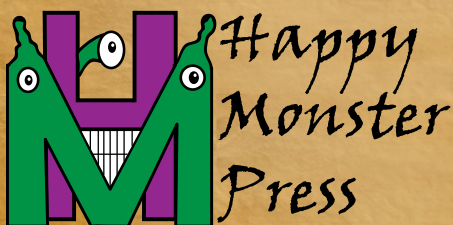




Legion of Liberty

Superheroes of 1776
A Setting Book and Campaign for
Savage Worlds
JUMPSTART



Credits

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To C.S. Forester and Bernard Cornwell, for pulling Scott into the world of black powder and wooden ships.

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Pennsylvania, July 9, 1755

Colonel Washington reined in his horse and bellowed, "Form line! Form line, 45th!" The red-coated Irishmen around him continued to flee, morale broken by the French and Indian ambush near Fort Duquesne.

As the Ottawa and Ojibwa forces approached, Washington thought, "If we can't form a rear guard, the whole expedition will be lost. G--damn Braddock for taking us into that killing field!"

"Colonel, I believe we can be of assistance." The bold female voice cut through the din of musket fire, and Washington turned to see a woman standing with two men, all three in sharp gray coats. "Sergeant Emily Rosetree," she said, "of the 3rd Company, Superhuman Regiment."

"Can you keep the enemy at bay long enough for us to reform the line, Sergeant?"

"I believe we can hold them for a stretch, sir." Rosetree saluted. "Right! Potter - high guard. Fisk - out to right flank and give them hell." The man she called Fisk leapt into the air, took flight, and soared over the battlefield flashing a small signaling mirror. Potter seemed to melt into the ground and disappear. Rosetree's raised fists crackled with St. Elmo's Fire.

Washington returned salute and spurred his horse. A preternatural clap of thunder rolled over the battlefield, echoing against the mountains like an approaching avalanche. "Godspeed, Sergeant Rosetree," he whispered as he set out to restore order to the field.

Introduction

Legion of Liberty is set in an alternate North America (i.e., the New World), where a tiny percentage of people (Native American and Colonist) develop superpowers around age 10. This astounding natural resource has made the colonization of the Americas imperative to the aggressive and ambitious European powers.

These powers, which include France,

Spain, and Britain, are engaged in a fierce arms race to develop loyal superhuman fighting forces. The superhumans born in the New World are powerful, but not so powerful that they can stand alone against musket and cavalry armies.

In the Legion of Liberty campaign, players (known as Legionnaires) are powerful young superhumans fighting against the British in

the Revolutionary War. Legionary actions will determine the course of the war, their efforts resulting in either the liberation or continued oppression of the 13 Colonies. Standing against them is the King's Royal Superhuman Regiment, known as the Greycoats. This notoriously fierce British fighting force provides plenty of opportunity for battles between superhuman forces. Playing Legion of Liberty requires the *Savage Worlds* core rulebook (*Savage Worlds* Core).



Revolutionary Superheroes

"Don't you know who that is?" asked Henry, crouched low at the windowsill to minimize his silhouette in the candlelight.

George peered out the window at the gentleman leaving the home of Samuel Adams. "Another merchant?" he asked in his Virginia drawl.

"That's Paul Revere!" said Henry. "The Silver Speedster! The fastest man alive!"

New Edges

Arcane Background (AB): Superhuman

Requirements: Novice

Superhuman is a modified version of Arcane Background: Gifted. The main difference between Gifted and Superhuman is that each Superhuman power has an individual skill. For example, a Legionnaire with the bolt and burst powers would need to buy skill in each of those powers (i.e., it is possible to have a Bolt d8 skill and a Burst d6 skill). Superhuman power skills do not have a linked attribute; purchase cost is always one skill point per die (e.g., five skill points buys a d12 skill). As with Gifted, Superhuman includes one power; more powers may be purchased with the New Powers Edge. Superhumans receive five free skill points to

purchase Superhuman power skills, two extra Attribute points and one extra free Edge.

Natural Weapons

Requirements: Novice, AB: Superhuman

A superhuman can produce claws, spines, bone spurs, and/or other natural weapons. These player-defined weapons use Fighting for combat and have a damage of Str+d6. A superhuman fighter using natural weapons is still considered Unarmed.

Power Skill

Requirements: Seasoned, AB: Superhuman

This Edge confers a +1 bonus to the use of one specific superhuman power skill. It may be taken once for each of the character's superpowers.

Reflexive Power

Requirements: Veteran, AB: Superhuman

With Reflexive Power, a caster can pre-define one trigger and one power, and automatically cast the power in response to that trigger, even if the caster is incapacitated. Examples include casting deflection if the caster is physically attacked, healing if wounded, or burst if hit by an arcane attack. For each different

combination of power and trigger, the Edge must be taken again.

New Powers

Mimic

Rank: Seasoned

Power Point Cost: Special

Range: Special

Duration: Instant or 1 round + 1/round Trappings: As the mimicked power

Mimic allows the caster to duplicate any power cast in her line of sight since her last turn. The cost and effect of the power are identical to the cost and effect of the original casting, but the duration of the power is limited to one round, not three. Critical failure on the *mimic* power causes the user to lose all arcane abilities for five rounds. The effects of a raise on the *mimic* roll are identical to the effects of a raise on the mimicked power.

Modifiers:

Extended Duration (+2): The duration of the effect is two rounds instead of one.

Energy Weapon

Rank: Novice

Power Point Cost: 2

Range: Self

Duration: 3 rounds + 1/round

Trappings: fire sword, ice mace, lightning spear

The *energy weapon* power allows the caster to create a melee weapon of their choice with a player-defined trapping. The weapon is identical to the corresponding physical melee weapon but has no weight. On a raise, the weapon's damage improves by one die type. For each different combination of weapon and trapping, the power must be taken again.

Elemental Mastery

Rank: Seasoned

Power Point Cost: 6

Range: Smarts

Duration: 3 rounds + 1/round

Trappings: Aura of energy/element, elaborate gestures

Using *elemental mastery*, a caster can manifest and control a specific element for the duration of the power. Each time this power is taken, the caster must specify fire, water, earth, or air as the element, and may only use that element's abilities with that power (i.e., a caster could have *elemental mastery* of both earth and fire, but only if he took the power twice). On a successful casting, the caster can manifest and control the element starting the next round; on a raise, he may take one action with the power immediately.

Fire: The caster can create a fire (Small Burst template) anywhere in range. If the location overlaps a target, that target is considered On Fire. The caster can also extinguish any fire in range, and can control the extent, direction, or size of existing fires. Each of these uses is an action.

Water: The caster can manifest up to 50 gallons of fresh or salt water anywhere in range. The caster can also control the direction of flowing water and produce shapes from water. Shaped water can be frozen, and if the shape overlaps a target during the freezing process, the target must roll Agility or be Bound.

Air: The caster can produce clean air in a 27 cubic-foot bubble anywhere in range (including under water). In addition, she can create wind gusts to move objects weighing up to 100 pounds. To remove air from a target's lungs, the caster and the target make an arcane skill vs. Vigor roll; if the caster succeeds, the target takes a level of fatigue.

Earth: The caster can produce up to 200 pounds of earth or stone anywhere on the ground in range and may specify the size and composition of the material (e.g., sling- or catapult-sized stones). If the caster produces this material in an area overlapping a target, the

target must make an Agility roll or be Shaken and knocked Prone. The caster can open a space up to 2" in diameter in earth or stone anywhere in range.

Stretch

Rank: Novice

Power Point Cost: 3

Range: Self

Duration: 3 rounds + 1/round

Trappings: Rubber skin, distortion field generator, extension of shadows.

Using *stretch* enables the arcanist to deform parts of his body to reach inaccessible areas, descend cliffs safely, fit through tiny crevices, form simple objects like maces or hammers, and so forth. Note that the *stretch* power does not by itself add Strength, Vigor, or Agility to the character (e.g., a hammer-shaped



arm operates at normal strength).

State Shift

Rank: Heroic

Power Point Cost: 8

Range: Touch (Living creatures only)

Duration: 3 rounds + 2/round

Trappings: Puff into vapor, liquid form, skin turns to stone

State shift allows the caster to convert a target's matter/substance into another state, such as an inorganic solid, a liquid, or a vapor. A state-shifted target has no need to breathe and has the following additional effects

Vapor: Fly at Pace, Climb 0; immune to physical attacks; fits through any non-airtight barrier.

Liquid: Swim at Pace x4; half damage from physical attacks; fits through any non-watertight barrier.

Inorganic Solid: Armor +3; Str+d6 damage from unarmed attacks; immune to necrotic or fire attacks.

Modifier:

Rapid Switch (+2): The caster can *state shift* the target once per round.

Setting Rules

No Power Points

All superhuman powers use the No Power Points setting rule from *Savage Worlds Core*. As a result, rather than spending power points, superhuman powers are used at a penalty equal to half the power point cost, rounded down.

Born a Hero

The Legion of Liberty setting uses the Born a Hero setting rule from *Savage Worlds Core*. More specifically, with the exception of Sidekick, a player may take Edges and Powers regardless of Rank requirements.

Heroes Never Die

The Legion of Liberty setting uses the Heroes Never Die setting rule from *Savage Worlds Core*.

Creative Combat

The Legion of Liberty setting uses the Creative Combat setting rule from *Savage Worlds Core*.

Powers under Stress

In non-stressful situations (i.e., outside of combat, social conflict, chases, or dramatic tasks), Legionnaires may use their superhuman powers without rolling; however, they may not access the raise effects of these skills, nor may they sustain the power into a stressful situation without rolling.

Musket Technology

All types of black powder weapon except the Springfield Rifle are available.

Superhuman Battlefield

Mass Battles with superhumans on both sides run slightly differently than the mass battles in *Savage Worlds Core*. As standard convention, the superhumans typically engage each other first before engaging the larger enemy force, similar to how skirmishers would attack other skirmishers before attacking the main body of the enemy during the Revolutionary War. The fight between superhumans proceeds as normal combat. Every five rounds, a Mass Battle phase proceeds according to the normal Mass Battle rules (Battle rolls followed by Morale rolls). For each Legionnaire incapacitated in the preceding five rounds of combat, that side's Morale roll is reduced by -2.

Sample Characters

Philomon Smith

Philomon grew up in Plymouth, Massachusetts. As a blacksmith's son, Philomon grew physically strong at the forge and unusually

masterful with horses, bonding with a draft stallion named McTavish. When he turned 14, Philomon developed the superhuman ability to *state shift*, and often shifted his body into stone. Known far and wide as the super strong "Plymouth Rock Boy," he was willing to join the Graycoats until they threatened to conscript Philomon into the infantry and McTavish into the cavalry! Refusing to be separated, boy and horse escaped to Quincy, where they sought refuge with John Adams and the Sons of Liberty.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d8.

Skills: Athletics d6, Riding d8, Common Knowledge d4, Stealth d4, Notice d4, Persuasion d4, State Shift d12, Fighting d8, Repair d6, Thievery d4, Intimidation d6.

Pace 6, Parry 5, Toughness 6.

Hindrances: Can't Swim, Stubborn, Clueless.

Edges: Arcane Background: Superhuman, Beast Master x3.

Gear: Smith's hammer (Str+d6), riding tack for McTavish.

Powers: *State shift*.

Monique/Martin Saulnier

Monique Saulnier has always wanted to be an adventurer, a pirate, or a hero, anyone but a lady. At 13, she stole her brother's trousers, changed her name to Martin, and stowed away on a merchant ship bound for the English colonies. For two years Martin has been unloading cargo and committing an assortment of petty crimes in Boston. A Son of Liberty spotted her using her powers of deception and disguise to extract her paycheck from a tightfisted ship's captain, and convinced Martin to join the Sons, by promising her food, board, and a fair share of the loot.

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

Skills: Disguise d8, Puppet d8, Thievery d8,

Fighting d6, Athletics d8, Common Knowledge d4, Notice d4, Persuasion d8, Stealth d8, Invisibility d6.

Pace 6, Parry 4, Toughness 5.

Hindrances: Wanted (Major), Greedy (Minor), Quirk (Minor, disguised as a man).

Edges: Arcane Background: Superhuman, New Powers, Thief.

Gear: Two Knives (Str+d4)

Powers: *disguise, puppet, invisibility.*

Jack Morgan ★

Jack Morgan wants nothing to do with Boston's big-city bustle and high-minded stuffiness, hating how all the teachers and preachers shout from their pulpits by day and drink the kegs dry at night; he'd much rather be helping his Pa distill "tax free" corn whiskey in the Springfield hills. But the Morgan family's secret yeast recipe, kept for a hundred years between the pages of the mash-and-yeast-stinking, leather-bound family bible, was stolen a few years ago, and Jack's searching Boston street by street to recover the lost legacy. While he's at it, Jack would also rather not be conscripted and sent to the wars in Europe, and so he's been in hiding with the Sons of Liberty, moving from safe house to safe house, searching for the Morgan Bible and honing his elemental mastery of water.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8.

Skills: Havoc d6, Telekinesis d8, Riding d6, Shooting d8, Fighting d8, Athletics d6, Common Knowledge d4, Notice d4, Persuasion d4, Stealth d4, Environmental Protection d4.

Pace 6, Parry 6, Toughness 5.

Hindrances: Wanted (Major), Illiterate, Outsider.

Edges: Arcane Background: Superhuman, New Powers, Brawny, Brawler.

Gear: musket (10/20/40, 2d8, ROF 1, 2 actions to reload).

Powers: *elemental mastery (water), havoc (water), environmental protection.*

Sara Wilde ★

Sara Wilde is the daughter of a middling Salem merchant. Secretly, Sara has always imagined she had magical powers (without having to kiss the Devil's backside). By the time Sara turned 13 and manifested actual superhuman powers, witchcraft had turned into a noble, important thing, and her father presented her to the local magistrate for enlistment in the King's Royal Superhuman Regiment. When the magistrate, a Son of Liberty in disguise, offered her both a nobler-sounding mission and a magical broomstick, Sara joined the Sons instead.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6.

Skills: Shape Change d8, Fly d8, Bolt d8, Riding d6, Shooting d6, Academics d6, Athletics d4, Common Knowledge d4, Notice d4, Persuasion d8, Stealth d4.

Pace 6, Parry 2, Toughness 5.

Hindrances: Overconfident, Delusional (minor, thinks she's a witch), Anemic.

Edges: Arcane Background: Superhuman, New Powers, Attractive, Very Attractive

Gear: Small flintlock pistol (2d4, 2 rounds to reload), broomstick (not at all magical).

Powers: *shape change, fly, bolt.*



Adventure: The Battle of Salem

February 1775 — Tensions have been rising between Britain and her American colonies for months, especially in New England. Colonel David Mason of the Salem Militia has armed his troops with 19 French cannon, and word of this rebellious armament has reached Thomas Gage, the military governor of Massachusetts. Gage plans to dispatch Thomas Leslie and the 64th Foot to confiscate the illegal arms. Spies in Gage's office have informed the Sons of Liberty, who must decide how to respond.

The Sons decide to warn Salem of Leslie's intent to seize the cannon. The best man for the job is obviously Paul Revere, the fastest man alive. Only Revere, using his super speed, can ensure the warning reaches Salem ahead of Leslie's 64th Foot and its detachment of Royal Superhumans. However, Revere, like all Boston superhumans known to the Crown, is under close and constant surveillance by British regulars. If the Sons cannot liberate Revere quietly, the heroes must instead sneak past the Boston garrison and warn the Salem townsfolk themselves. With both plans at the ready, the Sons and the Legionnaires wait for Leslie's move.

Revere's home is a timber structure on North Square. As you approach, fighting the brine and smoke stink of Boston's nor'easterly winds, you make out two British regulars standing to either side of the door, dressed in the colors of the 18th Regiment, Royal Irish. The ground floor windows have been partially boarded up. No easy access there. The troops seem watchful but are not standing at full attention, instead pondering the virtues of various local beers.

Revere is under house arrest in his Boston home, guarded by four British regulars, two flanking the front door, and two at the rear in a small yard behind the house. The guards are alert but they are not expecting trouble. A larger garrison is a short distance away; a

loud disturbance will bring 10 redcoats and one sergeant on the scene in five minutes (50 rounds). Revere is alone in the house, having sent his family to the country for safety. If the heroes identify themselves as Sons of Liberty, Revere will immediately join them in the effort to escape.

Once on the streets of Boston, with or without Revere, the heroes must succeed in a Chase to reach a boat that can take them to Charlestown and relative safety. In daylight hours, obstacles to the Chase may include merchant carts, crowds, or coaches; at night, the heroes might encounter drunken revelers, small groups of entertainers, or British regulars on patrol.

If the heroes free Revere, once they reach Charlestown Revere immediately speeds off to warn the Salem militia of Leslie's plans. The heroes have orders to follow after Revere, in case he needs reinforcements against the Royal Superhuman Regiment; Revere acts as an Allied Wild Card in the upcoming scenario.

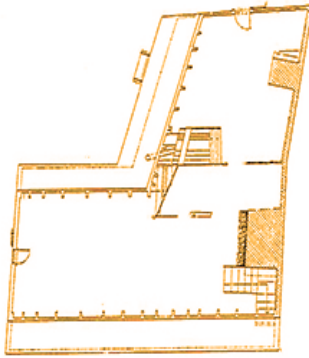
If the characters do not succeed in freeing Revere, the heroes have orders to travel to Salem, as reinforcements to the Salem militia.

The Salem militia are drilling formations on the town common, dressed in their best coats of blue, grey, and brown. Grim-faced farmers herd cows and sheep off the green as the troops form squares into lines, and lines back to squares, over and over. A tall man in a dark frock coat and decorated tricorne hat, Colonel Timothy Pickering, frowns at the brave but unseasoned formations.

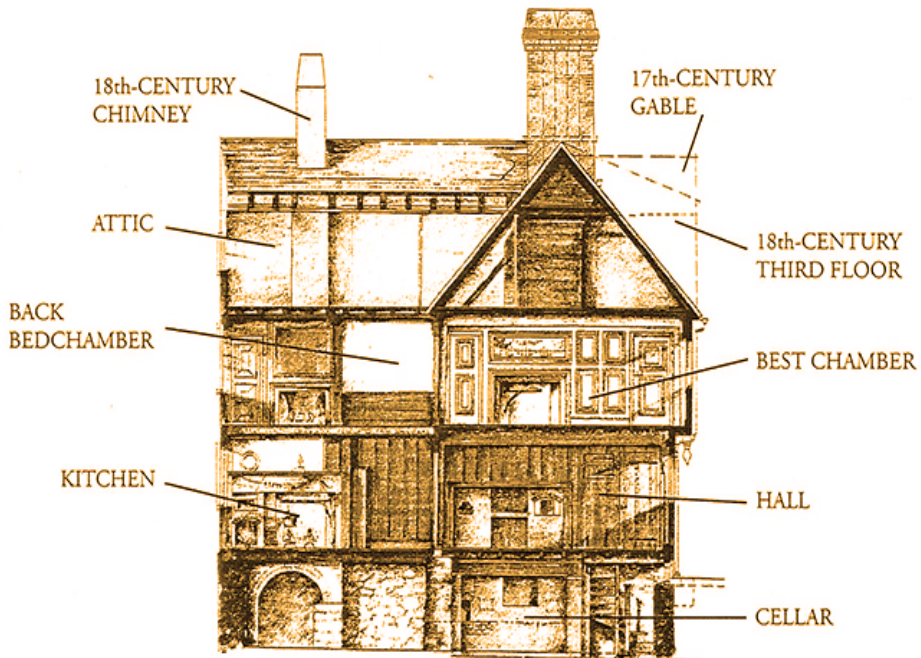
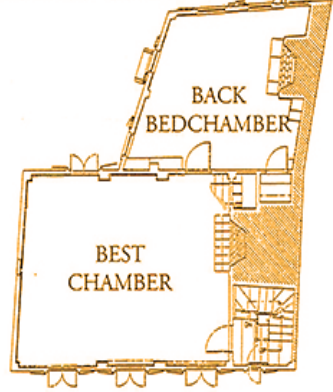
The Salem militia, commanded by Colonel Pickering, are working hard to hide the 19 French cannon. The heroes must decide what position to take within the colonial defenses.

Revere House

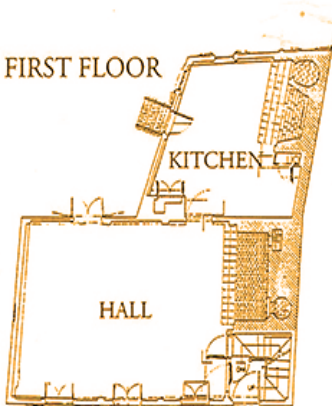
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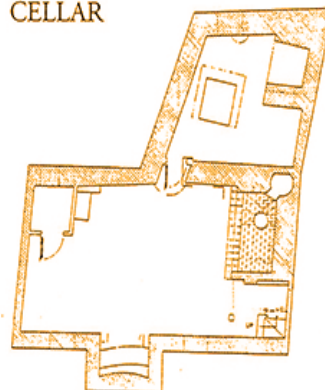
SECOND FLOOR



FIRST FLOOR



CELLAR



Leslie lands his ship at Marblehead with the 64th Foot and five superhuman Greycoats (Roper, Patrick and Joseph Giblin, Goode, and Deganawidah). He marches to Salem, where the North Bridge is drawn up and fortified with Salem militia. After an hour-long standoff, Leslie orders his troops to open fire, and the Battle of Salem begins.

The militia battle is a Superhuman Battlefield Mass Battle. The British start with 8 tokens and the colonists start with 10. Leslie has Battle d8 and Pickering has Battle d10.

With a Colonial Victory, the war proceeds to the Battle of Bunker Hill. With a British Victory, the war proceeds to the Battle of Concord.

Paul Revere ★

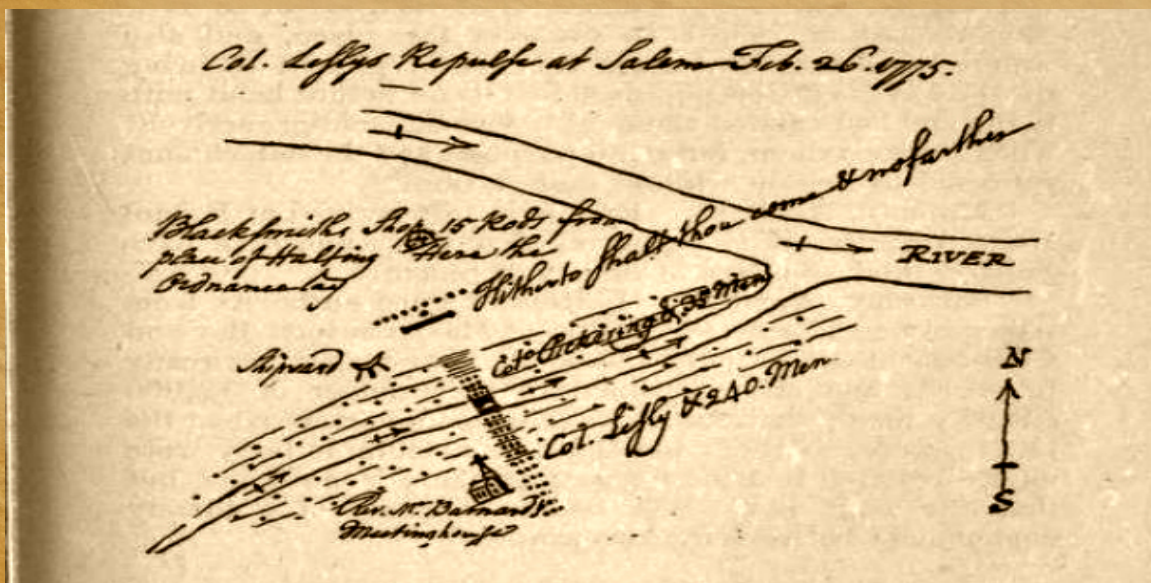
Born in 1735, Paul Revere apprenticed to his father, a prominent silversmith, at the age of 13. Once his superpowers manifested, he became a flashing blur of speed in the shop, doing the work of three apprentices. His father tried to hide his son's gifts, but Revere was conscripted into the Greycoats in 1749. He quickly rose in rank, by the 1756 French and Indian War, already a lieutenant in the Greycoats. However, when Revere's father died, his grandfather persuaded John Hancock to buy Revere out of the Greycoats. Revere returned to Boston



and took over his father's silversmithy, but never forgot his debt to Hancock. When John Hancock and Sam Adams formed the Sons of Liberty in 1765, Revere joined immediately.

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

Skills: Repair d6, Notice d8, Fighting d10, Thievery d4, Shooting d4, Athletics d4, Common Knowledge d4, Notice d6, Persuasion



d8, Stealth d4, Speed d8, Quickness d10, Deflection d8.

Pace 6, Parry 7, Toughness 6.

Edges: Rich, McGuyver, AB: Superhuman, New Powers.

Hindrances: Vow (Major, Care for Wife and Kids), Loyal, Wanted (Minor).

Powers: *speed, quickness, deflection.*

Gear: Sword (d6+ Str), shoes with reinforced soles.

Colonel Alexander Leslie

Son of the 5th Earl of Leven, Alexander Leslie joined the 3rd Foot Guards of the British Army in 1753. His ancestral wealth enabled him to buy his way up through the ranks, and he became Lieutenant Colonel of the 64th Foot in 1766. Two years later, the regiment sailed for Boston. Leslie is a proud and loyal Briton, confident in his military abilities, which are deeply rooted in his experience in the Seven Years' War, and reminds everyone at every opportunity that he is the son of an Earl. To his credit, he also acts with a sense of noblesse oblige (as honorably and generously to the less fortunate as his noble ancestry requires).

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

Skills: Boating d8, Athletics d6, Fighting d8, Intimidation d8, Battle d8, Notice d6, Persuasion d6, Shooting d8, Stealth d6.

Pace 6, Parry 6, Toughness 6.

Hindrances: Vow (Major, Protect Britain).

Edges: Aristocrat, Command, Marksman, Steady Hands, Fervor.

Gear: Saber (Str+d6), uniform, riding tack, light cavalry horse.

Colonel Timothy Pickering

Born in Salem in 1745 to the prominent Pickering family, Timothy Pickering studied law at Harvard University, where he became well known for taking too much for granted, headstrong, and using his fists when words

would serve better. He joined the Salem militia at the age of 21, and also served as registrar of deeds and justice in the court of common pleas. Because of his family name, his civic accomplishments, and his dashing, bully-boy charisma, his troops are more than ready to follow him into action against the British.

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

Skills: Boating d8, Athletics d6, Fighting d8, Intimidation d8, Battle d10, Notice d6, Persuasion d6, Shooting d8, Stealth d6.

Pace 6, Parry 6, Toughness 6.

Hindrances: Vow (Major, Protect Salem).

Edges: Command, Marksman, Steady Hands, Fervor.

Gear: Saber (Str+d6), uniform, riding tack, light cavalry horse.

Private Deganawidah

Born of a white father and a Rhode Island Wampanoag mother, Deganawidah's abilities to manifest sonic energy appeared when, at the age of 10, he shot an arrow at a deer. His cry of rage at missing the shot became a bolt of sound that succeeded where the arrow had failed, killing the deer in a blow. The tribe, worried the boy's deadly powers and loss of self-control would result in tribal casualties, sent him to his father in the Greycoats: Deganawidah's life in exchange for a peace treaty. Amelia Strickland, an ensign in the Greycoats, took the boy in and taught him how to control his powers. Devasted by loss, Deganawidah soon considered Strickland his only family, and vowed total loyalty to her (and by association, the British).

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Shooting d8, Notice d6, Stealth d4, Intimidation d6, Elemental Manipulation d6, Bolt d10, Burst d8, Barrier d8, Athletics d6, Common Knowledge d4, Persuasion d4.

Pace 6, Parry 5, Toughness 6.

Hindrances: Bloodthirsty, Outsider, Vow (loyal to Amelia Strickland).

Edges: AB: Superhuman.

Gear: musket (10/20/40, 2d8, ROF 1, 2 actions to reload), saber (Str+d6)

Powers: *elemental manipulation, bolt, burst, barrier* (all sonic).

Private Edward Roper

Born to South Carolina shrimpers, Edward Roper inherited a hatred of the wealthy and powerful slave-holding elite and a jealous hunger to be powerful and wealthy himself. When, one fateful night in Charleston, Edward invisibly terrorized and puppet-mastered a jeweler into unlocking his safe, he didn't account for the man's lack of ability to see in the dark. The jeweler tripped over the thief and both fell down a flight of stairs, Edward to crash-land in the ranks of the Greycoats, courtesy of the local magistrate. Roper tried to escape four times before the tribunals and floggings convinced him the better path to wealth and glory consisted of trudging obediently up through the Greycoat ranks.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10.

Skills: Fighting d10, Shooting d10, Notice d6, Stealth d10, Intimidation d4, Invisibility d8, Puppet d8, Smite d6, Darksight d6, Fear d6, Athletics d6, Common Knowledge d4, Persuasion d4.

Pace 6, Parry 7, Toughness 6.

Hindrances: Greedy, Clueless.

Edges: AB: Superhuman.

Gear: musket (10/20/40, 2d8, ROF 1, 2 actions to reload), saber (Str+d6).

Powers: *invisibility, puppet, smite, darksight, fear*.

Corporal Jane Goode (aka, "Mauler")

Although Jane Goode grew up on a Virginia horse farm, she spent most of her childhood

exploring the hills and woods, learning to track and shoot. When at age 13, she went face to face with a wild boar, her life changed forever. Where most brave men hunting alone would have run up the nearest tree, Jane planted her heels, and activated twelve vicious bone spurs from each brown, sinewy arm. The boar wounded her as she killed it, but her healing powers manifested and cured the injury. Her new abilities so terrified her parents – they were sure none of the local farmers were up to marrying a bloodthirsty, ambidextrous porcupine demon – that they foolishly paid the Greycoats three horses to take her off their hands. With such a dowry, Goode jumped three ranks, and developed a reputation as one of the most dangerous melee fighters in the Regiment.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d8.

Skills: Fighting d10, Shooting d8, Notice d6, Stealth d8, Intimidation d6, Healing d10, Greater Healing d8, Warrior's Gift d6, Boost Lower Trait d8, Athletics d8, Common Knowledge d4, Persuasion d4.

Pace 6, Parry 7, Toughness 6.

Hindrances: Bloodthirsty, Vow (loyal to Greycoats).

Edges: AB: Superhuman, Natural Weapon (spines, Str+d6), Martial Artist, Brawler, Two Fisted, Ambidextrous.

Gear: musket (10/20/40, 2d8, ROF 1, 2 actions to reload), saber (Str+d6).

Powers: *healing, greater healing, warrior's gift, boost/lower trait*.

Privates Patrick and Joseph Giblin

Patrick Giblin's Protestant Irish family, feeling unwelcome in Philadelphia, settled in the west among Pennsylvania's German-speaking population, where they took up furniture making. When Patrick was 10, he and his twin Joseph tried to fell a great northern red oak by themselves but bungled it and were crushed by

the tree. Patrick shrank to the size of a mouse to free himself, then burrowed under the tree as quick as a rabbit to free his unconscious brother. Not strong enough to carry Joseph, Patrick created a friend from mud and sticks who carried them both home, much to the horror of their parents. As the brothers were all thumbs, unsuited to furniture making, they joined the Greycoats at Lancaster, where they teamed up with Mauler, causing havoc at her left and right flanks.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d10, Vigor d6.

Skills: Fighting d8, Notice d6, Stealth d4, Intimidation d8, Burrow d6, Growth/Shrink d10, Summon Ally d4, Athletics d6, Common Knowledge d4, Persuasion d4.

Pace 6, Parry 7, Toughness 5.

Hindrances: All Thumbs, Obligation (loyal to Greycoats).

Edges: AB Superhuman, Linguist (English, German).

Gear: saber (Str+d6)

Powers: *burrow, growth/shrink, summon ally.*

British Regular

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

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4.

Pace 6, Parry 6, Toughness 5.

Hindrances: Obligation (loyal to Britain).

Edges: Quick Load.

Gear: Bayonet (Str+d4, Str+d6 on rifle, Parry +1, Reach 1), Brown Bess (10/20/40, 2d8, ROF 1), 80 rounds of ammo.

British Sergeant

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

Skills: Athletics d6, Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6.

Pace 6, Parry 8, Toughness 6.

Hindrances: Obligation (loyal to Britain).

Edges: Block, Combat Reflexes, Dodge, Marksman, Quick Load.

Gear: Bayonet (Str+d4, Str+d6 on rifle, Parry +1, Reach 1), Brown Bess (10/20/40, 2d8, ROF 1), 80 rounds of ammo.

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12 Battle of Salem