive Escort</i>	2♥	Juliet Chastaine <i>Humanitarian</i>
3♣	Clint Case <i>Hacker</i>	3♦	Brock Ward <i>Bodyguard/Driver</i>	3♠	"Numbers" Al Farmer <i>Bookie</i>	3♥	Beulah Knowles <i>Librarian</i>
4♣	Prof. Blankenship <i>Sensationalist Author</i>	4♦	Slate McQuaid <i>Action Star</i>	4♠	Louie Cotton <i>Mob Enforcer</i>	4♥	Nixon Carter <i>Bar Owner</i>
5♣	Danilo Flores <i>Freight Manager</i>	5♦	Dr. Angelica Jarvis <i>Robotcist</i>	5♠	Elvin Cole <i>Blind Pool Shark</i>	5♥	Lt. Sterling Sparks <i>Homicide Cop</i>
6♣	Sabrina Evereski <i>Cat Burglar</i>	6♦	Sydney Emerson <i>Occultist</i>	6♠	Remo Castleton <i>Mercenary</i>	6♥	Imogene Blanchard <i>Artist</i>
7♣	Kane Hogan <i>Ex-Chaositeer</i>	7♦	Dr. Marie Blackwell <i>ER Doctor</i>	7♠	Morgan Duskrow <i>Milligent Security</i>	7♥	Chastity Hull <i>Fashion Model</i>
8♣	Dr. Edna Galloway <i>Psychiatrist</i>	8♦	Prof. Astrid Van Allen <i>Physicist</i>	8♠	DeAndre Dennis <i>Small Time Crook</i>	8♥	Drake Seeger, P.I. <i>Private Investigator</i>
9♣	Michelle Vega <i>Forensic Pathologist</i>	9♦	Jacklyn Livingston <i>COO of Hellbore Arms</i>	9♠	Tanisha Kramer <i>Idealistic Lawyer</i>	9♥	Isabelle McCormick <i>Helicopter Pilot</i>
10♣	Diana DeWinter <i>Spoiled Rich Kid</i>	10♦	Ceilie Waterford <i>Dancer/Socialite</i>	10♠	Judith Rojas <i>Cab Driver</i>	10♥	Col. Kelvin Washington <i>Military R&D</i>
J♣	Roland Dane <i>City Councilman</i>	J♦	Kurt Fitzpatrick <i>Mob Cleaner</i>	J♠	Deena Curry <i>Radio D.J.</i>	J♥	Tyrese Mason <i>Professional Athlete</i>
Q♣	Cleopatra Ardworthy <i>Museum Curator</i>	Q♦	Minerva Spence <i>Philanthropist</i>	Q♠	Hester Yang <i>Milligent Exec</i>	Q♥	Guinivere Murphy <i>Star Reporter</i>
K♣	Mayor Terrence Lloyd <i>Elected Official</i>	K♦	Forrest Hellbore <i>Weapon Inventor</i>	K♠	Dylan Sykes <i>Martial Arts Instructor</i>	K♥	Capt. Troy Lansing <i>Police Captain</i>
A♣	Patton Langley <i>Banker/Golfer</i>	A♦	Pearl Howell <i>Aristocratic Rich</i>	A♠	Nicholas French <i>Assassin</i>	A♥	Taylor Cross <i>CEO of Image</i>
Joker	Mr. Fix Fence/Information Broker						