

# Super Trouble

By Christopher Onstad and Todd Zircher

## Setting:

Still Life & Painted Rose have been stars in the Justice Protection League from the time they joined up. Their combination of compatible powers and amazing teamwork has given them a capture record double that of any other team or solo in the League. Lately though, Painted Rose has wanted to move beyond being a sidekick. The pair has been seen to disagree in public. Recently, they actually allowed the Cubist to escape.

Now, Still life has been kidnapped. The Villain is gloating at the Museum of Misfortune. Painted Rose's communicator has gone dead as the members of the League rush to the rescue.

## The NPCs:

Painted Rose is a talented but headstrong young heroine. Has been mentored by Still Life for 5 years, and is chafing to strike out on her own.

The Peacemaker: New on the super powered scene. The Peacemaker claims to be neutral. Has been seen talking to heroes and villains.

The Henchmen: What would a villain be without hordes of goons to distract and confuse the heroes.

Various & sundry heroes: The Justice Protection League is a large organization with many heroes and teams as members of various statuses (active, on call, reserve, junior league, etc.) Some may have heard the call.

The Villain: Somebody captured Still Life, and must be stopped.

## The Stage:

The Museum of Misfortune: a wax museum with a horror theme dedicated to the deeds of the bad guys. Besides the galleries, there are several rooms with each one dedicated to a villain their history, accomplishments, weapons and other devices. It has been booby trapped by the Villain, and is now filled with unknown dangers.

The Justice Protection Society HQ: There are private quarters for up to 16 active agents, shared quarters for dozens more in an emergency, forensic labs, computer labs, training rooms, dining facilities, the Sidekick lounge, a trophy room, and so on.

Name: Sparrow

Details: Anti Hero...pro "justice"



I'll find you, no matter where you hide.



The ends do justify the means.



I don't need a weapon. I am a weapon.



Yeah, I've been to prison... People change.



If you want to fly, you gotta leave the nest.



I seek true justice.

Name: Little Jet

Details: Head of the Sidekick Guild



Aerial surveillance is my specialty.



The success of any organization lies in record keeping.



I'll distract the goons, you go get the villain.



Sure I can keep a secret...If you only knew how many secret identities I really know.



We've got to look out for each other.



People don't notice us sidekicks.

Name: Nowhere

Details: The unseen Force.



Now you see me, now you don't.



If you knew who I really was...



You won't see it coming.



Ha, ha, ha! Did you see the look on his face?



You always hurt the ones you love.



I'm pretty transparent.

Name: Rodeo

Details: Ridin', Ropin' and Revengin'



There ain't Nuthin' I can't ride.



Here, Lemme show you how it's done.



I can do more than just kill with these here guns.



YEE-HAW! (hold my beer)



I could always use a good ranch hand.



There's a lot of time for thinkin' when you're in the saddle.

Name: Granite \*

Details: I am a rock, I am an island.



I have a heavy metabolism.



I may not be fast, but I don't stop.



There's never been a problem brute force couldn't solve.



Who needs subtlety?



In the end, you can only count on yourself.



Skin of stone... heart of glass.

Name: \_\_\_\_\_

Details: \_\_\_\_\_



\*A special thank you to Simon of the Simon's Say podcast for inspiring the Character of Granite,