

THE JUSTICE MACHINE

A SOURCE BOOK FOR HEROES UNLIMITED

By Kevin Siembieda



NOB
EL
E

THE JUSTICE MACHINE



Gulacy · GUSTOVICH

This work is Dedicated to Dad

Copyright (c) 1985 by Kevin Siembieda
All rights reserved under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews.
Printed in the United States of America.

Cover art and all interior comic book art and illustrations are copyright (c) 1985 Michael Gustovich

Mechanoids (c) 1985 Kevin Siembieda

The **Justice Machine** is a registered Trademark held by Michael Gustovich.

Superhero(s) is a registered Trademark held jointly by D.C. Comics Inc. and Marvel Comics Inc. Its use in this text is solely as a descriptive term and is in no way meant to infringe upon said trademark.

Justice Machine is published by Palladium Books, 5669 Casper Ave., Detroit, Michigan 48210.

THE JUSTICE MACHINE[®]

Adapted from stories, concepts and characters created by **Michael Gustovich**

Written by **Kevin Siembieda**

Edited by **Alex Marciniszyn**
Cover Art by **Michael Gustovich**
Interior Art by **Michael Gustovich**
Typed by **Maryann Siembieda**
Keylining by **Matthew Balent**
Logo Designs by **Michael Gustovich**

Special guest artists include:

Brent Anderson
Terry Austin
Aubrey Bradford (& Reinhold)
Richard Buckler
John Byrne
Mike Grell
Paul Gulacy
Mike Gustovich
Bob Layton
Jack Kirby
Bill Reinhold
Joe Rubenstein
Bill Sienkiewicz
Kevin Siembieda
Mike Vosburg
Mike Zeck
Bill Willingham

TABLE OF CONTENTS

A SUPPLEMENT FOR HEROES UNLIMITED	
The Justice Machine Comic Book	7
The Gulacy Front Piece	7
THE JUSTICE MACHINE	
The Justice Machine's History	8
Game Master's Notes	10
New Haven and The Justice Machine	10
<u>Challenger</u>	
Statistics	12
Georwell Criminal Record	13
<u>Diviner</u>	
Statistics	15
Georwell Criminal Record	15
<u>Blazer</u>	
Statistics	17
Georwell Criminal Record	17
Game Master's Notes	18
<u>Demon</u>	
Statistics	20
Game Master's Notes	20
Georwell Criminal Record	21
<u>Talisman</u>	
Statistics	23
Georwell Criminal Record	23
<u>Titan</u>	
Statistics	25
Game Master's Notes	25
Georwell Criminal Record	26
GEORWELL	
The Planet Georwell	27
The Government	27
The District Tribunal	27
The Council Central	28
The Police	29
Terror Troopers	29
The People of Georwell	31
Technology	31
Research Central	31
The Dimension Lock	32
Dimension Lock Locations	32
The Rebel Underground	33
Maxinor	33
Game Master's Note	33
The Execution Module	33
The Robots of Georwell	34
Deathspencer	34
Sentry Droids	34
Light Assault Droids	35
Heavy Assault Droids	35
Hunter Droids	36
Mega-Bots	37

THE GUARDIANS	
Brief History	39
<u>Big Brain</u>	
Statistics	39
Game Master's Notes	40
<u>Crusader</u>	
Statistics	40
Weapon Notes: Shield	41
<u>The Hunk</u>	
Statistics	41
<u>Malefactor</u>	
Statistics	42
Weapon Notes: Ball and Chain	43
<u>Monolith</u>	
Statistics	43
<u>Nightlightning</u>	
Statistics	45
<u>Phaser</u>	
Statistics	46
NEW HAVEN	
The Secret City	50
New Haven Soldiers	50
Weapons	51
Uniforms and Body Armour	51
Game Master's Notes	51
New Haven Data	52
Basic Layout	52
Map of New Haven	53
<u>Hammet Dash</u>	
Statistics	54
Dash's Hover Chair	55
OTHER OCCUPANTS OF NEW HAVEN	
<u>Smitty</u>	
Statistics	58
<u>Doctor Von Croft</u>	
Statistics	58
Game Master's Notes	59
<u>Doctor Weekly</u>	
Statistics	61
<u>Gretchin</u>	
Statistics	62
<u>Lynn</u>	
Statistics	62
<u>Annie</u>	
Statistics	64
<u>Master-Mind</u>	
Statistics	64
<u>Robots of New Haven</u>	
Fixit	65
Servitor	66
THE FREE FORCE	
A Brief History	68

<u>The Controller</u>	
Statistics	68
<u>Nightowl</u>	
Statistics	69
<u>Havoc</u>	
Statistics	69
HEROES	
<u>Puma</u>	
Statistics	70
<u>Maxinor the Rebel</u>	
Statistics	71
Background	72
<u>Youthquake</u>	
Statistics	73
<u>Nebo</u>	
Statistics	73
Weapon Notes	74
<u>The Wanderer</u>	
Statistics	74
<u>The Forever Man</u>	
Statistics	75
Weapons and Gimmicks	76
Ms. Liberty	77
<u>Snow Ghost</u>	
Statistics	78
VILLAINS	
<u>Blood-Master</u>	
Statistics	80
THE DOMINATORS	
Brief History	81
<u>Vague (the Dominator's Leader)</u>	
Statistics	81
<u>Hellcat</u>	
Statistics	82
<u>Howler</u>	
Statistics	83
<u>Vesuvius</u>	
Statistics	84
<u>Speed Demon</u>	
Statistics	85
<u>Elastico</u>	
Statistics	86
<u>The Grappler</u>	
Statistics	87
Weapons	87
<u>Inheritor</u>	
Statistics	88
<u>Killer Whale</u>	
Statistics	89
<u>Killgore</u>	
Statistics	91

<u>Man Hunter</u>	
Statistics	92
<u>Nightshade</u>	
Statistics	93
C.I.A. Involvement	94
<u>The Profit</u>	
Statistics	95
<u>The Sea Creature</u>	
Statistics	95
<u>Stalker</u>	
Statistics	97
<u>Doctor Vargos</u>	
Statistics	98
<u>Warhead</u>	
Statistics	99
<u>The Wisp</u>	
Statistics	100
<u>Prosecutor Zarren</u>	
Statistics	101
<u>Von Geist</u>	
Statistics	104
Von Geist's Army	105
The Soldiers	105
Weapons	106
Game Master's Notes	106
<u>Hector IV Assault Droid</u>	
Statistics	106
ATTACK OF THE LAVA-MEN	
Introductory Comic Strip	107
<u>The Adventure Scenario</u>	
The Crisis	111
Introducing Characters	111
THE DARKLING SUB-PLOT	
Character Statistics	112
The Scenario	112
<u>Lava-Men</u>	
Brief History	113
Character Statistics	113
THE PLOT THICKENS	
Another Scenario Sub-Plot	114
Subterraneans	114
Tannr's Character Statistics	115
Madness From a Distant Star	116
The Mechanoids; a Brief History	116
<u>The Runner</u>	
Statistics	116
The Mechanoid Digger	118

GAME MASTER'S SECTION

How to Play	119
Useful Game Information	119
Glossary of Terms	119
The Eight Attributes	
Determining Attributes	121
Attribute Definitions	121
Attribute Bonuses	121
Bonus Descriptions	121
Bonus Chart	122
Physical Strength and Weight	122
Movement and Exertion	122
Hit Points	122
Determining Hit Points	123
Recovery of Hit Points	123
Damage	123
Surviving Coma and Death	124
Coma Length	124
Optional Recovery Tables	124
BODY ARMOUR	
Natural Body Armour	124
Structural Damage Capacity (S.D.C.)	125
Building Additional S.D.C.	125
Artificial Armour	125
Superhero S.D.C. Table	126
Alphabetical List of Superpowers	126
Random Power Table	126
WEAPONS AND COMBAT	
Weapon Proficiencies	127
Hand to Hand Combat Skills	127
Bonuses in Combat	128
Hand to Hand Combat Tables	129
Ordinary Humans	130
Saving Throws	130
ALIGNMENTS	
Good	131
Selfish	132
Evil	133
Character Sheet	134

The Justice Machine

A SUPPLEMENT FOR HEROES UNLIMITED

The **Justice Machine** game book is NOT a complete game, but a source book to be used with the **Heroes Unlimited** game. As a source book we present a host of heroes, villains, characters, robots, an alien world, corrupt government, a secret society, and loads of ideas for you to build a campaign. Players should feel free to use these characters and ideas as they deem appropriate. You may use them in or out of context; add them to an existing campaign or create a brand new one. Each character is designed so that they can be used as player characters or non-player characters (or both). Adapt, modify and enjoy.

JUSTICE MACHINE, THE COMIC BOOK

The **Justice Machine** is the creation of Michael Gustovich, probably best known to most readers as an inker for **Marvel**, **First** and **Eclipse** comic companies. Mike's ventures in the field of comic books is long and varied including scripting, penciling, inking and for a brief while, co-publisher of **Noble Comics**. It was during his tenure as publisher that he breathed life into the comic book creation entitled **The Justice Machine** (along with **Cobalt Blue**). Actually, **Justice Machine** and **Cobalt Blue** were conceived a few years earlier for a rather disreputable alternative press publisher that never got off the ground.

Unfortunately, a plague of financial and personal difficulties would doom Mike's ill-fated project. The early issues of the **Justice Machine** suffered from the inconsistencies that occur when working to find the right artists and writers; as well as printer. The result was an unimpressive superhero team book with interesting but undeveloped characters and inconsistent artwork. Ah, but with issue number four it all came together. A new format, FULL color reproduction (painted by Kevin Siembieda; maybe you heard of the guy?) pencils by artist Bill Reinhold, tighter script . . . good stuff.

Issue number five was better yet, combining Jeff Dee as inker over Reinhold's excellent pencils and written by William F. Loebs (renowned for his **Journey** comic book). The book never looked better with Bill Willingham sitting in the wings to introduce his new characters, **The Elementals**, in the next publication. Sadly, issue number five would be the last issue published by Noble Comics. A **Justice Machine** annual which teamed the J.M. with the **Thunder Agents** would appear some months later published by Texas Comics. Willingham's **Elementals** would also appear in that issue, but it would be the first and last issue published before that company would fold. A pity, for the team of Gustovich, Loebs, Reinhold and Dee looked like solid gold.

The real tragedy is that the characters and concepts behind the **Justice Machine** never had the chance to surface. A web of subplots, intrigue, inter-relationships and drama that was only hinted at in the comic book that saw print. The **Justice Machiners** themselves are the stuff of "classic heroes" all the more heroic because they must first triumph over their own weaknesses.

For the first time Mike's characters, heroes, villains, relationships, suggested plots and scenarios, which were to appear in future issues of the comic book, are revealed here. Unique, deadly, three dimensional characters presented for your gaming pleasure. The comic book may be dead but the saga continues.

THE BOOKS FRONT PIECE

The front piece to this book is penciled by artist Paul Gulacy, known for his marvelous stint on **Marvel Comic's**, **Master of Kung-Fu** and **Six** from **Sirus** mini-series; inked by Mike Gustovich. The piece was originally designed to be the cover for the **Justice Machine** issue number six. That issue introduced the character of **Ms. Liberty**, a super-escape artist, in a relaxed story that pits **Demon** and the lady in a friendly but serious contest of skill. The story was to give us further insight into **Demon's** obsession to win even a simple contest and his growing drug problem. It also was to give us the return of **Diviner** and a dose of foreboding regarding events to come.

THE COMIC BOOKS ARE STILL AVAILABLE!!!

For those of you who would like to read the exploits of the **Justice Machine** in comic book form the first five issues are still available from Mike Gustovich. There's a very limited quantity remaining of issue number one which sports a **John Byrne** cover, but the other issues two through five, are fairly plentiful. I recommend issues number four and five.

Purchase comics directly from:

Michael Gustovich

153 Bonnie Brae N.E.

Warren, Ohio 44483

\$15.00 issue number one.

\$10.00 issue number two (Terry Austin cover).

\$2.50 issues number 3-5.

J.M. Annual is NOT available!

NOTE: The **Justice Machine** comic books are NOT available from **Palladium Books**. Purchases must be made directly from Mike Gustovich. **Palladium Books WILL NOT** be responsible for any comic book orders sent to us. We do not sell the individual comic books and we will not make any attempt to forward or return any comic book orders we may receive. The **Justice Machine** game supplement for **Heroes Unlimited** is a licensed property. **Palladium Books** is not directly affiliated with Mike Gustovich or any books or products he may produce independently. We are merely trying to let interested people know that the comic books are available and how to get them as a service to our readers.



THE JUSTICE MACHINE™



The Justice Machine is a group of superpowered or specially trained individuals who sought to destroy corruption, injustice and evil wherever they found it.

Challenger: team leader, strong, bold, capable; a master strategist trained as a criminal investigator. A man of extraordinary principle, compassion and high ideals.

Blazer: the youngest and perhaps most powerful of the team, a woman full of life; clever, honest. A prisoner of the very powers that makes her a superhero.

Demon: a man compelled to be the best there is, even if it means his own destruction. Cocky, daring, cunning and deadly in hand to hand combat. He's said to be the fastest man on Georwell . . . perhaps.

Diviner: a mild mannered huntress of amazing ability. Locked beneath her quiet facade there seethes dark secrets and turmoil of frightening intensity.

Talisman: a mathematics and computer wiz, his mutant power enables him to influence the odds to his favor. A petty, selfish, deceitful man, he's an unlikely champion of justice.

Titan: the giant; powerful, trustworthy, fights in silent torment over the death of his family.

The Justice Machiners are not from our planet Earth, but from another dimensional world not terribly unlike our own. It was on their homeworld, Georwell, that they were selected by the government to combat evil. Individually they each earned a reputation as crimefighters without peer, together they became the Justice Machine; the people's champions. Super-patriots, the Machiners believed they fought for the people of Georwell crushing only those

who would prey upon the innocent and unfortunate. Blinded by their loyalty to the government, as well as victims of their own high ideals, they fought in ignorance helping to perpetuate an insidious evil far worse than any they brought to justice. The Georwellian government, corrupt through and through, manipulated the Justice Machine like puppets on a string to implement its schemes of political intrigue, terrorism and intimidation. Only now that the J.M. are on the wrong side of the law do they begin to realize just how perverse and villainous the government really is. For it is a supine organization built to supply and maintain power and wealth for but a handful, plundering a world while its population basks in the glory of their golden age; too overwhelmed to see the creeping shadow of doom. Sadly the Justice Machine was little more than a propaganda vehicle serving to create the illusion of justice. The criminals they brought to justice were often those that interfered with the government's own illegal activities, while the alleged dissidents were often only the unfortunate who learned of the government's treachery and required silencing. As government law enforcers it was the Justice Machine's duty to protect both the welfare of the State and its people, a duty they carried out with righteous dedication. They did not question evidence or inconsistencies. If the District Tribunal or Council Central decreed someone guilty of a crime, the J.M. believed them without dispute, assuming the proper evidence had already been accumulated, and that it was now their duty to bring the criminal to trial/justice. This unwavering loyalty made them wonderful tools. Those who were

criminals feared them as infamous enemies of crime; those who opposed the decadent government feared them as deadly pawns of villainy.

The Justice Machine's usefulness came to an abrupt end when the jealous Chief Prosecutor Zarren implicated them in treason. Zarren had weaved a cunning net of lies and false evidence that would inevitably lead the Council Central to brand the J.M. as enemies of the state. Zarren had cleverly given the Justice Machiners false authorization to pursue the rebel Maxinor, public enemy number one, to the other dimensional planet Earth. Once the J.M. had gone he presented the District Tribunal with a pile of false documents alleging that they were secret allies of the infamous Maxinor and that they had gotten so bold that they used the top secret dimension lock to teleport to his side on Earth. Although the false evidence Zarren presented was expertly contrived, it was not enough to convince the Council Central. The Council was fully aware of Zarren's ambition and desire for vengeance as well as the Justice Machine's innocence. However, there was one unalterable fact that could not be ignored; the Justice Machine were on another planet with the brilliant Maxinor far from the government's watchful eyes. Without being able to monitor or influence the Justice Machine themselves, they couldn't risk that Maxinor might sway them to his side, for the J.M. were dedicated to truth and justice and Maxinor's greatest weapon was truth. Condemned by their sins, the Council had no choice but to comply with the charges of treason. The Justice Machiners were much too popular heroes among the people; if anyone could reach the hearts and mind of the masses and turn them against the government it was them. Thus, their elimination became imperative.

Ironically, the Justice Machiners would never have believed Maxinor or turn against the government, for they were far too indoctrinated by Georwell's propaganda. They believed only the data they had on the rebel leader; that he was a ruthless, conniving, cut throat, and anarchist with exceptional persuasive powers. It was Maxinor who represented treachery and evil not the government they had loved and so faithfully served. Even after Maxinor saved them from the clutches of Prosecutor Zarren, whose very words and actions corroborated those of Maxinor, the J.M. couldn't bring themselves to believe that the government could be that corrupt. No; they decided, it was impossible for them to have been so blind to such evil. Yet enough doubt had been sown. Questions were raised that the Justice Machine would never have considered if it hadn't been for Zarren's over-zealous assault giving Maxinor the credibility he'd never have achieved otherwise.

Stunned, our bewildered heroes returned to Georwell in hopes that Prosecutor Zarren was mad and Maxinor the lying devil he was reputed to be. Instead they found that they had been living a lie and serving a treacherous, evil master full of deceit and murder. Without investigation, trial or defense, the Justice Machiners were condemned as villains, enemies of the State. Enemies to be destroyed. The propaganda networks were hard at work convincing an astounded public that the famous heroes were actually treacherous rebel conspirators, plotting crimes against the government and therefore, the people. Hated and hunted the Justice Machine prowled the back alleys of Georwell avoiding Terror Troopers, robots and prying eyes. Challenger found his office empty; the computer files gone. Blazer found her mother under surveillance in hopes that she might lure Blazer into a trap. Titan found his family terrified, convinced of his evil, and saw them die in a hand gun accident as they tried to protect themselves from him. Demon and the others found fear and treachery filled the streets. They knew the system well enough to know that they would have no opportunity to prove their innocence for the lies had already been expertly stacked against them. The Council Central clearly wanted them eliminated. They had too many questions that needed answers before they could take any further action. Questions that only Maxinor on Earth could answer. Without any other recourse the Justice Machine decided to flee Georwell.



To return to Earth the Justice Machine had to penetrate one of the top security sections of Research Central that house the Dimension Lock teleportation device. A conspicuously deserted complex that enabled the J.M.'s darker government counterparts, the Guardians, the opportunity to waylay the disoriented heroes. However, the Justice Machine rallied; engaging the Guardians in a brief skirmish which led to the apparent demise of Titan's brother Monolith. The tragedy would allow the J.M. to escape through the Dimension Lock, sabotaging the gateway on Earth to prevent any immediate attempts of pursuit. (NOTE: See the Guardians, Maxinor, Prosecutor Zarren and Georwell for additional insight to these events. All of this is chronicled in the J.M. comic book, issue #1 and 2).

The Guardian's failure and the Justice Machine's flight to Earth has only served to fuel the flames of paranoia on the part of the District Tribunal's and Council Central. This will ultimately lead to further attempts to capture or destroy the renegade heroes. The further irony here is that even now the Justice Machiners, especially Challenger, Blazer, Titan and Diviner, cannot bring themselves to raise their hand against their homeland. They would prefer to put the past behind them, forgetting their complicity as pawns of the Georwellian government. However, the continual persecution at the hands of government assassins will ultimately prod them into some sort of action against the forces of evil that longs for their death. This relentless hounding coupled with the J.M.'s high ideals, conscience and feeling of responsibility to free their people from injustice, will force them into action against Georwell's all powerful government.

Game Master's NOTE: The Georwellian government's desire to destroy the Justice Machine is an excellent recurring plot device that can pit the J.M. against any variety of enemies from home. For those games that don't incorporate the Justice Machine as player characters, it must be pointed out that the Georwellian government's vendetta will include any allies or associates of the renegade heroes. This desperate paranoia may even extend to include the (attempted) obliteration of New Haven or any thing or person who might aid or join the Justice Machine in overthrowing them.

The pacing and type of assaults will vary from campaign to campaign reflecting the game master's and his player's attitudes and game direction. Georwellian assaults may be few and far between or relatively frequent (or not at all if so desired). The types of attacks can vary from subtle traps, to robot hit squads, to a lone assassin or the entire Guardians. The methods may be secret, quiet, subversive or blatant unadulterated, wham, bam combat. The choices are yours, just be aware that they exist. In the comic books the Georwellian conflict was to be a recurring theme that would crop up every six to twelve issues. Sometimes the assailant would be a special operative (or operatives), perhaps backed with a handful of robots (or Mega-bots), that would use some existing Earth criminal group to front for them as unwitting pawns in a deadly battle; making their existence known only when the Justice Machine have stepped into their trap. On another occasion a hired assassin was to be used. Later a master bounty hunter would be sent. Still later Phaser, of the Guardians, would be sent on a solo mission accompanied by a new, human-looking robot hunter (a test model) to track down and eliminate the Justice Machine. If this failed the entire Guardian team would try their hand. The frequency of the attacks would vary; sometimes one would quickly follow the other, while on other occasions there would be such a long time between incidents that the Justice Machine would begin to believe the persecution had ended. Nor would the attacks always be directed toward the Justice Machine; friends, lovers, and associates could just as easily be the target. A favorite concept Big Brain, of the Guardians, likes to prove is that if you destroy a man's morals you inevitably destroy the man. Thus, the Guardians, Phaser and perhaps other assailants will try to strike at the J.M. through others.

NEW HAVEN AND THE JUSTICE MACHINE

The Justice Machine will find at least a temporary home in the secret city of **New Haven**, the private facility of master-mind philanthropist, **Hammet Dash**. Although they will find the ideals behind New Haven laudable, they will find many of its methods disturbingly anarchist. The most disturbing is Hammet Dash's blatant disregard for the law and his own unimpeachable power. The clearest example of this (and most unacceptable to the J.M.) is Dash's condemning of known, but often unprovable, criminals to a life sentence of sleep in stasis tube. There is no trial, no concrete evidence, no defense; Dash decides if a person should be put into stasis and Dash alone. This misplaced omnipotence is too reminiscent of the rampant corruption and injustice of Georwell. Unable to condone such activity, and if unable to change it, the Justice Machine will eventually leave New Haven.

The Justice Machine also has difficulty in participating in vigilante operations and other activity encouraged by Dash. Remember, the Justice Machine have always been on the side of the law never operating outside it. Their feelings are that, no matter how well intentioned, a vigilante is taking the law into his own hands, twisting it to serve his individual perceptions of justice. To condone vigilanteism is to condone anarchy and the death of society. This is not to say that the Justice Machine may not find themselves working beyond the laws of Earth as self styled vigilantes, but they will always attempt to work within and for the law. They will never go so far as to judge



and sentence any person no matter how bad. Likewise, they are not likely to turn anyone over to Hammet Dash for incarceration in New Haven. The Justice Machine's style of moderate vigilanteism is to prevent crime by foiling criminals and leaving them to lick their wounds or dance around for the local authorities. If the opportunity should arise, they will gladly work with a law enforcement agency. NOTE: in issues number one through five, the Justice Machine have never operated as vigilantes.

The Free Force and the Justice Machine have gotten off on the wrong foot initially, but have patched things up. The Free Force, especially the mischievous Nightowl, view the Justice Machine's as friendly rivals and have engaged in a subtle, competitive feud (but only on the part of the Free Force). This feud includes showing up the other group, wise-cracks, put downs and pranks. However, during a crisis all shenanigans are forgotten as both teams work to accomplish whatever must be done; even if it requires working together.

CHALLENGER



Challenger

CHALLENGER Leader of the Justice Machine

Real Name: Craig Lenniv

Alignment: Principled

Attributes: I.Q. 15, M.E. 14, M.A. 18, P.S. 18, P.P. 16, P.E. 15, P.B. 14, Spd. 13

Age: 43 (looks 30) **Male** **Weight:** 200 lbs

Height: 6ft 2in **Hit Points:** 61 **S.D.C.:** 74

Disposition: Cool, confident, self-reliant, conservative, over-protective of the other Justice Machine members (especially Blazer, the youngest and his ex-wife Diviner).

Power Category: Special Training/Investigative

Special Training: Computer technology/operation 98%, Investigative 98%, Criminal Science/Forensics 98%, Surveillance Systems 95%, Cryptography 85%, W.P. Pistol (special), Hand to Hand Combat: Expert

Level of Experience: 11th

Level of Education: Four years of college.

Scholastic Bonus: 20%

Occupation: Law Enforcement

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	98%
Writing: Poetry	74%
Computer Technology/Operation	98%
Anthropology: Earth	98%
Basic Chemistry	98%
Electrical Engineering	98/98%
History: Georwell Military	98%
First Aid	98%

Acrobatics

Gymnastics

Boxing

Swimming: Competitive 98%

Secondary Skills

Automotive Mechanics (basic)	95/80%
Computer Programming	95%
Cook	98%
Drugs	98%
Explosives (basic)	75%
Pick Locks	86%
Pilot Motorcycle	98%
Pilot Automatic	98%
Pilot Manual Transmission	98%
Pilot Race	94%
Pilot Single Engine Airplane	98%

Speak Foreign Language: Earth English

Read/Write: Earth English

Study Georwell world history

Study Earth world history

Study Earth military history

Combat Skills (all bonuses are included)

Attacks per melee: seven

Bonuses to Strike: +4; Parry: +4; Dodge: +4; Damage: +8,

Roll with Punch or Fall: +11; Pull Punch: +4.

Knock Out/Stun on 18-20

Critical Strike from behind (+3 damage)

Kick Attack does 1-6 damage

Other Abilities: Balance 98%; Climb 98%; Climb 86/96%; Back flip 98%; Leap 24ft; Walk tight rope 98%; Prowl 96%.

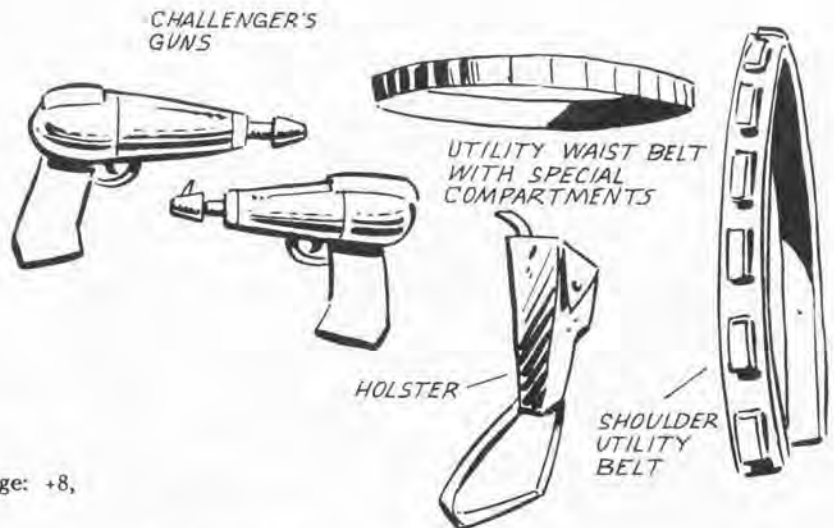
Personal Profile: Challenger is the oldest and most experienced of all the Justice Machine. A master strategist, he has been in a position of leadership for 25 years heading one government special team after another. As team leader of the Justice Machine he is willing to work with others, however the J.M. is his alone to command. A right to command that is whole heartedly supported by his teammates.

Challenger tends to view the Justice Machine members as family rather than mere co-workers and always places their welfare above his own. He is hardest on Diviner who is often the brunt of his frustrations and expected to perform at maximum efficiency. This is clearly the result of an unspoken resentment rooted in their broken marriage. Ironically, he is secretly most protective of

his beautiful ex-wife (for he still cares for her) and Blazer the youngest and most innocent of the team. He has recently come to suspect that the impudent Demon is still taking Georwellian "speed" to supplement his formidable agility. This both saddens and angers Challenger; for while he is not a sympathetic man, he has grown to care very deeply for each one of his teammates. He doesn't make friends easily and cherishes those he does have above all else.

An unexpected quirk from this conservative, sometimes stick-in-the-mud hero, is that he's extremely self-conscious about his age. Consequently, he dyes his hair and works out more strenuously than necessary. Despite his years, his reflexes and combat skills are second only to Demon. Unbeknownst to Challenger, or his companions, he has developed a slight heart murmur which, if undetected, may result in tragedy.

Once a super-patriot, Challenger is only beginning to realize just how much his actions helped to further the corrupt purposes of the Georwell government. Even after being betrayed and persecuted by the government he once loved, honored and swore to protect; he still blinds himself to the pure evil and corruption that smothers the innocent people of Georwell. Falsely accused of treason and hunted by friends and enemies alike; reality has dealt a severe blow to his ideals. Still, Challenger is unable to bring himself to raise his hand against his homeland. Secretly he wishes it all to be a tragic mistake, but he is too wise to believe it. Sooner or later he knows he will have to draw the line and take a stand against the people who made him what he is; and on that day a part of him will die.



Challenger's Special Weapons

Challenger's guns are designed to fire both a variety of cartridges and energy blasts. Cartridges include: a bullet equal to an Earth .45 long doing 4-24 damage and has very good penetration. Armour piercing/teflon cartridge does 5-30 damage, excellent penetration. Explosive shell does 6-60+6 damage (roll six, 10-sided dice). Flare shell for signalling and light does 2-12 damage as a weapon, lights up a 160ft diameter area. Mini-grappling hook fires a folding grappling hook and cord with a test strength of 1200lbs. Spike and line operates much like the grappling hook, does 1-8 damage as a weapon. Smoke shell explodes on impact releasing a dark billowing cloud that obscures 30 square feet. Tear gas causes eyes and skin to burn, impairs vision. No saving throw. Victims are -6 to strike, parry, dodge and lose initiative. Tranquilizer darts: saving throw vs toxins, 15 or higher; takes effect within six melees. ALL cartridges have a maximum effective range of 160 feet; the guns hold six shells at a time.



The guns can also be quickly converted to become energy weapons with a few quick adjustments and insertion of a small energy clip (takes Challenger 20 seconds). Energy clips include: Stun Blast; disrupts the person's nervous system, temporarily stunning its victim. Saving throw: 13 or higher. Range: 90ft; four shots per clip; attacks per melee: entire clip, four. Electrical Charge: Damage: 6-36; range: 90ft; shots per clip: two; attacks per melee: full clip, two. Laser; Damage: 6-36, range: 300ft, shots per clip: four; attacks per melee: full clip, four.

Cartridges and energy clips are stored in his utility belts around his waist and over his shoulder. The smoke, flare, tear gas, and explosive shells can be ignited by hand and used as a thrown pellet-grenade.

PANELS EXERPED FROM
ISSUE NUMBER 3 OF THE
JUSTICE MACHINE COMIC.

Georwell Criminal Record . . .

Subject: Craig Lenniv

Code Name: Challenger

Treason; three counts

Conspiracy; three counts

Kidnapping of Prosecutor Zarren

Leading rebel siege against government installation:
Dimension Lock.

Sabotage of Dimension Lock

Illegal flight into the other dimensional world know as Earth

Accessory to the attempted murder of special operative Monolith.

Breaking and illegal entry of government installation; two counts.

Destruction of government property; six counts

Resisting arrest; three counts.

Assault on government agents; two counts

Suspected in the manufacturing and distribution of illegal drugs (this last one is the result of Demon's indiscretions).

NOTE: All of these inflated, false or twisted charges are the result of events that occurred in the Justice Machine comic book, issues number one and two. Just for the record all charges of treason and conspiracy are false as is the charge of kidnapping (although Challenger has since allied himself to the forces of New Haven who currently hold Prosecutor Zarren prisoner). The rebel siege was the Justice Machine's attempt to escape government persecution on trumped up charges of treason and conspiracy. Accessory to attempted murder, false; injury to Monolith was the result of a fellow agent's actions in combat. Drug charges are also completely untrue. Charges of sabotage, assault, damage to property, breaking and entry, resisting arrest and illegal flight are true in the sense that they all happened in the Justice Machine's efforts to escape Georwell.



Divinuer



Diviner

DIVINER

Real Name: Saara Lenniv

Alignment: Scrupulous

Attributes: I.Q. 16, M.E. 10, M.A. 15, P.S. 17, P.P. 17, P.E. 12, P.B. 15, Spd. 15

Age: 32 **Female** **Weight:** 120 **Height:** 5ft 6in

Hit Points: 41 **S.D.C.:** 32

Disposition: quiet, withdrawn, melancholy, self-confident, bitter about her condition, broken marriage, and life in general. However, she values life, beauty and freedom. Despite her feelings she works well with the group and cares strongly about her ex-husband, Challenger.

Power Category: Bionics (Implants)

Special Abilities/Implants: A sensory web is woven into Diviner's cape which transmits sensory data to a dozen special sensor units implanted in her nervous system and brain. Through these devices her natural senses are increased far beyond the range of normal humans. Hearing, smell, taste and touch are all enhanced (as detailed in the HEIGHTENED SENSES power description in *Heroes Unlimited*, pg. 113). Blind at birth, even this great disability has been compensated for by the following sensors. **Infra Red:** perceives infra-red spectrum of light and picks up heat emanations; range 600 feet. **Ultra-Violet:** picks up ultra-violet light spectrum, range 300 feet. **Heat:** picks up and pin-points heat emanations; range 140 feet with a 20 foot radius. **Motion Detectors:** range 140 feet with a 20 foot radius. **Radiation Detector** measures the amount of radiation within a 30 foot radius. **Bio-Scan** alerts Diviner to her physical condition (pluse, respiration, etc.)

IMPORTANT NOTE: Without the sensory web in her cape, Diviner instantly lapses into a comatose state of sensory deprivation. In this state she is unable to experience even the most rudimentary physical sensations. In this condition Diviner is little more than a vegetable while her mind wanders in a dream-like world, seemingly experiencing any number of hallucinatory sensations and events. If condemned to this condition for more than a month or two she is likely to go mad (Roll percentile dice; 1-34 still sane; 35-80 phobia; 81-90 affective disorder; 91-00 neurosis). Recently she has undergone this dreaded condition when her sensory web was destroyed by the villain Blood Master. Fortunately, the physicians and technicians of New Haven were able to diagnose her condition and create a new sensory web. Until this incident none of the Justice Machine, including her ex-husband, Challenger, were aware of her unique condition.

Level of Experience: 8th level

Level of Education: 3 years of college

Scholastic Bonus: +16%

Occupation: Law Enforcement

Scholastic Skills

Basic Math	98%
Basic Biology	96%
Writing: Fiction	78%
Philosophy	96%
World History (Georwell)	96%
Investigative	86%
Crime Science/Forensics	91%
Surveillance Systems	86%
Foreign Language: Earth English	98%
Gymnastics	
Hand to Hand: Expert	
General Athletic	
W.P. Blunt	

Secondary Skills

Escape Artist	65%
Pick Locks	78%
Pick Pockets	83%
Pilot Automatic	98%
Pilot Manual Transmission (stick)	98%
Pilot Small Truck/4 Wheel Drive	98%
Pilot Motor/Speed Boats	98%
Sleight of Hand	64%

Medical: First Aid	92%
Study Literature	90%
Study Philosophy	90%
Cook	98%
Swimming: Basic	98%
Drugs	98%

Combat Skills (all bonuses are included)

Attacks per melee: five

Bonuses to Strike +6; Parry +5; Dodge +5; Damage +5; Roll with Punch or Fall +6; +2 to Pull a Punch; +4 on initiative; +1 to Strike on a Body Block (does 1-4 damage).

Knock Out/Stun on 18-20

Kick Attack does 1-6 damage

Other Abilities: Balance 98%; Climb Rope 98%; Climb 68/83%; Leap 20ft; Back Flip 98%; Prowl 70%; Track by Smell 70%; Recognize a Person's Scent 70%; Recognize Specific Odors 98%; Recognize Raised Letters 94%; Identify Substance by Taste 98%; Identify Toxins, Poisons, Chemicals by taste 70%; Estimate distance and Speed by Sound 98%; Recognize specific Voice 98%; Enhanced Sense of Hearing (see Heightened Senses; H.U. pg. 113).

Personal Profile: Diviner originally joined the team while still married to Challenger in a futile attempt to get closer to him and save their marriage. The marriage's failure has added more bitterness to a life she perceives as full of pain and failure. After a brief sabbatical, Diviner returned to the team with seeming dignity and reserve. However, beneath her facade of gentleness and calm seethes a tormented woman who despises her condition and reliance on the artificial devices that give her life.

She blames her parents for bringing her into the world and not destroying her at birth, for it is only through the bionic implants and her sensory web that she can perceive even the tiniest sensations. Mute and stunted senses that, when supplemented by the sensory web, enables her to hear the smallest sound or recognize the slightest odor. Senses so greatly enhanced that she has become famed as an uncanny huntress and skilled combatant. Yet even the implants cannot restore Diviner's sightless eyes. Eyes blind at birth, forever lost to darkness despite the mechanical wonders that enable her to function better than any sighted person. She has lived this lie cleverly, concealing her disability from all the Justice Machine's including her ex-husband Challenger. A secret well kept until her brutal assault at the hands of the assassin Blood Master. The sensory web cape destroyed in combat, Diviner fell like a straw doll, plunging into the loathsome dream-state imposed by sensory deprivation. Only four times since her bionic sensors were implanted has she experienced this state which is both beautiful and horrible. Time is suspended, emotions soar, twist, and plummet. It is only here in these dreams that the eyes have sight, but what she sees are phantoms . . . more lies . . . more torment. (As seen in the *Justice Machine* comic books #3 & #4).

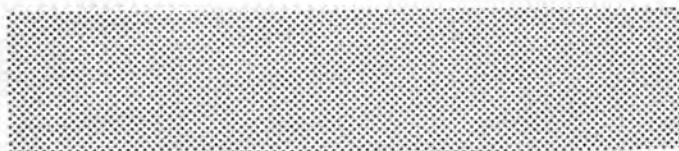
Always suppressing her deepest feelings, Diviner is not an emotionally forceful person preferring to take as many unobtrusive paths as possible. However, she is nobody's fool; intelligent, clever and resourceful.

Georwell Criminal Record . . .

Subject: Saara Lenniv

Code Name: Diviner

Identical to Challenger's



Blazer



Blazer

BLAZER

Real Name: Mitrian Stovich

Alignment: Scrupulous

Attributes: I.Q. 14, M.E. 13, M.A. 16, P.S. 15, P.P. 11, P.E. 15, P.B. 18, Spd 17

Age: 24 **Female** **Weight:** 136lbs **Height:** 5ft 7in

Hit Points: 40 **S.D.C.:** 44 + 200 when aflame

Disposition: Friendly, courteous, talkative.

Power Category: Mutant

Super Power: Alter Physical Structure (Fire), (see H.U. pg. 100-101). Includes: **Radiate Heat:** 40ft radius; **Shoot Fire Ball:** range 450ft; damage 5-40(max.), +2 to strike a target in addition to combat bonus. **Bolt of Flame:** range 36ft, damage 5-40(max.). **Wall or Circle of Flame:** can create it up to 120ft away for a maximum duration of 30 melees/7.5 minutes. **Super Nova:** self destruct; **Flight:** 40mph or hover, +2 to dodge when in flight;

Special: A.R. 14 and S.D.C. 200 when aflame.

NOTE: Super power uncontrollable without artificial means.

See personal profile for details.

Level of Experience: 5th

Level of Education: One Year of College

Scholastic Bonus: +8%

Occupation: Law Enforcement

Scholastic Skills (all include scholastic bonus)

Basic Math	98%
Basic Biology	83%
Music (sing)	60%
Pilot automatic	98%
Swimming: Basic	98%
Foreign Language: Earth English	90%
Theology/Philosophy	78%
Athletics: General	
Dance	78%

Hand to Hand: Basic

Secondary Skills

Audio Communications	55%
Photography: Film (includes study of and appreciation of film making)	65%
Computer Operation	85%
Cook	90%
Drugs (knowledge)	85%
Study: Film	75%
Study: Literature	75%
Study: TV/Video	75%
Pilot Single Engine Plane	92%
Pilot Manual Transmission (stick)	98%

Combat Skills (all bonuses include physical training skills and hand to hand basic)

Attacks per Melee: four

Bonuses to Strike +2; Parry +3; Dodge +3; Damage +2; +3 to Roll with Punch or Fall; +2 to Pull Punch. Body Block +3 to Strike, Does 1-4 damage. NO weapon proficiencies.

Georwell Criminal Record . . .

Subject: Mitrian Stovich

Code Name: Blazer

Treason; three counts.

Conspiracy; three counts.

Kidnapping of Prosecutor Zarren

Assault on Government Agents; four counts.

Accomplice in the attempted murder of special agent Monolith.

Sabotage of the Dimension Lock

Illegal flight into the other dimensional world known as Earth.

Resisting arrest; four counts.

As with the other Justice Machiners, Blazer's charges are either trumped-up, inflated or the result of her flight from Georwell to Earth. The charge of accomplice to the attempted murder of Monolith is false and resulting in that it was her flame powers that incapacitated Monolith. See the J.M. comic book issue #2.

NOTE: Blazer's senile mother is her only living relative and may be used by evil Georwell forces to lure her back to Georwell or manipulate and compromise her position on Earth. **Game Masters**, this can make an interesting device to move into a scenario in which Blazer must return home to save her mother or seemingly turn against New Have or her fellow Justice Machiners. Or you could use it as a plot device in which non-J.M. heroes elect that it is too dangerous for Blazer to go; to rescue her mother in her stead (or at her side or with the J.M.). This is an interesting situation with many and multiple potential uses and sub-plots. However, Blazer is a very good and honorable person who will NEVER bend to evil or sacrifice her friends no matter how personally painful.



Personal Profile: Blazer was recruited by the Georwell special service at an early age. A mutant, Blazer's flame power suddenly manifested itself a week before her fourteenth birthday. Powers she didn't understand nor able to control, that threatened to destroy her and half a city as it raged out of control. It was only through deft government intervention and pure luck that disaster was averted.

Placed in a special energy absorbing, damper chamber Mitrian's mutant energy was controlled enough to prevent her from reaching critical reaction as a super-nova. While the devastating energy was controlled and put to constructive use powering 35% of the secret complex, the environment of the chamber was intolerable to normal human beings. For five years she lived in seclusion, her only companions a battery of scientists and technicians clad in specially constructed environmental suits. After what seemed an eternity she was presented with at least an acceptable remedy. A special environmental suit constructed of unstable mutant elements that could withstand and help control her awesome energy. The fabric of the suit itself was accidentally developed by the space program and its unique molecular construction and energy bonding properties are not yet understood.

The suit is able to respond and alter with Blazer's physical transformation allowing precisely measured amounts of access energy to escape and burn off harmlessly.

The ten white ovals of the costume are the control circuit pads that constantly analyze, regulate, distribute and release the mutant heat energy. The ovals frequently change to a yellow color when energy levels are extremely high. As a safety feature only five of the control pads are needed to maintain the suit. Consequently the suit can, theoretically, sustain considerable damage without malfunctioning. However, if six or more of the ovals are damaged Blazer's energies will begin to build until she self destructs in a blazing super-nova. With age she has found that she is able to exert increased control over her powers, but even with her absolute concentration she will nova within 24 hours irregardless of the amount of energy she may attempt to release.

Blazer's environmental suit is completely beyond Earth understanding (as well as Georwellian) and is unable to be duplicated by the scientists of New Haven. Consequently, if the suit should be severely damaged it could mean death to Blazer and countless bystanders. The only other suits (4) in existence are locked away in a security vault on Georwell. While the Justice Machiners know its location, getting to the vault would be a test of skill and cunning with possibly deadly consequences.



INSERT INTO BLAZER'S PERSONAL PROFILE

Blazer can never enjoy a completely fulfilled relationship with a man because her mutant powers would burn him to a crisp the minute she disrobed. Frustrated, she has plunged herself into the world of film and literature to keep her mind off her woes. She's found a particular wealth of material on Earth transforming her into quite an authority, not to mention fanatic, about Earth films. She loves all the classics from Frank Capra to Howard Hawks and Alfred Hitchcock. Blazer's particularly fond of the swash-buckler's and anti-heroes such as (both) Fairbanks, Errol Flynn, Bogart, Cagney, Eastwood and even Tishiro Mifune. To list all her favorites would be foolish as she loves them all (including the creature from the black lagoon). Consequently when she's not crime busting, she's attending film festivals, movies, going to the theatre, catching late night movies or reading about the subject. New Haven's vast video library has proven to have been quite a boon to her.

Game

Masters Note: Remember nobody except a handful of Georwell officials (and possibly a special Georwell agent/assassin) are aware of Blazer's condition! Even among the Justice Machine only Challenger, Diviner and Blazer, herself, know the entire story behind her powers. This means that there is absolutely NO reason for any antagonist to attempt to destroy or disable her suit. As far as the world(s) is concerned she's just another costumed superbeing. The Costume's Other Properties

- Impervious to heat and cold (cold still affects Blazer).
- Seemingly indestructable: Armour Rating 14, S.D.C. 400; regenerates by siphoning Blazer's mutant energy (regenerates at a rate of 10 S.D.C. per hour). NOTE: The oval control pads do NOT regenerate. It is also important to point out that the suit doesn't provide any additional protection to Blazer, she still takes normal damage from attacks even though the costume is exceptionally tough.



DEMON



Demon

DEMON

Real Name: Carl Valenti

Alignment: Anarchist

Attributes: I.Q. 10, M.E. 11, M.A. 8, P.S. 26, P.P. 18, P.E. 23, P.B. 18, Spd. 19.

Age: 27 **Male** **Weight:** 175 **Height:** 5ft 10in

Hit Points: 44 **S.D.C.:** 129

Disposition: Schemer, takes chances, very insecure, arrogant, obsessed with being the best martial artist in history, fights dirty/cheats.

Power Category: Physical Training

Training: Boxing, Wrestling, Acrobatics, Gymnastics, Martial Arts.

Level of Experience: 6th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Professional Martial Artist and Law Enforcement

Scholastic Skills

Basic Math	90%
Basic Chemistry	70%
Dance	75%
Swimming: Competitive	98%
Athletics: General	

Secondary Skills

Body Building	
Climbing	49/64%
Prowl	68%
W.P. Blunt	
Drugs	90%
Escape Artist	65%
Sleight of Hand	52%
Pilot: Motorcycle	98%
Pilot: Automatic	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Single Engine Plane	96%
Speak, Read/Write Earth English	82%

Combat Skills: (all bonuses are included)

Attacks per Melee: seven

Bonuses to Strike +5; Parry +8; Dodge +8; Damage +11; Roll with Punch or Fall +14; Pull Punch +4; Save vs Toxins +4; Save vs Coma/Death 12%.

Knock Out/Stun on 17-20

Critical Strike natural 20

Kick Attack does 1-8 damage

Body Block/Tackle +2 to strike does 1-4 damage; 60% likelihood to knock opponent down.

Pin/Incapacitate (by holding) on a roll of 18-20

Other Abilities: Crush/Squeeze does 1-4 damage; Balance 98%; Climb Rope 94%; Climb 56/76%; Back Flip 96%; Leap 16ft high & 17ft long, Walk Tight Rope 98%; Prowl 85%

NOTE: See the effects of drug intoxication for additional bonuses and minuses.

Personal Profile: Demon, the quick, cocky swash-buckler of the group, prides himself as the fastest martial artist alive. Unfortunately, while Demon is one of the very best martial artists on either Georwell or Earth, he is NOT "the" best. A fact that eats away at his ego and drove him to cheat to get to the top of Georwell's martial arts elite. So insecure and obsessed with fame and glory he has resorted to augmenting his natural speed and agility with dangerous Georwellian speed. He has used and kicked drugs several times in his life, but never has he been so dependent on it as he is now. Demon must be the absolute best that the world has ever seen, or ever will see, irregardless of the cost. He has graduated from occasionally popping pills to a regular schedule and has recently begun shooting the drug directly into his blood stream for more immediate results. He believes that he cannot be the best without the amphetamine, a psychological addiction as debilitating as his physical addiction. This is tragic for this super-hero is at his prime and could be just as good without the drug as he is with it.

Although the Georwellian speed is a type of amphetamine it is very different chemically than the Earth amphetamine. The Georwellian speed actually temporarily

heightens ones awareness of his senses resulting in quicker reaction time as well as inducing an euphoric high. The Earth amphetamine known as "speed" or an upper will not produce the same effect and is so chemically different that it will not satisfy Demon's physical addiction. This means that he must somehow replenish his drug supply from Georwell or face a painful and traumatic withdrawal. Preferring death over being less than the best, he will seek to return to his native planet to obtain more of his precious drug.

Demon is a shallow, selfish person who values his agility, strength, skills and macho-image far more than any moral considerations. Sadly, he believes he must always be the wisecracking, muscle man capable of feats of daring-do. With the added high from the speed, he believes himself able to handle any foe or situation. Inevitably this leads to heedlessly taking unnecessary risks, acting without thought, and being overly quick to accept any challenge. He must win at all costs and will lie, cheat and back stab to do so.

His only regular weapon is his steel reinforced billy-club, although he is equally adept with any blunt weapon. The billy-club is specially designed to be perfectly balanced making it a lethal weapon in hand or thrown. A section of the club has a narrow, hollow tunnel in which Demon stores many of his pills.

GAME MASTERS NOTE: Demon's drug addiction is certain to destroy him, begining with his integrity and self worth. While it has seemingly increased his natural abilities it has only served to increase his own fears of inadequacy. This psychological barrier has made him sub-consciously sabotage his own efforts ((minus) -12% on all skills and -1 to strike, parry and dodge without the drug) convincing him that he must have the drug to perform at peak efficiency. As his secret stash dwindles he will become increasingly nervous, quick tempered and even paranoid (+1 on initiative). Consequently he will emphatically support any suggestions regarding the return to Georwell. He will volunteer for assignments of espionage, reconnaissance, sabotage, delivery of a message, anything that will get him back to his homeworld to replenish his supply of speed. However, he will jeopardize any such mission by first making his drug connection. This will include deserting friends and allies on the most crucial or dangerous assignments. He must have his drugs! Of course, upon buying or stealing his precious chemicals he will reunite with his teammates to conclude their mission with his whole-hearted support. Questioned about his mysterious departure he will offer any host of convincing lies, from following an important lead to having been momentarily detained by attackers. No one will question his rash actions as Demon is infamous for his heedless bravado.

As for the problems this may cause, Demon's absence alone may endanger a mission based on the strength of the total group or one that's based on a strict time table which will not allow his little detour. Likewise, his solo escapades could result in his capture or injury at the hands of either the government or criminals (he has a plenitude of enemies on both sides of the law). Worse yet, even word of his return to Georwell, let alone his actions, is likely to agitate the fearful Georwell government who will easily construe Demon's actions as the J.M.'s support of the rebel underground at work to overthrow them. Should this happen the already paranoid holders of power believe it necessary to take immediate and decisive action against ALL the Justice Machine. This could lead to robot assaults, assassins, elaborate traps, assaults by hired Earth super villains, or Georwellian super-agents such as the Guardians; possibly even an out and out siege on New Haven if its location is ever learned.

**RED ALERT!
RED ALERT!
RED ALERT!**



If Demon can't get authorized entry to Georwell he will sneak into the Dimensional Lock, built by Maxinor in New Haven and return to his homeworld on his own. This can generate all the problems previously discussed as well as possibly disrupting or antagonizing the rebel underground, for Maxinor's dimensional teleport connects directly with his rebel commanders on Georwell. Unless Demon is careful he could lead the evil forces of the Georwell government right to the rebels and the Dimensional Lock that connects Georwell with New Haven. (G.M.'s; although heedless and headstrong, Demon is not likely to be that careless, at least not the first few times).

Challenger is familiar with Demon's history of drug abuse and suspects that he's hooked again. He will try to help him kick the habit, but this kindness is likely to prompt Demon to act in desperation and in haste. Confronted without actually being caught in the act Demon will emphatically deny his drug use with the appropriate amount of righteous indignation. If caught popping or shooting up he will refuse help, demanding that it's his life and no one else's business. Once alerted to his companions' knowledge of his drug use he will become somewhat withdrawn and secretive.

Demon's personal battle with himself and his addiction will be his ultimate battle, for it is a battle he **MUST** win. It will be a terribly difficult, demoralizing, painful struggle that will rend both body and soul. In the end he will be far better off, but it will be a long arduous journey that will test his skills and loyalty. Because of his emotional/mental addiction and fears his withdrawal will be that much more difficult. There will be times that he will find his inadequacies without the drugs to be maddening and be often tempted to take them again.

The effects of withdrawal will be more severe than normally expected; see Withdrawal Symptoms (cold turkey) in H.U., page 146. Add 10% to skill deficits and likelihood of taking the drug if its available to each week. Add 15% to the likelihood of returning to drugs for the next year.

The effects of drug intoxication

The Super syndrome: believes his abilities are heightened by the drug, providing the following bonuses when high; +1 to strike, parry and dodge, +6% on all skills. When not high he is (minus) -1 to strike, parry and dodge and (minus) -12% on all skills. NOTE: these bonuses or minuses vary with drug use and are NOT included in the skill or combat bonuses. Demon is high on Georwellian speed 50% of the time and always during combat.

DEMON'S BILLY CLUB

DOES 1-6 DAMAGE

RE-INFORCED - EXCELLENT BALANCE



SECRET HOLLOW CONTAINS
DEMON'S DRUGS

Georwell Criminal Record . . .

Subject: Carl Valenti

Code Name: Demon

Treason; three counts

Conspiracy; three counts

Kidnapping of Prosecutor Zarren

Siege against government installation: Dimension Lock.

Sabotage of Dimension Lock.

Illegal flight to the other dimensional world know as Earth

Resisting Arrest; three counts

Assault on government agents; eight counts

Assault with a deadly weapon; eight counts (his hands are weapons)

Destruction of government property; three counts

Trafficking in illegal drugs

As with the other J.M. members most charges are either false, inflated or the result of his flight from Georwell. However, Demon is guilty of transporting large (dealer) quantities of illegal drugs as well as extreme violence, i.e. assaults.

NOTE: The Georwell officials know of his drug addiction and will use that knowledge to capture him or compromise his position with the Justice Machine. It's important to point out that even as self centered and mercenary as Demon is he will never betray any of the J.M. unless under-going severe withdrawal and promised drugs in return for information. Even then there's only a 28% chance of betrayal; a situation he will attempt to reverse, prevent or avenge after he receives his drugs. However, he is likely to betray or use anyone he dislikes or cares little about including Hammet Dash, the Free Force, Maxinor, Youth-quake, and possibly all of New Haven and the rebel underground on Georwell. Despite the bitter words, quarrels and apparent resentment between Demon and Talisman, there's a strange bond between the two men that will prevent one from betraying the other.



TALISMAN



REINHOLD / GUSTOVICH

Talisman

Talisman

Real Name: Rodney Carlson

Alignment: Anarchist

Attributes: I.Q. 14, M.E. 13, M.A. 10, P.S. 10, P.P. 12, P.E. 14, P.B. 14, Spd. 12.

Age: 40 **Male** **Weight:** 160 **Height:** 6ft

Hit Points: 51 **S.D.C.:** 40

Disposition: Braggart, cocky, exaggerates, cheerful but annoying; very self absorbed.

Power Category: Mutant

Super Power: NOTE: this unusual super power is not found in the Heroes Unlimited rule-book, but is newly developed to coincide with the Talisman comic book character.

Karma: the character is able to influence his luck and those around him via a sort of karmic aura. This influence is apparent in the form of bonuses during dangerous or critical conditions. Bonuses for the karmic character (Talisman): +4 to parry or dodge, +2 to strike, +10 to roll with punch or fall, Death blow only stuns, +10% save vs toxins, +20% save vs coma/death, +10% on all skills. Remember, these bonuses apply only under threatening conditions.

Bonuses for characters under the karmic influence.

These bonuses apply to all allies within a 60ft diameter and requires the karmic-character (Talisman) to concentrate on that particular person's actions to influence them. **Example:** Come on; you can do it . . . ; pick that lock; and so on. Bonuses: +2 to parry or dodge; +1 to strike, +2 to roll with punch or fall, +5 on a specific skill/action, +8 to save vs coma/death.

Karma is an energy of positive or negative energy. The aforementioned bonuses apply when the motives are good and honorable. Reduce them by half if motives are solely **selfish**. If **evil** intent, the following penalties, rather than bonuses apply, working against the character. Penalties (minus) -2 to strike, parry, dodge or roll with a punch or fall, -10 on all skills.

NOTE: Gamemasters may include the Karma power as a new super power if they like. Now back to Talisman's specific stats.

Level of Experience: 9th level

Level of Education: Bachelor's Degree in Science (math/computers)

Scholastic Bonus: +25%

Occupation: Law Enforcement

Scholastic Skills (all include scholastic bonus)

Basic Math	98%
Algebra	98%
Basic Chemistry	98%
Computer Operation/Technology	98%
Computer Programming	98%
Computer Repair	98%
Trigonometry	98%
Geometry	98%
Calculus	98%
Physics	95%
Investigative	98%
Surveillance Systems	98%
Research	98%
Foreign Language: Earth English	98%

W.P. Blade
W.P. Energy Pistol (his cane)

Secondary Skills

Basic Electronics	85%
Basic Automotive Mechanics	85/60%
Escape Artist	70%
Pick Locks	74%
Pick Pockets	79%
Medical: First Aid	84%
Pilot: Motorcycle	98%
Pilot: Automatic	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Large Truck (semi)	72%
Pilot: Single Engine Plane	98%
Pilot: Twin Engine Plane	98%
Pilot: Motor/Speed Boat	98%

Swimming: Basic 98%

Dance 85%

Prowl 64%

Forgery 65%

Hand to Hand: Basic

Combat Skills (Karma bonuses NOT included)

Attacks per Melee: Five

Bonuses to strike: +2; **Parry** +2, **Dodge** +2, **Damage** +2, **Roll with Punch or Fall** +2, **Pull Punch** +2.

Knock Out/Stun 19-20

Critical Strike from behind

Kick Attack does 1-6 Damage

Personal Profile: Talisman is an obnoxious, abrasive individual and the least likable of the Justice Machine. Greedy, he treasures his wardrobe and possessions above the company of people. While he would like to think of himself as a ladies man, his sardonic tongue and arrogant, patronizing attitude prevents him from achieving his wishes.

Although blind to his own shortcomings, Talisman has an answer for everything and a criticism for everyone. Like a typical dandy he would prefer to stand on the side-lines offering some bit of strategy or pearl of wisdom to others rather than soil "his" hands in combat. Always thinking of his own welfare or profit, Talisman makes a terrible leader as well as an unreliable teammate. Surprisingly, he really does care about the other Justice Machine members and is unlikely to ever betray any of them. The J.M. are the closest thing to friends or family he has ever known. Though he would never admit it he would rather die than lose them. Yet even among the J.M. he's an outcast, never quite meshing with the others, pulling away when anyone tries to get close. However, he secretly watches out for their welfare never showing how much he really cares.

Despite their constant bickering and arguing he is closest to **Demon**. Perhaps this is because both men are so similar in their attitudes or perhaps Talisman sees himself reflected in the tragic **Demon**. Whatever the reason, Talisman considers the swashbuckling martial artist to be his closest friend although the feelings are not mutual.

In addition to Talisman's karma/luck power he's a computer and mathematics genius, making him a valuable asset to the team. On his own he is a clever, capable, lone wolf with an eye for a scam and a street wise savvy equal to none. With the possible exception of **Demon**, he is the most treacherous of characters cleverly weaving lies and deceptions with the practiced skill of a confidence-man.

Since he accidentally killed his land-lady on Georwell, Talisman's luck had taken a severe turn for the worst. However, recently his luck seemed to have returned. If he continues on his current path, supporting friends and justice, his karma will remain balanced.

NOTE: Talisman often uses a handsome walking stick that is actually a short range energy weapon, capable of releasing an electrical charge. Range: 20ft; Rate of Fire: two per melee; Number of Charges: eight; Damage: 3-18 each. The device is of Georwellian origin and rechargeable.

Georwell Criminal Record . . .

Subject: Rodney Carlson

Code Name: Talisman

Treason; three counts

Conspiracy; three counts

Murder in the first degree (his land-lady)

Kidnapping of Prosecutor Zarren

Assault on a government installation

Sabotage of Dimension Lock

Illegal flight into the other dimensional world known as Earth

Destruction of government property; two counts

Resisting arrest; two counts

Assault on government agents; one count

While most charges are false, inflated or the result of his flight from Georwell, he is guilty of the accidental murder of his land-lady. The woman fell, striking her head, when Talisman struck her in an attempt to prevent her from alerting the authorities. See the J.M. comic

TITAN



Titan



Titan

Real Name: Jemin Lefkosky

Alignment: Scrupulous

Attributes: I.Q. 12, M.E. 14, M.A. 14, P.S. 27, P.P. 15, P.E. 16, P.B. 15, Spd. 17.

Age: 33 **Male** **Normal Weight:** 180

Normal Height: 6ft 3in **Hit Points:** 46 **S.D.C.:** 104

Disposition: Calm, gentle, sensitive, perceptive and courteous. Currently he is suffering the emotional trauma of his family's death, feeling no grief or other appropriate emotions. Instead he has bottled-up his emotions, denying his anger and sorrow.

Power Category: Mutant

Super Power: Growth (See *Heroes Unlimited*, pages 112-113 for complete explanation). Maximum size possible is 32 feet, however Titan loses consciousness within 2-8 melees if he grows beyond 20 feet. He is most comfortable at 15 feet but will not hesitate to grow up to 20ft if circumstances require it. The following bonuses apply only when in giant-size. Statistics are given for 15ft and 20ft which are his most common heights. **Bonuses at 15 feet tall:** body weight increases (add 270lbs); S.D.C. +36, P.S. +3 providing an additional damage bonus of +7, this is in addition to Titan's formidable normal bonus of +14 to damage, combining for a total of +21 when 15ft tall. He is +2 to strike, speed becomes 34, and he can carry or throw up to 1500 lbs and lift up to 3000 lbs. (Minus) -2 to parry and dodge. **Bonuses at 20 feet tall:** Weight increases (add 420lbs); S.D.C. +56; P.S. +5 providing an additional damage bonus of +11, this is in addition to his normal bonus of +14 combining for a total damage bonus of 25 when 20ft tall. He's also +2 to strike; speed becomes 68, he can carry or throw up to 1600 lbs and lift a maximum of 3200 lbs. (Minus) -2 to parry and dodge.

Level of Experience: 6th Level

Level of Education: One Year of College

Scholastic Bonus: +8%

Occupation: Law Enforcement

Scholastic Skills (all include scholastic bonus)

Basic Math	98%
Basic Biology	78%
Music: Flute	64%
Automotive Mechanics	88/68%
Investigative	68%
Law: Criminal	68%
Swimming: Competitive	86%

Boxing

Wrestling

Acrobatics

Secondary Skills

Body Building	
Hand to Hand: Basic	
Computer Operation	90%
Basic Electronics	90%
Speak, Read, Write Earth English	82%
Sewing (basic)	90%
Cook	98%
Pilot: Automatic	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Race Car	74%

Combat Skills (all bonuses are included)

Attacks per Melee: Five

Bonuses to Strike +2 (+4 when giant); **Parry** +2 (none when giant); **Dodge** +2 (none when giant); **Damage** +14 (+21 when 15ft tall and +25 when 20ft); **Roll with Punch or Fall** +8; **Pull Punch** +2.

Kick Attack does 1-6 damage (plus damage bonus)

Can Carry 1350 lbs and **lift** up to 2700 lbs at normal size.

Other Abilities: Balance 98%; Sense of Direction 98%; Walk Tight Rope 98%; Climb 56/76%; Leap 16ft high and 17ft long (32ft high and 34ft long when 15 or 20 feet tall).

Personal Profile: Titan, the gentle giant with the heart of a lion. Family man, loving father, husband and patriot he has recently seen his entire world crumble around him. Falsely accused of treason he sought to flee his native planet with his family. Unfortunately, the Georwell government anticipated his actions taking special pleasure in convincing Titan's family of his guilt. Supplemented with subtle brainwashing, his wife and children had become the witless pawns of the government. Thus, to Titan's horror, his family greeted him with anger, fear and contempt. Confused and threatened, his estranged wife tried to protect her children with an improperly set energy pistol. With a flash of energy Titan's wife and twin sons were consumed, leaving a pile of ashes to mark where they stood. He screamed a shriek that seemed to belong to someone else, body heaving, growing, uncontrolled as had happened so many times in his youth when his problems seemed too large to handle. Gone! His darling Trinika, the twins, his country, his joys, his hopes and dreams all gone. Ashes scattered across the kitchen floor. Gratefully unconsciousness claimed him and released him before government agents arrived on the scene. The official report would claim that the traitorous ex-patriot had gone mad slaying his own wife and children and then destroying his entire home in an act of defiance to the state.

Later, Titan will not mention the tragedy or ever speak of his family again. It is a painful chapter in his life that he believes is forever closed. Yet even he wonders why he cannot cry or be angry. Instead, he feels only a deep numbing emptiness. An emptiness that consumes all of his anger, frustration and sorrow. An emptiness that somehow enables him to forget and go on . . . for now. (G.M. NOTE: Titan is suffering from an emotional state of shock, but sooner or later he will give vent to the terrible sorrow and anger that he now denies. If fortunate, that release will be among friends and expressed in a healthy over-due cry. However, it could just as easily be fueled by an enemy, especially an agent of Georwell. If he is forced to face his emotions under the stress of combat or accused/harassed by an enemy for murdering his family there's a 90% chance of Titan going wild. Under this circumstance the giant may go into a berserker rage (1-66) smashing everything in his path and beating his enemy(s) within an inch of their life, blatantly disregarding any orders or pleas to the contrary. Or he could simply become so overwhelmed that he uncontrollably grows to his maximum height and falls unconscious (67-00).

Regardless of how his emotions surface, his grief and anger will not be something that passes quickly. Gamemasters and players (if used as a playing character) will have to use thought and feeling to translate the character's sorrow and frustration. The character may undergo a host of temporary changes in philosophy and attitude. He may become bent on revenge, or become more brutal. He may lose his zest for life developing a subconscious death wish (minus) -2 to parry, dodge, roll with punch or fall and -10% on all skills; or he may become melancholy and withdrawn and possibly drown his sorrows in alcohol (see rules for alcoholism in H.U.). Players and gamemasters should feel free to interpret Titan's reaction as they personally feel appropriate. However, Titan is a very good and compassionate person whose attitudes, even fueled by anger and revenge, will NEVER

give way to cruelty or evil. He will always maintain he scrupulous alignment even though he may long to do otherwise. Eventually he will come to grips with his life and emotions, and while he will never forget his wife and sons he will find satisfaction and happiness.

To compound Titan's present mental and emotional state he wrongly believes himself responsible for the death of his older brother, the Monolith, a Georwell agent. Unbeknownst to Titan, or any of the Justice Machiners, the Monolith was not killed in their last confrontation. (Gamemasters; the return of the Monolith, with or without his fellow teammates the Guardians, could be an interesting sub-plot and confrontation in your campaign). All these events were depicted in the J.M. comic book, issue #2.

NOTE: Titan's costume and metallic gloves and boots are specially bonded to his mutant metabolism so that they grow and shrink with him.

Georwell Criminal Record . . .

Subject: Jemin Lefkosky

Code Name: Titan

Treason; three counts

Conspiracy; three counts

Murder in the 1st degree; three counts (his family)

Attempted murder of government agent Monolith

Kidnapping of Prosecutor Zarren

Assault on a government installation

Sabotage of the Dimension Lock

Illegal flight into the other dimensional world known as Earth.

Destruction of government property; six counts

Resisting arrest; three counts

Assault on government agents; two counts

As with Challenger and the others, all charges are either false or resulted from fleeing prosecution.



Priglasan

GEORWELL



The Planet Georwell

The Planet Georwell exists in a neighboring dimension. It is only slightly larger than our planet Earth with an almost 50/50 land to water ratio. Geographically the planet is a little cooler than earth with fewer jungles and greater temperate zones. The **Southern Hemisphere** is the least hospitable, capped by the great polar ice glaciers. The **Northern Hemisphere** is cool but the greatest land mass has a temperate and friendly climate not unlike Earth's North America or Europe. The most desirable land areas are near or along the equator with subtropical and tropical environments at its center. Sadly the government has not been conservation conscious which has led to a serious depletion of the planet's natural resources. This is especially true in regards to the tragic destruction of 75% of the planet's wildlife; forests (80%) and petroleum deposits.

The Government

The planet is governed by one global government. It is basically a Marxist state whose military rule is more iron-fisted than Earth's U.S.S.R. Political power-plays, in-fighting and corruption of every kind are all part of the daily bureaucratic chores. The most powerful, wealthy and elite of Georwell hold positions in the government. Positions that are jealously guarded and hungrily sought. At the lower levels of the government exists the political low life. Individuals or groups who have generally secured their position through political favors, family, outright purchase or black-mall. The back-stabbing, corruption, incompetence and petty feuds that exist at this level

is pathetic. In many ways it resembles a feudal kingdom with its thousands of lords and noble families in the throws of upheaval, fighting to maintain their territories or acquiring more by conquering a neighboring kingdom. Yet this bedlam is not indicative of the entire system, but rather a confusing smoke screen that covers the real political movers of Georwell. For while these fools are complacent in positions they perceive as seats of power; the real powers of Georwell have built an empire unlike any seen in the history of Earth. A power that controls and profits from every segment of society. Some would liken them to gods . . . others to devils spawned in the rankest pits of hell.

The **Middle levels** of Georwell's government are held by infinitely more competent, although not any less unscrupulous, individuals. These are the **District Governors**, allegedly elected, often appointed, managers of specific, populated regions; **State Prosecutor's** who are appointed to defend the State against internal security threats and dissidents; the oldest and richest political families who hold positions as **Special Advisors to the State**; and the **People's Industrial Representatives**; major industrial leaders assigned to the management of the People's Work Alliance. (This includes all legal industries which are all controlled by the government. They are a sort of top management/economic planners, controllers and union leaders all rolled into one. They develop and execute production schedules, long range development, economic balance, product distribution, employment, wages, benefits, etc.). An unofficial member of this upper-middle, political hierarchy are the **criminal king-pins**. These men basically serve the same functions as the People's Industrial Representatives (the People's Work Alliance) except that they manage operations of officially unsanctioned, a.k.a. criminal, activity such as drugs, black market, illegal gambling, protection rackets, extortion, and other immoral or criminal activities.

The government's upper level is the law enforcers and global economic and sociological overseers. They are the judges and agency heads who enforce the State's laws and national security. It is they who determine the punishments and reprisals against enemies of the state. It is their job to ruthlessly suppress all opposition political parties and deviation within the party/state. The **top leaders** of this level of government are the **District Tribunals**; the keepers of the law; judges, jury, and executioners. It is they who can condemn a person with a word, for they are the law. It is the Tribunals who masterminds, develops and disseminates the government's propaganda to keep the people satisfied. It is their responsibility to make certain that the state's plans and control of the economy is maintained to the satisfaction of the people (to insure the "appearance" of prosperity and equality) and the Council Central.

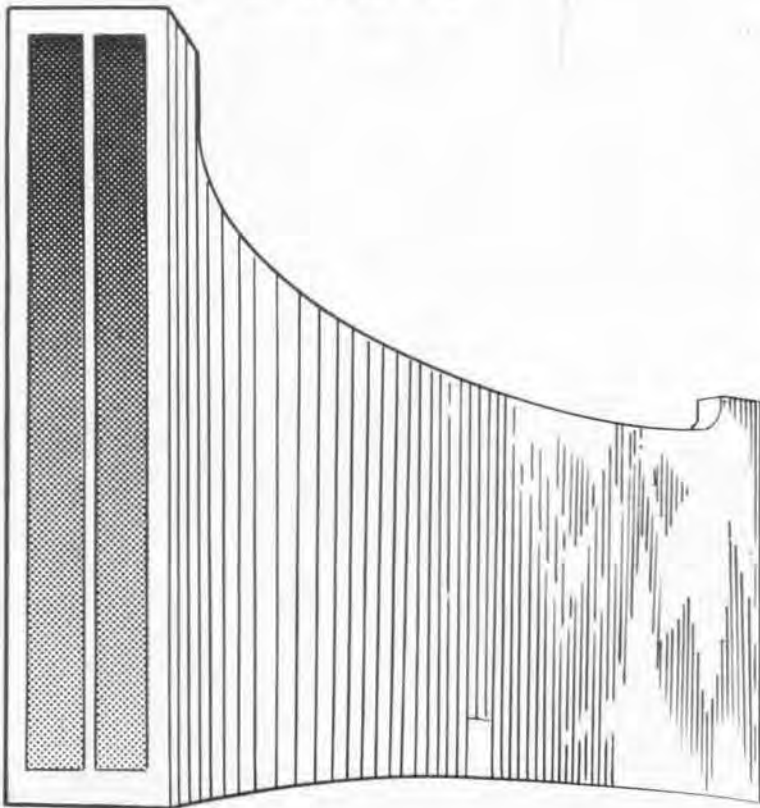


DISTRICT TRIBUNALS

Georwell's government elite is shared by eight individuals. The same eight who were responsible for the establishment of the global government 197 years ago. Generally the people revere them as demi-gods who have instilled global peace and prosperity to a world once lost to eternal conflict. They alone comprise the **Council Central**, the law makers. Renowned for their wisdom, they are eight power hungry geniuses who not only tamed and united a world, but rule it with an iron fist hidden inside a velvet glove. It is the Council Central that controls every segment of the government, from the District Tribunal and the People's Industrial Representatives to the crime lords and District Governors. They have created the illusion of an utopian world of equality and justice while they pull the people's strings like master puppeteers making their sad little marionettes dance to their song.

Not all Georwellians are blind to the government's corruption, but those who publicly speak-up tend to have accidents or disappear. Opposition from freedom fighting idealists or the overly ambitious are not tolerated. Even those suspected of deviant activities or ideals are often branded traitors and eliminated. Government sanctioned assassination, terrorism and extortion against the State's enemies are common, although publicly discreet. Neither the Council Central or the District Tribunal need to present evidence of conspiracy to have a person or persons eliminated. Such blatant injustice is camouflaged by the flames of fanatic patriotism kept alive by public displays, contrived (false) incidents and a neatly woven web of propaganda. Fear is the Councils Central's next most effective tool, enforced by trumped up charges, public humiliation, stiff punishment, public executions and the presence of the District Tribunal's Elite Enforcement Officers (the E.E.O.) or "terror troopers" as they're called by dissidents and rebels.

COUNCIL CENTRAL



The identities of the eight law-givers are top secret, never appearing in public and impossible to get at in the maximum security fortress of the Council Central Building. **GAME MASTER'S:** The elite eight of the Council Central are clever, cunning individuals who leave nothing to chance. It is extremely unlikely that even a full scale assault on the Council Central Building would turn up a single Council member (10% chance per each member). While few of the Council members are physical fighters, they are not without their individual sources of protection or survival savvy. Each is treacherous, each is deadly. All Council members are equipped with the following: portable force field: S.D.C. 400, maximum duration: 3 hours and an energy weapon of some kind usually a laser or ion type blaster. Most also have a variety of personal weapons and gimmicks, such as those described in the Hardware section of the Heroes Unlimited rule book, pages 77-94. Remember the building itself has the top security system and is patrolled by a variety of robot sentinels.

The Council Central

THE COUNCIL CENTRAL'S MYSTERIOUS EIGHT

The Council Central is composed of eight men of exceptional foresight and ability. They are each satisfied with their positions as co-rulers of the world. They are loyal to each other and work together like a finely tuned machine. There is NO chance of one or two banding against the others, for to do so would jeopardize the delicate balance of power and their bid for immortality.

The same eight men have ruled for 197 years which has given birth to the rumor that they have discovered an elixir of immortality. In truth this is but another example of the eight's cleverness and ability to manipulate appearances to create masterful illusions. The mystery, the secrecy, the implications that they may be more than human are all carefully cultivated as are all their schemes. The longevity of the eight's rule is attributed to clever planning and incredible organization.

After the eight had firmly established their new government, laying all the ground-work for their world wide network, six were put into stasis (suspended animation) while two remained to manage world affairs. The two active members managed affairs while the others sleep their ageless sleep. At the end of ten years they go into stasis after awakening the next two overseers. This process is repeated in rotation one after another; effectively each Council member ages ten years for every forty. In the case of a crisis all members are awakened from stasis, a solution arrived at and returned to stasis unless they are personally needed to implement things themselves. This means the average age of each council member is approximately 70 years old (remember the average life expectancy on Georwell is 100 with 140 and higher being very common). The eight Council members estimate that in their present condition, and with medical and technological advancements, they are likely to attain the age of 200 years old without difficulty (that would mean another 400 years of controlling Georwell). There's also been some discussion of implanting their brains into bionic or robot bodies which could, theoretically, add several more centuries to their rule). The following is the order of management rotation of the eight Council members: No. one with No. six, No. two with No. five, No. three with No. seven, and No. four with No. eight.

Capsule Personal Profiles: The Council Central

NUMBER ONE: John Drake

Alignment: Aberrant

Attributes: I.Q. 23, M.E. 18, M.A. 26, P.S. 12, P.P. 14, P.E. 13, P.B. 16, Spd. 10.

Age: 59 **Male** **Hit Points:** 80 **S.D.C.:** 38

Disposition: Arrogant, confident, resourceful, deadly.

Level of Experience: 15th

Skill Background: Communications, politics, organization, creative writing, psychology, philosophy.

Number One was a wealthy statesman, political high mover, orator and philosopher. He is an excellent strategist and tactician; a master of manipulation with an incredible head for organization. It is possible that he is the most resourceful, adaptive and clever of his fellow Council members. Number One was essential in the direction, orientation and manipulation of the people's attitudes and perceptions. It was he who established the fundamentals for the use and distribution of propaganda.

NUMBER TWO: Joseph Tolsto
"The Reformer" (believed dead)

Alignment: Anarchist

Attributes: I.Q. 18, M.E. 16, M.A. 19, P.S. 10, P.P. 9, P.E. 12, P.B. 11, Spd. 9.

Age: 86 **Male** **Hit Points:** 76 **S.D.C.:** 34

Disposition: Suffers from delusions of godhood, he's enthralled with the attaining of immortality; extremely arrogant, he believes "he" knows what's best for the people irregardless of what they may want. Tends to be paternal and overbearing. **Paranoid**, trusts only his fellow Council members.

Level of Experience: 15th

Skill Background: Sociology, social reform, communication, philosophy, theology, history, teaching, writing, business.

Number Two is basically Georwell's Karl Marx, an outspoken social reformist who taught the concept of social equality with one basic class of people sharing the wealth and resources of the planet led by one government dedicated to the people. He sought to inspire the golden age of Georwell through the abolition of capitalism, free enterprise, ignorance and poverty. Believed to have died in the last global conflict 197 years ago. Tolsto is enshrined as a national hero and spiritual leader. He was pivotal in the establishment of the new government's political and sociological structure, laws, attitudes and propaganda.

NUMBER THREE: General Joshua Zarren

Alignment: Aberrant

Attributes: I.Q. 16, M.E. 12, M.A. 21, P.S. 18, P.P. 14, P.E. 20, P.B. 10, Spd. 14.

Age: 68 **Male** **Hit Points:** 118 **S.D.C.:** 94

Disposition: Arrogant, impudent, confident and calculating; a schemer willing to take a chance. Very charismatic natural leader with definite megalomaniac traits.

Level of Experience: 15th

Skill Background: Combat, weapons, covert operations, tactics, strategy, military history, investigation and cryptography.

Number Three is a military genius, a master of strategy and tactics with an uncanny sense of knowing how to best utilize human resources. He was the greatest single hero of the last military conflict and integral in attaining the people's support of the new global government. Of all the individual Council members he is the most popular among the people, a natural leader. NOTE: Number Three is the Great, Great Uncle of Chief Prosecutor Zarren (of whom he is not particularly fond or impressed with).

NUMBER FOUR: Daniel Panoff

Alignment: Miscreant

Attributes: I.Q. 15, M.E. 29, M.A. 12, P.S. 14, P.P. 13, P.E. 15, P.B. 13, Spd. 19.

Natural Psionic: 210 I.S.P.

Telepathy, Telemechanics, Telekinesis, Detect Psionics, Mind Block, Sixth Sense, Total Recall, Hypnotic Suggestion, Resist Fire.

Age: 60 **Male** **Hit Points:** 77 **S.D.C.:** 50

Disposition: Schemer, gambler; very analytical and calculating; an excellent organizer with a knack for developing and executing new concepts and ideas. **Paranoid**, he's suspicious of everybody including Number Six.

Level of Experience: 15th

Skill Background: Mechanical engineering, electrical engineering, physics, math, laser technology, computers, research, philosophy, business and the science of dimensional tele-

portation.

Number Four was the pioneer of the theories of dimensional travel which would later be developed by Maxinor. He is responsible for the structure, development and laws regarding industry. A scientist of great repute, his wonderful mind is given even broader scope with his formidable psionic powers.

NUMBER FIVE: Bruno Slymanski

(Crime Boss)

Alignment: Miscreant

Attributes: I.Q. 16, M.E. 14, M.A. 15, P.S. 15, P.P. 16, P.E. 17, P.B. 15, Spd. 18.

Age: 75 **Male** **Hit Points:** 104 **S.D.C.:** 84

Disposition: Tough, impudent, self-reliant, cruel, vengeful, merciless and ruthless.

Level of Experience: 15th

Skill Background: Crime skills, street savvy, forgery, investigative, crime science, principles and skills of espionage; terrorism, as well as political psychology and computers.

Number Five was the wealthy criminal kingpin of the entire Northern Hemisphere. He is an excellent organizer and administrator, innovative, resourceful and resilient. His own massive criminal network, knowledge and influence in the crime world made him necessary for the incorporation of the world's major crime organizations into the workings of the government. He is also an expert in the art of coercion, intimidation and terrorism. It is number five who conceived and organized, with the assistance of number six, the Terror Troopers.

NUMBER SIX: General Martin Cormak

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 10, M.A. 14, P.S. 20, P.P. 15, P.E. 17, P.B. 19, Spd. 14.

Age: 83 **Male** **Hit Points:** 76 **S.D.C.:** 66

Disposition: Tough, mean, suspicious, vengeful, resourceful, deceitful; a fanatic about self discipline.

Level of Experience: 15th

Skill Background: Combat, espionage, investigation, demolitions, terrorism, crime sciences, politics, and physical training.

Number Six is a capable leader and tactician, but his real talents lay in the art of espionage, covert operations, assassination and the organization and deployment of such activities. It is he, along with number five, who established the Terror Troopers in addition to the operations and code of conduct for the District Tribunals.

NUMBER SEVEN: Kyle Santor

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 16, M.A. 18, P.S. 14, P.P. 10, P.E. 14, P.B. 10, Spd. 13.

Age: 65 **Male** **Hit Points:** 61 **S.D.C.:** 30

Disposition: Resourceful, creative, logical schemer, ruthless, and also tends to be mean, sadistic, vengeful. Suffers from paranoia and megalomania.

Level of Experience: 15th

Skill Background: Economics, business, politics, history, communications, research, organization.

Number Seven was the head of State of the second largest nation in the Southern Hemisphere. He is a political genius renowned for his skills as a diplomat and administrator. He was a crucial component in the political conquering of the Southern Hemisphere as well as a major contributor in the manipulation of the new global government.

NUMBER EIGHT: Victor Vosburg

Alignment: Miscreant

Attributes: I.Q. 18, M.E. 12, M.A. 11, P.S. 14, P.P. 17, P.E. 13, P.B. 12, Spd. 8

Age: 89 **Male** **Hit Points:** 70 **S.D.C.:** 20

Disposition: Easy going, laid-back, very calm and collected even in a crisis. Tends to be somewhat politically naive, but a giant in managing industry, developing natural resources and the use and distribution of scientific knowledge.

Level of Experience: 15th

Skill Background: All math, physics, nuclear physics, me-

chanical engineering, electrical engineering, biology, surgery, research, computers, economics.

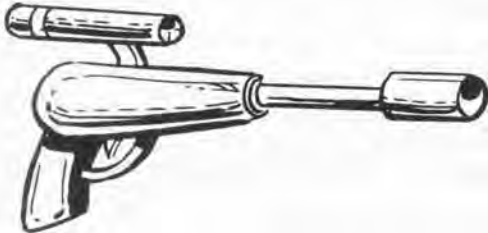
Number Eight is publicly hearded as the father of robotics and a pioneer in bionics. It is largely through his efforts that robots enjoy their current popularity on Georwell. The science of robotics all bear his trademark as it was he who established the basic laws, structure and principles of robotics that are still used today. Number Eight was also involved in the design of the Deathspencers and Hunter Droids. His private continuation of robotics and bionics far outstrip the current state of the art technology on Georwell. He has even developed a feasible system in which a human brain might be successfully transplanted into an android body.

The Police

The common district police, over-seen by the district governors, are not unlike Earth's own local police or state troopers. They are basically law enforcement officers for the protection and assistance of the people. Of course there are corrupt, officers and officials scattered throughout the force, but they are generally well intentioned. They are also the unwitting pawns of higher government officials, enforcing laws that support a corrupt and evil system.

Basic Requirements: I.Q. 8 or higher, P.S. 10 or higher; can be any alignment. No criminal record.

Basic Trained Skills: W.P. Ion Energy Pistol, W.P. Blunt, Hand to Hand: Basic, Investigative, Study Criminal Laws. Special Police details such as detective, S.W.A.T. type squads and special investigation may also include: Crime Sciences/Forensics, Pathology, Surveillance Systems, Research, Disguise, Hand to Hand: Expert or Martial, W.P. Energy Rifle, and Demolitions. Skill bonus for basic training is +8%. Skill bonus for special details is +15% (add four special training skills to basic skills). NOTE: physical activity/training is not mandatory, but greatly encouraged.



Terror Troopers

THE ELITE ENFORCEMENT OFFICERS (E.E.O.)

The E.E.O., also known as the "terror troopers", are specially trained, psychologically conditioned, soldiers of the State. Many are recruited from the criminal rank and file while others are ordinary patriots. The Terror Troopers are a para-military organization (Georwell has no official military) charged with the enforcing of the law and protection of the State. They are the direct pawns of the District Tribunals and the Council Central, for it is the Terror Troopers who implement the government's dirty work. It is they who are the strong-arm of the law, bringing criminals of the State to justice. They do not question their orders, nor do they question the innocence or guilt of their victims; they simply execute the desires of their superiors as quickly and efficiently as possible.

Basic Requirements: I.Q. 8 or higher, P.S. 12 or higher (although a low P.S. could be acceptable if the person's P.P. and/or P.E. were high), any alignment although generally anarchist or evil. Criminal record acceptable (even required if applicable to espionage) but all such recruits must undergo a special training program (which



conditions them via subtle brainwashing and subliminals).

Basic Trained Skills: W.P. Energy Pistol (ion and laser), W.P. Energy Rifle, W.P. Blunt, Hand to Hand: Expert (or Martial or Assassin, depending on one's background and specific agency), Body Building/Weight Lifting, Climbing, and Investigative. Special investigators (detectives, weapon experts) and espionage agencies require a minimum I.Q. of 10 and may include any of the espionage type skills/training (SEE H.U. rule book, page 123, for complete list); add any four such skills. Skill bonus for basic training is +10% Skill bonus for special or investigators or espionage is +20%.

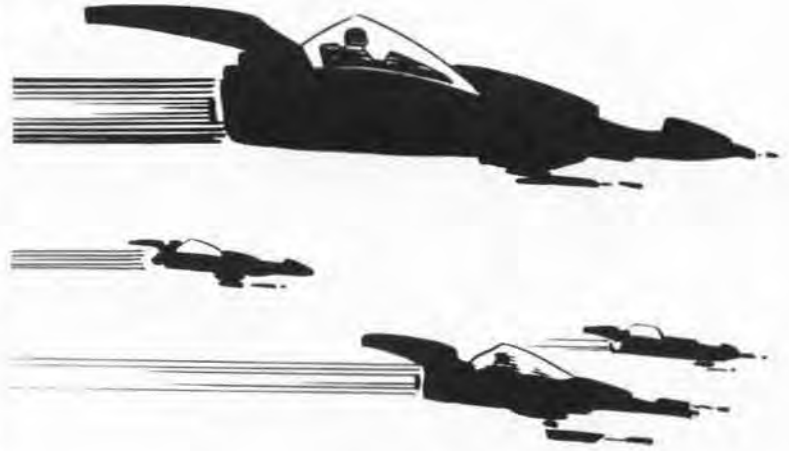
The Three E.E.O. agency branches are . . .

E.E.O. Regulars (patrols, riot control, rebel eradication)
Special Investigators (detectives and special training)
Special Operatives (espionage and assassins)

All are considered Terror Troopers who serve the same general purpose only each in a specific area of exper-

rise. Generally the methods of any of the three E.E.O. branches are beyond question. The Council Central and District Tribunals demand results not excuses and therefore sanction any actions by the E.E.O. as long as they don't evoke the ire or fear of the general public. This is why the Terror Troopers are infamous for their brutality, unethical conduct and disregard for the law. They do not follow local district police procedure, conduct impromptu search and seizure raids without restriction, employ terrorist and rather extreme physical techniques to obtain information (torture and intimidation are common), and are generally mean. The government also allows a certain level of corruption to exist, such as allowing the Terror Troopers to keep loot such as monies, weapons, drugs and property obtained in the shake down of petty, unsanctioned, criminals, or rebel conspirators.

GAME MASTER'S NOTE: the government is likely to send a team of Terror Troopers, especially special investigators or special operatives (assassins), to Earth along with a robot or two, to seek out and eliminate the Justice Machine and Maxinor.



The People of Georwell

Despite the tyrannical, corrupt and even evil government, most of the inhabitants live in blissful ignorance of their grim surroundings. They are generally well educated, happy and employed. Jobs, income, recreation time and social services are very evenly distributed so that most people really do "seem" to share in the wealth. Most are employed (94%), most earn approximately the same amount, placing them in a middle class status. Few go hungry. Of course there are those who squander their fortunes away and others who feed on the dreams of the less fortunate, greedy and foolhardy. There definitely exists an uglier side to Georwell with brutality, corruption and decadence among the common people. Most often they are most blatant in the old, decaying neighborhoods (both physically and spiritually) that are best to be avoided. It is in these places that Georwell's hungry, uneducated, under-privileged, criminals and rebellious population abound. However, those places, these people, are shadows of the glittering towers of Georwell's grandeur. Places shunned by the more fortunate majority.

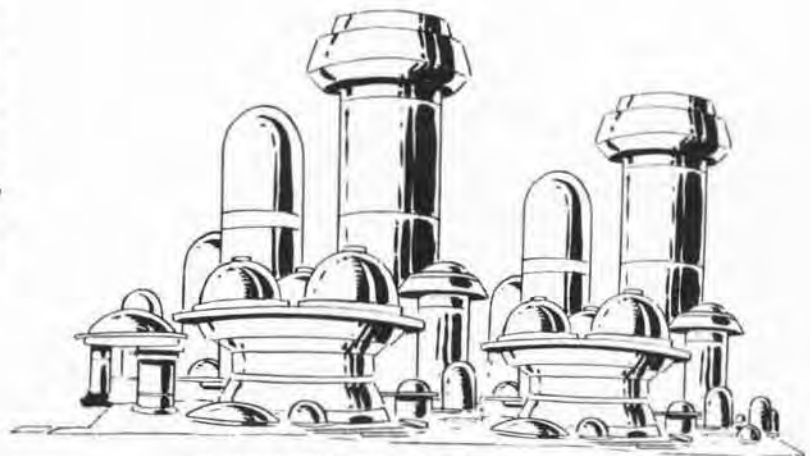
The government has masterfully hidden its indiscretions under the cover of patriotism. Reinforced through the use of subliminals, clever propaganda and heart stirring sentimentality; they have created a happy, fiercely proud people, unwavering in their devotion to their way of life and the government that made it all possible. They are blinded by ideals and achievements that were quietly strangled decades ago, but whose triumphs still live on in the hearts and minds of the people. The people don't see, or directly feel, the results of the government's evils so they deny its existence. It is a good life; why try to destroy it just because a few have misused it. Most will not acknowledge even that, and so the evil grows.

Technology

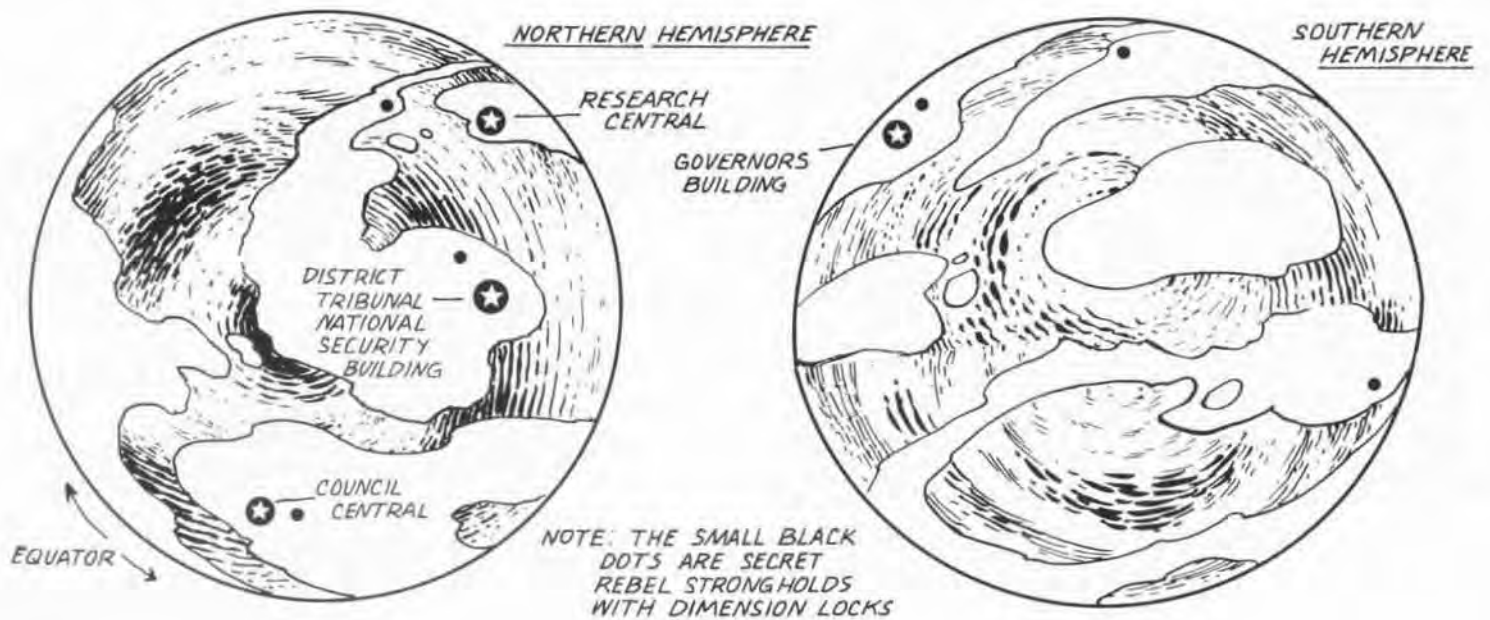
Technologically, Georwell is about fifty to seventy-five years ahead of our own Earth. Medical advancements in surgery, transplants and bionics makes Earth's look feeble by comparison. Robots, hover cars, computers, lasers, the newly developed anti-gravity transport tubes, even dimensional travel are all commonplace. The average life span is 100 years and new wonders seem to be born with each passing day.

Research Central

Scientists enjoy a special status on Georwell, while the best, like Maxinor, can achieve a status equal to the upper-middle level of government officials. **Research Central** is "the" major complex for progressive (government) research. To be assigned here is a dream come true for most scientists. Research Central is actually a giant city covering approximately 9000 square miles with a population of nearly one million noted scientists, three million assistants and technicians, seven million research related laborers and an additional sixteen million non-essential personnel (families, etc.). The city is divided into smaller research megalopolises which concentrate on specific areas of research such as bionics, robotics, weapons, dimensional travel, energy, agriculture, synthetic food substitutes, medical and so on. Top secret government research often overlaps into many of these categories with major, independent institutions such as the Dimension Lock complex.



RESEARCH CENTRAL



The Dimension Lock

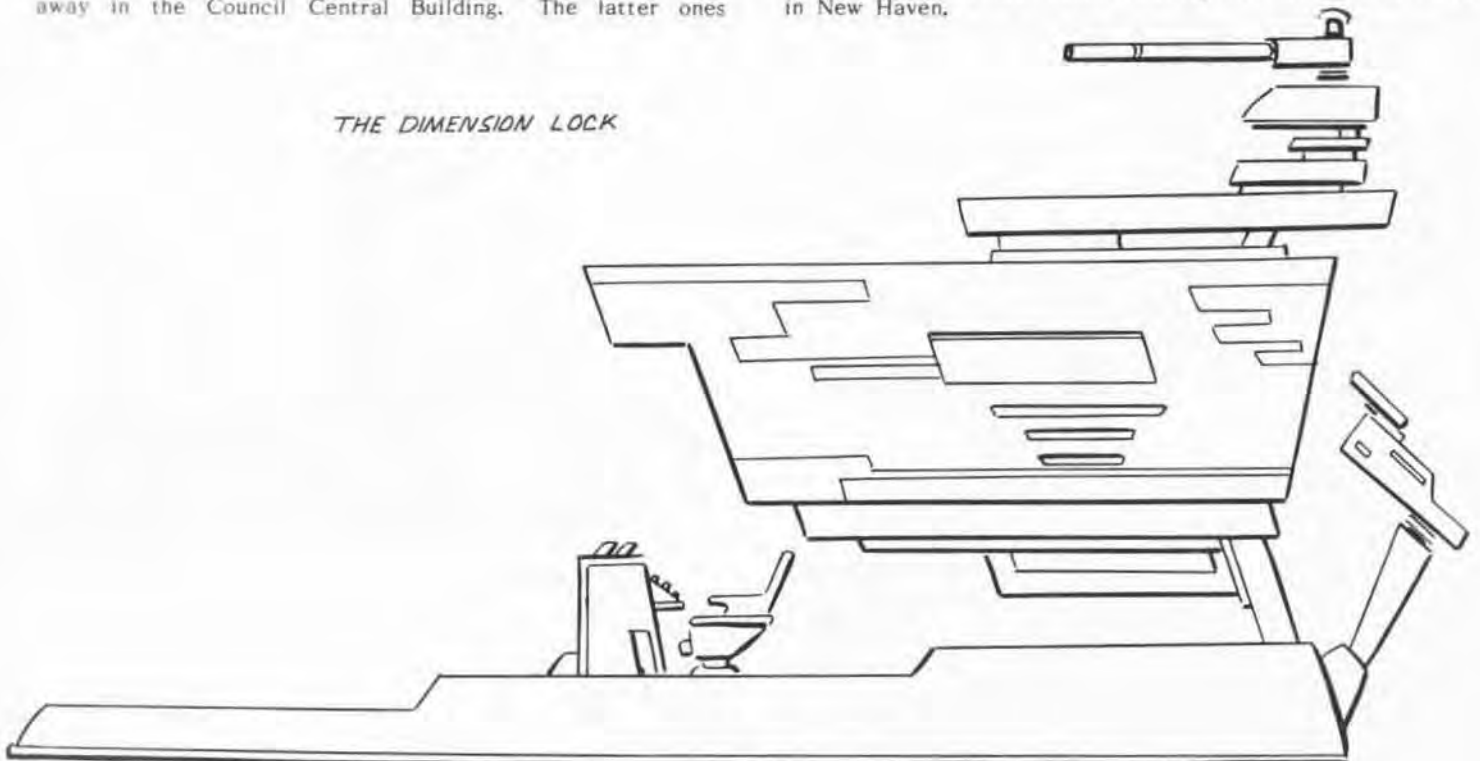
This is the dimensional teleportation device developed by the once famous scientist, turned rebel, Maxinor. The device is still considered to be top secret and experimental, although 22 years of extensive experimentation have proven it to be quite reliable (only a 2% margin for error exists when using a second Dimension Lock as a receiver for the first). The largest dimension lock is housed under maximum security at a research complex at Research Central; this is the one the Justice Machine used to escape Georwell. As far as the public knows it is the only one in existence and still under development. In reality there are four other government built dimension locks; two smaller versions in secret locations at Research Central; one in the District Tribunal's National Security Building in the Northern hemisphere; and one secreted away in the Council Central Building. The latter ones

specific location is known only by the eight Council members and is guarded by a squad of hunter droids and deathspencers.

The dimension locks can teleport up to 100,000 tons on a one way trip into another dimension. A second dimension lock must be built on the other world which will permanently connect the two worlds as long as both mechanisms function. The two machines, transmitter/receiver system allows for an uncomplicated journey avoiding otherwise dangerous variations in teleportation (one machine can be used to send, but there is no way to return and the transport error factor increases to 52%).

In addition to the government dimension locks, Maxinor has scattered several tiny versions at key rebel sanctuaries. These small versions are limited to a total of six tons per teleport and are linked directly to the unit on Earth in New Haven.

THE DIMENSION LOCK



The Rebel Underground

The rebel underground is generally a well organized global network of freedom fighters. Their ultimate goal is to make the people of Georwell aware of the government's corruption, manipulation, cruelty and injustice so that they can unite and put an end to its evil. The rebels include people from every walk of life, from common laborers to scientists and even a handful of sympathizers in the government itself. The core of the rebellion are the full time activists and guerrilla fighters. The former are skilled in the arts of communication while the latter in the skills of combat and espionage. The guerrillas concentrate on freeing imprisoned activists, aiding the persecuted and fellow rebels, gathering damaging documents, interfering with government plots, sabotaging government installations, way-laying robot terrorists, foiling Terror Troopers, and generally making life miserable for the Council Central. Most importantly, they must gather evidence that will conclusively prove the government's crimes against humanity. It is important to point out that the rebels do NOT engage in assassination or terrorism. This is largely due to Maxinor's exemplary leadership.

The rebels have grown to be a force to be reckoned with, making bolder advances with each passing day. The rebel's major limitation is that they lack the people's support. Support that Maxinor believes could be rallied if the world famous patriots, the Justice Machine, could be convinced to champion the rebel's cause. The Justice Machine are so famous as champions of justice that even the government's accusations of conspiracy and treason fall on the suspicious and disbelieving ears of the public. SEE Maxinor's personal profile for more information regarding the rebel alliance.

GAME MASTER'S NOTE: If you play the characters in this book within the context in which they interrelate in the J.M. comic book, it is inevitable that the Justice Machine and/or Maxinor will come face to face with one or all of the Council Central. Thus you will find the following information crucial to your campaign. The information given is not meant to be all inclusive, but merely enough for you to use and develop should the need arise.

The Execution Module

The execution module is usually reserved for the public execution of rebel dissidents and murderers. Each of the six containment units can hold one prisoner and programmable for simultaneous, independent or sequential execution. Prisoners are placed in each containment execution unit which encloses the entire body up to the shoulders; at the moment of execution, a high intensity energy burst (or electricity in some old models) consumes the prisoner, instantly killing them. The execution module can also be set to inflict much smaller amounts of damage for the purposes of torture; doing as little as 1-4 points of damage per energy burst.

The unit itself is constructed of extremely strong metal alloys so that they can successfully contain even super-powered prisoners (NOTE: a strength of 28 or higher can force the containment unit within 3-18 melees). Depending on the type of super power a person may possess, the unit may inject a tranquilizer or sedative to help restrain the prisoner.

GAME DATA: each individual containment unit has an S.D.C. of 200; the machine's base, which contains the power source, has an S.D.C. of 500 while the support struts and energy conduits have an S.D.C. of 120 each. It is possible to incapacitate an execution module by severing the connecting support struts or by knocking out the power base. The latter is extremely dangerous, requiring a player to roll a natural 19 or 20 or a bonus enhanced roll of 23 or higher to strike. This **precision strike** will temporarily knock out the trigger relay requiring a tech-

nician to repair it. The repair is a simple one, rarely taking more than 15 or 20 minutes. Any attacks other than a precision strike will do damage to its S.D.C. When all S.D.C. are depleted the execution module will explode. **NOTE:** there's a 50% chance of explosion per each attack/strike on the base when its S.D.C. falls below 200. The explosion will do 1000 to 4000 damage at the explosion's center; a 10ft radius; 200-800 damage for the next 10ft radius and 100-400 damage for the following 10ft radius. Total area affected is a 30ft radius (approximately a 60ft diameter)



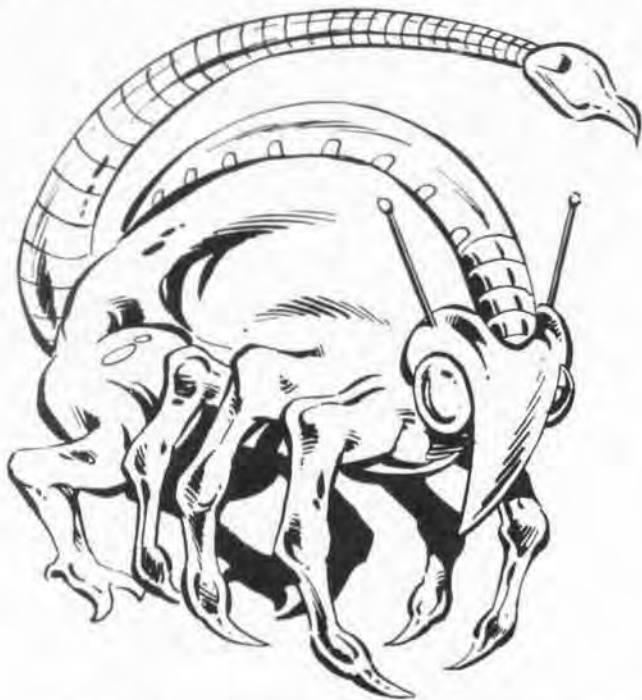
The Robots of Georwell

Robots are fairly common on Georwell, used by the government, industry and law enforcement agencies, but are NOT available to the general public. The official status of robotics is that it's a science whose mechanical creations should work to the benefit of man-kind. The use of robots may not undermine the welfare of the people; this includes their use in the work force. Consequently, humans still comprise the vast majority of the labor force even though robots could do many of the more menial physical tasks. This policy keeps the manufacturing and use of robots to a minimum.

Robots are most commonly deployed by the government for defense, security and law enforcement. Even here their use and variety are surprisingly limited in order to pacify a robot conscious (fearful) public. Thus, to avoid dissension among its people, the government has designed and deployed only six major robot types and most of them are used only in government facilities and for law enforcement; specifically the rooting out of alleged rebel conspirators.

GOVERNMENT ROBOTS

Deathspencer



The Deathspencers are bionically supplemented, living creatures used, like blood hounds, to track and usually destroy criminals. They are excellent for tracking and exterminating criminals in extremely dangerous areas or environments, such as underground tunnels, sewers, ruins, etc., that make human or robot entry or effective maneuvering difficult. The deathspencer units can be programmed and electronically controlled. They are used only by Terror Trooper officers, government prosecutors and the District Tribunals.

Vital Statistics: fundamental artificial intelligence capable of limited subjective logic, enabling it to make independent decisions; roughly equal to an I.Q. attribute of 7. Memory and programming allows complete assignments and descriptions of hunted criminals to be directly logged into the creature's brain and erased when its mission is satisfactorily completed. Average hit points: 40.

Special Additions

Augmented Body Armour: A.R. 6, S.D.C. 200.

Extra Appendage/Tail: provides two attacks per melee, equal to P.S. 16; does 1-6+1 damage as a whip attack. Tail is fitted with the following: chemical excretion: can use any one of three depending on the requirements of its mission. Paralysis: victims are -6 to strike, parry and dodge for the first two melees affected before becoming completely immobilized. Duration: 4-16+10 minutes per injection. Sedative: Renders its victims unconscious within 2-8 melees. Duration: 4-16+20 minutes per injection. Poison: injects a poisonous substance that does 2-12 points of damage (off hit points) every melee for a total of 2-8 melees per injection. The injection of poison is used in the extermination of criminals, rebels, and for public executions. NOTE: All toxins take 2-8 melees to take full effect. Saving throws: for all toxins are 14 or higher; if a person saves vs toxins he is not affected. Each person's physical resistance varies; this is why the amount of damage and duration varies from injection to injection.

Sensors

Radar: Range 3 miles; can estimate speed, location and direction of subjects within range at 65% proficiency. Reduce to 30% in the city.

Motion: detects movement; range 140 feet, sensor field: 20 foot radius.

Radio Com-link: transmitter and receiver, range 4 miles maximum.

Some are fitted with micro-video cameras with a three hour maximum film time.

Optics

Nightsight: Amplified light system to see clearly in the dark. Range: 600 feet.

Infra-Red: sees in the infra-red spectrum of light; picks up heat. Range: 600 feet.

Ultra-Violet: Picks up ultra-violet light spectrum. Range: 300 feet.

Combat Skills of the Deathspencer

Attacks per Melee: Two with tail or four with leg pincers (pincers do 1-4 damage each).

Bonuses to Strike +2, Parry +2, Dodge +4, Damage +1, Roll with Punch or Fall +4, Save vs Toxins +6.

Other Abilities: Track by Scent 89% (indoors as well as outdoors), Prowl 84%, Climb (rough surfaces such as buildings, concrete walls, trees, fences, etc.) 80/85%, Swim 44%, Speed 20; hit points 40, S.D.C. 200, A.R. 6.

Sentry Droids

The sentry droids are simple, type three robots, designed for security purposes. They are used by business and government to guard and protect items, areas or personnel.

Vital Statistics: fundamental artificial intelligence programmed for protocol and combat. Possible variations in programming may include piloting skills. Basic light body frame and standard body, visual, audio, voice and vocabulary units.

Special Additions

Augmented Body Armour: polycarbonated body plates, S.D.C.: 150; total body weight 300lbs.

Rotating Body Parts: upper torso can rotate in a full 360 degree circle.

Optics

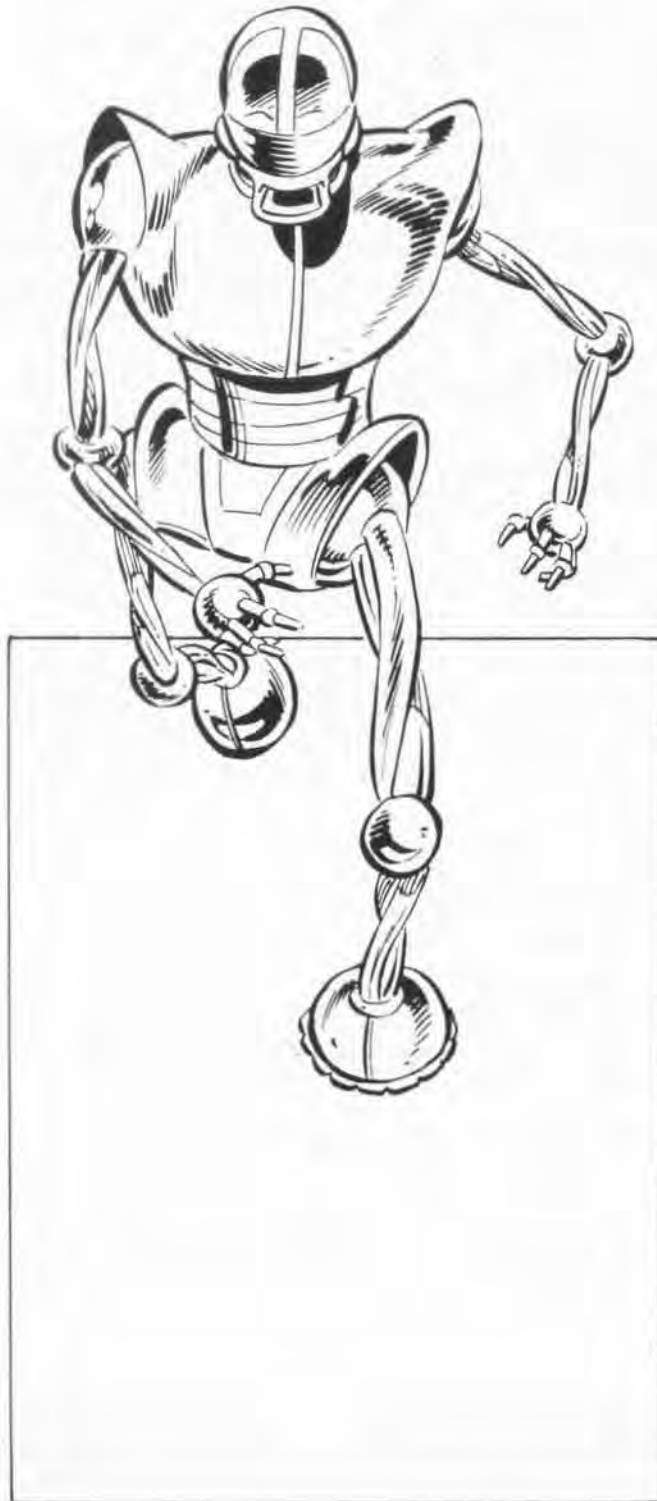
Infra-Red: picks up heat images. Range: 600 feet, field of vision 40 foot area.

Optional

The following is a list of variations for the standard sentry droids: Locking joints, retractable wheels, extra limb/arm, nightsight, heat sensors, motion sensors, spotlight and underwater capabilities. About 30% of all sentry droids have one or more of these variations/additions.

Combat Skills of Sentry Droids

Attacks per Melee: Two hand to hand or by weapon.
Bonuses to Strike +1, Parry +2, Dodge +2, Damage +2,
Roll with Punch or Fall: none; Pull Punch +2.
Other Data: Weight: 300lbs; Height: 6ft; PS. 16;
P.P. 10; Speed 10; S.D.C. 150 Damage from
hand to hand is 1-8 per strike. NO kick attack.
Skills: W.P. Energy Pistol, W.P. Blunt equal to 4th level
proficiency.



Assault Droids

LIGHT ASSAULT DROIDS

These type three robots look identical to the sentry droid and are used exclusively by the government. They are most often deployed to protect government installations, items and occasionally personnel. Light assault droids are also used to supplement Terror Troopers and in crisis situations.

Vital Statistics: Reinforced body frame with standard body, visual, audio, voice and vocabulary units. Fundamental artificial intelligence programmed for combat and possibly piloting skills.

Special Additions

Augmented Body Armour: light metal alloys, S.D.C. 600; total body weight 800lbs.

Rotating Body Parts: upper torso can rotate in a full 360 degree circle.

Optics

Nightsight: amplified light system. Range: 600 feet.

Infra-Red: picks up heat images. Range: 600 feet, field of vision 40 foot area.

Targeting Sight: a special system that superimposes target crosshairs.

Sensors

Heat: sensors that can pick up and pin-point heat emanations. Range: 220 feet; field of detection 20 foot radius.

Motion: detects movements. Range: 140 feet; sensor field 20 foot radius.

Radiation: detects and measures the amount of radiation within a 30 foot radius of the robot.

Radar: Range: 5 miles. Can estimate speed, location, direction of objects within range. 65% level of proficiency, reduce to 30% in the city.

Radio Com-Link: a radio transmitter and receiver for radio communications.

Combat Skills of Light Assault Droid

Attacks per Melee: Three hand to hand or by weapon.
Bonuses to Strike +2, Parry +3, Dodge +3, Damage +3,
Roll with Punch or Fall +2, Pull Punch +2.

Other Data: Weight: 800lbs Height: 6ft L.Q. 8
P.S. 16 P.P. 14 Speed 16 S.D.C. 600

Damage from hand to hand is 1-8 per strike. NO kick attack.

Skills: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt, Climb 40/50%

HEAVY ASSAULT DROIDS

These type three robots look like bulky, grey sentry or light assault droids. Their use by Terror Troopers, special government agencies and very occasionally, the local police, is authorized only by the District Tribunal. The droids are usually reserved for the protection of government agencies, base personnel and crisis situations. They are also used during raids on rebel or criminal strongholds.

Vital Statistics: Reinforced body frame (heavy) with standard body, visual, audio, voice and vocabulary units. Fundamental artificial intelligence programmed for combat and possibly piloting skills.

Special Additions

Special Body Armour: medium; heavy metal alloys, S.D.C. 1800; total body weight 1200lbs.

Augmented Upper Body Strength: equal to P.S. 21 (+6 to damage).

Augmented Lower Body Strength equal to P.S. 21 (+6 to damage).

Augmented Speed: equal to a speed of 22 (15mph).

Optics

Same as Light Assault Droid: **Nightvision**, **infra-red**, **targeting sight**, plus **ultra-violet** (range: 300ft, 40 ft field of vision), and/or **telescopic** (range: 1200ft, 6ft area field of vision).

Sensors

Same as Light Assault Droid: Heat, Motion, Radiation, Radar, Radio Com-Link.

Optional

The following is a list of variations for the Heavy Assault Droid: Locking joints, retractable wheels, hover jets (80mph), sonar, micro-cameras; built in weapon systems of mini blasters in hands (total two per hand) and/or laser eye beam or retractable claws or blades or explosive projectiles. Only 50% of the Heavy Assault Droids have a built in weapons system (maximum of two different weapon types).

Combat Skills of Heavy Assault Droids

Attacks per Melee: Four hand to hand or by weapon.

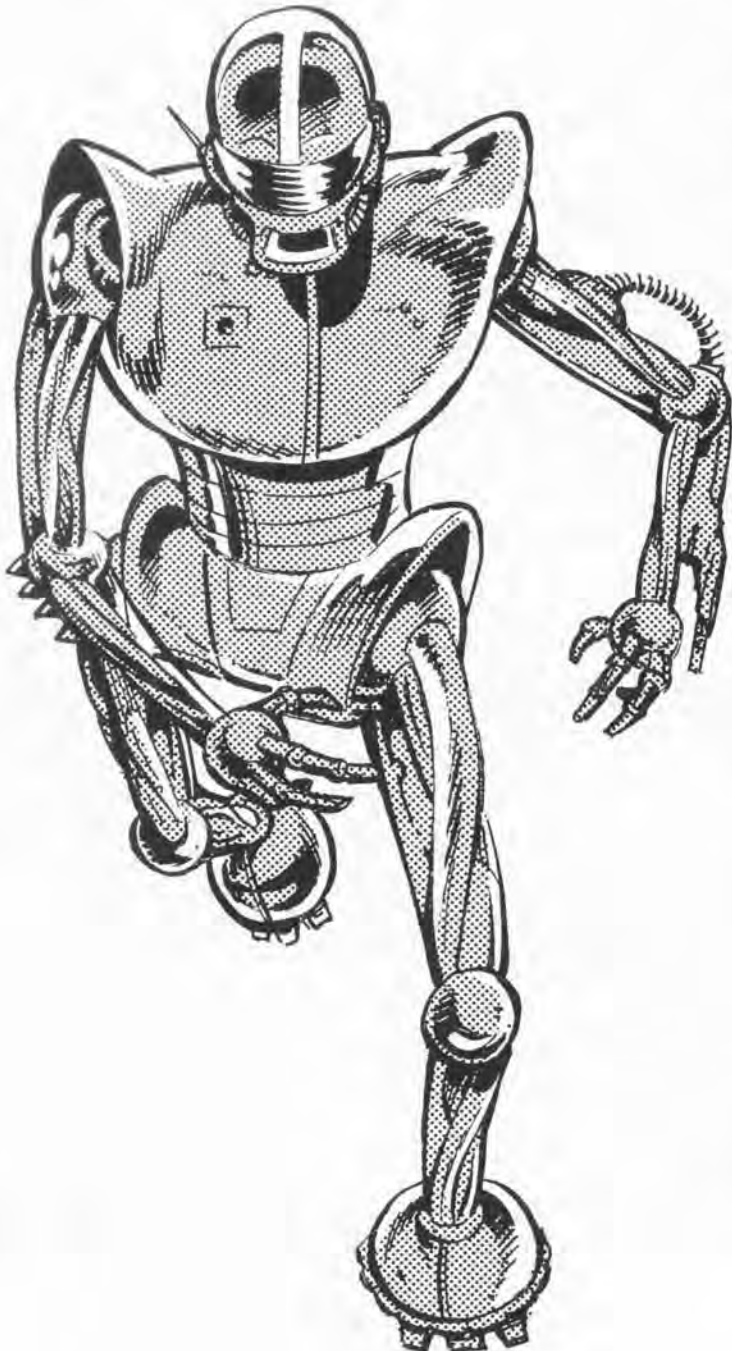
Bonuses to Strike +3, Parry +4, Dodge +4, Damage +8, (with combat bonuses), Pull Punch +2.

Other Data: Weight: 1200lbs Height: 6ft 6ins I.Q. 8, P.S. 21 P.P. 14 S.D.C. 800 Speed 22 (15mph)

Damage from hand to hand is 2-12 per strike.

Kick Attack does 1-8+6.

Skills: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt, W.P. Blade, equal to 4th level proficiency.



HUNTER DROIDS

These robots (type three) also resemble the golden sentry and light assault droids, but are infinitely more dangerous. They are the robot assassins and stalkers of the District Tribunal's and Council Central. Their sole purpose is to seek out and destroy enemies of the State, rebels, dissidents, activists, terrorists, criminals and anybody else marked for extermination by the Council Central. The Hunter Droids are never used by the police or Terror Troopers although they may be sent on missions that coincide with police operations.

Vital Statistics: Reinforced body frame (light) with the basic standard body, visual, audio, voice, and vocabulary units. Artificial Intelligence capable of subjective logic enabling it to make its own decisions and deductions. Programmed for tracking, combat, investigative, basic electronics, and piloting ground vehicles.

Special Additions

Augmented Body Armour: light metal alloys, S.D.C. 600, total body weight 800lbs.

Augmented Upper Body Strength: equal to P.S. 24, +9 to damage.

Augmented Lower Body Strength: equal to P.S. 24, +9 to damage.

Augmented Speed: speed 44 or 30mph.

Optics

Same as Heavy Assault Droid: Nightsight, infra-red, targeting sight, ultra-violet and telescopic.

Sensors

Same as Light Assault Droid: Heat, motion, radiation, radar, radio com-link, plus sonar.

Weapons

Retractable claws: two inch metal claws that extend and retract from finger tips at will; does 2-8 damage (plus damage bonuses).

Hidden spike and tow line: built into the robot's left arm and wrist; fires a spike with tow line used for climbing and scaling walls. Range: 120 feet, cord length 1000 feet, test strength 2400lbs; does 1-6 damage as a weapon.

Mini-Flame Thrower: fires a blast of flame up to eight feet long, does 2-12 damage; attacks per melee: two, energy capacity: ten blasts. Built into the right arm and hand.

Ion Eye Beam: Rate of fire: Four per melee, does 4-24 damage, range: 120 feet; energy capacity: twelve blasts.

Weapons Variations could include the substitution of laser beams, electrical charge, retractable laser or ion blaster, explosive projectiles or chemical spray.

Combat Skills of the Hunter Droid

Attacks per Melee: Four hand to hand or by weapon.

Bonuses to Strike +4, Parry +6, Dodge +6, Damage +10 (with combat bonus), Pull Punch +4, Leap 14ft high or long. Carry and Throw up to 1440lbs and Lift up to 1920lbs

Other Data: Weight: 600lbs Height: 6ft S.D.C.: 600 I.Q. 10 P.S. 24 P.P. 14 Speed 44 (30mph)

Damage from hand to hand is 2-12 per strike (plus damage bonus). Skills: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt, W.P. Blade, W.P. Automatic Pistol, Investigative 80%, Track 60/55%, Pilot all ground vehicles, Pick Locks 89%, Surveillance Systems 98%, Basic Electronics 98%.



Mega-bot



The Mega-bots are giant, powerful robots designed for high visibility in crowd control and police back-up. They are regularly deployed by the local district police and the Terror Troopers.

Mega-bots are not terribly versatile or agile, having been designed for raw strength and imposing stature for the purpose of intimidation.

Vital Statistics: Artificial intelligence (rumored to be the surgically transplanted brain of a dissident wiped of its memory and brain-washed for absolute loyalty and obedience to the State). Programmed for combat, equal to an I.Q. attribute of 8. Reinforced body frame (heavy) with standard body, visual, and audio units for base system.

Special Additions

Augmented Body Armour: heavy; 1000 S.D.C.

Augmented Upper Body Strength: equal to P.S. 28; damage bonus +13.

Augmented Lower Body Strength: equal to P.S. 21, damage bonus (kick/stomp) +6.

Speed: 44 approximately, 30mph.

Rotating Body Part: Head: can rotate a complete 360 degrees.

Chemical Spray: tear gas; can be sprayed from the mega-bot's fingers; range: 20 feet.

Optics

Camera and lens with video recording capacity, six hours per tape, self loading, 6 tape capacity.

Telescopic: Range: 1200 feet, field of vision 6 foot area.

Infra-Red: Range: 600 feet, field of vision 40 foot area.

Ultra-violet: Range: 300 feet, field of vision 40 foot area.

Targeting Sight: a special system superimposes target cross hairs. Range: 600 feet.

Sensors

Heat: can pick up and pin-point heat emanations. Range: 220 feet, field of detection 20 foot radius.

Motion: detects movement. Range: 140 feet, field of detection. 20 foot radius.

Radiation: detects and measures the amount of radiation within a 30 foot radius of the robot.

Radar: Range; 5 miles. Can estimate speed, location, direction of objects within range at 65% proficiency. Reduce to 30% in the city.

Radio Com-link: a radio transmitter and receiver for radio communication.

Special Items

Spot light: a wide, intense beam of light that emanates from the head. Range of the beam: 60 feet, 8 foot radius.

Amplified Voice: a loud-speaker that can amplify the voice up to 90 decibels. NOTE: the Mega-bot's voice is purposely made to sound robotic/inhuman to add to its intimidation factor.

Underwater Capabilities: waterproofing, sealing of internal mechanisms, and inclusion of flotation device.

Combat Skills of Mega-Bots

Attacks per Melee: Three (hand to hand: does 3-18 damage plus damage bonus)

Bonuses to Strike +2, Parry +4, Dodge +2, Damage +13, Roll with Punch or Fall +4, Pull Punch +4.

Kick or Stomp Attack does 3-18+6 damage. NOTE: the legs are not as powerful as the upper body, thus it has a smaller damage bonus.

Other Data: Weight: approximately 5800lbs (three tons); Height: 22ft tall Speed: 44 (50mph)

S.D.C.: 1000 Damage Modifications: When S.D.C. is reduced about half (500); reduce the Mega-bot's speed to 15, attacks per melee to two, bonuses to strike, parry, dodge by half. When S.D.C. is reduced to 300 or less; reduce speed to 6, attacks per melee to one, no bonuses to strike, parry or dodge; reduce damage bonus to +6. 50% chance of collapsing, able to move only its arms and hands (roll every 4 melees). When all S.D.C. are gone the Mega-bot is completely destroyed. NOTE: these same basic modifications can be applicable to all robots.

THE

Guardians



The Guardians

The Guardians are a team of government special operatives much like the Justice Machine once was; sworn to protect, defend and aid the people of Georwell. However, unlike the Justice Machine, most of the Guardians are much less dedicated to the benefit of their world than they are to their own twisted pleasures.

Big Brain: team leader, a megalomaniacal energy being of incredible psionic power whose motives are his own secrets.

Crusader: second in command, a super-patriot duped by the very ideals he so values.

The Hunk: fanatical disciple of the State who willingly executes the government's every command whether it be good or evil.

Monolith: the older brother of the Justice Machine's Titan is a vindictive bully fond of ego games.

Malefactor: an insane killer motivated by a genocidal hatred for all men. As a Guardian she can give vent to her anger with the government's blessing.

Nightlightning: a dead technician resurrected as a sadistic madman. He is the least stable and unpredictable of the group.

Phaser: silent, deadly; a skilled hunter with a knack for killing people. He is quickly becoming the Council Central's favorite assassin.

The Guardian's official posture is as a highly visible team of superbeings charged with the protection of the people, a deterrent to crime and evil-doers. The people revere them as heroes, champions of justice, loyal, honorable; the people's friends.

In reality they are an elite team of government operatives answerable only to the highest Georwell officials; the pawns of the Council Central. The Guardians are charged with locating and liquidating enemies of the state. Dissidents, malcontents and rebel traitors are brought to justice without benefit of trial and with extreme, often deadly, force. They are also particularly adept in covert assignments, assassination and terrorism. The Guardians operate with complete impunity; their motives, methods and results never questioned.

While some members of the Guardians, like Crusader and Monolith, are not aware of the evil and corruption they help to maintain; others like Malefactor, Nightlightning and the Hunk could care less. However, **Big Brain** (as well as Phaser) knowingly assist the Council Central in their bid for power through murder, manipulation, and subterfuge. Special assignments involving assassination, terrorism, or other crimes against humanity that can't be easily defended as acts of patriotism are usually given to Malefactor, Nightlightning, or Big Brain. None of these individuals are hampered with high ideals such as justice, honor or freedom; thus they don't question the morality of any assignment. Assignments that can be disguised as actions against criminals or traitors usually involve the entire group including the noble fool, Crusader and arrogant giant, Monolith.

Occasionally individual members of the Guardians are sent on solo assignments. Most often this will be Phaser for assassination, terrorism and covert investigations; Big Brain for assassination, terrorism and elaborate plots of subterfuge; the Hunk for enforcement; and Crusader for real criminal or rebel investigations and man-hunts.

Big Brain

BIG BRAIN the Leader of the Guardians

Real Name: Gunther Reich

Alignment: Aberrant

Attributes: I.Q. 13, M.E. 19, M.A. 15, P.S. -, P.P. -, P.E. 14, P.B. 17, Spd. 11 (hover/glide)

Age: 40 **Male** **Weight:** 20lbs **Height:** --

Hit Points: 39 **S.D.C.:** 200



Disposition: Cunning, clever manipulator, confident, self-reliant.

Power Category: Experiment/Psionics

Super-Power: Psionics (considered a natural psionic) 143 Inner Strength Points (I.S.P.), abilities include: **Bio-Manipulation;** can inflict blind, deafness, mute, pain, paralysis, stun, tissue manipulation, range 160ft, costs 6 I.S.P., duration 4-16 minutes (see H.U., pg. 69). **Telekinesis,** the ability to move physical objects with a mere thought; maximum weight 1500lbs, range 720ft, duration 10 minutes, cost varies (see H.U., pg. 73). **Telepathy,** read surface thoughts, mental communications telepathic probe, range 340ft, duration 30 minutes maximum, I.S.P. costs 4 (6 for probe) (see H.U., pg. 73). **Secondary psi-powers** include: **Hypnotic Suggestion,** induces his will upon another through the power of suggestion; range 12 feet, duration varies, I.S.P. cost 2 I.S.P. per suggestion. **Mind Block;** a mental wall that prevents penetration of telepathy, empathy, empathic transfer, and detect psionics; range: self, duration: 10 minutes per 4 I.S.P. **Detect Psionics:** a mental probe that detects psionics in others; range: 620 yards, duration: 2 minutes, I.S.P. cost: 2. **See Aura;** allows the psionic to see the aura of all things indicating general alignment, level, condition, and so on; range: 120ft, duration: 4 melees per every 4 I.S.P. (see H.U., pg. 74 for detailed descriptions of all secondary psionics).

Level of Experience: 10th

Level of Education: Three years of College

Scholastic Bonus: +16%

Occupation: Law Enforcement (special government operative).

Scholastic Skills (all include scholastic bonuses)

NOTE: Only skills that still apply to the bodiless being are listed.

Chemistry: Basic	98%
Chemistry: Analytical	96%
Basic Math	98%
Algebra	98%
Trigonometry	98%
Calculus	98%
Computer Technology/Operation	98%
Research	98%

Secondary Skills (only those applicable)

Speak, Read, Write: Earth English	98%
Speak, Read, Write: Earth Russian	98%

Speak, Read, Write: Earth Spanish 98%
 Study Earth World History 98%
 Study Georwell World History 98%
 Study/Read Georwell Literature 98%
 Drugs 98%
 Medical: First Aid 98%

NOTE: Big Brain can communicate with all intelligent creatures via telepathy without being conversant in the actual tongue.

Combat Skills

Attacks per Melee: Six Psionic
Bonuses to Strike via Telekinesis +2; Parry +2; Dodge +3; Damage none; Save vs Psionics +2.

Damage Resistance: Electricity, heat, fire, cold, radiation and energy attacks do half damage. Gas and physical, kinetic attacks, such as punches, bullets etc. have NO effect, while psionics do full damage. However, he can protect himself from kinetic assault via a telekinetic force field and telekinetic parry and counter attacks.

Personal Profile: The Big Brain is the victim of his own chemical and radiation experiment that went awry. On that day Gunther Reicht, the man, died and was resurrected as a living field of electro-magnetism, possessing great psionic powers. A natural leader and strategist, he was recruited by the government as a secret agent and eventually assigned as the leader of the Guardians

Of all the Guardians he is the most aware of the government's corruption and the evil of the Council Central. However, Big Brain could care less. Free of his corporeal form, he is becoming increasingly distant from the concerns of the flesh. Now he derives pleasure in implementing his own strategies and manipulation in his rise to power. His ultimate goal is to become a member of the Council Central where he can expand his games on a global scale.

Aware of his intentions, the Council has refrained from taking any action against him. For the time being, Big Brain is a useful knight in the council's own games. While this may be risky they are well aware that Big Brain is far too cautious to overstep his bounds and not likely to betray them as long as they serve "his" purposes. Indeed the Brain will not move against the Council unless he is confident of success or backed to the wall. The latter is something the Council Central makes a point to avoid. This provides him with minimal interference from authority, insuring his current loyalty. (G.M. NOTE: Depending on the circumstances it is possible that the Big Brain will join forces with the Justice Machine if he believes they have a real chance at usurping the control of Georwell. Of course, once the Justice Machine have served their purpose they will be eliminated. Currently he is the J.M.'s most deadly adversary for he's a master of deception who controls the fanatics and madmen known as the Guardians.)

Surprisingly well balanced and adjusted to his non-human condition, the only tell-tale emotional trauma is a phobia (fear) of contamination through radiation or chemicals. Physically the Big Brain is a radiant aura of swirling energy. Even in this non-corporeal form he can be damaged by physical and psionic attacks. This includes energy (heat, cold, electrical, laser, etc.) which do half normal damage, as well as more conventional kinetic attacks, such as punches, clubbing, stabbing, shooting etc. which do one third normal damage. His structural damage capacity (S.D.C.) is much higher than normal which affords him a degree of natural protection in addition to his telekinetic force field. Although he can be injured he doesn't suffer conventional damage and can't receive conventional medical treatment. A natural healing factor automatically engages when damage is sustained. Both hit points and S.D.C. are regenerated at the normal rate. If severely injured Big Brain may be forced to go into hiding and wait while his body recuperates.



Crusader

CRUSADER

Real Name: Dirk Patrick

Alignment: Scrupulous

Attributes: I.Q. 9, M.E. 13, M.A. 16, P.S. 20, P.P. 15, P.E. 17, P.B. 19, Spd. 21.

Age: 36 **Male** **Weight:** 200lbs **Height:** 6ft 8ins

Hit Points: 49 **S.D.C.:** 62

Disposition: Super patriot, impudent, confident, self-reliant. Second in command of the group, the Guardians. Dislikes Phaser and Malefactor because they fight for the betterment of Georwell.

Power Category: Special Training/Espionage

Training includes: Hand to Hand: Martial; Investigative Criminal Science/Forensics 85%; Tracking 85/75%; Pick Locks 84%; Escape Artist 85%; W.P. Blunt (special shield); W.P. Energy Pistol. **Bonus:** +5% on all espionage skills (included in stats).

Level of Experience: 9th

Level of Education: Military Specialist

Scholastic Bonus: 15%

Occupation: Law Enforcement (government special operative)

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Basic Biology	98%
Computer Technology/Operation	98%
Music: Sing	64%
Foreign Language: Earth English	98%
Surveillance Systems (Espionage)	95%
Drugs (Espionage)	98%
Survival Skills (Espionage)	98%
Swimming: Competitive	98%
Gymnastics	
Climbing	92/98%

W.P. Energy Rifle

W.P. Blade

Secondary Skills

Body Building/Weight Lifting

Running

Prowl 73%

Fishing 98%

Craft/Needlework 85%

Pilot: Motorcycle 98%

Pilot: Automatic 98%

Pilot: Manual Transmission (stick) 98%

Pilot: Single Engine Plane 98%

Medical: First Aid 96%

NOTE: Don't forget Crusader's special training skills under his power category.

Combat Skills (all bonuses are included)

Attacks per Melee: Six

Bonuses to Strike +3, Parry +3, Dodge +3, Damage +5, Roll with Punch or Fall +7, Pull Punch +4.

Knock Out/Stun on 17-20

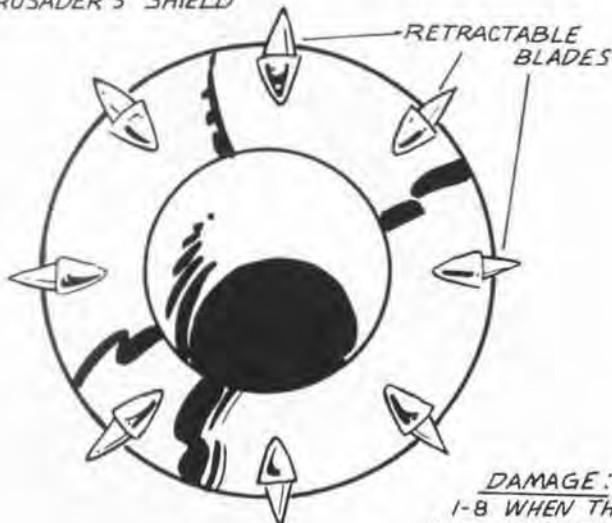
Body Throw/Judo Flip does 1-6 damage.

Other Abilities: Karate Kick does 1-8 damage, Leap 40ft high and long, Back Flip 98%, Climb Rope 98%, Excellent Balance 98%.

Personal Profile: Crusader, in many ways, is a mirror image of a younger Challenger, the leader of the Justice Machine. Dedicated, competent, unshakeable in his convictions, steadfast in his belief in the system. Ironically both Crusader and Challenger advanced through the ranks as government agents together and were good friends until Challenger was branded a traitor. Unfortunately, Crusader's convictions blind him to Challenger's innocence, just as it blinds him to the corruption that abounds within the system he has sworn to protect. His personal insight about Challenger makes him a particularly dangerous adversary for he knows how Challenger thinks, plans, his combat techniques, as well as his attitudes and habits. Yet if any of the Guardians can be swayed it's Crusader. If somebody could conclusively prove the evils of the Council Central he would join the Justice Machine or the rebels to crush the Council's tyranny.

As second in command of the Guardians he has no delusions about his companions' powers, skills, or attitudes/alignments. He knows each one for what they are and in the case of Phaser, Nightlightning and Malefactor tolerates them only because they are members of the team serving the good of the people (or government). Big Brain and the Council Central rarely involve Crusader in dirty assignments, such as political assassination, smear campaigns or terrorism. The latter assignments are usually reserved for Big Brain, Phaser, Nightlightning, Malefactor, and occasionally Monolith and the Hunk.

CRUSADER'S SHIELD



DAMAGE:
1-8 WHEN THROWN
2-12 WITH BLADES
EXTENDED

Crusader's weapons are his fists and his shield. The shield is nearly indestructible, constructed of exceptionally tough metal alloys which act as both an offensive and defensive weapon. Hand-held, the shield adds a bonus of +3 to parry and does 1-8 damage as a blunt weapon (plus normal damage bonus). It can also be hurled like a frisbee or discus doing 2-12 damage (plus normal damage bonuses). Crusader's skill with the shield makes him +3 to strike even when thrown.

The Hunk

THE HUNK

Real Name: Alexander Hogan

Alignment: Anarchist

Attributes: I.Q. 9, M.E. 12, M.A. 19, P.S. 30, P.P. 15, P.E. 22, P.B. 14, Spd. 16.

Age: 34 **Male** **Weight:** 300lbs **Height:** 5ft 8in

Hit Points: 49 **S.D.C.:** 152

Disposition: Surprisingly calm, quiet and sedate; confident but not over-confident. Fanatically loyal to the Georwell government and his fellow Guardians. Tends to be mean and violent when angry.

Power Category: Mutant

Super Power: Extraordinary strength; can carry and throw up to 15,000 lbs and can lift or hold up to 30,000 lbs. As a result of his mutant physical structure he is also very broad and stocky adding to his exceptional strength and physical endurance (P.E.). NOTE: All bonuses have been included in skills and abilities (See H.U., pg. 111 for detailed power description).

Level of Experience: 6th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Law Enforcement

Scholastic Skills (all include scholastic bonuses)

Basic Math 98%

Basic Biology 75%

Music (Tuba) 60%

Computer Technology/Operation 95%

Swimming: Basic 98%

Wrestling

Secondary Skills

General Athletics

Body Building/Weight Lifting

Running

Hand to Hand: Basic

Basic Electronics 70%

Basic Automotive Mechanics 70/65%

Medical: First Aid 84%

Drugs 90%

Pilot: Automatic 98%

Pilot: Manual Transmission (stick) 98%

Pilot: Single Engine Plane 96%

Pilot: Motor/Speed Boat 92%

Speaks Earth English 82%

Combat Skills

Attacks per Melee: Four

Bonuses to Strike +2, Parry +3, Dodge +3, Damage +17, Roll with Punch or Fall +5, Pull Punch +3, Save vs Toxins +4, Save vs Coma/Death +11%; very charismatic, 60% likelihood of impressing or intimidating.

Pin/Incapacitate by holding on a natural roll of 18-20. **Crush/Squeeze** does 1-4 damage plus damage bonus.

Body Block does 1-4 damage (+4 due to weight and strength; No other damage bonuses apply) with a 60% chance of knocking opponent down.

Kick Attack does 1-6 plus damage bonuses.

Malefactor

MALEFACTOR

Real Name: Catherine Dexter

Alignment: Diabolic

Attributes: I.Q. 13, M.E. 12, M.A. 7, P.S. 23, P.P. 20, P.E. 19, P.B. 15, Spd. 20.

Age: 23 **Female** **Weight:** 165lbs **Height:** 6ft 4ins

Hit Points: 26 **S.D.C.:** 104

Disposition: Mean, suspicious, vengeful, quick tempered, easily aggravated. Anti-social in the extreme, she has an unreasoning hatred of men, not that she's overly fond of women.

Power Category: Physical Training

Training Includes: Boxing, Wrestling, Gymnastics, Hand to Hand; Assassin, W.P. Chain (her special ball and chain). NOTE: her ball and chain was provided by the government and is constructed of a special super tough, yet light weight metal alloy. **Weight:** 60lbs, does 3-18 damage and is specially balanced.

Level of Experience: 4th

Level of Education: Military Training (enlisted)

Scholastic Bonus: +8%

Occupation: Law Enforcement (special government operative)

Scholastic Skills (all include scholastic bonuses)

Basic Math 98%

Computer Operation/Technology 98%

Writing: Non-fiction 50%

Research 63%

World History: Georwell 90%

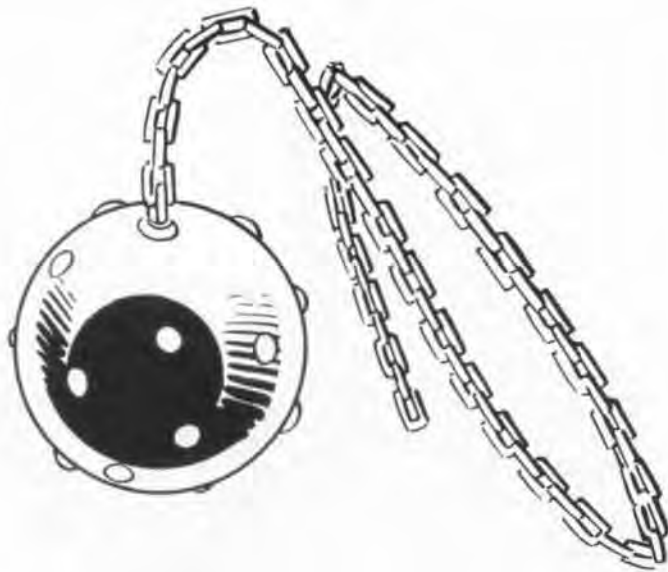


Personal Profile: The Hunk is the most powerful of the Guardians in sheer brute strength. Recruited by the government late in life, he is the least educated or skilled of the group. However, he is far from stupid, is quite aware of his own strengths and weaknesses and rarely oversteps his limits. The Hunk tends to cunningly, unobtrusively observe as much as he can. In combat he is a crafty, competent fighter with an incredible stamina and street savvy. Unless battling in anger he will never fight in haste or to the death.

The Hunk is aware of the corruption and extreme measures of discipline (assassination, terrorism, etc.) used by the Georwellian government to maintain its power. He approves of such tactics feeling that the end justifies the means, for the welfare of the majority always overrides those of the minority. Fanatically loyal, he is proud to serve Georwell crushing anyone who opposes the state. This fanaticism is a marvelous tool for the Council Central for he will accept any mission without question and with blind devotion. His loyalty and ever vigilant eyes also keeps the rest of the Guardians on the straight and narrow. He is so faithful that he would NEVER betray Georwell or the Guardians even under the pain of death.

In regards to the Justice Machine, their possible innocence is of no concern to the Hunk. If the government wants them eliminated as enemies of the state, so be it. If the Justice Machine were to suddenly be granted amnesty he would accept them as friends and allies. Of course this is not saying that he might not pretend to believe in their innocence and join the Justice Machine in order to destroy them.





Explosives/Demolition	53/48%
Investigative	58%
Criminal Sciences/Forensics	63%
Surveillance Systems	58%
Pilot: Military Land Vehicles	78%
W.P. Energy Rifle	

Secondary Skills

General Athletics	
Body Building/Weight Lifting	
Automotive Mechanics: Basic	60/45%
Photography: Still	60%
Speak Earth English	72%
Pilot: Race Car	66%
Pilot: Motorcycle	92%
Pilot: Motor/Speed Boats	84%

Combat Skills

Attacks per Melee: Five

Bonuses to Strike +5, Parry +6, Dodge +6, Damage +12; Roll with Punch or Fall +7, Pull Punch +3, Save vs Toxin +2, Save vs Coma/Death +8%.

Knock Out/Stun on a natural 20.

Pin/Incapacitate by holding on a natural 18-20

Crush/Squeeze does 1-4 damage plus damage bonus.

Body Block does 1-4 damage, 60% chance of knocking opponent down.

Other Abilities: Excellent Balance 80%, Climb Rope 86%, Climbing 44/59%, Back Flip 98%, Prowl 50%, Leap 12ft high or long.

Personal Profile: The woman, **Malefactor**, is an extremely dangerous misanthrope recruited from the military. She is driven by a psychotic hatred of all men, not that she's particularly fond of any humans, male or female. This hatred manifests itself as extreme competitiveness and hostility. Despite an eternity of psychiatric analysis the roots of this insanity remains a mystery and her hostility kept in check only by her fear of the **Council Central** (NOTE: she correctly believes that the Council will eliminate her if she should cross them).

Malefactor is super-competitive, cunning and merciless in combat. Her attacks are devastating, always designed to do maximum damage to an opponent. Her hatred and need to best any male adversary makes her a cruel, dirty fighter who often resorts to trickery and back stabbing. Malefactor's insanity enables her to fight without fear or hesitation, however it also makes her vulnerable to over-reaction, bad judgment fueled by anger and standing against unwinnable odds. She is easily prompted into action by cat-calls and insults and she will NEVER admit defeat until she is clearly vanquished (which better mean she's unconscious, imprisoned or dead because she will strike out at a foe even if she claims surrender).

Her ball and chain are a special weapon specifically designed for her. It is composed of extraordinary, tough, yet light weight metal alloys that can easily withstand most energy blasts, extreme heat and cold. **Game master's Note:** For all intents and purposes you should consider it to be indestructible. I have not assigned it an Armour Rating or S.D.C. because it would be futile and slow the character's play time to keep track of damage everytime it hits something or is itself hit. Any opponent worth his/her salt will want to subdue Malefactor rather than destroy her weapon, for she's much more vulnerable than the ball and chain. **Damage** from the weapon does 3-18 plus Malefactor's P.S. damage bonus of +8 and hand to hand damage bonus of +4; total +12 damage.

As for the **Justice Machine**, she cares nothing about their innocence only in destroying them. Generally Malefactor views them as soft and even cowardly adversaries, confusing compassion with weakness.

Monolith

MONOLITH

Real Name: Ivan Lefkosky

Alignment: Anarchist

Attributes: I.Q. 14, M.E. 12, M.A. 11, P.S. 25, P.P. 14, P.E. 20, P.B. 14, Spd. 18.

Age: 35 **Male** **Weight:** 200lbs **Height:** 6ft 6ins

Hit Points: 54 **S.D.C.:** 136

Disposition: Confident, mean, arrogant; feels superior to all others. A cocky bully, he is one of the most famous and hated of the Guardians. Only his loyalty to the state transcends his greed and selfishness.

Power Category: Mutant

Super Power: Growth (see H.U., pgs. 112-113 for complete explanation). Maximum size possible is 40ft, most common heights used are 30ft and 40ft. (Note Titan's stats for 15ft and 20ft as they are basically the same). The following bonuses apply only when giant-size. **Bonuses at 30ft tall:** body weight increases (add 750lbs); S.D.C. +96, P.S. +8, providing an additional damage bonus of +20; this is in addition to his formidable normal bonus of +10 combining for a total of +30 when 30ft tall. He is +2 to strike, speed becomes 54 and he can carry or throw up to 1600lbs and lift up to 3200lbs. **Minus -2** to parry and dodge. **Bonuses at 40ft tall:** Weight increases (add 1020lbs), S.D.C. +136, P.S. +11, providing an additional damage bonus of +27; this is in addition to his normal bonus of +10 combining for a total of +37 to damage when 40ft tall. He is +2 to strike, speed becomes 90 and he can carry or throw up to 1800lbs and lift up to 3600lbs. **Minus -2** to parry and dodge.

Level of Experience: 8th

Level of Education: Military Training

Scholastic Bonus: +8%

Occupation: Law Enforcement (special government operative)

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	88%
Music Composition	64%
Computer Technology/Operation	98%
Swimming: Competitive	98%
Speak Earth English	98%

Boxing

Hand to Hand: Basic

Gymnastics

Investigative 78%

Surveillance Systems 78%

W.P. Rifle

W.P. Energy Pistol

Secondary Skills

Body Building

Running

Pilot: Motorcycle 98%

Pilot: Manual Transmission (stick) 98%

Drugs 98%

Cook 98%
Carpentry 70%
Pick Locks 68%

Combat Skills (all bonuses are included)

Attacks per Melee: Six

Bonuses to Strike +2 (+4 when giant), Parry +4 (+2 when giant), Dodge +4 (+2 when giant), Damage +12 (+23 when 20ft tall, +32 when 30ft tall, +39 when 40ft tall); Roll with Punch or Fall +6, Pull Punch +2.

Kick Attack does 1-6 damage (plus damage bonuses)

Can carry 1250lbs and lift 2500lbs when at normal size.

Other Abilities: Balance 98%; Sense of Direction 98%; Walk Tightrope 98%; Climb 68/83%; Leap 24ft high and 24ft long (48ft long and 48ft high when 30 or 40 feet tall).

Personal Profile: Monolith the "Giant Man of Georwell" is an infamous blood and guts national hero. A rough, tough street fighter with a license to kill, he has established himself as the strong-arm man of the Guardians. Those who really know him know that he is an egotistical brute fond of bullying and cruelty. Although selfish in the extreme, he is loyal to the Georwellian government for it allows him a wonderful opportunity to fully vent his hostility and express his domination over others while simultaneously gaining the adoration of the people.

Monolith's history of abusive aggression goes all the way back to his sibling rivalry with his younger brother Jemin (Titan). Throughout his childhood he brutally intimidated Jemin both physically and emotionally, a rivalry that has continued into adulthood. It has always incensed Monolith that Jemin was accepted as a member of the prestigious Justice Machine over himself. Monolith's personal goal is to prove that Titan is not worthy of his post as a Justice Machiner. Thus, it has pleased him greatly that Titan and the others have been branded as traitors.

Titan believes that he is at least, in part, responsible for Monolith's death which he believes occurred when the Justice Machine fled Georwell (J.M. comic book issue #2). Unknown to Titan and his cohorts Monolith is very much alive, anxiously awaiting a rematch. The actual incident that led to his presumed death was the result of **Nightlightning's** rash action in combat with **Blazer**. The fiery explosion that resulted left an unconscious, bruised and superficially cut and deceptively bloody Monolith stretched across the floor. However, his physical injuries were insignificant compared to the severe blow dealt to his ego.

In regards to the Justice Machine he has not concerned himself with any thoughts about their possible innocence. Instead he longs only for the opportunity to prove that the Guardians are better than the J.M. by defeating them in combat. Monolith is particularly anxious to confront his brother, Titan.



Nightlightning

NIGHTLIGHTNING

Real Name: Ronald Philips

Alignment: Miscreant

Alignment: I.Q. 10, M.E. 7, M.A. 13, P.S. 16, P.P. 15, P.E. 12, P.B. 6, Spd. 14.

Age: 32 **Male** **Weight:** 182lbs **Height:** 6ft

Hit Points: 32 **S.D.C.:** 112 plus 150 when electric

Disposition: Cocky, arrogant, braggart, talkative, daring. Psychotic and neurotic from the accident that gave him his superpowers, he enjoys combat that leans toward mindless aggression (see Personal Profile) and is sadistic.

Power Category: Experiment (freak accident)

Super Power: As the result of a bizarre accident technician, Ronald Philips, was endowed with an unusual electric super-power; **alter physical structure:** electrical/lightning. Game masters this is a NEW super-power not found in the Heroes Unlimited rule book, as with Talisman's Karma power, this is an optional power that you may wish to allow players to have.

Description: Characters with this ability can instantly transform into a living electrical conduit as well as manipulate and control aspects of electricity. **Armour Rating 14, S.D.C. 150;** is provided by the electrical field generated around the character making him semi-invulnerable. Attackers using conventional weapons such as clubs, knives, or guns must roll a 15 or higher to strike and do damage. Any roll less than 15 bounces off harmlessly doing no damage to the S.D.C. or hit points. Fist-i-cuffs will do damage if the attacker rolls 15 or higher, however the attacker also takes 1-6 damage by striking the electrically charged person. All attacks above a roll of 15 strike and do their normal amount of damage. The only exceptions are: electricity/lightning do NO damage, energy weapons do half damage.

Electrical field generated constantly when transformed doing 1-6 damage to anyone who touches the character. People clad in or holding iron, steel, or an electrically conductive material will take 2-12 damage while grounded and insulated persons take no damage.

Generate electricity: **Range:** around himself in a radius of five feet per level. **Damage:** 1-8 per melee to anyone caught in the electrical field. **Duration:** as long as desired, and can also use another electrical power simultaneously (unlike the similar energy expulsion power).

Lightning bolt: **Range:** 30ft per level of experience; **Duration:** instant; **Attacks per Melee:** two; **Bonus to strike:** +2; **Damage:** 1-6 per level of experience; **Saving throw:** dodge.

Mini-lightning bolts: **Range:** 50ft per level of experience; **Duration:** instant; **Attacks per melee:** up to six charges either released individually or simultaneously; **Bonus to strike:** +1; **Damage:** 1-6 each; **Saving throw:** dodge. **NOTE:** bolts can be directed at a specific target or shot out from the body in all directions.

Electrical ray or blast emits a line of electricity from the fingers or eyes. **Range:** 6ft per level of experience; **Duration:** can be discharged as a momentary blast or as a continuous line doing 2-12 damage per melee (15 seconds); **Attacks per melee:** one continuous (2-12 damage) or two short blasts (1-6 damage each); **Bonus to strike:** +2; **Saving throw:** dodge.

NOTE: all electrical attacks do double damage when the target is in water or in contact with iron/steel.

Flight is a power that some of these characters are capable of, such as Nightlightning, by travelling along electro-magnetic streams. To determine whether or not a character can fly roll percentile dice, 1-34 can fly; 35-00 cannot fly. The player can roll again to see if flight abilities have developed at level four, eight and twelve.

If flight is possible the character can hover and propel himself at a maximum speed of 50mph; +2 to dodge in flight.

Game Masters: here is the modified Physical Structure Table if you wish to include this power in the Alter Physical Structure powers:

1-20	Ice
21-40	Metal
41-60	Fire
61-80	Stone
81-00	Electricity

Level of Experience: 5th

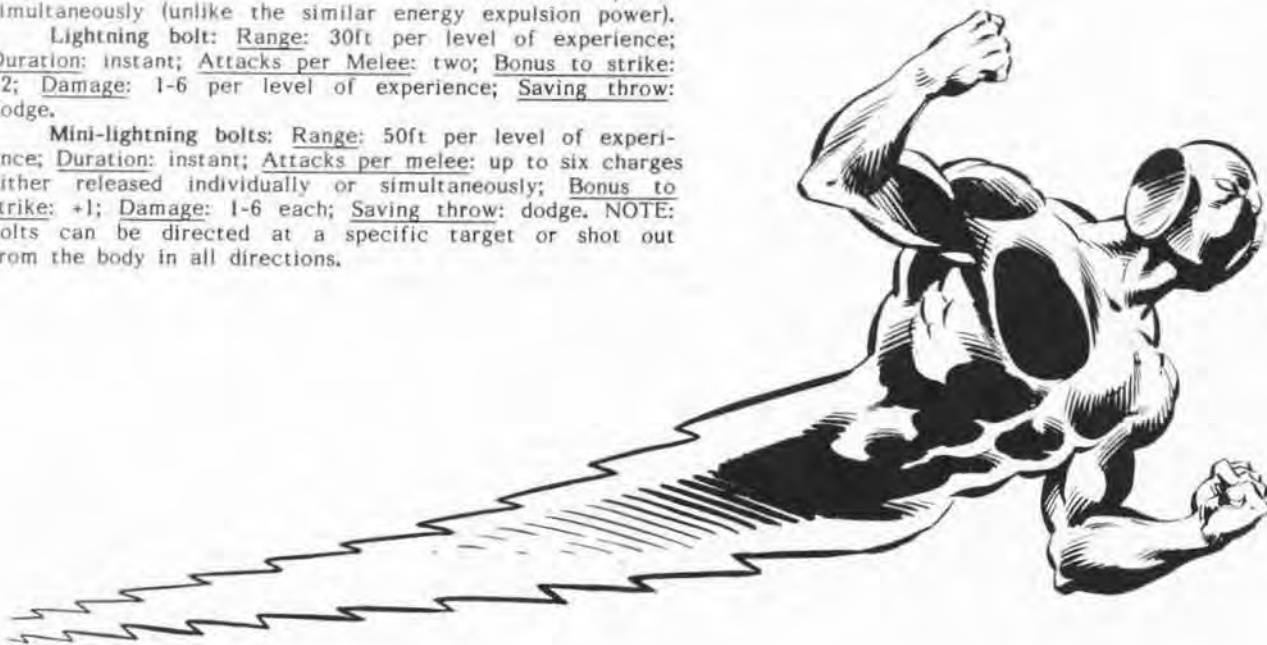
Level of Education: Special Training/Electrical Technician

Scholastic Bonus: 20%

Occupation: Law Enforcement (special government operative)

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	65%
Sculpture (Metal Work)	66%
Computer Technology/Operation	85%
Calculus	98%
Physics	70%
Algebra	98%
Electrical Engineering	85/75%
Mechanical Engineering	85/75%
Fencing (W.P. Blade)	
Hockey	
Swimming: Competitive	98%



Secondary Skills

General Athletics

Body Building/Weight Lifting

Hand to Hand: Martial

Pick Pockets

55%

Automotive Mechanics: Basic

65/50%

Cook

90%

Speak Earth English

77%

Pilot: Motorcycle

90%

Pilot: Automatic

98%

Pilot: Twin Engine Plane

85%

Combat Skills (all bonuses are included)

Attacks per Melee: Four

Bonuses to Strike +5, Parry +4, Dodge +4, Damage +1;

Roll with Punch or Fall +5, Pull Punch +4, +2 to Dodge in Flight.

Karate Kick does 1-8 damage

Body Block does 1-4 damage, +1 to strike, 50% chance of knocking opponent down.

Personal Profile: The madman **Nightlightning** was endowed with his extraordinary powers through a freak accident while working with **Maxinor** on the advanced proto-type of the Dimension Lock teleporter. Consumed by an energy implosion of negatively charged electricity the unfortunate technician's entire body seem to disintegrate. Moments later he reappeared screaming, burnt and coursing with electricity. After six months of tests and recuperation he was recruited as a special government operative which eventually lead to his assignment with the **Guardians**.

Although empowered with the ability to transform into a sort of living dynamo generating, absorbing and directing electricity (as well as fly); the incident has left **Nightlightning** scarred emotionally as well as physically. He blames **Maxinor** for the pain and deformity he has suffered, thus he craves to extract an equally painful revenge. If the opportunity presents itself, **Nightlightning** will destroy, or better yet, maim or mutilate, everything **Maxinor** holds precious. This will include **Maxinor's** son **Youthquake**, friends, allies, and position. **G.M.'s** remember, this is a very sick individual.

The mental and emotional scars are far more terrible than his physical ones having created a sadistic killer. Neurotic, he enjoys inflicting pain, torturing to extract information as well as for personal pleasure. Furthermore, he is increasingly leaning toward mindless aggression. This means that there's a 72% likelihood of **Nightlightning** giving-way to mindless aggression, going into a berserker rage, attacking foe or friend or anyone who gets in his way. Under this state he will battle irregardless of any personal danger. Unless physically subdued he will continue his battle or torture even if the roof is literally coming down around his ears. Stimulations that can plunge him into this state include a severe blow to his ego (frustration, anger) or too the collective ego of the **Guardians**, feeling trapped, and prolonged combat (more than four or five minutes) which will result in a frenzied blood lust. This last condition may even result when he's torturing someone or extracting a particularly cruel revenge. **Game Master's Note:** **Nightlightning's** psychosis is **NOT** fully developed, consequently it differs from the typical one listed in the **Heroes Unlimited** rule book, page 145.

Nightlightning's mental state makes him dangerous even to his own teammates for whom he cares very little. Yet this same condition makes him the ideal pawn of the **Council Central**. He cares nothing about corruption, injustice, or evil. All he craves is the opportunity to satisfy his own depraved pleasures; opportunities that in his employment as a **Guardian** are often provided. It's his license to kill and the opportunity to vent his cruelty that keeps him loyal to the **Guardians** and the **Council Central**. **Big Brain** is particularly astute at controlling him through psionic manipulation, while **Crusader** and **Malefactor** hate him and have great difficulty working at his side; sentiments mirrored by **Nightlightning**.

In regard to the **Justice Machine** he only wants to serve **Georwell** by destroying its enemies (and if you believe that one . . .). **Nightlightning** likes to kill so that's what

he'll do. The **J.M.** will become special targets once he discovers that they consort with the hated rebel **Maxinor**.

Phaser

PHASER

Real Name: Michiael Checkov

Alignment: Miscreant

Alignment: I.Q. 10, M.E. 10, M.A. 7, P.S. 14, P.P. 16, P.E. 14, P.B. 14, Spd. 16.

Age: 29 **Male** **Weight:** 150lbs **Height:** 5ft 10ins

Hit Points: 34 **S.D.C.:** 65

Disposition: Sneaky, quiet and withdrawn; but tends to be over-confident, cocky and melodramatic. Enjoys stalking victims and the thrill of capture and torturing.

Power Category: Mutant

Super Power: Intangibility (see complete description in H.U., pg. 113). This enables **Phaser** to pass harmlessly through solid objects and in this rare case, become so light as to walk or glide through the air. He cannot engage in combat while intangible, needing to become solid to strike a blow. Even intangible he is vulnerable to electricity (does ½ damage), psionic attacks, and gas attacks (both do full damage).

Level of Experience: 6th

Level of Education: Military Specialist/Assassin

Scholastic Bonus: 15%

Occupation: Law Enforcement (special government operative)

Scholastic Skills (all include scholastic bonuses)

Basic Math

98%

Algebra

98%

Computer Technology/Operation

98%

Basic Biology

90%

Sculpture

72%

Foreign Language: Earth English

98%

Political History

98%

Investigative

90%

Pick Locks

76%

Tracking

80/75%

Sleight of Hand

70%

Prowl

80%

Boxing

W.P. Energy Rifle

W.P. Energy Pistol

Hand to Hand: Assassin

Secondary Skills

Body Building/Weight Lifting

Swimming: Basic

98%

General Athletics

W.P. Blade

W.P. Blunt

Basic Electronics

70%

Hunting (W.P. Rifle)

65%

Pilot: Motorcycle

98%

Pilot: Manual Transmission (stick)

98%

Pilot: Single Engine Plane

96%

Combat Skills (all bonuses are included)

Attacks per Melee: Six

Bonuses to Strike +3, Parry +6, Dodge +6, Damage +4;

Roll with Punch or Fall +5, Pull Punch +3.

Knock Out/Stun on natural 20.

Other Abilities: Body Block does 1-4 damage (+1 to strike)

Personal Profile: **Phaser** tends to be withdrawn but given to moments of exuberance, melo-drama and speech-making during combat or dire situations. He is a predator who delights in the stalking of his prey more than the actual kill. Like **Nightlightning** he too enjoys performing acts of cruelty and has been known to drive his victims to the edge of madness before laying them to rest. While stalking his victim, **Phaser** often stages several death games; false kills which drive his victim into a nervous state of collapse. Like a ghost he appears and disappears always making it seem as if he could have slain you at that very moment except that he has ordained otherwise. In his intangible state, and spectre white costume, he



does appear to be quite a ghost-like apparition impervious to most mortal attacks. Of course, this is far from true, but few adversaries have knowledge of his susceptibility to gas or electricity (and psionics) or have the opportunity to use them when he makes his final assault.

Phasor is aware of the Council Central's corruption, having performed a number of delicate liquidations of non-criminals whom the Council felt potentially threatening. His concern is wealth, freedom and glory; all of which are amply awarded as a **Guardian**, servant of the Council.

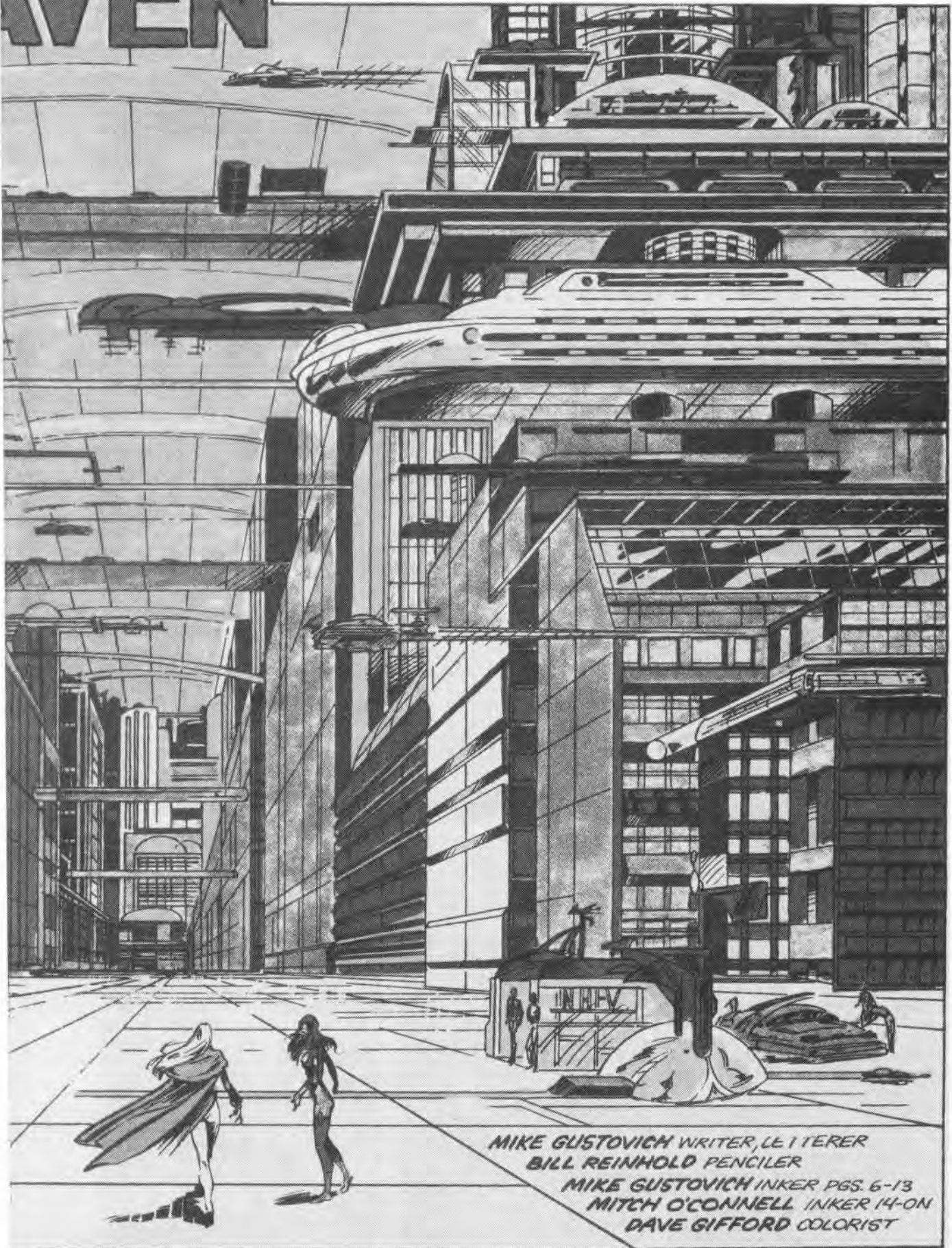
Of all the Guardians he has the greatest respect for **Big Brain**, followed by the **Hunk**, and **Cursader** although he thinks him a patriot fool. He recognizes **Nightlightning** and **Malefactor** as being lunatics and just doesn't like **Monolith**, not that they don't get along.

In regard to the **Justice Machine**, Phasor is privy to knowledge, via his close association with the Council Central, that they are all innocent of most charges. However, he doesn't concern himself with politics and is far too cowardly to ever consider crossing the Council Central. Phasor views the Justice Machine as just another contract to execute at the appropriate time. Questions of innocence or guilt are rarely a factor in any termination contract. He personally hopes to get the chance to stalk **Demon** to see just how tough he really is. (**G.M. Note:** Phasor is aware of **Demon's** drug addiction). He respects **Challenger**, **Diviner**, and **Titan**, while the others are fools and children.

NEWHA



AVEN



MIKE GUSTOVICH WRITER, LETTERER
BILL REINHOLD PENCILER
MIKE GUSTOVICH INKER PGS. 6-13
MITCH O'CONNELL INKER 14-ON
DAVE GIFFORD COLORIST

New Haven (the secret city)

Hammet Dash, a genius in business investments and research, inherited his father's business and international holdings and doubled it; by his thirty-second birthday Dash was worth \$870,000,000. To disguise his direct involvement, Dash had cleverly distributed his wealth into independent holding companies and numerous corporations. Thus, while the man was recognized as a reputable business magnate, he was not recognized as the true financial (and political) power that he really was. This enabled him to operate with a degree of anonymity and flexibility that would not be afforded him otherwise. In recent years he has invested ALL his personal assets, as well as liquidating the majority of his business assets, to finance his personal dream, **New Haven**. A number of other financiers and supporters have contributed funds, technology and equipment to build New Haven. These dozen or so individuals are permanent members of the N.H. community involved in their own dreams/research in the technological paradise they've helped to create. These investors are basically silent partners with Dash as the active chairman of the board and major investor.

New Haven is the culmination of a dream that Dash has nurtured since adolescence; the dream of a better, more perfect world. A world of high ideals, equally high technology, research and development, study and advancements in every science. A better place where man can excel to create a better world. A place that encouraged an unrestricted imagination. To Dash, New Haven is that place; a refuge or haven, for creativity, art and science. A place where man can grow without restriction, where his heart, mind, and soul can soar to its absolute heights.

Unfortunately, while Dash's motives are honorable, his methods are far from orthodox. His insufferable ego and stubbornness has spurred him to continue with his New Haven project regardless of the legal, criminal and federal repercussions. He's blatantly ignored federal cautions and concern regarding an independent, privately owned, operated and controlled organization (city) within the continental United States. Such an organization would be operating outside the law and could easily be construed as an act of treason and conspiracy to undermine the United States of America. The U.S. government's cautions has only prompted Dash to be that much more secretive. This could eventually spell doom for the idealistic, multi-millionaire, philanthropist, for the continued existence of New Haven within U.S. territory is indeed a threat to national security. Think about it. We're talking about an independent sovereignty that has established its own government, laws, law enforcement, industry and private army that operates beyond the law. (Dash thinks of it as a giant corporation). Furthermore, extremely experimental, potentially hazardous research such as geo-thermal energy taps, robotics, energy weapons, unconventional food processing, and bionics are promoted without federal guidelines, restrictions or control. Equally disturbing is New Haven's unprecedented human experimentation to create superpowered beings while simultaneously cultivating existing super beings, many of whom add known criminals or vigilantes to their ranks. New Haven's very existence, let alone its radical, extreme left policies, clearly supports and encourages the growing vigilante sentiments that seem to be sweeping the nation. The government could decide to smash New Haven as an example of its intolerance to all vigilantes. Fortunately the federal government has elected to keep the knowledge of New Haven top secret to prevent panicking the American public. Actually they've only recently come to the realization that New Haven really does exist and is not just some odd ball rumour. Investigation into this matter is limited to the C.I.A. only!! At this point they are conducting quiet investigations to uncover the location, purpose and intent of New Haven. Thus far, all investigations have been fruitless (SEE Nightshade in the villain section and his involvement in the C.I.A.'s search for N.H.).

Taking a brief glimpse into the future, we can see

the inevitable intervention of the federal government in New Haven. It is possible for Dash to escape federal prosecution if he agrees to cooperate. To do so, he will have to make agonizing compromises that will put the resources of New Haven at the disposal of the government as a top secret, special operations and research facility. Under these circumstances the government will set up a task-force to act as observers, mediators and overseers, sharing in the management and direction of New Haven. Dash will hate all such suggestions, personally opposing it tooth and nail. Yet in the long run, he will agree to the fed's demands to avoid federal prosecution and imprisonment. Actually it's the only decision he can make to save face for Dash doesn't see himself as a subversive, traitor or vigilante. He had no intention of over-throwing or subverting the government, it's just that compliance with the law inhibited his plans. **Smitty** will be crucial in getting Dash to accept these changes, assisting in the management and emotional transition. It's possible that Smitty may even be given a position equal to or greater than Hammet Dash.

When the feds take over, **Maxinor** will destroy the dimension lock (he's secretly built another smaller unit elsewhere) and flee New Haven. He will not get involved with a government that's unable to deal with their own problems. The **Justice Machine** may also leave although this is not as likely for they will find the government's intervention appealing. It will eliminate many of the concerns the J.M. had about distasteful policies such as the stasis sleep of villains at the discretion of Dash. As ex-patriots, the Justice Machine is impressed with the real freedom of most Earth governments. Thus they are likely to willingly work with the U.S. government as long as everything is on the straight and narrow.

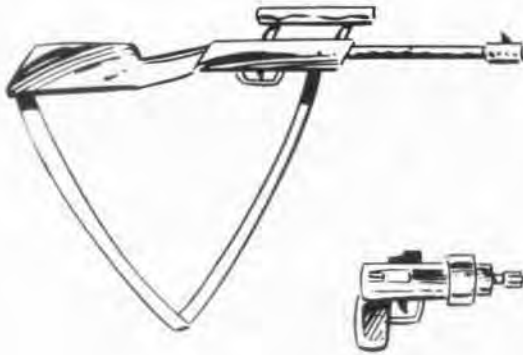
NEW HAVEN SOLDIERS

New Haven is policed by a private security force/army hand selected by Dash and/or Smitty that number 2000 strong. Generally, their daily schedule is very much like a regular police force, patrolling areas, handling crowd control, maintaining the peace, etc. (Crime in New Haven is virtually unknown as there are no indigents or unemployed). Unlike police they are oriented more like soldiers to protect New Haven from intruders, sabotage or invasion. They are often assigned to guard and patrol high security, restricted areas of the city preventing the curious or evil intended from access to dangerous or lethal projects.

Basic Requirements: I.Q. 9 or higher, P.S. 10 or higher; no mercenaries, no criminal record; any alignment, but strive to secure good (or unprincipled) for the position in an attempt to recruit only the most reliable, trustworthy and conscientious people. This doesn't mean that evil or selfish schemers are not found in the army, but only that they are avoided whenever possible.

Basic Trained Skills: W.P. energy pistol, W.P. energy rifle (usually ion powered), W.P. blunt, hand to hand: expert, body building/weight lifting, investigative and surveillance systems. Skill bonus for basic training is +10%. NOTE: there is no need for a detective's division as crime is extremely low and special investigations can be handled by the Free Force, Puma, and the Justice Machine, while ballistics, forensics, pathology, etc. can be handled by New Haven's expert medical staff.





UNIFORM AND BODY ARMOUR

The standard uniform for the security force/soldier is a blue or purple (top security) jump suit with boots and gloves. A matching bullet proof vest covers the chest, stomach, back and neck: A.R. 10, S.D.C. 50, weight 10lbs. A riot helmet, with a built in radio communication unit (one mile range), to protect the head is also part of the standard issue along with: night-stick and holster, handcuffs, stun gun and photo identification card.

GAME MASTER NOTE:

You can use the following basic stats in randomly generating N.P.C. soldiers. Average: I.Q. 9, P.S. 14, P.P. 10, Spd. 14, P.E. 12; Average S.D.C. 30, Hit Points: P.E. plus four per each level of experience. Determination of experience level: roll one 6-sided die with a roll of one being first level, two or three indicates second level, four or five indicates third level and six indicates fourth level.

Weapons

The use of a particular weapon varies depending on the situation. Conventional arms are rarely used so they aren't listed. The following are the common weapons utilized by the N.H. security force.

Tranquilizer guns: Rate of fire: two per melee; damage: renders its victim unconscious within 1-4 melees; duration: 4-16 minutes, saving throw: vs toxins (no affect if successful save), must roll 16 or higher, range: 110ft for a pistol or 800ft for a rifle. These are not standard issue but commonly used.

Stun Gun (standard issue): fires an energy charge that short circuits the nervous system. Victims are dazed: -10 to strike, parry or dodge; duration: 2-8 melees; saving throw: vs toxins (no affect if successful save) must roll a 15 or higher. Range: 100ft; rate of fire: 5 per melee; energy capacity: 16 charges.

Ion Rifle (issued to guards in high security areas and in a crisis). Damage: 6-36; rate of fire: six per melee; range: 1400ft, energy capacity: 8 charges. NOTE: this is a superior weapon compared to the norm (as listed in H.U. rule book).

Night-stick does 1-6 damage; standard issue.

Other typical weapons would include gases/grenades such as tear gas, knock-out gas, paralysis gas, smoke screens (see H.U. rule book, pg. 79, for description). An occasional laser rifle (H.U., pg. 78), explosives (H.U., pg. 84), grenades (H.U., pg. 84), and other conventional items are also used if circumstances demand it.



NEW HAVEN DATA

Note: There is no relationship to New Haven, Connecticut.
Technological level: 10-15 years ahead of the norm.
General level of education: college/trained professionals.
Approximate population: 59,000
Approximate land area: 24 square miles.
Location: under the island of Manhattan, accessing directly into the Atlantic Ocean.
Pneumatic Transit Tunnels exit (in or near) Greenwich village, Brooklyn, Times square, Central Park (north), Long Island City, the East River (north), and under the Manhattan bridge.
Major areas of research: Robotics, bionics, genetics, mutation (specifically as they relate to super beings), geothermic power conversion, synthesization of sea weed, and high technology in general.

BASIC LAYOUT

1) Ecumenical Circle: This is a pleasant, serene area dedicated to theology, philosophy and to a much smaller degree the arts. The inhabitants of New Haven can come here to worship or honor any god or faith they may have chosen to uphold. In addition to places of worship and meditation, a number of small galleries and museums for the arts are scattered through-out the area.

2) Commissary and Business District: To preserve New Haven's secrecy, inhabitant's visits to the surface are restricted. Consequently, Dash has created a section that specifically caters to the more human needs of the people. This area is loaded with movie houses, restaurants, live theatre, concert halls, tennis courts, parks, libraries, college level educational facilities and similar entertainment facilities. Amongst these places are numerous consumer oriented shops, book stores, markets, hobby, clothing and department type stores. This is in addition to the many employee cafeterias and recreation centers scattered throughout New Haven.

Dash's headquarters, personal suite and business offices are also here, along with the business offices of his fellow investors and supporters. Small manufacturers, proprietors and warehouses are also located in this section.

3) Sick bay and Medical Research Center: This is often the hub of activity, for as well as being the medical emergency, treatment, hospital area; it is the center of all medical research including genetics, mutations, bionics and super power research. It's equal to the best institutions in the world. It's here that Dash himself spends much of his time studying the progress of his pet obsession; understanding and inducing physical change or mutation in humans to create super humans. It's here that the Free Force was created along with a few dozen failures. Many of the failures have created superpowered humans who have been driven mad or exhibit escalated aggression and hostility or suffer some physical malady that cannot, as of yet, be corrected. Most of these individuals have been placed into stasis pending a cure or correction. Some robot research is also done in this section, specifically exo-skeletons and consciousness transferal procedures.

4) Detainment: This section is off limits to everyone except security soldiers and individuals like the Justice Machine, Maxinor, Dash and Smitty who have top security clearance. This area includes prison facilities, re-education/training for criminals, psychology ward, private kitchen, infirmary, prisoner recreation court and the infamous stasis chamber. The stasis chamber imprisons the most dangerous, evil and powerful criminals such as Killgore. An area of stasis is also reserved for the victims of superhero experiments gone awry and the terminally ill. It's sometimes used as a temporary confinement for superbeings or individuals that require special orientation, reconditioning or treatment. The stasis chamber is sealed in a giant vault that's guarded around the clock.

5) Geo-Thermic Power Center: This is the only geo-thermic power plant on Earth. The experimental complex does

not actually tap directly into the Earth's molten core, but rather employs a series of miles deep tunnels and tubes that tap escaping heat from the core which in turn powers powerful generators which create enough energy to power New Haven and all of Manhattan. All personnel are carefully screened with only the most professional, dedicated and loyal chosen for permanent positions. Only authorized personnel are allowed in the area.

6) Mineral Refinery and Manufacturing: This section contains a mammoth processing complex for refining, smelting, storage, etc., as well as an equally large manufacturing center specifically designed to satisfy New Haven's needs. It is also the center of robot research, development and manufacturing. The most experimental facility is the mining of the ocean's waters by collecting minerals from the water itself. Unfortunately it has failed, thus far, to produce anything.

7) Communications and Transit: The Communications Center manages all internal communications and broadcasting. They are also responsible for tapping into existing outside lines of communication such as telephone, television, radio etc.. News broadcasts as well as several newspapers are made available and widely distributed. Outside material is also acquired for public availability and libraries. This is a free society, thus communications, literature, news, broadcasts, etc., are not restricted or manipulated in any way.

The transit people direct, maintain, schedule and repair public transport vehicles including buses, public trucks, cars, hover craft and pneumatic transit vehicles and tubes.

Secreted away in a small, high security area is the dimension lock. Constructed by Maxinor, this pan-dimensional teleportation device links New Haven to several rebel sites back on the planet Georwell. Only Dash, Smitty Maxinor, his son Youthquake, and Challenger have official authorized access to the device.

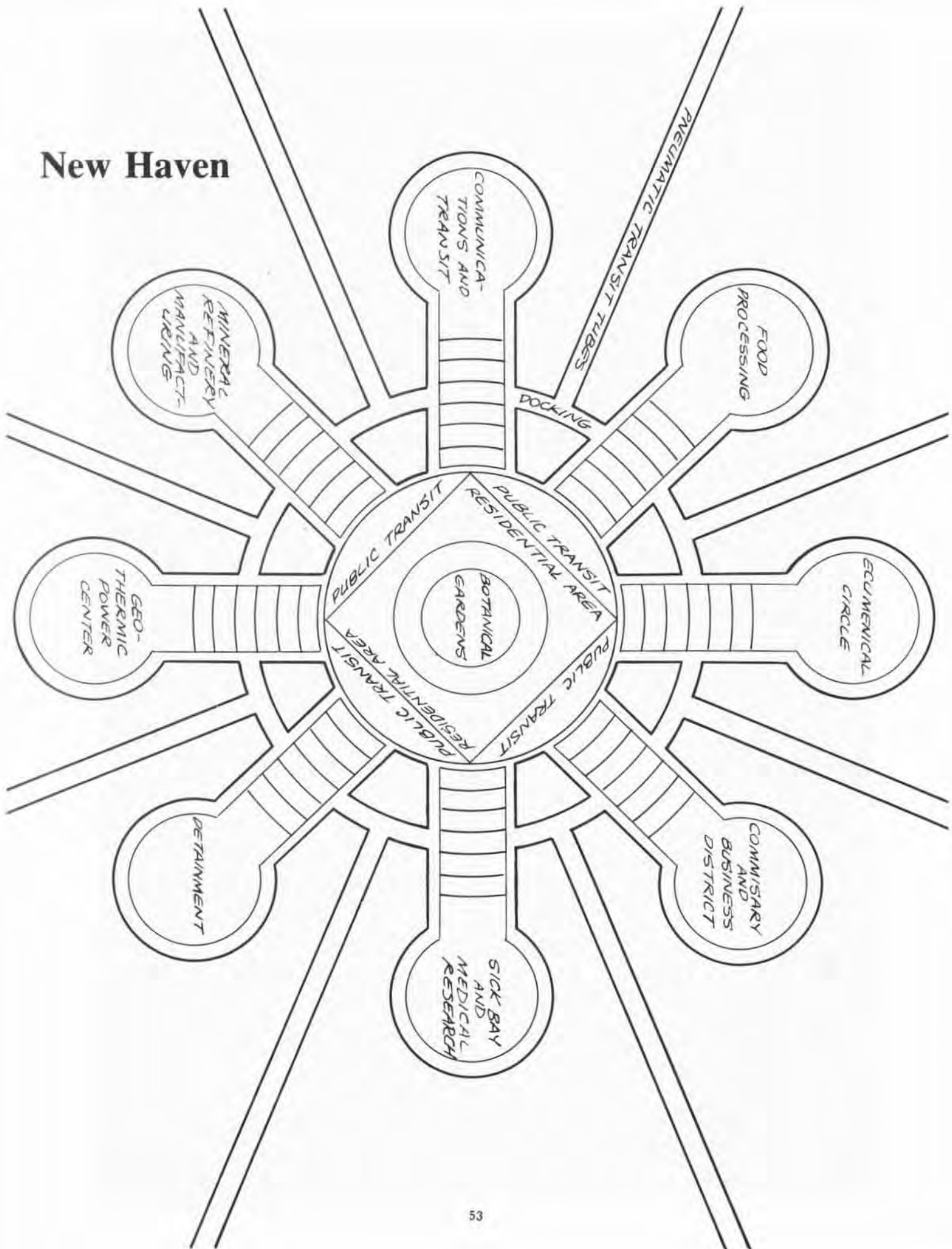
8) Food Processing Complex includes storage, production and distribution of imported and self produced food products. A special, successful project has been the conversion/processing of sea weed into nutritional food stuffs. New Haven also has a very fine hydroponic garden of fruit trees and vegetables, enough to supply one third of its total needs.

9) In the Center of New Haven are the botanical gardens, a beautiful park area for the inhabitants whose residences surround the gardens. Small shops and services are also scattered throughout the community.

10) The Pneumatic Tubes are a type of subway system that access/exit New Haven leading to several secret locations throughout the Manhattan area. These are generally not available for use by the public except for authorized leave or evacuation.



New Haven





ALL POWERED
BY OUR TAPPING
OF THE **GEOTHERMIC**
FORCES BENEATH
THE OCEAN
FLOOR!

WHAT YOU SEE
HERE REPRESENTS
ENOUGH ENERGY TO
POWER THE ENTIRE
**NORTH AMERICAN
CONTINENT!***

**REFERS TO THE VAST POTENTIAL POWER.*

Hammet Dash

HAMMET DASH Leader of New Haven

Alignment: Unprincipled

Attributes: I.Q. 19, M.E. 11, M.A. 15, P.S. 14, P.P. 9, P.E. 28, P.B. 10, Spd. 2

Age: 39 **Male** **Weight:** 900lbs **Height:** 6ft 8in

Hit Points: 89 **S.D.C.:** 160

Disposition: Stubborn, self-righteous and a bit pretentious; suffers from extreme delusions of grandeur and megalomania. This can make him a hard and unyielding man unwilling to accept his own shortcomings and mistakes. His insecurities often prevent him from acknowledging and correcting those mistakes. Dash also tends to be insensitive and occasionally mean; for example he sees nothing inhumane about placing criminals into stasis tubes for the rest of their lives. He is god (more or less) at New Haven and he loves it.

Power Category: Experiment

Super Power: Extraordinary Physical Endurance. The first victim of his own experiments to create super beings, Mr. Dash increased his physical mass along with his endurance. This has rendered him an invalid who can barely move without the aid of his hover chair. However, he has continued his experiments and dreams of creating a Utopian society, New Haven.

Level of Experience: 14th

Level of Education: Ph.D in Chemistry, Medicine and Business

Scholastic Bonus: +40%

Occupation: Scientist/Business Broker

Scholastic Skills: (all are at 98% proficiency)

Basic Math

Algebra

Trigonometry

Calculus

Physics

Chemistry

Chemistry: Analytical

Chemistry: Pharmaceutical

Laser Technology

Radiation Technology: Medical/Experimental

Biology

Botony

Microbiology

Computer Technology/Operation

Computer Programming

Political Science

Economics

Business

Secondary Skills (all are at 98% proficiency)

Hand to Hand: Basic

Body Building (to handle extra mass)

W.P. Revolver

W.P. Energy Pistol

Electronics: Basic

Audio Communications

Explosives: Basic

Fishing

Forgery

Pilot: Automatic

Pilot: Single Engine Plane

Pilot: Twin Engine Plane

Writing: Creative

Speak Arabic

Speak Japanese

Speak Spanish

Speak German

Read/Write Japanese

Read/Write German

Read/Write Spanish

Read/Write Latin

NOTE: For Dash's Piloting skills, because of his extreme mass, he must have specially constructed vehicles.

Combat Skills (all include bonuses)

Attacks per Melee: Six

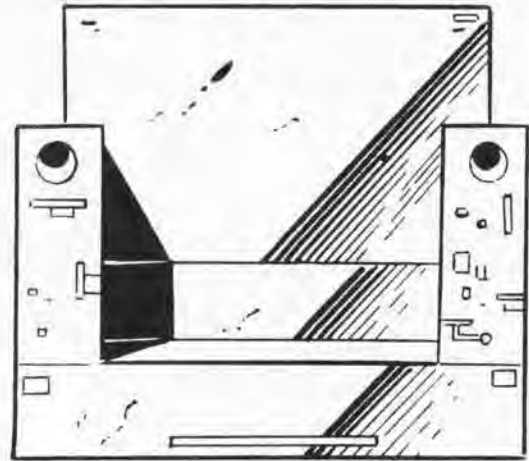
Bonuses to Strike +2, Parry +4, Dodge (in hover chair

only) +2, Damage +4, Roll with Punch or Fall +4, Pull Punch +2, Save vs Psionics +1, Save vs Coma/Death +37%, Save vs Toxins +7.

ALL attacks (energy or kinetic) do half their normal damage due to his awesome physical endurance.

Other Abilities: None

Personal Profile: Hammet Dash is the idealistic, egocentric master-mind behind the secret city of New Haven. He's a brilliant business man as well as scientist and inventor. He's particularly obsessed with the study of super beings who wield awesome, unnatural powers. His endeavors in this area of research include the study of genetic mutation as well as the artificial inducement or recreation of these powers by means of chemical and radiation therapy. His obsession with super powers led to his foolhardy self-experimentation with a series of chemical treatments that were supposed to stimulate certain glandular changes that should have altered his physical body, making it immune to disease and physically tough, perhaps even invulnerable. The experiment was a success, to a limited degree, in that it did increase his physical endurance (P.E.) providing him with an incredible resistance to fatigue, disease and toxins as well as increasing his physical toughness (S.D.C. 160). However, it also affected his physical mass increasing his body weight to nearly half a ton, severely impairing movement, making him invalid.



To support his incredible body weight, yet still provide maximum mobility, a special hover chair (conspicuously throne-like) has been constructed to Dash's specifications. The chair is held aloft and propelled by powerful jets of air supplemented with additional jets strategically concealed for even greater mobility, speed and sharp turns. Since his attack by Blood-Master (J.M. comic book #3), he's added a handful of gimmicks for offensive and defensive purposes. The following are all the special items and statistics of his chair:

S.D.C.: of chair 200.

Weight: 317lbs, constructed of light weight metal alloys; maneuverability equal to a P.P. of 14, +2 to dodge.

Speed: Maximum of 20mph; maximum attainable hover height is 3 feet; normal hover height is six inches.

Sensors include detection of radar, explosives, radiation and electronic bugs. It also has a built in bio-scan that monitors, and indicates on a digital read out, Dash's physical condition. A mini-computer built into the right arm rest enables him to perform mathematical calculations, store bits of information and so on.

Weapons include twin ion blasters built into both arm rests; range: 120ft, rate of fire (each): four per melee, damage: 2-12 per blast, energy capacity: 20 blasts each. No strike bonus. Sub-Machine gun built into the left arm rest fires .45 A.C.P. cartridges doing 4-24 damage each. Feed 40 rounds, rate of fire: entire 40, but the level of accuracy is extremely poor (same as shooting wild). Chemical Sprays: Mace: blinds victims for 3-12 melees rendering them -6 to strike, parry, or dodge. Range: five feet, radius of spray: two feet. Attacks per



Melee: two (only holds enough for two sprays). Super Adhesive: range: five feet, radius of spray: two feet. Attacks per melee: two (total capacity). Smoke grenade or tear gas grenades can also be released from the bottom of the chair. Total storage: four each. NOTE: for specific details about these weapons see H.U. rule book, Hardware section, pgs. 77-94.

Other Gimmicks:

Low intensity force field that protects both Dash and his chair but nothing more. S.D.C. 50.

Radio communications capacity and connecting telephone link. Homing Device is also hidden in the hover chair to help locate Dash in case of an abduction.

Trapped in his failed body he still continues his pursuit to build a better human. Areas of research in which he participates include physiological mutation, bionics, robotics and especially the use of exo-skeletons.

Although **New Haven** is the brain child of Hammet Dash, he is surprisingly lax in his administrative chores much preferring to spend his time observing or developing new concepts or, better yet, participating in adventure and intrigue. The management of New Haven ends up falling squarely on the capable shoulders of his executive assistant, **Smitty**. She has been at Dash's side for over twenty years, completely dedicated to New Haven, Dash and his ideals. To Dash she is more than just a loyal employee of outstanding calibre. Smitty is his right arm in business, confidant and friend. However, he has never ever thought of her in a romantic way much to Smitty's disappointment. (SEE Smitty's description elsewhere).

An ingenious businessman, Dash has been careful to make much of New Haven's resources directed toward marketable tangibles; creating technology, goods and services that he can disseminate through his legitimate businesses.

Dash has very distinct views of justice, regularly stepping outside the boundaries of the law to implement them. Although he doesn't see things that way, he is a vigilante who encourages and supports other vigilantes. As a vigilante, he and his people meet out justice as they perceive it, secretly policing the streets of Manhattan (as well as the world) with his so called "superheroes". A prime example of this radical vigilante attitude is reflected in the incarceration of criminals in indefinite stasis. A life sentence that is allegedly reserved for only the most dangerous and evil characters. The question is who decides this sentence? Dash along with some of his cronies. There is no trial in a court of law, it's Dash who acts as judge, jury and executioner. It matters little if there is insufficient evidence to convict that same person through the normal U.S. court system. If he is known to Dash as a criminal he shall pay the piper. Dash likes to think that he gets criminals who are beyond the reach of the law. There is definitely a sort of justice here, attacking the known but unprovable villains guilty of crime. However, this is hardly a fair and equitable system of justice. Who is Hammet Dash, no matter how well intentioned, to hunt down, capture and imprison anybody. The Justice Machine must find this practice quite abhorrent, which has in turn created a definite rift in their relationship with Dash and their full support of New Haven. They cannot, in good conscience, be a party to such a subjective, biased determination of guilt nor the inhumanity of eternal sleep in stasis. It's this type of delusion of omnipotence that gave birth to the government of Georwell. Dash's idea of a grumpy, compromise (how dare anyone question his methods) will be to establish a jury system but the apparent bias still remains making that proposal unacceptable to the Justice Machine. So strong are their convictions that they will eventually leave New Haven unless things are changed.

Other Occupants of New Haven



Smitty

Real Name: Carolyn Marie Smith

Alignment: Scrupulous

Attributes: I.Q. 18, M.E. 16, M.A. 9, P.S. 14, P.P. 10, P.E. 12, P.B. 8, Spd. 15.

Age: 41 **Female** **Weight:** 120lbs **Height:** 5ft 6in
Hit Points: 68 **S.D.C.:** 30

Disposition: Resourceful, impudent; seems cold, harsh, abrupt and stiff toward others. Dedicated to her work, New Haven and Hammet Dash. A master of organization.

Power Category: None

Level of Experience: 14th

Level of Education: Ph.D in Business & Computer Science

Scholastic Bonus: +40% (+5% I.Q. bonus)

Occupation: Executive Secretary to Hammet Dash

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98
Geometry	98%
Biology	98%



Anthropology	98%
Business	98%
Economics	98%
Accounting	98%
Computer Technology/Operation	98%
Computer Programming	98%
Surveillance Systems	98%
Advertising	98%
Law: Corporate	98%
Law: International/Federal	98%
Political Science	98%
Pilot: Helicopter	98%
Pilot: Small Jet	98%
Navigation: Air	98%
W.P. Energy Pistol	
Secondary Skills	
W.P. Revolver	
Audio Communications	98%
Electronics: Basic	98%
Medical: First Aid	98%
Photography: Still	98%
Photography: Video	98%
Pick Locks	94%
Prowl	88%
Forgery	90%
Speak Arabic	
Speak Japanese	
Speak German	
Speak Spanish	
Sewing: Basic	
Cook	
Dance	98%
Swimming: Basic	98%
Pilot: Sail Boat	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Small Truck	98%

Combat Skills (all bonuses included)

Attacks per Melee: Two

Bonuses to Save vs Psionic attack +1

Others: None (Weapon Proficiencies not included)

Personal Profile: Carolyn Marie Smith, or "Smitty" as she is called by almost all in New Haven, is executive secretary to Hammett Dash. However, she is much, much more than an assistant. As Dash develops concepts and ideas, upon which to base future activities within New Haven, she implements and coordinates all the necessary resources to reach the desired goal. Smitty advises Dash in every aspect of operations, freely sharing her thoughts and not hiding her intense loyalty. It is around others that she might seem somewhat stiff and cold. However, Dash and Smitty were friends since college many years ago and he senses, though doesn't yet acknowledge the love she's felt for him since then.

This highly intelligent, master organizer also must

keep track of world events outside of New Haven which may affect its welfare. Working with a team of cryptographers and communications specialists, it was her idea to tap into secret government broadcasts around the world. Fluent in Arabic, Japanese, German and Spanish; she often personally monitors messages to far flung embassies from their homeland. Internally, she has top security clearance to all the projects (and related data) currently going on in New Haven so that she may assess their progress and make recommendations to Dash. There are occasions, on highly technical or complex projects, that Dash gives Smitty the final say. Should Dash fall ill, Smitty would in effect, be in charge.

Doctor Von Croft

Real Name: Victor Von Croft

Alignment: Scrupulous

Attributes: I.Q. 23, M.E. 14, M.A. 13, P.S. 10, P.P. 21, P.E. 13, P.B. 10, Spd. 7.

Age: 68 **Male** **Weight:** 160 **Height:** 5ft 10in

Hit Points: 63 **S.D.C.:** 20

Disposition: Gentle, caring, sincere, cooperative, unassuming, humble; tends to be quiet and melancholy. Truly remorseful of his terrible past with the Nazi's during World War II, he has dedicated himself to helping humanity.

Power Category: Special Training

Training includes: genetic reconstruction, research and experimentation (i.e. altering the genetic structure of living creatures) 78%, biology: grafts and implants 90%, study and experimentation in inducing biological mutation in humans 87%, bionics (the theories of and practical applications) 92%, surgery 98%.

NOTE: None of these skills (except surgery) are available to player characters.

Level of Experience: 15th

Level of Education: Ph.D Surgeon/Ph.D Specialist (neuro-surgery & ophthalmology)

Scholastic Bonus: +40% (plus I.Q. bonus of +10%).

Occupation: Doctor

Scholastic Skills(all include scholastic bonuses)

Philosophy	98%
Study World History	98%
Basic Math	98%
Algebra	98%
Music: Piano	98%
Computer Technology/Operation	98%
Computer Programming	98%
Laser Technology (Medical/Surgical)	98%
Medical: Medical Doctor	98%
Medical: Specialist	98%
Medical: Microbiology	98%
Medical: Pathology	98%



Personal Profile: Carl Von Croft is a tragic character; a good man haunted by his past. He was only a boy when the Nazi party began to grow in prominence; a spirited political movement that seemed to revitalize a torn and splintered Germany. A movement that inspired a new patriotism, a new spark of life for a new Germany. All this seemed most alluring to an intelligent youth seeking to make his mark on the world. Von Croft's genius and skill in medicine were noticed by an influential Nazi who quickly recruited the young man for special medical training. His craft was taught at the most exclusive (secret) Nazi schools of learning and eventually helped develop medical and surgical techniques the world had never heard of... bionics, genetic manipulation, transplants, grafts, even cloning. Von Croft put his whole heart and soul into his work making astounding advances in areas of science only a handful of colleagues understood; all for the glory of Germany. Then came Hitler's rise to head of state and war.

With Hitler's purge of non-aryans, Von Croft's research was given a new direction; human experimentation. At first he was told that his subjects were willing volunteers, though he suspected otherwise, soon, however, it was clear that they were not volunteers at all. Later there would be no pretense only nightmarish experimentation on living human beings. By the time Von Croft realized what was going on he found himself as much a prisoner as his victims. It is of little matter that he was the most humane of the butchers who sculpted and mutated living flesh without compassion. He saw atrocities that made the horrors of the concentration camps look tame. He saw his research, his innovations used to inflict terrible pain, to create hideous monsters out of once human women and children. He saw the glory of Germany . . . his dreams . . . his life made as ugly and twisted as the poor creatures he helped create.

As the glory of Hitler's Germany faded ever dimmer with the progress of the allied troops, Von Croft was able to escape; fleeing to Norway and then Sweden, but never escaping the memories. He was content to live out the rest of his life helping humanity as a doctor and friend in quiet seclusion. It was only a chance meeting with Hammet Dash and learning of Dash's goals for a better world that rekindled a tiny flame of enthusiasm in Von Croft's heart, for at last he'd be able to use his knowledge to help a great many people.

At New Haven Von Croft quietly works on projects that will help cure man's ills. He is particularly essential in treating, altering and helping mutants and super beings who suffer from their unusual conditions. He also continues his experiments in bionics as a means to aid those who've suffered debilitating physical trauma.

Von Croft and Titan of the Justice Machine, have quickly become the best of friends. Perhaps they were drawn together by their mutual feelings of loss and guilt. (Titan, his family; Von Croft his loss of value and ideals). They fulfill a psychological need in each other, a desperate need to have someone who can understand and sympathize without losing esteem. In many ways this father/son relationship is all that's holding both men together, especially Titan.

Game Master's Note: Doctor Von Croft is not a wanted war criminal although he has his share of enemies. He hates the Nazi ideals, regretting the day he had succumbed to their propaganda. Today he is a humanitarian who would NEVER take another person's life even in self defense. He wants only to be left alone to pursue his scientific/medical work.

Chemistry: Pharmaceutical	98%
Optics	98%
Radiation Technology (Medical)	98%
Calculus	98%
Physics	98%
Research	98%
Secondary Skills	
Electronics: Basic	98%
Drugs	98%
Carpentry	98%
Sculpture: Wood	98%
Photography: Still	98%
Read/Write Russian	98%
Read/Write French	98%
Read/Write Latin	98%
Speak Polish	98%
Speak Russian	98%
NOTE: fluent in his native tongue: German	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Small Truck	98%
W.P. Knife	
Dance	98%
Ice Skating	98%
Running	98%
Sewing: Basic	98%
Cook	98%
Study: Music(piano)	98%
Combat Skills	
Attacks per Melee: Two	
Bonuses to Strike +3, Parry +3, Dodge +3, Damage none,	
Others: none	



Doctor Weekly



Real Name: Vernon Weekly
Alignment: Anarchist
Attributes: I.Q. 15, M.E. 11, M.A. 15, P.S. 16, P.P. 14, P.E. 12, P.B. 13, Spd. 12.
Age: 43 **Male** **Weight:** 160 **Height:** 6ft
Hit Points: 66 **S.D.C.:** 42
Disposition: Pleasant, friendly, courteous, cocky, arrogant, but not snobbish.
Power Category: None
Level of Experience: 12th
Level of Education: Ph.D Medicine
Scholastic Bonus: +40% (+3% I.Q. bonus)
Occupation: Doctor

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Business	98%
Biology	98%
Boxing (high school)	
Pathology	98%
Medical Doctor (M.D.)	98%
Diagnostic Specialist	98%
Microbiology	98%
Chemistry: Pharmaceutical	98%
Chemistry	98%
Crime Science/Forensics	98%
Political Science	98%
Economics	98%
Research	98%
Teaching	98%
Foreign Language: German	98%
Pilot: Helicopter	98%
Swimming: Competitive	98%

Secondary Skills

Swimming: Snorkle	
General Athletics	
Running	
Dance	98%
Computer Operation	98%
Automotive Mechanic: Basic	98/98%
Photography: Still	98%
Cook	98%
Sewing: Basic	98%
Fishing	98%
Hunting (W.P. Rifle)	98%
Pilot: Automatic	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Small Truck/4-Wheel Drive	98%
Pilot: Single Engine Plane	98%
Read/Write Latin	98%
Read/Write French	98%
Speak French	98%
Study Travel/Exotic Geography	98%
Study Science-Fiction Literature	98%

Combat Skills (all bonuses included)

Attacks per Melee: Two
Bonus to Damage +1, Dodge underwater +2.
Others: None

Personal Profile: As colleague and once assistant to Doctor Von Croft, Dr. Weekly has the second highest medical position in New Haven. His primary duties are examination of patients, initial diagnosis and treatment recommendations. Diagnostic and generally more conventional cases are handled by him; only major surgery, or other complex procedures, demand Von Croft's attention. Doctor Weekly is an extremely competent surgeon in his own right, and a whiz in the diagnosis and treatment of disease. Unlike Von Croft he has little to do with genetics or mutation.

Although not an unpleasant person, he is sometimes too absorbed in his work and doesn't seem very attentive when people talk to him. One might think he was a little scattered but Dr. Weekly does have a lot on his mind. Besides his medical duties, he has a wife and two children who live with him in New Haven.

Taking care of his body, as well as his brain, the Doctor used to box and currently swims competitively. Aside from his medical studies, he has also found time to study several foreign languages and reads science fiction to relax.

Gretchin



Real Name: Gretchin Handleman
Alignment: Unprincipled
Attributes: I.Q. 14, M.E. 11, M.A. 14, P.S. 14, P.P. 11, P.E. 12, P.B. 14, Spd. 14.
Age: 32 **Female** **Weight:** 150 **Height:** 6ft
Hit Points: 49 **S.D.C.:** 35
Disposition: Friendly, talkative, courteous, self-confident; capable, reliable.

Power Category: None
Level of Experience: 9th
Level of Education: Master's in Nursing
Scholastic Bonus: +30%

Occupation: Head of Nursing (R.N.) at New Haven

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Calculus	98%
Biology	98%
Chemistry	98%
Nurse	98%
Paramedic	98%
Computer Technology/Operation	98%
Research	98%
Business	98%
Accounting	98%
Radiation Technology: Medical	98%
Psychology (the study of)	98%

Teaching	98%
Art: Ceramics	98%
Pilot: Race Car	98%
Swimming: S.C.U.B.A	
Fencing (W.P. all blade)	

Secondary Skills

Hand to Hand: Basic	
Dance	
Swimming: Basic	
Drugs	48%
Automotive Mechanics: Basic	85/70%
Sewing: Basic	98%
Craft: Needlework	85%
Cook	98%
Read/Write Latin	98%
Speak Greek	98%
Speak Spanish	98%
Pilot: Automatic	98%
Pilot: Motorcycle	98%
Pilot: Small Truck	98%
Pilot: Motor/Speed Boats	98%
Pilot: Sail Type Boats	98%
Study Marine Life	98%
Study World History	98%
Fishing	

Combat Skills (includes all bonuses)

Attacks per Melee: Three
Bonuses to Strike +2, Parry +2, Dodge +2, Damage +2, Roll with Punch or Fall +2, Pull Punch +2.
Kick Attack does 1-6 damage.
Critical Strike from behind.
Knock Out/Stun on a roll of 19 or 20.

Personal Profile: Gretchin Handleman is the head of the Department of Nursing in New Haven. She is also Dr. Weekly's special assistant. Since most of her time is spent scheduling operations, organizing work schedules, etc.; she is not involved in as much actual patient contact as she would like. A dedicated worker since her first days as a nurse, Gretchin's managing and organizational abilities came to the attention of Dr. Von Croft who promoted her.

An independent minded woman, her interests range from fixing her own car to studying marine life. However, though life isn't boring, she has added Dr. Weekly to her long list of interests. The many hours they often spend together (especially during late night emergencies) has created a certain closeness. Dr. Weekly is somewhat confused and feels guilty about it. Gretchin does not intend to do any harm and keeps telling herself it's okay and it will be over soon.

Lynn

Real Name: Lynn Burnett
Alignment: Scrupulous
Attributes: I.Q. 14, M.E. 10, M.A. 8, P.S. 10, P.P. 11, P.E. 12, P.B. 9, Spd. 14.
Age: 23 **Female** **Weight:** 110 **Height:** 5ft 7in
Hit Points: 26 **S.D.C.:** 20

Disposition: Idealistic, naive, shy, timid, reserved, not sure of herself, but competent and reliable. The book-worm type.

Power Category: None

Level of Experience: 3rd

Level of Education: Four years of College

Scholastic Bonus: +20%

Occupation: Nurse



Drugs	75%
Electronics: Basic	55%
Speak Portugese	77%
Speak Spanish	77%
Study Anthropology	65%
Study Architecture	65%
Study Painting	65%
Swimming: Basic	90%

Combat Skills

Attacks per Melee: Two
Others: None

Personal Profile: Drawn by New Haven and its great potential for good, Lynn has joined the great experiment. Determined to be an exceptional nurse, she is haunted by personal insecurities that lie just beneath the surface. She is, in fact, good at her work and will soon realize that age and experience will displace many doubts she has about herself. She enjoys the arts, especially painting and music, and speaks foreign languages. Since her work brings her into contact with many eligible young men in New Haven, thoughts of marriage and family have begun entering her mind.

Annie



Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Biology	80%
Art: Ceramics	74%
Foreign Language: French	86%
Nurse	65%
Paramedic	65%
Chemistry	75%
Computer Technology/Operation	95%
Research	70%
Psychology (the study of)	70%
Study Art History	94%
Study Philosophy	78%
Business	85%
Dance	80%

Secondary Skills

Paint: Oil	43%
Paint: Water Color	43%
Draw: Pencil	47%
Sewing: Basic	75%
Cook	74%
Play Guitar	66%
Pilot: Automatic	98%
Pilot: Manual Transmission (stick)	96%

ANNIE

Real Name: Annabel Goodman

Alignment: Unprincipled

Attributes: I.Q. 9, M.E. 10, M.A. 12, P.S. 19, P.P. 13, P.E. 16, P.B. 8, Spd. 12.

Age: 37 **Female** **Weight:** 210lbs **Height:** 5ft 2in

Hit Points: 54 **S.D.C.:** 46

Disposition: Gruff, tough, headstrong, cocky and confident. Enjoys a good brawl and games of physical strength or skill. Loves children and animals with whom she displays a surprising gentleness.

Power Category: None

Level of Experience: 9th

Level of Education: Special Training

Scholastic Bonus: +20%

Occupation: Gourmet Chef

Scholastic Skills (all include scholastic bonuses)

Basic Biology	98%
Basic Math	98%
Business	95%
Music: Harmonica	84%
History: Military	98%
Foreign Language: French	98%
Cooking: Basic	98%
Cooking: Gourmet	98%
Baking	98%
Pastry Making	90%
Swimming: Basic	98%
Wrestling	

Secondary Skills

Body Building

General Athletics

Hand to Hand: Basic

W.P. Blunt

Electronics: Basic 85%

Pilot: Manual Transmission (stick) 98%

Pilot: Sail Boat 98%

Pilot: Motor/Speed Boat 98%

Study Wine 95%

Study Cooking 98%

Combat Skills (includes all bonuses)

Attacks per Melee: Four

Bonuses to Strike +2, Parry +3, Dodge +3, Damage +6, Roll with Punch or Fall +3, Pull Punch +2, Save vs Toxins +1, Save vs Coma/Death +5.

Kick Attack does 1-6 damage.

Pin/Incapacitate (by holding) on a roll of 18-19-20

Crush/Squeeze does 1-4 damage.

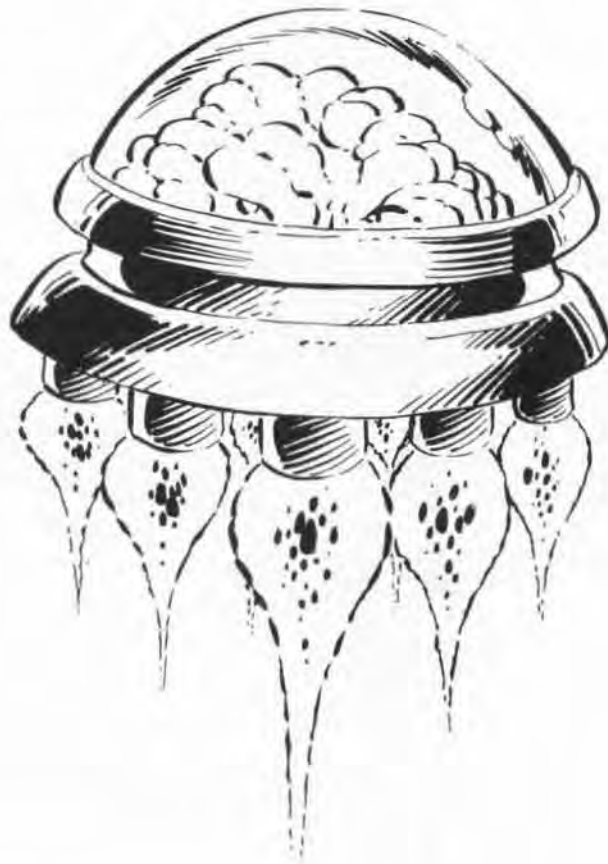
Body Block/Tackle does 1-4 damage, 60% likelihood of knocking an opponent down.

Critical Strike from behind.

Personal Profile: Annabel Goodman or "Annie" as she's known to everybody, is one of New Haven's many colorful characters. Not that one could tell by looking at her, Annie is New Haven's head cook; setting the guidelines, recipes and supervision of all N.H. cafeterias as well as her own private Gourmet restaurant in the commissary/business section. She is an excellent gourmet cook with full knowledge of nutrition and vitamins.

Annie used to be a cook on a naval destroyer for 15 years which accounts for her tough, bawdy, impudence. She enjoys nothing more than a good brawl or test of strength or skill. She herself was arm wrestling champion on the destroyer for four years in a row. She also spent three years as a professional wrestler before she joined the navy and developed her culinary skills. Despite her hard demeanor, rough language and bull headedness; she is a very conscientious, loyal and caring person. She's also capable of astounding gentleness and compassion when dealing with children and animals. When things get rough you can always count on Annie.

Master-Mind



MASTER MIND

Real Name: Thomas Larkin

Alignment: Anarchist

Attributes: I.Q. 16, M.E. 12, M.A. 11, P.S. -, P.P. -, P.E. 12, P.B. 3, Spd.(mechanical) 45mph.

Age: 27 **Male** **Weight:** 65lbs **Height:** 2ft

Hit Points: 41 **S.D.C.(mechanical):** 300

Disposition: Cold, calm, arrogant, seemingly emotionless, logical, analytical. Suffers from traumatic amnesia which blocks-out all recognition of having ever been human. Dislikes humans, preferring the company of machines.

Power Category: Psionic (natural) 124 I.S.P.

Psionic Powers: **Telepathy:** range 340ft, duration: 24 minutes, costs: 4 I.S.P.; enables him to read minds and communicate mentally. **Telepathic probe:** costs 6 extra I.S.P.; an extended telepathy. **Telemechanics:** range: touch or up to 5ft away, duration: 24 minutes, costs: 10 I.S.P.; allows the psionic to mentally communicate with and understand machines, a sort of telepathy. **Object Read:** range: touch(or within 6 inches for Master Mind), duration: instant, costs: 4 I.S.P.; enables the psionic to perceive impressions and images revealing bits of information about the object.

Secondary Psionics include: Detect psionics, hypnotic suggestion, mind block, sixth sense, total recall, summon inner strength. See H.U., pages 74 and 75, for descriptions.

Level of Experience: 7th

Level of Education: Master's degree in Computers

Scholastic Bonus: +30%

Occupation: Computer Technician

Scholastic Skills (all include scholastic bonuses)

Only skills that still apply to Master Mind are listed.

Research	98%
Computer Technology/Operation	98%
Computer Programming	98%
Computer Repair	98%
Chemistry	98%
Cryptography	95%
Corporate Law	98%
Surveillance Systems	95%
Basic Math	
Algebra	
Geometry	
Trigonometry	
Calculus	

Secondary Skills (only those applicable)

Electronics: Basic	98%
Audio Communications	95%

Combat Skills

Psionic Attacks Per Melee: Five

Others: None

Personal Profile: Master Mind is a tragic character whose brain was transplanted into an environmental brain case/life support unit after his body was mangled in a terrible accident. Although he has adapted fairly well to the transition, the trauma has induced an amnesia like condition which has blocked all memory of having ever been human. The duration and totality of the memory loss is probably enforced through his psionic abilities. To complicate matters further, the estranged little creature has developed a phobic disdain and paranoia about humanoids. For this reason he has refused to be transplanted into a robot or android body which would make him considerably more human. Instead Master Mind spends most of his time among the computers and machines he so loves. This phobia and growing disassociation with humans could lead to trouble as Master Mind could eventually be swayed to join the forces of evil in a crusade against humans. He will be most susceptible to the conniving, non-human psionic leader of the Guardians, Big Brain. However, for the time being, he is a loyal and dedicated citizen of New Haven keeping the computers and mechanisms operating at peak efficiency. With his telemechanic abilities, Master Mind can pin point the exact problem in any machine within minutes making him a diagnostic wizard without peer.

Master Mind's environmental encasement is constructed of tough metal alloys (S.D.C. 300) and given mobility through a series of powerful jets (speed 45mph).

Robots

ROBOTS IN NEW HAVEN

Robots are fairly common-place in New Haven but are reserved primarily for industry and still considered to be quite experimental. One of the prototypes being considered as a viable commercial servant/tool is the Servitor model. Servitor is a robot designed to act as a sort of butler/servant, companion or body guard. The original model was Hammet Dash's personal aid programmed to do basic housework, act as receptionist, go-for and game player/companion (chess, Risk and others). That particular unit was destroyed when it tried to protect Dash from Blood-Master; (J.M. comic book issue #3).



Fixit

Another common robot, considered to be ready for mass production in New Haven (not for the world in general), is the Fixit droid. Like the Servitor robot, Fixit is a type III robot programmed for mechanical and electronic repair or assistance in such repairs.

Fixit Vital Statistics: construction: All standard items; basic light body frame/non-humanoid; two arms plus one retractable tool arm. Basic visual/audio unit, voice synthesizer and vocabulary. Programming: Mechanical Engineering, Electrical Engineering, Computers and Lock Repair/Picking. Skill level is 96%.

Special Additions

Rotating Body Parts: hands and arms; standard strength equal to P.S. 16, +1 to damage.

Retractable Limb (one), equal to P.S. 10, can be built with a hand or with various replaceable tools.

Hover Jet, maximum speed 60mph.

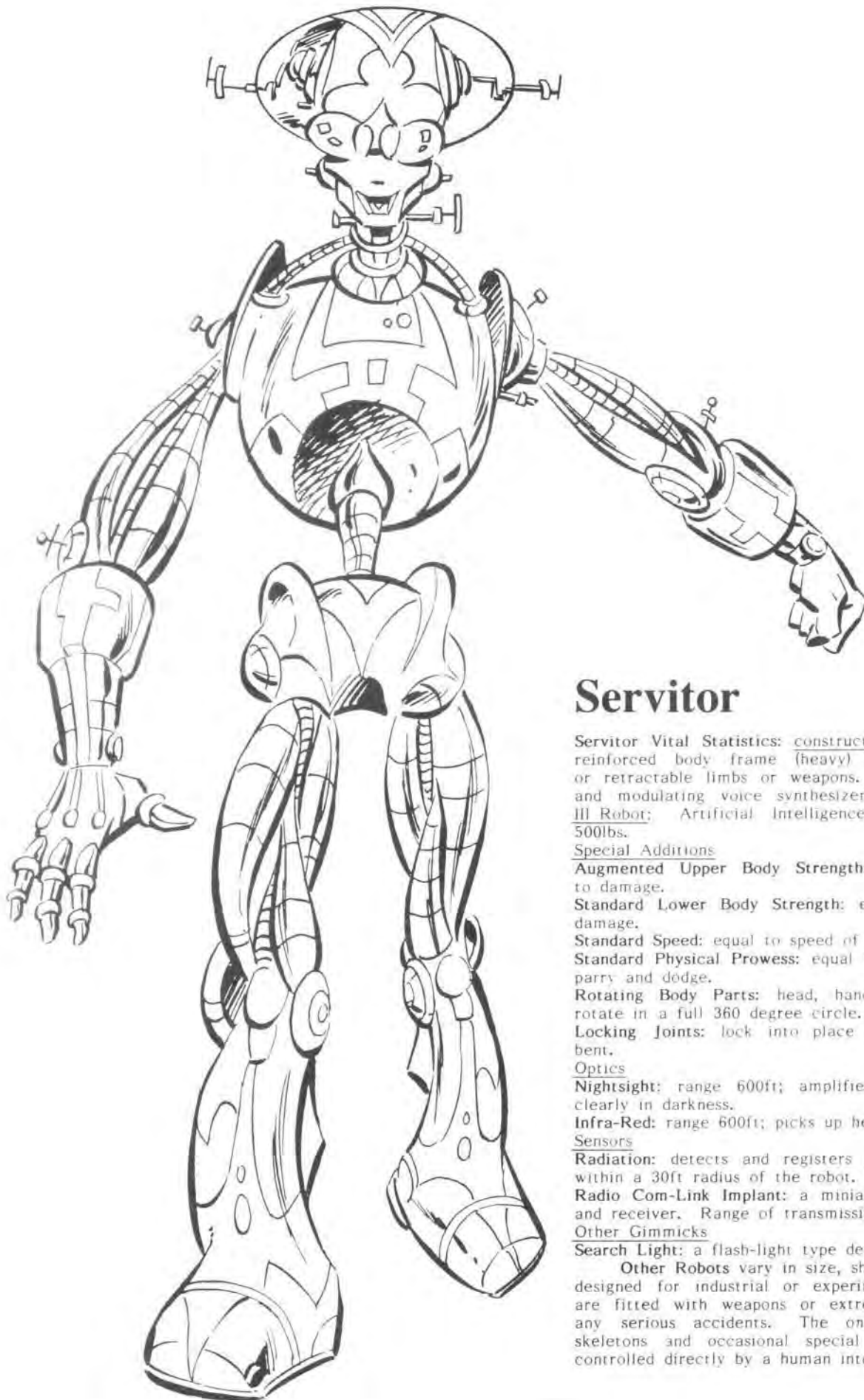
Optics

Infra-Red and Ultra-Violet: Range: 600ft

Telescopic/Magnification Optics: Range: 600ft, Field of Vision: 6 foot area.

Sensors

The various devices include **Heat, Motion, Radiation,** (See H.U., pg. 41, for description), **Explosive Detector, Radar Signal Detector** (See H.U., pg. 80, for description). Other Gimmicks include a **search light** and **tow line.** NO weapons!



Servitor

Servitor Vital Statistics: construction: All standard items; reinforced body frame (heavy) and limbs; NO hidden or retractable limbs or weapons. Basic visual/audio unit and modulating voice synthesizer and vocabulary. Type III Robot; Artificial Intelligence. S.D.C. 300, Weight: 500lbs.

Special Additions

Augmented Upper Body Strength: equal to P.S. 20, +5 to damage.

Standard Lower Body Strength: equal to P.P. 16, +1 to damage.

Standard Speed: equal to speed of 16

Standard Physical Prowess: equal to P.P. 16, +1 to strike, parry and dodge.

Rotating Body Parts: head, hands and upper torso can rotate in a full 360 degree circle.

Locking Joints: lock into place and can't be moved or bent.

Optics

Nightsight: range 600ft; amplifies existing light to see clearly in darkness.

Infra-Red: range 600ft; picks up heat emanations.

Sensors

Radiation: detects and registers the amount of radiation within a 30ft radius of the robot.

Radio Com-Link Implant: a miniaturized radio transmitter and receiver. Range of transmission, 4 miles.

Other Gimmicks

Search Light: a flash-light type device; range 30ft.

Other Robots vary in size, shape and abilities; usually designed for industrial or experimental purposes. NONE are fitted with weapons or extreme strength to prevent any serious accidents. The only exceptions are exo-skeletons and occasional special robots designed to be controlled directly by a human intelligence.

THE FREE FORCE



The Free Force

THE FREE FORCE

The Free Force is New Haven's official super-team currently composed of three heroes, the Controller, master of electricity, the free wheeling loud mouth, Nightowl, and the strongman, Havoc. All three men were willingly subjected to experiments conducted in New Haven which have empowered them with abilities far beyond normal men. All three serve as living triumphs of Hammet Dash's controversial, often hazardous, experiments to create super-men.

They are grateful to Dash and, with the exception of Nightowl, completely loyal to him and the ideology behind New Haven. They consider themselves, alone, to be the champions of this secret city. Consequently, they resent the addition of the Justice Machine who have usurped their limelight. This has created an unspoken rivalry between the two groups on the part of the Free Force.

Game Master's Note: You may want to add new characters to the Free Force. This could be an excellent way to integrate playing characters into the New Haven/Justice Machine environment. Or you may wish to create a sister team of New Haven super-beings, or a type of trainee program pending acceptance into the Free Force. The trio aren't going to be happy about another super-group and will make it a point to exhibit their authority, experience and seniority over any new heroes. Nightowl will be particularly annoying, prone to practical jokes and lauding over embarrassing situations. It's important to point out that while the Free Force are somewhat insecure and competitive they are never cruel, mean or vindictive. After all the F.F. are professional.

The Controller



CONTROLLER

Real Name: Rick Bondshield

Alignment: Scrupulous

Attributes: I.Q. 12, M.E. 14, M.A. 15, P.S. 17, P.P. 15, P.E. 11, P.B. 16, Spd. 15.

Age: 30 **Male** **Weight:** 170 **Height:** 6ft 2in

Hit Points: 41 **S.D.C.:** 60

Disposition: Cocky, confident, resourceful; is the leader of the Free Force, a super-hero team of New Haven that currently includes Havoc and Nightowl.

Power Category: Experiment

Super-Power: Energy Expulsion: Lightning/electrical. Abilities include Lightning bolt doing 4-24 damage, 350ft range, +2 to strike; Lightning touch does 1-6 damage by generating electricity around his body; Electrical field effects up to a 30ft radius can be created up to 90ft away, doing up to 6-36 damage to every person caught in the field; Lightning resistance: all electrical energies do half damage to the Controller. In addition, the hero has learned to use his knowledge of electrical engineering to activate, operate, and influence electrically operated mechanisms; 64% success ratio.

Level of Experience: 6th

Level of Education: Bachelor's of Science

Scholastic Bonus: +25%

Occupation: Electrical Engineer and Super Hero

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Trigonometry	98%
Physics	80%
Calculus	98%
Basic Biology	98%
Drawing: Ink	92%
Electrical Engineering	95/85%
Computer Technology/Operation	98%
Mechanical Engineering	95/85%
Surveillance Systems	85%

Pilot: Single Engine Plane

Pilot: Small Jet

Pilot: Motor/Speed type Boat

Hand to Hand: Expert

Secondary Skills

General Athletics	
Body-Building/Weight Lifting	
Running	
Swimming: Basic	98%
Prowl	56%
Fishing	98%
Hunting	65%
Cook	98%
Pilot: Motorcycle	98%
Pilot: Automatic	98%
Pilot: Manual Transmission (stick)	98%
Pilot: Small Truck	88%
Medical: First Aid	84%
Study: Electronics	80%
Study: Philosophy	80%
Study: World History	80%
Study: Military History	80%
Speaks Spanish	82%

Combat Skills (all bonuses are included)

Attacks per Melee: Four

Bonuses to Strike +2; Parry +3; Dodge +3; Damage +5; Roll with a Punch or Fall +3; Pull Punch +2; Body Block does 1-4 damage; +1 to strike.
Kick Attack does 1-6 damage

Personal Profile: The Controller is a forceful, smooth as silk lady-killer, debonair and sophisticated. Although his cocky confidence sometimes colors his view of a situation he is a capable, dedicated crime fighter. With time and experience he will grow to be an excellent leader equal to Challenger. He is a good, honest man who always tries to do the right thing.

As with all the Free Force, Controller's powers are the direct result of experiments at the hands of Hammer Dash and his men. This has instilled a great sense of obligation toward Dash and respect for the ideals which

New Haven represents. However, both Controller and Havoc question Mr. Dash's methods and sometimes extreme punishments. This could possibly lead to a schism between the two at some future time.

Nightowl

NIGHTOWL

Real Name: Brad Parks

Alignment: Anarchist

Attributes: I.Q. 10, M.E. 16, M.A. 8, P.S. 13, P.P. 16, P.E. 13, P.B. 12, Spd. 22.

Age: 25 **Male** **Weight:** 190lbs **Height:** 6ft 4in

Hit Points: 31 **S.D.C.:** 107

Disposition: Cocky, arrogant, aggravating, braggart who's almost always cheerful but extremely annoying.

Power Category: Experiment

Super-Power: Flight (winged); Nightowl has a pair of living feather wings that enable him to attain a maximum speed of 180mph. **Bonuses** include +3 to dodge when hovering or gliding; +6 to dodge at or near maximum speed; and +2 to damage per 40mph of speed (+9 max.). See H.U., page 111 for a detailed description.

Level of Experience: 4th

Level of Education: Two years of College

Scholastic Bonus: 12%

Occupation: Super Hero - Vigilante of New Haven

Scholastic Skills (all include scholastic bonuses)

Basic Math 98%

Basic Biology 72%

Painting: Water Color 66%

Hockey

General Athletics

Computer Operation/Technology 92%

Business 82%

Economics 72%

Research 67%

Foreign Language: Russian

Foreign Language: French

Secondary Skills

Computer Programming 60%

Imitate Voices 40%

Pilot: Automatic 98%

Pilot: Sail Type Boats 90%

Cook 82%

Sewing (basic) 80%

Sleight of Hand 42%

Study: Biology Birds 70%

Hand to Hand: Basic

Body Building/Weight Lifting

W.P. Blade

W.P. Automatic Pistol

Combat Skills (all bonuses are included)

Attacks per Melee: Five

Bonuses to Strike +5; **Parry** +3; **Dodge** +6 (+12 at max. speed); **Damage** none, **Roll with Punch or Fall** +3; **Pull Punch** +2.

Body Block does 1-4 damage, +1 to strike.

Personal Profile: Nightowl is a cocky, snobbish wise-guy character with an intolerable arrogance and cutting tongue. He has a wise-crack for every occasion, little respect for superiors or the law, and is cursed with a devil-may-care confidence that is both his greatest asset and most destructive flaw. He has a nasty tendency to leap before he looks, completely certain that he can handle the situation.

Nightowl views the world with a sort of naive arrogance (everybody is a "jerk") without respect for anyone else's opinions, attitudes or values. This has gotten him into trouble time and time again, not that he can see it that way. However, don't confuse this naivety, born of self-absorption and superiority, complex with ignorance. Nightowl is very perceptive, cunning, and fights his battles to win. This can make him a treacherous, backstabbing opponent; quick and deadly. While he's currently loyal to the Free Force and New Haven he is likely to betray



them if it will greatly benefit him. However, he is much more likely to play both sides simultaneously, jumping to the winning side when a winner is clearly apparent. This guy is a classic anarchist alignment, but it doesn't mean that he's a coward or a compulsive back-stabber. He's unlikely to desert his fellow teammates in a fight and is extremely loyal to his best friend Havoc.

Havoc

HAVOC

Real Name: Michael Joburo

Alignment: Scrupulous

Attributes: I.Q. 9, M.E. 16, M.A. 18, P.S. 24, P.P. 10, P.E. 17, P.B. 13, Spd. 11.

Age: 36 **Male** **Weight:** 200lbs **Height:** 6ft

Hit Points: 40 **S.D.C.:** 136

Disposition: Confident, good-natured, hot-tempered when angered.

Power Category: Experiment

Super-Power: Extraordinary Physical Strength; adds extra S.D.C., P.E., and P.S. (all have been added into the character's stats). Able to carry and throw up to 12,000lbs and lift as much as 24,000lbs, as a result of his unnatural strength.

Level of Experience: 5th

Level of Education: High School

Scholastic Bonus: +5%



HEROES

Puma

Real Name: Daniel Matlock

Alignment: Scrupulous

Attributes: I.Q. 14, M.E. 14, M.A. 20, P.S. 24, P.P. 20, P.E. 20, P.B. 19, Spd. 26.

Age: 30 **Male** **Weight:** 180lbs **Height:** 6ft 2in

Hit Points: 37 **S.D.C.:** 80

Disposition: Intellectual, thoughtful, compassionate and sensitive, yet skilled in the arts of combat. A humanitarian and philosopher, he'd much rather spend his time in conversation, or with children, than in combat. Courageous, honest, confident and sincere.

Power Category: Mutant

Super Power: Animal Abilities: Feline. This super power instills the character with the abilities of a particular type of animal; in this case a puma; a North American mountain lion. Abilities include: Exceptional Balance, Agility, Nightvision, Prowl and Climbing. Specific Stats and bonuses are all included in the Combat Skills listing.

Level of Experience: 4th

Level of Education: Three years of college

Scholastic Bonus: +16%

Occupation: Law Enforcer and Teacher in New Haven

Scholastic Skills (all include bonuses)

Basic Math	98%
Algebra	98%
Basic Biology	76%
Computer Technology/Operation	96%
Anthropology	76%
Philosophy	80%
Teaching	66%
History of man (anthropological/evolution)	98%
History: World	98%
Foreign Language: French	90%
Economics	76%
Accounting	80%
Psychology (the study of)	71%
Paramedic	66%

Secondary Skills

Boxing	65%
Body Building	98%
Running	98%
W.P. Blunt	90%
W.P. Revolver	90%
Hand to Hand: Martial	98%
Pilot: Automatic	98%
Pilot: Manual Transmission	98%
Pilot: Sail Boat	90%
Study of Literature	70%
Study of Philosophy	70%
Study of Music	70%
Study of Art	70%
Cook	82%
Sewing (basic)	80%
Draw: Charcoal	54%
Sculpture: Clay	54%

Combat Skills (all bonuses included)

Attacks per Melee: Five
Bonuses to Strike: +3, **Parry** +8, **Dodge** +8, **Damage** +9,
Roll with Punch or Fall +10, **Pull Punch** +4, **Save vs Toxin** +3 and +9 to **Save vs Coma/Death**.

Karate Kick does 1-8 damage.

Animal Abilities (Feline/Puma) Exceptional Balance 90%, Prowl 75%, Climb any rough surface 75%, Swim (basic) 40%, Nightvision 50ft.

Knock Out/ Stun on a natural roll of 20.

Personal Profile: The Puma is a suave, handsome man of great physical strength and a mind that hungers for knowledge. Despite his position as a law enforcer at New Haven he prefers to spend his time reading, discussing, philosophy, listening to music (from Mozart to rock n' roll), or puttering around with a lump of clay or a stick

Occupation: Mechanic and Super Hero of New Haven

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	70%
Sculpture	71%
Auto Mechanics	80/60%

Boxing

Wrestling

Secondary Skills

Basic Electronics	65%
Explosives (basic)	
Fishing	98%
Cook	90%
Pilot: Automatic	98%
Pilot: Manual Transmission	92%
Pilot: Large Truck	64%
Pilot: Small Truck	88%

Hand to Hand: Basic

Body Building

W.P. Blunt

W.P. Revolver

Combat Skills (all bonuses are included)

Attacks per Melee: Five

Bonuses to Strike +2; **Parry** +3; **Dodge** +3; **Damage** +11;

Roll with Punch or Fall +5; **Pull Punch** +2

Knock Out/Stun on a natural 20

Pin/Incapacitate by holding on a natural roll of 18-20.

Crush/Squeeze does 1-4 damage (plus bonuses)

Body Block does 1-4 damage.

Personal Profile: Havoc, like Controller, is a reliable, trustworthy defender of justice who's loyal to the people who created him. He oozes self-confidence but never overestimates his power or underestimates his foe.

Despite his formidable strength he is a generally reserved, good natured person given to extreme violence only when angry. His self-control can be traced to his grass roots, hard working, blue collar origins; tough, capable and individualistic. It's his easy-going disposition that enables him to tolerate Nightowl when nobody else can stand him. Indeed, it is Havoc's friendship that often keeps Nightowl in line (a big brother relationship). Any poor fool who would dare to seriously harm Havoc would be subject to Nightowl's terrible vengeance.

Maxinor the Rebel

MAXINOR

Real Name: Coqurl Maxinor

Alignment: Unprincipled

Attributes: I.Q. 19, M.E. 14, M.A. 22, P.S. 18, P.P. 14, P.E. 15, P.B. 12, Spd. 11.

Age: 51 **Male** **Weight:** 150 **Height:** 5ft 8in

Hit Points: 65 **S.D.C.:** 40

Disposition: Tough, confident, hardened by his struggle to over-throw the Georwell Government; he has seen much hardship, injustice and needless death. He is unwavering in his convictions to free the people of Georwell from the ruling despots. He is an incredibly magnetic person and the most influential individual on Georwell.

Power Category: Special Training

Training: Espionage: Cryptography 65%, Disguise 75%, Criminal Sciences/Forensics 70%, Investigative 70%, Pick Locks 66%, W.P. Energy Pistol, W.P. Energy Rifle, Hand to Hand: Expert, (The +5% skill bonus is included in all espionage skills). **NOTE:** all skills are at 6th level proficiency.

Level of Experience: 12th level Scientist; 6th level Special Training/Espionage

Level of Education: Ph.D Physics

Scholastic Bonus: +40%

Occupation: Physics (experimental research)

Scholastic Skills (all include scholastic bonuses)

Writing: Non-Fiction	98%
Biology: Basic	98%
Business	98%
Math	98%
Algebra	98%
Trigonometry	98%
Geometry	98%
Calculus	98%
Physics	98%
Astrophysics	98%
Electrical Engineering	98%
Mechanical Engineering	98%
Laser Technology	98%
Chemistry: Basic	98%
Computer Technology/Operation	98%

Secondary Skills

Computer Programming	98%
Automotive Mechanics: Basic	98%
Audio Communication	98%
Cook	98%
Pilot: Small Truck	98%
Pilot: Automatic	98%
Pilot: Single Engine Plane	98%
Study Earth World History	98%
Read/Write Earth English	98%
Speak Earth English	98%
Speak Earth German	98%
Speak Earth Spanish	98%
Speak Earth Russian	98%
Explosives: Basic	55% (6th level)*
Forgery	55% (6th level)*
Escape Artist	60% (6th level)*
Prowl	61% (6th level)*
Body Building	
Ice Skating	98%
Swimming: Basic	98%

*Includes espionage bonus of +5%

Combat Skills

Attacks per Melee: Four

Bonuses to Strike +3, **Parry** +2, **Dodge** +2, **Damage** +6, **Roll with Punch or Fall** +2, **Pull Punch** +2.

Kick Attack does 1-6 damage.

Personal Profile: Maxinor was once a famed and honored inventor, physicist and humanitarian. He's probably most remembered as the developer of the Dimension Lock; a trans-dimensional teleportation device that can bridge



of charcoal. A renaissance man, there are times when it seems that there is nothing that Puma is not knowledgeable of. When not at work as a hero he finds pleasure at his second job as art instructor for one of the grade schools.

While Puma is a humanitarian and intellectual he is not opposed to knocking a villain senseless if need be. Recruited to replace the cavalier show-off the Stalker, he is a recent addition to the rosters of New Haven's superbeings. Yet in the short time he's lived there he has proven himself to be courageous, noble, and merciful. His even-handed diplomacy and firm, reassuring demeanor has won him the respect of all of New Haven. If any man was worthy of the title "hero" it is this quiet, gentle, lover of life and freedom. Considering his disposition it is little wonder that he and the alien, known as the Wanderer, have become the very best of friends.

The Puma prefers to work alone although he respects authority and works well in a group. He is an excellent hunter and stalker of human prey as well as a clever amateur detective. His cat-like agility and balance enables him to move with the grace, speed and silence of his name-sake. He acknowledges the other super heroes of New Haven, their territory and abilities, never trying to undermine them or intentionally show them up. Of all the superheroes he is least fond of the Free Force specifically, the Controller and Nightowl.



the gap between other worlds in the blink of an eye (one such world being Earth). A scrupulous man of noble ideals, his high position in Georwell's government provided him with disturbing insight into its innermost workings. Further discreet investigation revealed a carefully designed network of corruption and evil that ran to the highest political offices. He learned of bribes, manipulation, unenforced environmental laws and corruption of all kinds. Worse yet, he discovered the government's control and encouragement of criminal organizations; political assassinations and policies of intimidation, terrorism and propaganda dispensed with bureaucratic even handedness. As if this were not enough, he caught wind that the Council Central was considering the feasibility of conquering other worlds through the Dimension Lock. Prime target of debate: the planet Earth.

Unfortunately Maxinor's discreet personal investigations were far from discreet enough when dealing with powers such as the Council Central. He was quickly branded as a traitor, conspiring against the State and marked for apprehension and rehabilitation (which would inevitably have led to brainwashing and/or public execution). However, Maxinor was able to escape the Council's attempt on his life finding sanctuary with the fledgling rebel underground. Maxinor would quickly learn first hand of the government's cruelty as they purged the community in a ruthless search for rebel freedom fighters. He soon found himself actively working with his rebel compatriots, putting his organizational know-how and magnetic personality to the development of a much more effective freedom movement. Within a few years he found himself the leader of a global network of "true" patriots and guerrillas strug-

gling to restore their world. Through Maxinor's efforts many influential people were recruited adding greater strength to the rebel movement.

Yet, while the underground has grown significantly in strength and popularity, arousing the suspicions of the most educated; they are still believed to be a dangerous coalition of traitorous dissidents and criminals by most of Georwell's population. The government's propaganda has been firmly entrenched in the minds of its people insuring their absolute loyalty. It is the penetration of the government's decades of lies and conditioning that has proven to be the underground's most difficult task. The re-education of a disbelieving people, who would gladly destroy what they perceive as a threat to their life and country, often seems impossible. Knowledge is a great weapon but truth can be sadly elusive.

The Justice Machine's alleged alliance with the rebel leader, Maxinor, has only served to fuel the paranoia among the District Tribunals and lower government, inspiring them to step up their persecution of all dissidents. This has prompted the government powers, including the Council Central, to consider taking more aggressive action against Maxinor and the Justice Machine even if it means sending agents to Earth. These actions are likely to include sending hunter droids (robot assassins), special operatives (Terror Troopers), assassins, the Guardians or any possible combination of these.

Maxinor's fourteen years as leader of the underground has taught him much in the ways of subversion and espionage. During these years he has experienced much sorrow and endured many hardships; ordeals which have hardened him to the pain of others. People suffer in any war, it is something one must come to accept if he's to endure. Although hardened by the tragedies of this silent war Maxinor is not bitter or cruel, but clings desperately to his ideals and will die a humanitarian; champion of freedom and truth.

Fearful that the Georwellian government might escalate their dominance to include the planet Earth, he has chosen to enlist the aid of an Earth organization that could both defend their planet and aid him in his crusade, **New Haven**. In many respects Maxinor and **Hammet Dash** are very similar. Both are driven by their ideals, both are honorable men, both wage war against injustice. The difference is that Maxinor is a general in a global, political conflict and has no delusions of power or desire of self glory (the same cannot be said of Dash). Maxinor has no personal want of reward or immortality, instead he fights for ideals that have transcended any personal goals. His quest to free his people motivates his every thought. He has learned to view life through the eyes of a general, always deciding what must be done, why, when, and who's best for the job. Through these eyes he sees only allies, enemies, plots, strategy and position. He has no time for pleasantries. Any socializing on his part is really reconnaissance or recruiting in disguise.

At New Haven, Maxinor enjoys top security clearance, has full access to all facilities, and has become good friends with Hammet Dash. He has assisted Dash's people in stabilizing the thermo-core energy taps which power most of New Haven and has also assisted in the sea-plant synthesizing food units. Most importantly, he has alerted Dash of Georwell's political structure, history, corruption, goals and intent of possibly invading the Earth. He has also constructed a **dimension lock** that connects New Haven to a number of dimensional gateways scattered across Georwell at his rebel strongholds. Only Maxinor, Dash, **Youthquake**, and **Challenger** have authorization to use the dimension lock.

Maxinor's stay at New Haven is not his first time on the planet Earth. Nineteen years earlier he was part of an exploration party sent to Earth through the first dimension lock proto-type. It was his job to oversee

the construction of an Earth-side unit for the return trip to Georwell. During his fifteen months here he met, and fell in love with, an Earth woman. Upon his return to Georwell he lost all contact with his other dimensional love. Thirteen years later they were united. It was only then that he learned of his handsome son Robert. All three returned to Georwell where Maxinor and his love were wed and the three lived in relative happiness. A happiness cut short two years later when a government assault on his rebel stronghold killed his wife and two dozen others. Robert Maxinor or Youthquake as he's been dubbed by his father, a mutant, feels no malice toward his father but has elected to return to Earth to pursue a normal life.

Youthquake

Real Name: Robert Maxinor

Alignment: Unprincipled

Attributes: I.Q. 16, M.E. 14, M.A. 14, P.S. 20, P.P. 15, P.E. 14, P.B. 20, Spd. 14.

Age: 19 **Male** **Weight:** 160 **Height:** 6ft 2in

Hit Points: 25 **S.D.C.:** 69

Disposition: Friendly, quiet, independent, overly self confident, rebellious. Has no aspiration to follow his father as a rebel liberator or super hero. Rather he is caught up in the free-wheeling exuberance of youth.

Power Category: Mutant

Super Power: Control Elemental Forces/Earth: Abilities include: **Encase in Earth:** range: 120ft; **Haul Earth:** range: 90ft, damage: varies; **Quicksand:** range: 6ft radius; **Rend Earth:** range: up to 260ft away; 15ft wide, 20ft deep, 40ft long crevice; **Sand/Dust Storm:** range: 30ft radius, up to 180ft away, victim is -4 to strike, parry and dodge; **Tower of Earth:** range: 90ft, height 36ft, width 18ft; **Wall of Earth:** range: 120ft. SEE H.U., pgs 105-106 for detailed description.

Level of Experience: 3rd

Level of Education: College, one year.

Scholastic Bonus: +8% (+3% I.Q. Bonus)

Occupation: Student/Manual Labor; part time.

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	92%
Biology: Basic	58%
Computer Technology/Operation	83%
Computer Programming	63%
Economics	66%
Business	76%
World History: Earth	65%
Speak/Read/Write Georwellian	77%*
Boxing	

*Raised on Earth, he also speaks and understands English.

Secondary Skills

Running	
Swimming: Basic	
Dance	55%
Hand to Hand: Basic	
Prowl	46%
Study: Earth Literature (classics)	65%
Cook	74%
Sewing: Basic	75%
Pilot: Motorcycle	84%
Pilot: Automatic	98%

Combat Skills

Attacks per Melee: Five

Bonuses to Strike: none; **Parry +4, Dodge +4, Damage +5,**

Roll with Punch or Fall: +4, Pull Punch +2.

Kick Attack does 1-6 damage.

Personal Profile: Youthquake is torn between his feelings for his father and his own needs. He loathes the idea of war and isn't even sure that the conflict on Georwell involves him for he considers himself to be an Earth-man not Georwellian. Nor does he have any desire to become a so called "superhero"; he'd rather live a normal human life.

Currently Robert Maxinor (Youthquake) lives in the New York burrough of Queens, attends a local university, works part time as a keypunch operator, enjoys most contemporary music, boxing, and close association with creative people his own age. He has yet to find any one direction to pursue, but is quite busy learning to live.

Maxinor has tried to give Robert enough space to make his own decisions about his loyalties, purpose and use of his super powers, but has still found it necessary to enlist his aid on a number of occasions. This has provided Robert with knowledge and access to New Haven, as well as security clearance for access to the Dimensional Lock housed there. He is familiar with most of New Haven's essential personnel including: **Hammet Dash, Smitty, Doctor Von Croft, the Free Force and the Justice Machine.** Surprisingly, Robert seems unimpressed by the secret society, its wonders and its heroes. He has resisted recruitment by Dash, Smitty and the Free Force and so refuses to become a super hero that he will not wear a costume or even a mask when assisting Maxinor.



Nebo

Real Name: Rapheal Nebowitz

Alignment: Anarchist

Attributes: I.Q. 10, M.E. 12, M.A. 9, P.S. 18, P.P. 16, P.E. 20, P.B. 6, Spd. 10.

Age: 30 **Male** **Weight:** 170lbs **Height:** 5ft

Hit Points: 41 **S.D.C.:** 72

Disposition: Anti-social, reclusive, quiet; feels he doesn't fit in with people. Melancholy and frustrated; he could be a nice guy, even heroic under the right circumstances. However, he could just as easily be turned to evil. He has a soft spot for children.

Power Category: Special Training

Training: Architectural Design/Engineering 65%, Industrial Engineering 70%, Electrical Engineering 75/85%, Mechanical Engineering 75/65%, Metallurgy 70%, Laser Technology 65%, W.P. Energy Pistol (laser).

Level of Experience: 5th

Level of Education: One year of College

Scholastic Bonus: +8%

Occupation: Mechanical engineer and repair

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Geometry	93%
Calculus	78%
Physics	58%
Basic Biology	73%
Sculpture: Metal	66%
Wrestling	
Fencing (W.P. all Blade)	
Basic Chemistry	73%
Secondary Skills	
Body Building/Weight Lifting	
Climbing	35/50%
General Athletics	
Hand to Hand: Basic	
Cook	90%
Sewing (basic)	85%
Computer Operation	90%
Pick Locks	60%
Automotive Mechanics (basic)	75/65%
Pilot: Automatic	98%

Combat Skills

Attacks per Melee: Four

Bonuses to Strike +3, Parry +4, Dodge +4, Damage +5, Roll with Punch or Fall +5, Pull Punch +2, +3 to Save vs toxins and +9 vs coma/death.

Body Block/Tackle does 1-4 damage, 50% chance of knocking an opponent down, +1 to strike.

Pin/Incapacitate (by holding) on a roll of 18-20.

Crush squeeze does 1-4 damage.

Personal Profile: Nebo is industrial engineer specializing in the maintenance and repair of the miles long access



corridors and vents of **New Haven**. He is a reliable, capable worker who actually lives in a secluded little compartment off one of the main junction tunnels. He's not particularly sociable, tends to be withdrawn and grunts rather than articulates his words. Nebo prefers the solitude of his tunnels for he is extremely self conscious about his looks believing himself to be uglier than he really is.

This sad little loner is not an evil or cruel man only insecure, full of self-recrimination and lonely. However, his bitterness and low self esteem could make him an easy target for evil persons to use as their pawn. Likewise, the right circumstances could mold Nebo into a hero.

Although Nebo doesn't particularly enjoy life he has no ambitions for wealth or fame. He enjoys his work and feels safe in the buzzing tunnels that honeycomb New Haven.

Nebo's weapons include a gun-like welding torch (with various attachments) and a laser pistol. **Torch:** maximum range 5ft, **damage:** 1-8 or 3-18 or 6-36 (3 different settings).

Laser pistol: range: 300ft, **damage:** 4-24, **energy capacity:** 8 charges, rate of fire: 4 blasts per melee. Nebo also carries a knife (1-6 damage) usually in his boot, 2-4 **grappling hooks** (1-6 damage) and two separate rolls of reinforced cord (240ft each). His **costume** has several belts, hooks and straps for attaching the rope and tools when working in the tunnels. Of course he usually has a number of tools that can be used as weapons such as a hammer (does 1-6 damage), screw driver, spikes and other small hand held items (all do 1-4 damage).

The Wanderer

WANDERER

Real Name: Zad

Alignment: Principled

Attributes: I.Q. 15, M.E. 18, M.A. 18, P.S. 16, P.P. 18, P.E. 14, P.B. 12, Spd. 20.

Age: 1076 **Male** **Weight:** 190lbs **Height:** 8ft

Hit Points: 66 **S.D.C.:** 372

Disposition: Gentle, compassionate, honorable

Power Category: Alien

Super Power: **Energy Expulsion:** Solar. **Light Blast** that is basically a type of laser beam that emanates from his eye plate. **Range:** 720ft, **Duration:** instant, **Attacks per Melee**(with the laser): three; **Bonus to strike**(with laser beam) +2, **Damage:** 5-30. **Bend Light:** an ability to bend and separate light color creating a beam of color. **Range:** 960ft, **Duration:** instant or prolonged; **Attacks per Melee** (with light beam): two; **Bonus to strike** (with light beam): +2, **Damage:** none. **NOTE:** this light beam can be used to deflect laser beams; +2 to parry lasers. **Radiate Light** enables the alien to generate light like a living light bulb. **Range:** 25ft radius; light intensity equal to 4800 watts of light (quite blinding). **Radiation Resistant:** radiation does 1/3 damage; fire, heat, cold, and other energy does full damage. **NOTE:** all abilities are reduced by half at night or in total darkness. Exposure to 15 minutes of sunlight or intense light will **recharge** him to full power. SEE H.U., page 110 for detailed power description.

The Wanderer is from a world with an extremely abrasive atmosphere which has resulted in an extremely tough, thick skin. This skin provides a natural body armour.

Communication is accomplished through a code of light pulses or flashes from his eye plate. He has recently mastered Earth's Morse Code. Otherwise the Wanderer is **mute**.

Level of Experience: 12th

Level of Education: Master's Degree in Anthropology

Scholastic Bonus: +20%

Occupation: Anthropologist



Cook	98%
Sewing (basic)	98%
Pilot: Motorcycle	98%
Pilot: Automatic Car	98%
Pilot: Sail Type Boats	98%
Pilot: Twin Engine Plane	98%
Pilot: Single Engine Plane	98%

Combat Skills (includes all bonuses)

Attacks per Melee: Six

Bonuses to Strike +4, Parry +6, Dodge +6, Damage +3, Roll with Punch or Fall +4, Pull Punch +2.

Kick Attack does 1-6 damage

Critical Strike on a roll of 19-20 and from behind.

Knock Out/ Stun on a roll of 19-20.

Other Abilities: Leap 18ft high and 19ft long, Back Flip 98%, Climb Rope 98%, Excellent Balance and Sense of Direction 98%, Walk Tight-Rope 98%, Prowl 98%.

Personal Profile: The Wanderer is a refugee from a distant planet; his own planet destroyed in a natural upheaval. His world destroyed, he is presumably the last of his race. Like the Justice Machine the Wanderer has, at least temporarily, adopted the planet Earth and New Haven as his home.

As an anthropologist the Wanderer spends most of his time studying Earth's history, technology, and societies.

Although he is not considered a super hero he will help defend New Haven and his friends as fiercely as any of the Justice Machine. He is a competent combatant, but is a gentle compassionate individual who loathes war. The Wanderer would much rather spend his time exploring the wonders of life and the beautiful creations of sentient beings such as music and art (he's fanatical lover of Earth's Mozart).

The Wanderer's helmet completely encases his head serving as protection and as a life support system (although he's capable of breathing Earth's oxygen atmosphere; he prefers the filtered, purified air of his helmet). The helmet also has one large eye plate from which his communication light pulses and laser emanates.

The tall, lanky alien is much respected and loved by most of the inhabitants of New Haven with the notable exceptions of Doctor Vargos, Warhead and Von Geist.

The Forever Man

Real Name: Tarren

Alignment: Scrupulous

Attributes: I.Q. 15, M.E. 17, M.A. 16, P.S. 16, P.P. 15, P.E. 20, P.B. 15, Spd. 20.

Age: 10,000 yrs. **Male** **Weight:** 180lbs **Height:** 6ft 4in

Hit Points: 92 **S.D.C.:** 75

Disposition: Gentle, compassionate, sincere, honest; greatly aware of the fragility of the human condition. He is warm, friendly, but quiet and full of melancholy from the centuries of war he's experienced. Dedicated to truth, justice and freedom.

Power Category: Hardware

Weapons and Gimmicks: The Foreverman is an intergalactic warrior with a number of special high-tech items. **Environmental Battle Armour:** a special reinforced space suit designed for combat. Includes all the usual necessities of a space suit such as computer controlled life support system, independent oxygen supply and purge system, internal cooling and temperature control, insulation, radiation shielding, temperature resistant, fire resistant, radio, gas filtering and circulation system and so on.

Noteworthy Highlights

Protective metal alloy body plates: S.D.C. 600, A.R. 16 (only rolls to strike of 17 or higher do damage.) Body plates are replaceable.

Limited exo-skeleton: increases P.S. to 25, P.P. to 20; bonuses: +10 to damage, +3 to strike; Leap up to 20 feet high or long. Can carry or throw up to 3000lbs and lift up to 6000lbs.

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Geometry	98%
Calculus	98%
Physics	98%
Cryptography	98%
Medical: Paramedic	98%
Computer Technology/Operation	98%
Chemistry	98%
Chemistry Analytical	98%
Anthropology	98%
Archaeology	98%
Biology	98%
Botany	98%
Acrobatics	98%
Swimming: Competitive	98%

Secondary Skills: Understands Earth German

Understands Earth Russian	
Understands Earth Spanish	
Understands Earth Arabic	
Understands Earth English and Morse Code	
Study: Earth Computers	98%
Study: Earth Society/History	98%
Body Building/Weight Lifting	
Climbing	63/78%
Running	
Hand to Hand: Basic	
Basic Electronics	98%
Drugs	98%



Helmet equipped with nightsight (light amplification), Infrared and ultra-violet optic system. Maximum range: 1200ft. Thermo-imager (heat sensors that convert infra-red radiation into a visible image); sees in darkness, shadows and through smoke; range 600 feet. Telescopic/binoculars with target sight; range: 2200feet, field of vision: 10 foot radius. Audio amplifier can pick up and amplify a whisper, range: 30 feet. It can also be patched into bugging equipment increasing its range to 1200 feet. Linguistic translator can compute and interpret 200,000 different languages (including Georwellian and all Earth tongues). Standard radio communication system, maximum range: 20 miles. In addition to the audio and visual equipment, the helmet has a built in display panel, tinted, one-way face panel and reinforced armour plating.

Sensors include: motion, heat, radiation, range: 200 feet; electronic bug detector, explosive detector, radar signal detector and microwave detector, range: 80 feet.

Electro-adhesive pads, built into environmental body armour hands and feet; adhere to any metal substance. Range: touch.

Retractable claws built into gloves above the knuckles of each hand. Extremely sharp, nearly indestructible metal alloys; does 2-12 damage (plus P.S. bonuses) per punch or swipe.

Mini-jet pack: maximum speed 45mph, maximum fuel duration 30 minutes, designed more for extra boosts in combat and space maneuvers.

Weapons

Projectile Wrist blaster: range: 90 feet, cartridge capacity six; can fire explosive projectiles that do 4-24 or 6-36 damage or can fire tranquilizer darts (saving throw 15 or higher, takes effect within 1-4 melees).

Mini-laser rod concealed in left boot; range: 300 feet, 20 charges, does 4-24 damage.

Mini-Grenades attached to the cuff of the gloves, designed to explode only after the proper code has been punched on the particular grenade. Includes: 5 explosive (does

5-50+10 damage), 5 knock out gas, 5 paralysis (nerve gas), and 5 tear gas.

Particle beam rifle: Range: 1800 feet; damage: 5-50 on an indirect hit or nick (a roll of 11-17 to strike), 5-50+25 on a direct hit (a roll of 18 or higher). Energy capacity: 10 blasts per energy clip.

Level of Experience: 15th

Level of Education: Military Specialist and Deep Space Pilot

Scholastic Bonus: +15%

Occupation: Soldier

Scholastic Skills (all include scholastic bonuses)

All skills are equivalents to Earth skills.

Basic Math	98%
Algebra	98%
Trigonometry	98%
Geometry	98%
Calculus	98%
Medical: Paramedic	98%
Physics and Astro-Physics	98%
Navigation: Space	98%
W.P. Energy Rifle	
W.P. Energy Pistol	
Hand to Hand: Expert	
Gymnastics	
Boxing	

Secondary Skills

Body Building/Weight Lifting	
Swimming: competitive	
General Athletics	
W.P. Blunt	
W.P. Blade (all)	
W.P. Automatic Pistol	
W.P. Rifles & Shotguns	
Computer Operation	98%
Computer Programming	98%
Electronics: Basic	98%
Pilot: Automatic	98%
Pilot: All Basic Planes	98%
Studies Poetry & Literature	

Combat Skills (includes all bonuses)

Attacks per Melee: Seven

Bonuses to Strike +6, **Parry** +8, **Dodge** +8, **Damage** +6, (or +15 in his exo-skeletal combat suit), **Roll with Punch** or **Fall** +10, **Pull Punch** +4, **Save vs Toxins** +3, **Save vs Coma/Death** +9%, **Save vs Psionics** +1.

Kick Attack does 1-6 damage.

Knock-Out Punch on roll of 18-20

Critical Strike from Behind does triple damage.

Death Blow on a roll of a "natural" 20.

Climb and climb rope 98%, **excellent balance** 98%, **back flip** 98%, **prowl** 98%.

Personal Profile: The Foreverman is a soldier from a distant galactic war. He has landed on Earth, temporarily, to make minor repairs on his space ship. This is his second visit to Earth, the first being almost 9,000 years ago. Accepting the hospitality of **New Haven**, the Foreverman has decided to take a few moments to rest and recuperate before he begins his long journey back to his native galaxy and the war. It's during his brief tenure at New Haven that he and **Blazer** fall in love. When he leaves he breaks **Blazer's** heart. Unable to forget the gentle warrior, she plans to leave with **Zad**, the Wanderer, when he's completed repairs of his own space vehicle within the next few months. Whether or not **Blazer** actually goes is up to the **Game Master**. It could, as it would in the comic book, serve as the perfect situation to get the **Justice Machine** into a space fantasy. However, in game context, it may not be appropriate for a particular campaign to embark on a space adventure. If this is the case, simply have an agonizing **Blazer** decide that she cannot leave (because her friends need her, or the **J.M.** are in danger).

Ms. Liberty



VOSBURG

Real Name: Laura Barnes
Alignment: Unprincipled
Attributes: I.Q. 13, M.E. 11, M.A. 20, P.S. 19, P.P. 20, P.E. 20, P.B. 22, Spd. 26.
Age: 25 **Female** **Weight:** 135 **Height:** 5ft 8in
Hit Points: 49 **S.D.C.:** 50

Disposition: Clever, alert, streetwise, courteous, hospitable; friendly but cautious. She has a great deal of stage presence and enjoys the adoration of the crowd.

Power Category: Special Training/Physical

Training: Hand to Hand: Martial Arts, acrobatics, general athletics; swimming, competitive 98%, escape artist 78%, sleight of hand 59%, pick locks 73%.

Level of Experience: 8th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Entertainer/Escape Artist

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	85%
Drawing: Charcoal	84%
Foreign Language: French	98%
History: American	98%

Secondary Skills

Disguise	70%
Pick Pockets	78%
Carpentry	75%
Drugs	98%
Electronics: Basic	80%
Explosives: Basic	60%
Carpentry	70%
Medical: First Aid	92%
Pilot: Motorcycle	98%
Pilot: Automatic	98%
Pilot: Race Car	82%
Pilot: Large Truck	72%

Combat Skills

Attacks per Melee: Five

Bonuses to Strike +6, **Parry** +7, **Dodge** +7, **Damage** +4, **Roll with Punch or Fall** +6, **Pull Punch** +5, +3 save vs toxins, +9 save vs coma/death, 70% to charm or impress, 65% to invoke trust or intimidation.

Karate Kick does 1-8 damage.

Judo Throw does 1-6 damage.

Climbing 68/88%, **Climb Rope** 98%, **Walk-tightrope** 98%; **Leap** 20ft high, 21ft long, **Back Flip** 96%, **Prowl** 85%, **Excellent sense of direction** 98%, **sense of balance** 98%.

Personal Profile: Ms. Liberty is currently a world renowned escape artist and circus performer. Billed as the "world's greatest escape and quick change artist", she enjoys commercial and financial success. Her current celebrity status belies her humble origins. Born on the lower East side of New York (slums) she lived in poverty with a savage, drunken father and a beaten, submissive mother. Consequently she spent as much time away from home as possible, growing up in the streets. Street-wise and desperate for acceptance, she joined an all girl street gang which she would eventually lead. However, the rough and tumble world of intimidation and treachery of the streets was not the world she desired.

One day fate dealt out a crueler hand than usual when Ms. Liberty's father beat her mother to death. Her father imprisoned, she was sent to a foster home which she promptly ran away from. By chance the fourteen year old girl stumbled across a second-rate circus where she found work and made fast friends. The owner of the circus took the girl under his wing, making her his surrogate daughter. It was with his instruction, combined with her street skills, that produced the magnificent Ms. Liberty.

Originally Ms. Liberty was to make her comic book debut in the Justice Machine number six. In that story the Justice Machiners (in civilian clothes) go to the now famous circus of Ms. Liberty for a little fun and relaxation. During her act the high flying (drugs) Demon volunteers to a test of skill and speed that ends up as a tie between the two. However, the show off Demon jeopardizes the Justice Machiner's secret identities by appearing in his J.M. uniform. Issue number six would also see the return of a revitalized Diviner as well as introducing a number of ominous subplots for up-coming issues of the comic book. The front piece of this game book by Paul Gulacy was originally intended to be the comic book's cover.

Snow Ghost



Real Name: David Hernandez

Alignment: Unprincipled

Attributes: I.Q. 11, M.E. 12, M.A. 12, P.S. 17, P.P. 14, P.E. 15, P.B. 18, Spd. 19.

Age: 19 **Male** **Weight:** 170 **Height:** 6ft 2in

Hit Points: 30 **S.D.C.:** 64 (+400 S.D.C. when transformed)

Disposition: Bold, cocky, over-confident, self-reliant, impudent; friendly, sincere, idealistic.

Power Category: Mutant

Super Power: **Alter Physical Structure: Ice.** Add 400 S.D.C., Natural A.R. 14, weight doubles (340lbs), strength increases to 23 when transformed into ice. **Abilities include:** **create snow and ice:** 50lbs per melee, maximum 175 ft radius. **create snowballs:** 4 attacks per melee, damage: none. **create ice balls:** 4 attacks per melee, damage: 1-4 each, range: 80ft. **generate ice:** affects a 24ft radius, damage: 1-6; creates a thin layer of ice. **Encase victims in ice:** ice manacles, encase entire body, encase weapons and encase in an ice block. **Freeze Water:** up to 90 gallons per melee. **Wall or Circle of ice:** can generate up to 1200lbs per melee; up to 16ft high, 16ft long. SEE H.U., pg. 99-100 for detailed power description.

Level of Experience: 3rd

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Vigilante

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	60%
Music: Guitar	49%
Business	65%
Medical: First Aid	80%
Hockey	

Secondary Skills

Hand to Hand: Basic

General Athletics

Swimming: Basic 90%

Pilot: Motorcycle 84%

Pilot: Automatic 98%

Pilot: Manual Transmission (stick) 98%

Automotive Mechanic (basic) 55/40%

Speak Spanish 67

Study TV/Video 65%

Cook 74%

Drugs 75%

Prowl 56%

Combat Skills

Attacks per Melee: Four

Bonuses to Strike none, Parry +3, Dodge +3, Damage +2, Roll with Punch or Fall +3, Pull Punch +2.

Body Block does 1-4 damage, 50% chance of knocking an opponent down, +2 to strike.

Ice Skate 62%, +2 to dodge on skates and ice.

Personal Profile: Snow Ghost is a young, physically able idealist who has decided to take the law into his own hands by stomping out crime. His good judgment and confidence, combined with his mutant ice powers, makes him a dangerous adversary to all evil-doers. Thus far, his targets have been the ordinary criminal types, muggers, thugs, burglars, pushers, thieves, assailants and crooks of all kinds. In the six months that he's been in action crime has dropped in his neighborhood by 50%. His one man war on crime has brought him the jealous scorn of the police and the attention of more than one crime head, especially drug dealers who are ultimately linked to organized crime. Snow Ghost is a champion of justice in his own way and will aid any fellow heroes whenever possible.



VILLAINS

Blood-Master

Alias: Charles Vockler

Alignment: Diabolic

Attribute: I.Q. 12, M.E. 14, M.A. 10, P.S. 24, P.P. 24, P.E. -,P.B. 10, Spd. 34.

Disposition: Arrogant, feels superior to everyone, clever, treacherous, completely without honor or compassion. He is a sadistic assassin for hire who loves his work. Always cheerful, glib, irritating; greedy.

Power Category: Robot Type 5: Android/Transferred consciousness.

Vital Statistics: Construction: All standard items; basic light weight body frame; normal human limbs and appearance (no hidden or retractable limbs or weapons). Special artificial skin covering to fully simulate human flesh with body temperature control unit.

Special Additions:

Augmented Upper Body Strength: equal to P.S. 24, +9 to damage.

Augmented Lower Body Strength: equal to P.S. 24.

Augmented Physical Prowess: equal to P.P. 24; +5 to strike, parry and dodge.

Extra Speed: equal to speed of 34 or 20mph.

Locking joints: This means that the joints can lock into place and cannot be moved or bent until unlocked or broken.

Rotating Body Parts: head, hands and torso can rotate a complete 360 degrees.

Optics

Telescopic: Range 1200 feet/400 yards; 6ft field of vision.

Nightsight: Range 600 feet/200 yards; amplifies existing light to see clearly in the dark. NOTE: some light must be present.

Infra-Red: Range 600 feet/200 yards; sees in the infra-red spectrum of light and can pick up heat emanations.

Targeting sight: Range 600 feet/200 yards; a special system that superimposes target cross-hairs. Bonus to strike +1 (this is in addition to P.P. and skill bonuses).

Sensors

Heat: sensors that can pick-up and pin-point heat emanations. Range: 200 feet, field of detection 20 foot radius.

Motion: detects movement. Range: 140 feet, field of detection 20 foot radius.

Special Items

Modulating Voice Synthesizer: creates a human sounding voice with full tone, accent and dialect capabilities. Programmed for three distinctly different voices for use as Blood-Master, Charles (Hammet Dash's aid) and one other.

Underwater Capabilities: water proofing and sealing of all internal mechanisms and joints for underwater performance.

Polycarbonated Body Armour: a form fitting body armour that is often used in his Blood-Master persona. Adds 300 S.D.C. Requires one hour to dress; 25 minutes to unsuit. NOTE: The android's normal unarmoured body has an S.D.C. of 100. When all S.D.C. are depleted the body ceases to function and must be repaired before becoming operational.

Motivation and I.Q.

Blood-Master is an android brought to life via a permanent transferral of human consciousness. The original human body is long dead. Charles is somewhat deranged perhaps, in part, due to his non-human state. Origin unknown, creator: unknown; See H.U. Robot section, pages 39-48 for details.

Level of Experience: 5th

Level of Education: Military

Scholastic Bonus: +8%

Occupation: Assassin for hire.

Scholastic Skills (all include scholastic bonuses)

NOTE: Only skills still applicable to use in the android body are listed.

Basic Math	98%
Algebra	98%
Computer Technology/Operation	92%
Foreign Language: Russian	90%
Investigative	62%

W.P. Blade (all)

W.P. Blunt

W.P. Automatic

W.P. Rifle

Hand to Hand: Assassin

Secondary Skills

Prowl	52%
Drugs	85%
Basic Electronics	65%
Speak Spanish	77%
Speak French	77%
Pilot: Motorcycle	98%
Pilot: Automatic	98%
Pilot: Large Truck	60%
Pilot: Single Engine Plane	92%

Combat Skills (includes all bonuses)

Attacks per Melee: Five

Bonuses to Strike +7, **Parry** +5, **Dodge** +5, **Damage** +13;

Roll with Punch or Fall +3, **Pull Punch** +3.

Can carry and throw up to 1200lbs; lift up to 2400lbs.

Maximum running speed 20mph.

Leaps up to 14ft high or long.

Personal Profile: Blood-Master is a grinning, arrogant, sarcastic hit man with a streak of cruelty and a genuine love for death dealing. He loves the challenge of the hunt nearly as much as the kill. To this sadistic fiend life has no meaning, no value. Completely without honor, Blood-Master is available to the highest bidder. Morality, justice, even vengeance has nothing to do with his motives, only money.



Unknown to the **Justice Machine** or any of the **New Haveners**, **Blood-Master** is not human, but an android. Orgins unknown, he is clearly a lone wolf although it is likely that his android body was created by some high-tech criminal organization. The android body is controlled by the transferred consciousness (mind) of Charles Carlin an ex-marine who was presumably lost in action during the final days of the U.S./Vietnam conflict. When not taking action in his **Blood-Master** persona he poses as an innocuous member of **New Haven**. He has recently been assigned as an aid to **Hammet Dash**, acting as a sort of go-for or man servant.

Blood-Master's favorite weapon is the knife and other blade weapons (swords, the throwing spikes, etc.) although he is equally adept with blunt, chain and automatic weapons. He usually uses a long handled knife whose blade can retract completely into the handle.

Blood-Master's first appearance in the **J.M.** comic book was in issue number three (created by Charlie Wallace).

The Dominators

The **Dominators** are a group of international criminals who operate as independents as well as mercenaries for hire. They are capable of assassination, extortion, terrorism, burglary and espionage. Generally they are social outcasts longing to strike out at the world they despise. Each is a top professional; efficient, capable and deadly.

Vague: the megalomaniac leader of the **Dominators**, with the psionic powers and intelligence to make her dreams a reality.

Helicat: cunning, deadly; a master cat-burglar.

Howler: the crazed wildman loyal only to **Vague**.

Vesuvius: an alien from the Earth's core and the power of primal fire.

Elastico: the sadistic madman who craves power, wealth, and revenge; a master of disguise.

Speed Demon: cruel, vindictive; he just likes to hurt people.

The **Dominators** are an extremely wealthy and powerful group who operate on a global basis. Their major bases of operation are in the South of France, Columbia (South America) and Manhattan, New York. When not involved in some sort of criminal activity **Vague** searches for the location of **New Haven**. Ever since **Elastico** has told her of **New Haven's** existence she has tried to find it for it would be a gold mine of technological treasures. NOTE: the **Dominators** are worth approximately 100 million U.S. dollars. **Vague's** ultimate goal is global domination.

Vague

VAGUE Leader of the **Dominators**

Real Name: Barbara Kitchner

Alignment: Diabolic

Attributes: I.Q. 16, M.E. 18, M.A. 22, P.S. 12, P.P. 10, P.E. 11, P.B. 9, Spd. 10.

Age: 26 **Female** **Weight:** 130 **Height:** 6ft

Hit Points: 48 **S.D.C.:** 30

Disposition: Self centered, vengeful, mean, strongwilled, and very domineering. She is extremely bitter, driven by delusions of grandeur and a megalomaniacal thirst for power. She's deadly and unmerciful.

Power Category: Psionic

Psionic Powers: Natural Psionic: 130 I.S.P., +2 to save vs psionics (10 or higher). **Presence Sense:** Range: 120ft radius, duration: 8 melees (two minutes), I.S.P. cost: 4; the ability to sense the presence of any corporeal or non-corporeal (spirit) entity. **Telepathy:** Range: 340ft, duration: 26 minutes, I.S.P. costs: 4, saving throw: standard. **Telepathic Probe** allows **Vague** to delve into a person's mind to read his thoughts; costs an additional 6 I.S.P. **Precognition:** (G.M.'s Note: this is a new psionic ability for the **Heroes Unlimited** game system and should be considered a major psionic ability. I caution its use because precognition can be a difficult ability to play. Use you discretion.

Remember, the future is an ever changing thing so that the precog-vision is not always accurate or can be altered or avoided). Precognition is the ability to pick up psychic emanations enabling the psionic to glimpse the future. The vision of a possible future may represent some event lasting a few hours or, more likely, a few minutes. The future event may be a few moments away or several days away; regardless of which, the psionic will always recognize the events of a precognitive vision coming true as soon as it begins. This may allow him/her to escape an impending danger up to the last minute.



There are two types of precognitive visions - the immediate future and the distant future.

The immediate future: I.S.P. cost: 8, the vision is almost instant (two melees or 30 seconds). This glimpse of the future reflects a possible event that will occur within the next few minutes (15 minutes max.). ALL precognition must have a focal point to concentrate upon to reveal the future of that person, place or object. This is particularly handy for detecting traps, possible dangers, etc. Example: concentrating on entering a particular door, room, vehicle, and so on, may reveal several guards ready for battle, or an alarm or trap being triggered, etc. Likewise, focusing on a particular object or weapon may indicate its function or danger and may give off the feeling that its use will be of importance, helpful, useless or dangerous.

The Distant Future: I.S.P. cost: 16, the vision requires some extended time to concentrate, 2-8 minutes (roll two 4-sided dice). This glimpse of the future is a lengthier vision of an event that may occur up to four days away. As a focal point the psionic must concentrate on a "specific" person, event/ confrontation, or place. The vision will reveal possible events, specific potential threats and dangers, and an impression of a successful outcome or failure. Precognition, whether immediate or distant, **NEVER REVEALS THE EXACT OUTCOME OF ANY EVENT!!!** The best that can happen is a positive or negative impression or feelings of apprehension, great danger or sadness. The visions themselves are usually dream-like images of events accompanied by the sensation of success or failure. The visions are experienced only by the psionic. (GAME MASTERS: Remember not to reveal the actual outcome of any incident. The fewer hard facts the better, after all; the future is speculation).

Secondary Psionic Abilities: Alter Aura: range: self, duration: 180 minutes or 3 hours, I.S.P. cost: 4; enables the psionic to alter his aura. Detect Psionics: range: 620 yards, duration: 2 minutes, I.S.P. cost: 2; detects psionics in others. Death Trance: range: self, duration: 10 minutes, I.S.P. cost: 2; induces a temporary state of suspended animation simulating death. Mind Block: range: self, duration: 10 minutes, I.S.P. cost: 4; prevents the penetration of telepathy, empathy and other psionic probes and attacks. Summon Inner Strength: range: self, duration: 20 minutes, I.S.P. cost: 6; this ability alerts the psionic to any immediate danger, traps, ambush, etc. within a 90ft radius. However, it does not indicate what the danger is, only that it exists.

NOTE: See H.U., pages 67-75 for complete explanation of psionics and specific abilities.

Level of Experience: 8th

Level of Education: High School

Scholastic Bonus: +8% (with I.Q. Bonus)

Occupation: Criminal, thief, terrorist, assassin for hire.

Scholastic Skills (all include scholastic bonuses)

Basic Biology	98%
Basic Math	98%
Algebra	98%
Study World History	98%
Study Philosophy	98%
Swimming: Basic	98%

Secondary Skills

Drugs	95%
Medical: First Aid	95%
Pick Locks	71%
Pick Pockets	76%
Escape Artist	68%
Study Criminal Law	93%
Study Electronics	93%
Study Tactics (war)	93%
Study Psychology	93%
Prowl	67%
Dance	83%
Body Building	

Combat Skills (all bonuses are included)

Attacks per Melee: Two hand to hand

Attacks per Melee (Psionic): Five

Bonuses to Strike, Parry, Dodge and Damage: None. +2 save vs psionic attacks, 75% likelihood to instill trust or intimidation.

Personal Profile: Vague is the leader of the criminal organization known as the **Dominators**. Physically she is very frail as well as handicapped by birth defects that have left her blind and mute. Born without eyes, nose, and mouth; she underwent many operations that would provide her with a slit-like mouth and small pin-hole nose that would be the focus of endless jokes, jeers and horror from her peers. Vague's tormented childhood has clearly scarred her, molding her into the vengeful force of evil that she's become. To hide her disfigurement and blindness she wears a featureless mask. In spite of her disabilities she gets along so well that few ever suspect that she suffers from any handicap at all. This, of course, is the result of her clever mind and psionic abilities. Psi-abilities that are particularly important are telepathy, presence sense and her sixth sense. Telepathy and presence sense alert her to the presence and actions of nearby individuals. A quick telepathic probe reveals that person's thoughts so that she knows his/her intentions enabling her to react accordingly. The sixth sense alerts Vague to immediate danger. Telepathy is her only means of communication which enables her to transcend any language barrier. Perhaps her greatest psionic ability is that of precognition which provides her with insight to future events. (See her psionic abilities description).

Forever emotionally mangled, her goal is to make people suffer and deprive the people of the world of their possessions and happiness as they've deprived her. Vague suffers from deep rooted hatred, dominates all around her by invoking fear and pain; is sadistic, fiercely aggressive and seemingly devoid of compassion. Although she, herself, avoids combat she shows her victims no mercy. She has a phobic fear and hatred for children, doctors, and surgery.

Professionally Vague and her Dominators are guns for hire, capable of any job from espionage and burglary to assassination and terrorism. They also engage in independent criminal activity; usually various degrees of theft (jewelry, industrial secrets, the whole spectrum of major theft), and extortion.

Hellcat

Real Name: Carla Martin

Alignment: Miscreant

Attributes: I.Q. 11, M.E. 9, M.A. 15, P.S. 17, P.P. 19, P.E. 17, P.B. 20, Spd. 22.

Age: 23 Female Weight: 115lbs Height: 5ft 2in

Hit Points: 38 S.D.C.: 59

Disposition: Cocky, confident, tough, merciless, cunning, treacherous; cheats, lies and back stabs. Loyal only to Vague.

Power Category: Special Training: Technical

Training: Architectural Design/Engineering 70%, Explosives/Demolition 60/55%, Surveillance Systems 65%, Investigative 65%, Research 70%, Forgery 55%, Basic Electronics 75%. NOTE: the areas of technical training all apply to Hellcat's occupation as master thief.

Level of Experience: 5th

Level of Education: One year of College

Scholastic Bonus: +8%

Occupation: Thief (cat burglary too)

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	98%
Computer Technology/Operation	98%
Sculpture: Wax Works	74%
Pilot: Single Engine Plane	98%
Pilot: Small Jet	80%
Fencing (W.P. all blades)	
Acrobatics	
Gymnastics	
Swimming: competitive	98%



Secondary Skills

Hand to Hand: Martial	
Running	
W.P. Automatic Pistol	
Pilot: Motorcycle	98%
Pilot: Automatic	98%
Pilot: Race	70%
Pick Locks	60%
Pick Pockets	65%
Disguise	65%
Sleight of Hand	52%

Combat Skills (all bonuses are included)

Attacks per Melee: Four
 Bonuses to Strike +5, Parry +5, Dodge +7, Damage +2, Roll with Punch or Fall +9, Pull Punch +4.
 Karate Kick does 1-8 damage.
 Other Abilities: Climb Rope 98%, Climbing 50/70%, Walk Tightrope 98%, Exceptional Balance 98%, Sense of Direction 98%, Back Flip 90%; Leap 14ft high, 15ft long, Prowl 70%

Personal Profile: Hellcat is a fiery young rogue who's a master of subversion, treachery and deceit. Although she may appear to be a sweet innocent beauty (a scam she often employs in her more civilian identity); she is

a merciless cut-throat of international repute. Hellcat is incredibly lithe, quick and deadly. She has built a reputation as an expert cat-burglar who has pillaged individuals, governments and industry.

Hellcat's origins began as the youngest child of six in an impoverished family eking out an existence in the slums of Chicago. This has made her a scrappy street fighter who goes for the juggler vein in a fight. She has seen all the inhumanity of man, the cruelty, the injustice, the hunger. She is all too familiar with the parasites who feed on despair; the pimps, pushers, thugs, thieves, con artists and all the rest. This is the environment that created the Hellcat. Now she is extracting what she believes is due her, using the tools she has learned on the street along with those she's sought through schooling. She has forsaken poverty and the parasites who grow rich from the evils of being poor and helpless. She has pulled herself out of the garbage . . . now she is the predator who will gorge herself on the riches of her victims.

Howler

Real Name: Unknown

Alignment: Miscreant

Attributes: I.Q. 9, M.E. 10, M.A. 10, P.S. 25, P.P. 13, P.E. 25, P.B. 9, Spd. 10.

Age: 20 **Male** **Weight:** 150 **Height:** 5ft 7in

Hit Points: 43 **S.D.C.:** 106

Disposition: Alert, cunning, aggressive, nervous; paces constantly. Wild and merciless in combat. Loyal only to Vague and Hellcat to a somewhat lesser degree.

Power Category: Mutant

Super Power: Extraordinary Physical Strength which provides incredible strength and endurance.

Unusual Characteristic: No body hair (only on head). Howler also suffers from the inability to speak other than his trademark of howling and guttural grunts and groans. However, he apparently understands all languages. This is presumably a result of his mutant condition although it is quite unique.

Level of Experience: 4th

Level of Education: Special

Scholastic Bonus: None

Occupation: Criminal strong-man

Scholastic Skills

None

Secondary Skills

Hand to Hand: Basic	
Climbing	31/46%
Prowl	48%
Running	
Swimming: Competitive	98%
Fishing	98%
Hunting (W.P. Blunt)	55%

NOTE: Cannot speak but understands all languages.

Combat Skills (all bonuses are included)

Attacks per Melee: Four

Bonuses to Strike +2, Parry +2, Dodge +2, Damage +10, Roll with Punch or Fall +2, Pull Punch +2, Save vs toxins +5, Save vs Coma/Death +14%

Excellent Balance 70%

Can carry and throw up to 12,500lbs, lift up to 25,000lbs

Personal Profile: Howler is a wildman found living in the Florida everglades. He is believed to be the mutant descendant of a band of criminals who fled justice by hiding in the swamps. Howler has presumably survived on his own for the greater part of his life. Consequently, he is extremely bestial, prone to stalking, hiding and attacking from behind. He is extremely lethal in combat, savagely attacking his foe with the ferocity of a wild bear; always aiming to kill or incapacitate immediately.

Another unusual aspect about the Howler, besides his strength, is that he is unable to speak. Instead he



howls like a wolf (especially when angry or sad) and makes unintelligible guttural grunts and sounds. Yet even though he cannot seem to comprehend the fundamentals of human speech, he amazingly understands ALL languages with absolute clarity.

The Howler is like a savage beast among enemies, rarely sleeping, always alert, nervous and constantly pacing. He is controlled only by Vague who he is completely loyal to. So loyal is he that he would sacrifice his life to save hers without the slightest hesitation. Helicat also has some influence over him but to a much lesser degree. Generally fearless, Howler has a phobic terror of fire.

Vesuvius

Real Name: Tirr-el

Alignment: Aberrant

Attributes: I.Q. 10, M.E. 11, M.A. 12, P.S. 23, P.P. 15, P.E. 18, P.B. 12, Spd. 8.

Age: 22 **Male** **Weight:** 430lbs **Height:** 8ft

Hit Points: 37 **S.D.C.:** 320 **A.R.:** 14

Disposition: Aggressive, impatient, arrogant and insensitive to others.

Power Category: Alien

Super Power: Alter Physical Structure: Fire. Add 200 S.D.C. when aflame; impervious to fire and heat. **Radiate**

Heat: range: 35 foot radius; attacks per melee: two, increases temperature by 50 degrees fahrenheit every minute.

Fire Ball: range: 400 feet, damage: 4 to 32 (roll 4 eight

sided dice), **bonus:** +2 to strike, attacks per melee: Five (same as hand to hand); **Continuous Bolt of Flame:** range: 30 feet, damage: 4 to 32, attacks per melee: Five (same as hand to hand). **Wall or Circle of Flame:** range: 114 feet, damage: 4-24, attacks per melee: Five (same as hand to hand), duration: 24 melees. **Super Nova:** basically exploding oneself. Vesuvius CANNOT fly!! When not aflame he appears to be a dark red, stone giant. See H.U., page 100-101 for complete power description.

Level of Experience: 4th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Warrior

Scholastic Skills (all include scholastic bonuses)

Basic Math

Basic Biology

Hand to Hand: Expert

Boxing

Wrestling

Secondary Skills

Read/Write Earth English 70%

Speak Earth English 72%

Study Western (U.S.) culture 70%

Study Mammals 70%

Electronics (basic) 60%

Explosives 40%



Combat Skills

Attacks per Melee: Five

Bonuses to Strike +3, Parry +4, Dodge +4, Damage +8, Roll with Punch or Fall +6, Pull Punch +2, +2 to Save vs Toxins, +7 to Save vs Coma/Death.

Knock Out/Stun on a roll of a natural 20.

Pin/Incapacitate (by holding) with a roll of 18-19-20.

Crush/Squeeze does 1-4 damage plus damage bonus.

Body Block/Tackle does 1-4 damage (plus damage), 60% likelihood of knocking one's opponent down.

NOTE: Don't forget his additional 200 S.D.C. when aflame.

Personal Profile: Vesuvius is an alien life form as far as humans are concerned, but is a native of the planet Earth. He, like the lava men, is a member of a previously unknown, subterranean race. Physically he is composed of some sort of living mineral substance, creating a thick, rock-like skin that acts like a natural body armour (A.R. 14). (This means any rolls to attack under a 14 may strike but do NO physical damage and doesn't even affect his S.D.C.). He accidentally gained access to the surface when Mount Saint Helens, in Washington, erupted. His existence was discovered in one of Vague's precognition visions and was immediately recruited by the Dominators. Surprised by the existence of intelligent surface creatures, Vesuvius (a name given to him by the Dominators) has decided to enlist these unusual creatures to aid his people in their centuries old conflict with the lava men. Vague has promised the aid of the Dominators as well as allegedly helping him collect additional super powered allies. In reality this is a cheap ploy to keep Vesuvius pacified and aid the Dominator's in their own goals.

Although a pawn of Vague's and loyal to his people, Vesuvius is not a good person. He is extremely egocentric, cruel, and domineering. He is the master of his fate; a fate he believes will lead to his iron fist rule over his people (especially if aided by his surface allies).

Speed Demon

Real Name: Dennis Warden

Alignment: Diabolic

Attributes: I.Q. 14, M.E. 9, M.A. 10, P.S. 18, P.P. 15, P.E. 15, P.B. 18, Spd. 720mph.

Age: 34 **Male** **Weight:** 175lbs **Height:** 6ft

Hit Points: 46 **S.D.C.:** 146

Disposition: Aggressive, hostile, angry; hates people in general. Enjoys seeing and inflicting pain and misery. Though antisocial, he gets along well with his fellow misanthropes who compose the Dominators.

Power Category: Experiment (accident)

Super Power: Sonic Speed: 720mph or one mile every five seconds. All bonuses have been included in the Combat Skills and other attributes. See H.U., pg. 118 for power details.

Level of Experience: 7th

Level of Education: Ph.D Physics

Scholastic Bonus: +40%

Occupation: Criminal

Scholastic Skills (all include scholastic bonuses)

Basic Biology	98%
Basic Math	98%
Algebra	98%
Geometry	98%
Trigonometry	98%
Calculus	98%
Physics	98%
Physics: Nuclear	95%
Astro Physics	98%
Radiation Technology: Military	95%
Chemistry	98%
Electrical Engineering	98/98%
Pilot: Small Jet	98%
Pilot: Helicopter	98%
Hand to Hand: Expert	

Secondary Skills

General Athletics

Body Building/Weight Lifting

Running

Swimming: Competitive 98%

Swimming: Snorkle

Prowl 60%

Climbing 43/58%

Disguise 65%

Forgery 55%

Sleight of Hand 50%

Cook 98%

Sewing (basic) 95%

Read/Write German 85%

Read/Write Japanese 85%

Speak German 87%

Speak Spanish 87%

Pilot: Automotive 98%

Pilot: Motorcycle 98%

Pilot: Motor/Speed Boat 98%

W.P. Revolver

Combat Skills (all bonuses are included)

Attacks per Melee: Five

Bonuses to Strike +4, Parry +6, Dodge +12, Damage +5, plus 2 per each additional 100mph for a maximum of +19 at max. sonic speed. Initiative +2, Roll with Punch or Fall +7, Pull Punch +2.

Body Block does 3-18 damage

Leap 144 feet high or long.

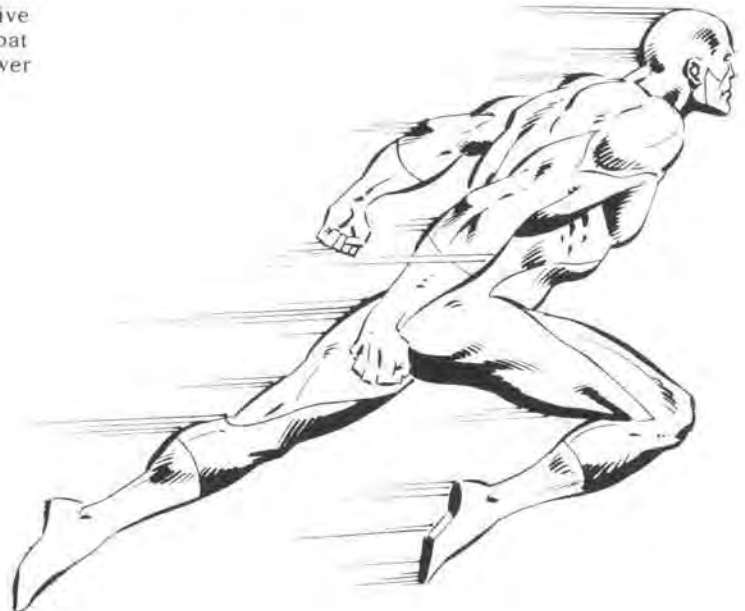
Kick Attack does 1-6 damage (plus bonuses)

Speed is reduced by half when swimming.

Personal Profile: The Speed Demon is a frustrated scientist who's had one bad break after another. His finest moment came after an experiment went awry exploding and altering his physical structure. Now he can run at the speed of sound, coupled with incredible physical endurance. At last he had the leverage to do what he'd always been denied. Now he was somebody. Someone with power. Someone who could extract his revenge on those who had always held him back.

Speed Demon is an abrasive, unlikable person; bitter, aggressive and hostile. He has no respect for others or their goals or ideals. Rather he sees most people as his enemies and himself as the eternal martyr. He's so self-obsessed and filled with anger that he lashes out at everyone, especially the scientific world. NOTE: Doctor Von Croft is among the specific scientists he has falsely accused for his setbacks in the scientific community.

Despite his contempt for humanity, Speed Demon works well with his fellow Dominators and is completely loyal to them all.



Elastico



ELASTICO

Real Name: Jason Argo

Alignment: Diabolic

Attributes: I.Q. 9, M.E. 10, M.A. 10, P.S. 12, P.P. 9, P.E. 10, P.B. 9, Spd. 12.

Age: 40 **Male** **Weight:** 160lbs **Height:** 5ft 10in

Hit Points: 41 **S.D.C.:** 106 **A.R.:** 15

Disposition: Immature, hot-tempered (throws tantrums, etc.), quarrelsome, insecure, suspicious and vengeful. He likes to hurt people.

Power Category: Mutant

Super Power: Stretching, maximum length 112 feet; expanding or flattening his body, 56 square feet; puffing up/ballooning-out, 28 foot round ball; bouncing when baloon like; max. height 90 feet; speed is doubled to 24. Gliding when flattened; maximum speed, 20mph; average speed 8mph. Change shape and appearance adds +25% to disguise skill. Natural Armour Rating (A.R.) 15; explosions do half damage. See H.U., page 118 for detailed power description.

Level of Experience: 6th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Criminal

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Basic Biology	75%
Automotive Mechanics	85/65%
Photography: Still	85%
Medical: First Aid	95%

Secondary Skills

Hand to Hand: Basic	
Body Building/Weight Lifting	
Climbing	39/54%
Prowl	56%
Pick Pockets	61%

Disguise	85%
Escape Artist	65%
Imitate Voices	50%
Study (play) Video Games	80%
Pilot: Automatic	98%
Pilot: Small Truck	88%
Pilot: Single Engine Plane	96%

Combat Skills

Attacks per Melee: Four

Bonuses to Strike +4, Parry +5, Dodge +5, Damage +2, Roll with Punch or Fall +2, Pull Punch +2; falls do 1/3 normal damage or no damage if puffed up like a balloon. **Balance 80%**

Kick Attack does 1-6 damage.

Personal Profile: Elastico is a cowardly scum-bag who craves power and riches. He's noted for many cruel and vindictive assaults since childhood. At the age of fifteen he killed his parents by suffocation because they wouldn't let him participate in a particular activity. He's spent most of his childhood in schools for difficult children and reform schools. Most of his adult life has been spent in various special restraint chambers which he couldn't squeeze out of. He's been convicted of three murders, in addition to his parents, is suspected of several others as well as a multitude of other crimes from burglary to kidnapping and extortion.

Emotionally, Elastico is quite unstable suffering from paranoia, sadism, masochism, and a phobia of confining enclosures. He's extremely insecure and reserved unless with a group or clearly in control of the situation. At these times he is very bold, cocky and cruel. He remains with the Dominators because he feels secure with them as well as having a certain degree of power and wealth. Although loyal to Vague and the others, except for Howler, he will desert or betray them to avoid confinement.

In regards to **New Haven**, he has spent a very brief time in its detention center after a brief conflict with the **Free Force**. He craves revenge on the Free Force and the conquering of New Haven to obtain its riches and wonders for himself and his fellow Dominators. **Vague** is quite intrigued by Elastico's stories of New Haven and has made several investigations to locate it. Fortunately, her efforts have been fruitless, while Elastico can't remember exactly where or how he got in or escaped. All they know is that it's based on the island of Manhattan.

The Grappler



THE GRAPPLER

Real Name: Sandra Kemp

Alignment: Miscreant

Attributes: I.Q. 11, M.E. 9, M.A. 10, P.S. 18, P.P. 14, P.E. 16, P.B. 16, Spd. 15.

Age: 29 **Female** **Weight:** 130 **Height:** 5ft 8in

Hit Points: 43 **S.D.C.:** 46 (plus robot special armour).

Disposition: Friendly, talkative, fairly laid back, slightly overconfident but very capable. A lone wolf, dislikes authority and limiting rules, laws and regulations.

Power Category: Robot Type 4: Exo-Skeleton

Vital Statistics: Construction: Full body suit, appearance masculine, height: 6ft 10ins., weight: 110lbs (in addition to the operator's own weight), heavy body armour: S.D.C. 600; basic body suit and electrical system equipped with radiation shielding, insulation (electrical attacks do 1/3 damage), coolant circulatory system, audio command link specifically coded to operator's voice only, and manual, digital over-ride control unit.

Special Additions:

Augmented Upper Body Strength: equal to P.S. 26, +11 to damage.

Augmented Lower Body Strength: equal to P.S. 26, enables operator to leap 32 feet long and 27 feet high.

Augmented Speed: equal to speed of 34 or 20mph.

Augmented Physical Prowess: equal to P.P. 24, +5 to strike, parry and dodge.

Optics

Nightsight: range 600 feet/200 yards; amplifies existing light to see clearly in the dark. NOTE: some light must be present.

Infra-Red: range 600 feet/200 yards; sees in the infra-red spectrum of light and can pick up heat emanations.

Sensors

Heat: sensors that can pick-up and pin-point heat emanations. Range: 200 feet, field of detection, 20 foot radius.

Motion: detects movement. Range: 140 feet, field of detection 20 foot radius.

Radiation: Detects and registers the amount of radiation within a 30ft radius.

Bio-Scan: Indicates physical condition, pulse, respiration, etc. of the robot's pilot.

Computer: A mini computer to store and release data, perform mathematical calculations and so on. Information is revealed on a special mini-screen on the inside of the robot head/visor. Responds only to the voice command of the pilot and has limited capabilities, maximum storage ten mega-bites (equal to storage of about 2000 pages of text).

Micro-Camera: Built into head that can shoot up to 24 photographs.

Special Items

Spot Light: built into the chest; range of beam is 60 feet with an illumination field of 8ft radius.

Underwater Capabilities: water proofing and sealing of all internal mechanisms and joints.

Flotation Device: voice activated.

Life Support Unit: An independent oxygen supply for the pilot. Air supply: two hours; maximum depth 1800 feet, pressurized.

Jet Boots: provide limited flight; maximum speed 40mph; maximum duration of flight, one hour; maximum height, 400 feet.

Weapons

Mini-Flame Thrower: built into each hand. Range: 8ft, Rate of fire: two per melee, Damage: 2-12, Plus +1 to strike, total of Ten Blasts.

Mini-Ion Blaster: two ion blasters are built into the fingers of each hand (that's a total of four blasters). Range: 120 feet, Rate of Fire: four per melee, Plus +1 to strike, Damage: 1-8, total of Twelve Blasts per each blaster. The blasters can be fired simultaneously or individually.

Electrical Charge: Range: 20 feet, Rate of Fire: Four per melee, Plus +2 to strike, Damage varies depending on setting; 1-4, 1-8, 2-12, 3-18 or 4-24. **Energy Capacity:** 24 light charges (2-12 damage max.) or 13 heavy (3-18 or 4-24 damage).

SEE H.U. rule book, pages 38-48, for details about Robots. The **Power Pack** is powered by solar energy with a small nuclear back-up generator and energy storage system. The power pack is built into the exo-skeleton's back and has an individual S.D.C. of 300 and an A.R. 18. (which means only attacks with a strike of 19 or higher actually hit and do damage). **Maximum power reserve** at full levels of operation is 36 hours. **Weight:** 70 lbs.

Level of Experience: 6th

Level of Education: Military Specialist; Espionage

Scholastic Bonus: +15%

Occupation: Federal Agent turned criminal; Espionage Specialist.

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	98%
Painting: Acrylic	78%
History: Mythology	98%
Swimming: Competitive	98%
Hand to Hand: Assassin	
Survival Skill	80%
W.P. Rifle	
W.P. Automatic Pistol	
W.P. Blade (knife)	
Disguise	85%
Explosives/Demolition	75/65%
Pick Locks	75%
Investigative	80%
Surveillance Systems	75%
Tracking	80/75%

Secondary Skills

Body Building/Weight Lifting	
Running	
Photography: Still	70%
Computer Operation	90%
Speak German	82%
Speak Russian	82%
Pilot: Automatic	98%
Pilot: Race Car	74%
Pilot: Motor/Speed Boat	92%
Pilot: Single Engine Plane	96%

Combat Skills (all bonuses included)**As an ordinary woman . . .**

Attacks per Melee: Five
 Bonus to Strike +2, Parry +3, Dodge +3, Damage +7,
 Roll with Punch or Fall +3, Pull Punch +3.

Supplemented by the Robot Exo-Skeleton . . .

Attacks per Melee: Six
 Bonus to Strike +5, Parry +5, Dodge +5, Damage +25,
 Roll with Punch or Fall +3, Pull Punch +3.
 Carry and Throw up to 1300lbs; lift up to 2600lbs.
 Leap 27ft high, 32ft long.
 Kick attack does 2-12 damage (plus bonuses)

Speed 20mph.
 S.D.C. 600, Total Robot Weight 210lbs (340lbs with operator)
 NOTE: Don't forget the robot's built in weapons.

Personal Profile: Sandra Kemp, code name **The Grappler**, was a specially trained federal agent of the United States. Her apparent loyalty and skill as a top espionage operative made her a logical choice for the top secret robotics program. This program specifically dealt with training in the use of highly developed **exo-skeletons** that would greatly augment the operator's own physical abilities. The robot suit is reinforced with light weight metal and porcelain components to create body armour a hundred times stronger than any normal bullet proof vest (the exo-skeleton's strength compensates for the fabric's weight). It's also fitted with a battery of sensors and hidden weapons which include flame throwers, ion blasters and electrical discharge.

Agent Kemp was one of three operatives assigned to the fledgling project to test the effectiveness of the exo-skeletons in the field. After six months of extensive use, marked with a 89% success factor, Agent Kemp subdued one of her fellow robot operators (he was unsuited) and stole both his and her own exo-skeleton suit. Both suits are identical; presumably the second suit was taken as a spare or to sell on the black market (actually it's being kept as a spare).

Sandra Kemp has avoided a discreet manhunt while building quite a reputation as a thief of military and industrial secrets, especially weapons. The size and masculine appearance of the robot suit has also worked to Sandra's advantage. Except for a handful of federal agents, no one suspects that the Grappler is a woman; this makes her secret identity extremely secure. Yet in and out of the exo-skeleton agent Kemp is a capable, highly skilled professional. Only fools and dead men have underestimated her because she's a woman.

The Grappler was originally scheduled to appear in a future issue of the **Justice Machine** comic book in which she steals **Challenger's** guns. After a fast paced

cat and mouse chase the Grappler slips up and is finally pulverized by the Justice Machiners. However, a cocky **Demon** and **Talisman** allows the Grappler to slip away. Humiliated by the decisive defeat at the hands of the J.M., the Grappler plots her revenge but she'll not act in haste or anger. The Grappler watches and waits for the right opportunity to make her move; to extract both her just revenge and **Challenger's** guns (for which she'll get a handsome price).

The Grappler is emotionally stable, clever and professional. She rarely acts in hate or anger; she does not suffer from delusions of grandeur or dreams of world domination. The Grappler is an espionage specialist who uses her training and a stolen robot suit to secure enough wealth to retire in a style befitting her expensive tastes. It's important to point out that the Grappler is satisfied in winning a battle without killing, not that she hasn't killed many in the line of duty or for pay, (although she rarely accepts assassination contracts).

Inheritor

Real Name: James Randahl**Alignment:** Diabolic**Attributes:** I.Q. 13, M.E. 9, M.A. 11, P.S. 14, P.P. 12, P.E. 14, P.B. 10, Spd. 16.**Age:** 21 **Male** **Weight:** 155 **Height:** 6ft**Hit Points:** 34 **S.D.C.:** 64**Disposition:** Rash, impetuous, schemer, takes chances, sadistic, selfish and greedy. Represses his emotions.**Power Category:** Mutant

Super Power: Mimics, or as Randahl says, "inherits" another person's abilities or powers. The **Mimic** power enables the Inheritor to copy the physical (S.D.C., P.P., P.E., P.B., Spd and I.Q.), psionic or extraordinary abilities of another person. However, he CANNOT copy memory, trained skills, or abilities gained from bionics, robotics or hardware. **Range:** 60ft radius; **Duration:** as long as the person being copied is within range. SEE H.U. rule book, pg. 115 for complete power description. The Inheritor is also double-jointed.

Level of Experience: 4th**Level of Education:** Special Training**Scholastic Bonus:** +20%**Occupation:** Race Car mechanic and driver turned criminal.**Scholastic Skills** (all include scholastic bonuses)

Basic Math	98%
Basic Biology	60%
Sculpture: Wood	60%
Automotive Mechanics	90/70%
Gymnastics	
Pilot: Manual Transmission	98%
Pilot: Race	98%
Pilot: Motorcycle	98%
Pilot: Small Truck/4 Wheel Drive	98%
Pilot: Motor/Speed Boat	98%
Pilot: Helicopter	80%
Navigation: Air	70%

Secondary Skills

Hand to Hand: Martial	
W.P. Blade (knife)	
Body Building/Weight Lifting	
Running	
Cook	82%
Basic Electronics	60%
Pilot: Automatic	98%
Pick Locks	44%
Escape Artist	95%
Medical: First Aid	80%

Combat Skills

Attacks per Melee: Four

Bonuses to Strike none, Parry +3, Dodge +3, Damage none,
 Roll with Punch or Fall +8, Pull Punch +4.

Karate Kick does 1-8 damage.

Other Abilities: Climb 24/59%, Climb Rope 86%, Balance
 80%, Back Flip 98%, Leap 12ft long or high, Prowl 50%.

Swipe from clawed hand (blades) does 2-8 damage (roll two 4-sided dice).



Inheritor has only begun his criminal career but has already gained a reputation for his daring, boldness and cruelty. His crimes range from knocking over liquor stores (in broad day light) to extortion, kidnapping, burglarly and murder. Although currently working as a lone wolf, he is ripe for recruitment as a member of a partnership, group or organization especially if it teams him with other super villains whose powers he can mimic. He would find the challenge of confronting other superbeings and the allure of notoriety, power and wealth irresistible. Likewise, he will not turn down any opportunity to tackle an extremely difficult contract if the job is exciting enough. Inheritor thrives on conflict, going out of his way to challenge any superhero (unless he's operating with a group). **Demon of the Justice Machine** would be a prime target as would **Challenger**, **Titan** and possibly **Blazer**; the **Free Force** would also intrigue him. If captured and brought to **New Haven**, the Inheritor will convincingly pretend to turn over a new leaf while secretly causing mayhem or waiting for the right time to make his move, whether it be escape or attack.

Psychologically he is seething with hostility, anger and insecurities. He must continually prove himself to others as well as himself. Inheritor is also extremely sadistic, enjoying the infliction of both physical and emotional pain. For this reason he wears razorsharp claw-like blades on each finger of his hands. A swipe from the claws does 2-8 damage. He's also fond of any kind of blade weapon, especially knives.

Killer Whale

Real Name: Charles Grayson

Alignment: Miscreant

Attributes: I.Q. 8, M.E. 10, M.A. 7, P.S. 24, P.P. 12, P.E. 25, P.B. 9, Spd. 15 (45 or 30mph underwater).

Age: 23 **Male** **Weight:** 280lbs **Height:** 6ft 9in

Hit Points: 44 **S.D.C.:** 128 (plus 100 underwater).

Disposition: Rough, tough and mean. Enjoys a good brawl, grumpy, argumentative, complainer. Likes to be in control as a bully.

Power Category: Mutant

Super Power: Underwater Abilities include: **Breath Underwater**; **Competitive Swimmer** 89%; **Extraordinary Strength** while underwater, P.S. 28, S.D.C. bonus: add 100 when underwater; **Speed** 45 (30mph) underwater. **Other bonuses** while underwater; one extra attack per melee, +2 to strike, +4 to parry, +6 to dodge. SEE H.U., page 119 for detailed power description; all bonuses have been included in all stats.

Level of Experience: 4th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Criminal/Terrorist

Scholastic Skills (all included scholastic bonuses)

Basic Math	98%
Basic Biology	65%
Music: Vocal	57%
Automotive Mechanics	75/55%

Boxing

Hockey

Secondary Skills

General Athletics

Body Building/Weight Lifting

Hand to Hand: Basic

Hunting (W.P. Rifle) 55%

Fishing 98%

Drugs 80%

Cook 82%

Sewing (Basic) 80%

Pilot: Automatic 98%

Personal Profile: The Inheritor is a young, tough rogue who's decided to take what he wants. He's an ambitious, cunning, high roller willing to gamble against the odds. Some believe he has a death wish, others feel he's simply a psychopath. In all actuality neither speculation is far from the truth. Inheritor has always exhibited a fearless daring, even as a child when he'd accept any challenge irregardless of the danger. Indeed, he craves danger for it is danger that gives his life enjoyment. The thrill of beating death. By the age of fifteen he had dropped out of school, run away from his middle-class home and was earning his keep as an assistant auto mechanic and dirt-bike racer for a second rate racer, and a small time drug dealer, Samuel T. Lebbon. By eighteen Inheritor had graduated to stunt driver, racer and inheritor (no pun intended) of Mr. Lebbon's drug operation (it seems he had a most unfortunate "accident"). Unfortunately, the thrills of fast cars faded and the Inheritor, costumed villain, was born.

Pilot: Manual Transmission (stick) 98%
Pilot: Motor/Speed Boat 92%
Pilot: Sail Type Boat 94%

Combat Skills

Attacks per Melee: Five

Bonuses on dry land: strike +1, Parry +4, Dodge +4, Damage +9, Roll with Punch or Fall +4, Pull Punch +2, Save vs Toxins +5, Save vs Coma/Death +14.

Body Block does 1-4 damage (plus bonus), +2 to strike. Can carry or throw up to 1200lbs, lift up to 2400lbs.

Combat Skills Underwater

Attacks per Melee: Six

Bonuses to Strike +2, Parry +8, Dodge +10, Damage +13, Roll with a Punch or Fall +2, Pull Punch +2, Speed 30mph, S.D.C. 100 extra (total 228). Can carry or throw up to 1400lbs, lift up to 2800lbs. All other bonuses and skills stay the same.

Personal Profile: Killer Whale is an extremely stocky, broad, mutant with underwater abilities. He's a muscle-bound misanthrope with dreams of riches and power. Killer Whale is not particularly skilled or clever but his awesome strength and tenacity make him a deadly foe. Over the last five years he's been the strong-man for several non-superpowered groups, usually sea based. Unfortunately his criminal career has been less than impressive with his greatest accomplishment being that he's always evaded capture by the authorities.

When on the run, Killer Whale usually lives in or near a large body of water (fresh or salt) although he much prefers the pleasures of dry land. He has never had a run-in with another super being.



Killgore



KILLGORE

Real Name: Unknown

Alignment: Miscreant

Attributes: I.Q. 8, M.E. 14, M.A. 13, P.S. 30, P.P. 15, P.E. 24, P.B. 10, Spd. 22.

Age: Unknown **Male** **Weight:** 1200lbs **Height:** 12ft

Hit Points: 50 **S.D.C.:** 95 (plus 240 S.D.C. while on Earth).

Disposition: Extremely aggressive, war-like, seems to be driven by a need to dominate all others; those who oppose him are destroyed. Tends to be quick-tempered and cruel. Attacks when angry, frustrated or confused. Merciless in combat.

Power Category: Alien (origin unknown)

Super Power: Extraordinary Strength combined with the alien's massive body and originating from a high gravity planet has produced a creature of phenomenal strength. Killgore's raw physical strength is normally 30 but supplemented by Earth's much lower gravity increases his strength by eight for a total P.S. of 38; damage bonus: +23. He can carry and throw up to 19,000lbs and lift up to 38,000 lbs.

Killgore also possesses an incredible physical endurance providing bonuses of +5 to save vs toxins and +13% to save vs coma/death. He's also resistant to cold: all cold

attacks do half damage. This semi-imperviousness to cold is also the result of his acclimation to cold on his native planet.

Level of Experience: 6th

Level of Education: Special Training (Physical skills)

Scholastic Bonus: None

Occupation: None

Scholastic Skills (all include scholastic bonuses)

NOTE: Only skills that apply to this mysterious creature are listed.

Hand to Hand: Expert

W.P. Blunt (+3s/+1p/+1thr)

W.P. Blade: Sword Types (+3s/+2p/+1thr)

W.P. Chain (+3s/+1p/+1thr)

Climbing 78/88%

Body Building

Wrestling

Swimming: competitive 98%

Secondary Skills

Prowl 56%

Hunting (without the W.P. rifle skill) 65%

Fishing 98%

Carpentry	60%
Speak Earth Spanish	82%
Speak Earth English (3rd level)	67%
Cook	98%
Pilot: Automatic	98%

Combat Skills (include all bonuses)

Attacks per Melee: Four
 Bonuses to Strike +3, Parry +2, Dodge +2, Damage +26,
 Roll with Punch or Fall +4, Pull Punch +2.
 Kick Attack does 1-6 damage (plus damage bonus)
 Body Block does 1-4 damage (plus damage bonus),
 60% likelihood of knocking opponent down.
 Pin/Incapacitate (by holding) with roll of 18-20
 Crush/Squeeze does 1-8 damage

Personal Profile: The authorities at New Haven, where Killgore is currently incarcerated, have determined that he is an alien from another planet. However, he remains quite an enigma. Killgore was discovered in a South American jungle where he terrorized two neighboring villages. He first slew all dominant males, and resistors. He then bullied and beat the remaining males, abused the women and took food or any other items he desired. The mystery lays in that he is clearly an extra-terrestrial yet he himself possesses no technological knowledge (rather, he's almost bestial), has no visible means of arrival i.e. space craft, no technological equipment, no comrades. It's as if he just appeared one day out of thin air. His only apparent non-earthly possessions are his war-club composed of a super-strong metal alloy of an undetermined nature, wrist bands and anklets composed of the same metal and a tough, flexible plastic harness that wraps around his waist, extends up the chest, wraps around the collar bone and down his spine. The harness, like the plastic leather-like boots, is studded with sharp metal protrusions, gladiator style.

Physically Killgore is a giant standing exactly twelve feet tall. He is exceptionally broad for his size and thick with muscle. It is believed that he originates from a planet with a much heavier gravity than Earth which gives him an even greater strength, speed and mass while under Earth's less oppressive gravitational pull. His dark orange complexion and wild fur-like hair adds to his imposing bestial appearance.

Killgore is considered to be extremely dangerous and is imprisoned in New Haven. Killgore originally appeared in the J.M. comic book issue number three with a cameo appearance in number four.

Man Hunter

Real Name: Media Michabi
Alignment: Aberrant
Attributes: I.Q. 14, M.E. 18, M.A. 11, P.S. 20, P.P. 19, P.E. 16, P.B. 18 Spd. 21.
Age: 19 Female Weight: 148 Height: 6ft
Hit Points: 31 S.D.C.: 95
Disposition: Arrogant, self-righteous, tough, impudent, rebellious to authority, especially male authority figures. Ambitious, merciless, ruthless in business and battle with megalomania tendencies.
Power Category: Physical Training
Training: Hand to Hand: Martial, Boxing (collegiate level), Gymnastics, Wrestling, Climbing 85/95%. Supplemented by her more conventional physical activities listed under scholastic and secondary skills, Man Hunter is a formidable warrior.
Level of Experience: 5th
Level of Education: Equal to a high school education.
Scholastic Bonus: +5%
Occupation: Dignitary (royalty)
Scholastic Skills (all include scholastic bonuses)
 Basic Math 98%
 Algebra 98%
 Business 80%

Computer Technology/Operation	90%
Music: Flute	57%
Foreign Language: English	79%

Secondary Skills

Speak French	77%
Pilot: Small Truck/4 Wheel Drive	84%
Pilot: Single Engine Plane	92%
Hunting (W.P. Bow and Arrow)	60%
Escape Artist	60%
Dance	65%
Prowl	64%
Body Building/Weight Lifting	
Swimming: Basic	98%
W.P. Blade: Spear	
W.P. Blade: Knife/Short Sword	
W.P. Blunt	

Combat Skills (all bonuses are included)

Attacks per Melee: Six
 Bonuses to Strike +5, Parry +7; Dodge +7, Damage +5;
 Roll with Punch or Fall +12, Pull Punch +4, +1 to save vs toxin, +5 to save vs coma/death.
 Knock Out/Stun on natural 20
 Karate Kick does 1-8 damage
 Body Block/Tackle does 1-4 damage, 60% chance of knocking opponent down.
 Pin/Incapacitate (by holding) on a roll of 18-20.
 Other Abilities: Crush/Squeeze does 1-4 damage, Balance 85%, Climb Rope 90%, Back Flip 98%, Leap 14ft high and 14ft long.



Personal Profile: The woman, **Man Hunter**, is a princess of a small, technologically deprived island kingdom off the coast of Africa. Only small bits of technology, such as basic computers, automotive and some fundamental industrial equipment and operations are available to this tiny, third world nation. Generally, the island is overcrowded; its people poor, hungry and unskilled. The government and society is dominated by strict male rule placing women in a clearly subservient role as less than second class citizens.

Princess Michabi, a.k.a. Man Hunter, is a militant advocate for women's liberation which has created quite a stir in the island's political arena from time to time. The princess is outspoken, articulate, bold and aggressive; all traits the men of the island do not respect in a woman. Physically she is a world class athlete, superior to most men in both skill and natural aptitude. Emotionally she has overcompensated for the masculine oppression by herself becoming equally aggressive, uncompromising and ruthless. She is clever, young, open to new ideas and a natural head for business which gives her an edge over most of her male competition. Unfortunately she has become irreversibly prejudicial towards all men believing them to be inferior to women. A belief she often enjoys demonstrating by humiliating and degrading men whenever possible.

Someday soon Princess Michabi will become the island's ruler, after the King's death in a suspicious hunting accident. It is at this point that her megalomaniac tendencies will be given wings, fueled by her bitter anger, lust for revenge and fanatical ambition.

Man Hunter, whose favorite sport is physical contests against men, was originally scheduled to appear in the Justice Machine comic book in a story that pits her against Demon and Challenger. In that story the J.M. relax on a supposedly unoccupied island near Man Hunter's homeland. Although this sabbatical is to be a vacation for Blazer and Demon, the J.M. are beset by the young huntress who arranges a life and death contest against Demon and Challenger. An already fatigued and overconfident Demon is very nearly killed, saved only by the skill of Challenger. Ultimately Man Hunter is defeated by Challenger and the Justice Machine are allowed to finish their vacation and with the respect of the warrior Princess.

In regard to the Justice Machine, Man Hunter respects Challenger as a warrior, the female members with equal regard; Titan and Talisman with indifference and Demon as a sleaze-ball.

Game Master's NOTE: You may want to recreate the Man Hunter, Demon, Challenger battle as a mini-adventure in your campaign or just play as if it is an event that has already taken place.

Nightshade

NIGHTSHADE

Real Name: Rick Jackson

Alignment: Anarchist

Attributes: I.Q. 12, M.E. 11, M.A. 13, P.S. 17, P.P. 15, P.E. 19, P.B. 14, Spd. 16.

Age: 30 **Male** **Weight:** 180lbs **Height:** 6ft 11in

Hit Points: 39 **S.D.C.:** 65

Disposition: Erratic, sometimes irrational, sarcastic, disturbingly quiet; devastating in combat. Emotionally cold, insensitive; perplexed about his powers and purposes. Selfish, untrustworthy, skeptical of everything.

Power Category: Mutant

Super Power: **Disruptive touch.** This lethal power actually disrupts the nervous system of the person who falls victim to it. The touch can cause the following affects: **Disrupt optic nerves** temporarily **blinding** the person; victims are -9 to strike, parry and dodge. **Disrupt nervous system** immobilizes the motor part of the brain causing temporary paralysis. Victims are completely incapacitated. The **duration** of the blindness and paralysis is 3-12 minutes; **Saving throw** is 15 or higher.

The disrupt nervous system ability can also inflict **Pain** doing 3-18 damage (first to S.D.C. and then hit points) and temporarily stunning its victim for 1-4 melees. The **Death touch** is by far the most dangerous of the disruptor touches. The touch causes 6-36 damage and shocks the nervous system, plunging the victim into a coma unless a successful saving throw (15 or higher) is made. If the saving throw is successful, the person only suffers physical damage and is NOT placed in a coma. Those who are not fortunate and fall into a coma are subject to the normal surviving coma/death rules (See the Heroes Unlimited rule book, pg. 7). Side-effects from physical damage are not applicable. Those who fail to save vs coma/death die.

Coma Saving Bonus: because this is an unnatural affect the victim's body is slightly more resilient providing a bonus of +10% to save vs coma/death.

The use of the death touch also takes its toll on the person inflicting the coma. The super being himself is drained each time he uses the death touch (the other disruption touches do no damage). **Side effects:** reduce speed by half, -2 to strike, parry, dodge and -2 for ALL saving throws for 2-12 melees. Side effects from multiple or continuous use of the death-touch are accumulative.

NOTE: the super being possessing the disruptor touch must physically touch his opponent to have any affect. The touch will induce its effects on bare skin and through all normal fabrics; but will not effect those in robots,



exo-skeletons, or environmental body armour or space type suits. Characters who possess a "natural" body armour such as characters who can alter their physical structure (stretching included) take half damage, effects are reduced by half and are +2 to save.

Attacks per Melee: the super being can use his/her disruptor touch as equal to the number of physical attacks per melee that individual may have. In Nightshade's case he has four attacks or touches per melee.

Bonuses: the super being is +1 on all saving throws and +14% to save vs coma/death.

Nightshade is also one of those rare individuals who possesses two very distinctly different super powers. His second power is **Darkness Control** which includes create darkness: range: 120ft, area affected 4 foot radius, duration: six minutes; shadow meld, the ability to become completely invisible in darkness/shadow. SEE H.U., page 108 for complete power description.

Level of Experience: 4th

Level of Education: Military Specialist/Espionage

Scholastic Bonus: +15%

Occupation: None (currently a vagabond), ex-CIA agent.

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	75%
Music: vocal	63%
Philosophy	98%
Foreign Language: German	89%
Hand to Hand: Martial	
W.P. Automatic Pistol	
W.P. Blade (knife)	
Disguise	75%
Investigative	70%
Surveillance Systems	65%
Pick Pockets	69%
Pick Locks	64%
Prowl	70%

Secondary Skills

Body Building/Weight Lifting

General Athletics

Climbing 31/46%

Swimming: Competitive 98%

Electronics: Basic 60%

Automotive Mechanics: Basic 60/45%

Pilot: Motorcycle 92%

Pilot: Automatic 98%

Pilot: Single Engine Plane 88%

Combat Skills (all bonuses included)

Attacks per Melee: Four

Bonuses to Strike none, **Parry** +4, **Dodge** +4, **Damage** +3, **Roll with Punch or Fall** +5, **Pull Punch** +4, **Save vs Toxins** +3, **Save vs Coma/Death** +18%, **Save vs Psionics** (or any other saving throw) +1 (power bonus)

Karate Kick does 1-8 damage

Body Block/Tackle does 1-4 damage.

Personal Profile: Nightshade was a C.I.A. operative specializing in espionage and assassination. His last assignment was to locate, study and apprehend a radical subversive by the name of **Hammet Dash**. The C.I.A. has been unable to thwart Dash's fanatical pursuit of his ideals and fear that his secret society, with its government independence, high-technology, un-orthodox experiments and cultivation of super beings, among other things, is a definite risk to national security. Consequently, they seek to apprehend, interrogate and incarcerate the man they view as a far too powerful, vigilante, revolutionary (which isn't far from the truth). Since Dash is known to solicit super beings, it was logical that the C.I.A. assign one of their own super powered agents to the case, the elusive Nightshade.

However during his investigations he ran afoul of the villainous **Inheritor** who caught Nightshade off guard, turning his own powers against him (the Inheritor can mimic any superpower, see his description elsewhere in the villain section). Although having survived the "death touch", the shock to his system has affected his memory. Nightshade has no recollection of his past or purpose, ironically he has found and gained access to New Haven,

Although he knows that this place is important to him, he doesn't know why. Consequently, all he does is prow around New Haven observing everything from his secret hiding place in the shadows. For food he raids the various cafeterias or individual apartments. His observations have given him an excellent understanding of New Haven's layout and operations. He has avoided all attempts at communication while proving to be an elusive adversary for both the **Free Force** and New Haven's security force.

Simple therapy will bring back Nightshade's memory, at which time he will begin to plot the capture of **Hammet Dash**. Until then, he remains confused and perplexed about his powers and purpose. NOTE: Nightshade has not yet exhibited his disruptor power, only his control of darkness and skills in martial combat. A selfish, unsatisfied person, it's possible that the heads of New Haven could convince him to join them even after his memory returns. However, he's an untrustworthy ally who is likely to betray his comrades or join an evil organization.

Officially the C.I.A. has him listed as missing in action, suspected of falling victim to **Hammet Dash** and his minions. Nightshade has been missing for three months.

The Prophet



THE PROPHET

Real Name: Jeffrey Johnson

Alignment: Miscreant

Attributes: I.Q. 18, M.E. 20, M.A. 17, P.S. 11, P.P. 10, P.E. 13, P.B. 12, Spd. 11.

Age: 30 **Male** **Weight:** 150lbs **Height:** 5ft 10in

Hit Points: 38 **S.D.C.:** 20

Disposition: Arrogant, snobbish, feels superior; a methodical planner, cold and ruthless.

Power Category: Psionic (Natural) 118 I.S.P.

Psionic Abilities: **Bio-manipulation** enables him to deafen, blind, mute, paralyze, stun, or cause pain; **Range:** 160ft, **Duration:** 4-16 minutes, **I.S.P. costs:** 6, **Saving throw:** standard. **Bio-Regeneration:** restores the Prophet's S.D.C. or hit points. **Object Read:** **Range:** Touch, **I.S.P. costs:** 4; picks up psychic emanations from objects. **Detect Psionics:** **Range:** 620 yards, **I.S.P. costs:** 2. **Hypnotic Suggestion:** **Range:** 12ft, **I.S.P. costs:** 2 per suggestion. **Mind Block:** prohibits mind probes, **I.S.P. costs:** 4, **Range:** self, **Duration:** 10 minutes. **Speed Reading:** **Range:** self, **Duration:** 10 minutes, **I.S.P. cost:** 4. **Total Recall:** **Range:** self, **Duration:** 20 minutes, **I.S.P. cost:** 5. **Summon Inner Strength:** **Range:** self, **Duration:** 20 minutes, **I.S.P. cost:** 6; adds 10 S.D.C. per every 6 I.S.P. SEE H.U. rule book psionic section, pgs. 68-75 for detailed descriptions of psi-powers.

Level of Experience: 6th

Level of Education: Two years of college.

Scholastic Bonus: +17% (includes I.Q. bonus)

Occupation: Criminal

Scholastic Skills (all include scholastic bonuses)

Biology	82%
Basic Math	98%
Algebra	98%
Trigonometry	98%
Music: composition	73%
Chemistry	87%
Physics	72%
Calculus	98%
Chemistry: Analytical	77%
Computer Technology/Operation	98%
Investigative	77%
Surveillance Systems	75%
Pilot: Helicopter	84%

Secondary Skills

Basic Electronics	75%
Automotive Mechanics	75/60%
Audio Communications	65%
Pilot: Automotive	98%
Pilot: Manual Transmission	98%
Pilot: Single Engine Plane	95%
Disguise	65%
Forgery	55%
Photography: Video	70%
Pick Locks	66%
Prowl	61%

Hand to Hand: Basic

Combat Skills

Attacks per Melee: Four Hand to Hand

Attacks per Melee: Four Psionic

Bonuses to Strike +4, Parry +2, Dodge +2, Damages +2,

Roll with Punch or Fall +2, Pull Punch +2, Save vs Psionic Attack +3.

Personal Profile: The Prophet is an extremely intelligent, cunning individual. He's an extremely good planner with a head for details and tactics, supplemented by his psionic abilities of speed reading and total recall. He's the ideal criminal master mind, a capable strategist, tricky, and a charismatic leader. Although ruthless and cold he has not yet added murder to his list of accomplishments. His crimes include theft, burglary, and extortion. He seems to have a particular attraction to precious gems and exotic items. Unlike most of the villains in this book the Prophet prefers a low key existence avoiding dangerous confrontations whenever possible. This is in part due to his lack of physical skills and his cunning to work behind the scene to avoid capture. His usual mode of operation is to collect a team of criminals, often specialists in a particular area, and mold them into a

well oiled force to accomplish a specific task. So far he has never used the same people more than once. An impressive list of successes which haven't even implicated him in the least, has prompted him to consider establishing a crack team of super villains to expand his operations. The Stalker, Inheritor and possibly the Grappler are likely candidates from the villains listed in this book. **Game Master's**, this is an excellent opportunity to include your own villainous creations as a new team lead by the Prophet. While the Prophet may be psionic, he possesses no clairvoyant or precognition abilities which makes his name more symbolic than reflective of his abilities. Although physically inferior to most heroes or villains, his psi-powers are extremely dangerous; powers that he has learned to wield with deadly precision. By means of his bio-manipulation powers the Prophet can incapacitate even the most powerful opponent without lifting his little finger.

The Sea Creature

Real Name: Unknown

Alignment: Unprincipled

Attributes: I.Q. 8, M.E. 16, M.A. 11, P.S. 20, P.P. 18, P.E. 21, P.B. 5, Spd. 15 on dry land.

Age: 66 **Male** **Weight:** 600lbs **Height:** 16ft.

Hit Points: 54 **S.D.C.:** 160 (plus 100 when underwater).

Disposition: Angry, hostile, frustrated, vengeful toward nazi's, inhumanity and cruelty. Suffers from chronic physical pain and the psychosis; Mindless Aggression (semi-functional) when frustrated or upset.

Power Category: Experiment

Super Power: **Underwater Abilities** as well as complete physical transformation providing a natural, scaly green skin, razor sharp fins doing 1-8 damage, and a 16ft prehensile tail (+1 to strike and parry, +5 to dodge, does 1-8 damage, can grab and strike like an extra limb, but additional bonuses other than damage do not apply to the tail).

Underwater Abilities include breathing underwater, swim skillfully and several bonuses as listed in the combat skills. See H.U., pg. 119 for detailed description.

Level of Experience: 8th

Level of Education: Grade School

Scholastic Bonus: None

Occupation: None

Scholastic Skills (all include scholastic bonuses)

NOTE: Only skills that still apply to the sub-human creature	
Understand German	90%
Understand Polish	80%
Understand French	60%
Understand English	40%
Track	65/60%

Secondary Skills

Escape Artist	65%
Prowl	64%

Hand to Hand: Basic

Combat Skills

Attacks per Melee: Five plus one extra tail attack.

Bonuses to Strike +5, Parry +5, Dodge +5, Damage +7; Roll with Punch or Fall +4, Pull Punch +2.

Bonuses Underwater; to strike +7, parry +9, dodge +11, damage +11, plus one additional attack for a total of six per melee.

Swimming Ability is equal to a top competitive swimmer, 89% skill level, swim speed of 45mph.

Prehensile Tail adds one additional attack and does 1-8 damage plus bonuses.

Personal Profile: The Sea Creature is a tragic mockery of a human being; the result of hideous genetic experiments by the Nazi's during World War II. In their pursuit to create a super-soldier they transformed a sixteen year old youth with aquaphobia into a sea monster. The countless operations, serums, and radiation were agonizing and terribly traumatic. Less than human, the poor creature can't speak and has great difficulty comprehending human speech and technology. What it does understand is pain and sorrow. It is almost empathically perceptive of other people's pains and sorrows; empathizing with all tortured souls.

THE JUSTICE MACHINERS SMASH THEIR WAY IN BUT STILL ARE THEY SURPRISED BY WHAT THEY FIND.



WELCOME TO THE BLACK LAGOON, FOLKS, CAUSE THE CREATURE WALKS AMONG US!

GOOD GOD!

CRASH!



BLAZER, DEMON, HELP ME! THIS THING WANTS THE DOC!



WELL, HE AINT GONNA GET HIM, LITTLE PAL, CAUSE FIRST, HE'S DEALING WITH---



OOFF! FEELS LIKE CON-CRETE!

WUMP!



COURSE IT LOOKS A LITTLE LIKE THE CREATURES FROM 50,000 FATHOMS.

OR IT, THE TERROR FROM---

BLAZER! REVIEW IT LATER!



NOPE-- DEFINITELY THE CREATURE.

ZAP!

THE SEA CREATURE

For the last forty-three years it has tried to lose itself in the cool ocean waters, but the chronic pain that still stabs its deformed body won't allow it to forget. From time to time it has surfaced to walk among men usually creating mayhem and fear. It has an uncanny ability of finding cruelty and destroying it. The creature is obsessed with destroying all the inflictors of pain and cruelty, especially Nazi's. It has an equally uncanny, almost psychic ability to recognize/sense Nazi's. Whenever it uncovers cruelty it lashes out with deadly force and is prone to berserker rage when angered or frustrated (see mindless aggression under Psychosis in Heroes Unlimited rule book, page 145). Driven by its torments, all it really seeks is peace.

NOTE: the creature can stay on dry land for only 20 minutes before it begins to suffer from debilitation and exposure.

Exposure has the following effects: reduce attributes: P.S. -2, P.P. -2, and speed by 1/3. S.D.C. is reduced by 10. These effects are accumulative for each additional hour of exposure. When all P.S. points are gone the creature will collapse; too weak to move. When all S.D.C. points are depleted subtract 10 hit points for each additional hour of exposure as the creature slowly dies. The creature can be restored by being placed in a salt water solution roughly equal to sea water. It will regain strength at about the same rate that it lost it.

The Sea Creature debut was in an excellent story in the J.M. comic book issue number five.



The Stalker

Real Name: David Longtree

Alignment: Miscreant

Attributes: I.Q. 12, M.E. 14, M.A. 9, P.S. 21, P.P. 16, P.E. 15, P.B. 17, Spd. 20.

Age: 28 Male Weight: 175lbs Height: 6ft

Hit Points: 42 S.D.C.: 80

Disposition: Self-centered, glory hound who places his own welfare above all else. Confident, cunning, mean, suspicious and vengeful.

Power Category: Special Training; Espionage

Training: W.P. Blunt, W.P. Automatic Pistol, Hand to Hand: Martial, Tracking 75/70%, Investigative 75%, Pick Locks 66%, Escape Artist 75%, Forgery 70%.

Level of Experience: 6th

Level of Education: One year of college.

Scholastic Bonus: +8%

Occupation: Car Burglar

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	78%
Music: Guitar	64%
Automotive Mechanics	88/58%
General Athletics	
Boxing	
Acrobatics	
Research	73%
Surveillance Systems	68%
Philosophy	84%

Secondary Skills

Hunting (W.P. Rifle)

Body Building/Weight Lifting

Climbing	44/59%
Swimming: Basic	98%
Electronics (basic)	70%
Drugs	90%
Pilot: Motorcycle	98%
Pilot: Manual Transmission	98%
Pilot: Motor/Speed Boat	92%
Speaks Navaho Indian	82%

Combat Skills (all bonuses included)

Attacks per Melee: Six

Bonuses to Strike +4, Parry +7, Dodge +7, Damage +6;

Roll with Punch or Fall +7, Pull Punch +4.

Knock Out/ Stun on a natural 20

Karate Kick does 1-8 damage.

Body Block/Tackle does 1-4 damage, 50% likelihood of knocking an opponent down.

Prowl 80%.

Other Abilities: Climb Rope 98%, Walk Tight Rope 98%, Excellent Balance 98%, Sense of Direction 98%, Back Flip 96%, Leap 18ft high and 19ft long.

Personal Profile: David Longtree, alias The Stalker, is a native born American Indian of Navaho heritage. Recruited and trained by the people of New Haven he quickly established himself as a top security enforcer. The Stalker's abilities to prowl, track and climb made him a deadly adversary to wrong-doers inside and outside of New Haven. Problems arose in that Stalker was much more interested in personal glory, wealth and well-being than justice and the welfare of partners or bystanders. A flamboyant lone wolf, he could never work well with partners usually operating as if they didn't exist. Furthermore, his bullying, strong-arm tactics were unconventional, often bordering on the cruel.

After repeated incidents of recklessness, neglect and unnecessary force, followed by a major conflict between the Stalker and the Free Force, Stalker was deprogrammed and dismissed from New Haven. The deprogramming included a post hypnotic suggestion to forget all about New Haven. However, the Stalker is a strong person both mentally and physically. The result is that he is slowly remembering it all. When he has remembered enough he will crave vengeance; returning to New Haven to stalk again. A spiteful, bitter person, he will seek to hurt those who he feels have hurt and disgraced him. Specific targets include the Free Force, Hammet Dash and Smitty. Anyone who stands in his way will also feel his anger.

Currently Stalker is prospering as a burglar; victimizing 97 high society around the country.

Doctor Vargos



DR. VARGOS

Real Name: Lewis Vargos

Alignment: Anarchist

Attributes: I.Q. 15, M.E. 11, M.A. 7, P.S. 16, P.P. 13, P.E. 12, P.B. 10, Spd. 14.

Age: 38 **Male** **Normal Weight:** 140lbs

Normal Height: 5ft 8in **Hit Points:** 33 **S.D.C.:** 56 (plus 120 when changed)

Disposition: Quiet, unassuming but secretly frustrated; longs to be able to dominate others. Pent-up hostility and anger that comes out when transformed.

Power Category: Experiment

Super Power: **Physical Transformation:** this is a major physical change triggered by chemical stimuli or, at will, if mutant or alien. In Doctor Vargo's case the transformation occurs as the result of a chemical injection. The physical transformation is usually quite startling adding 1-4 feet to one's height, doubles weight, doubles speed,

adds 120 to S.D.C., adds 2-12 to P.S., and adds 2-8 to P.P.. Can carry, lift, throw weights 20 times greater than normal. In addition, roll on the mutant "Unusual Characteristics Table" for yet another possible physical change. Any special abilities that may occur from such an "unusual" characteristic also apply. (See H.U., pg. 61 and 62). Also roll to determine if an unknown variable causes the "unusual characteristic" to be random which means the person rolls each time the character transforms. Roll Percentile Dice

1-60 Stable, consistent transformation.

61-00 Unstable, random change for each transformation.

Doctor Vargos's Transformation

Height increases from 5ft 8in to 6ft 8in. Weight increases from 140 to 280lbs. Speed increases from 16 to 32; S.D.C. becomes 176; P.S. 28; P.P. 18 and can carry and throw up to 28,000 lbs and lift up to 56,000lbs. The "unusual characteristic" is extreme hairiness (stable, consistent change everytime). The change lasts approximately 24 hours unless cancelled by means of chemical counter agents which will reverse the transformation within 20 minutes. Vargos always has an ample supply of his transforming serum on hand at all times (on his person and hidden in his lab and apartment).

Level of Experience: 5th

Level of Education: Master's in Chemistry

Scholastic Bonus: +30%

Occupation: Chemist

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Algebra	98%
Geometry	98%
Trigonometry	98%
Calculus	98%
Physics	80%
Biology	98%
Chemistry	98%
Chemistry: Analytical	85%
Chemistry: Pharmaceutical	98%
Computer Technology/Operation	98%
Pathology	85%
Radiation Technology/Medical	85%
Paramedic	85%
Research	90%
Fencing (W.P. all Blade)	
Swimming: Basic	98%
Swimming: S.C.U.B.A.	90%

Secondary Skills

Body Building	
Running	
Ice Skating	
Dance	65%
Prowl	52%
Hand to Hand: Basic	
Electronics (basic)	65%
Photography: Video	60%
Drugs	98%
Cook	90%
Sewing (basic)	98%
Fishing	98%
Study Animals	75%
Study Philosophy	75%
Pilot: Automatic	98%
Pilot: Small Truck	88%
Pilot: Motor/Speed Boat	88%
Speak German	77%
Read/Write Latin	75%
Read/Write German	75%

Combat Skills (all bonuses are included)

NOTE: Bonuses apply only when transformed.

Attacks per Melee: Four

Bonuses to Strike +4, Parry +4, Dodge +4, Damage +5, Roll with Punch or Fall +2, Pull Punch +2.

Personal Profile: Doctor Vargos is an assistant to Doctor Von Croft in the research division at New Haven. In addition to his work with Von Croft he has been developing a chemical that would control aggression in humans. He hoped to achieve this by altering the human chemistry, certain hormones, etc., chemically to produce a much more sedate, calm individual without dulling the senses as most current tranquilizers and mood depressants do. Such a chemical treatment could give a whole new life to many of the disturbed superbeings, such as Killgore, held in New Haven's detention center, and eventually be released to the mainstream medical world.

Doctor Vargos's initial experiments with animals were an overwhelming success; however, the same process seemed an utter failure with human subjects. The experiments seemed to intensify the aggression, anger and hostility of humans rather than calm and negate such hostility. With some political maneuvering on the part of other research scientists jealous of the time and money allotted for Vargos's futile experiments, the project was canceled. Still Doctor Vargos continued to develop his serum on his own time. At long last he was sure he had the proper elements for success but couldn't get the facilities, money or volunteers for testing the radically new formula. Frustrated by the lack of support and confident of the formula's effects, he decided to test it on himself.

The results were startling. Not only did the formula alter the Doctor's emotional state but it also caused an instant, dramatic physical transformation as well. Vargos found himself transformed, not unlike "Doctor Jeckle and Mr. Hyde", from a small, physically unimpressive man into a hairy, muscular giant of a man; rippling with power and primal aggression. The formula amplified the submerged anger and frustration the introverted doctor had fearfully kept submerged inside all his life. Now with his new, powerful body (and stimulated hostility) he no longer had to play the submissive little man too respectful to even argue effectively. This was the new Doctor Vargos who would show his colleagues that he was not a helpless pawn to be used and abused then discarded with the rest of the trash.

At this point nobody in New Haven knows of the Doctor's formula or his plans for revenge. Vargos doesn't resent the superheroes or Hammet Dash, but he does hate many of his rude, arrogant colleagues who have manipulated him, thwarted his research, stolen his ideas and treated him with contempt. With the exception of kindly old Doctor Von Croft (Vargos's dearest friend), the others will all pay. ALL! He will extract his vengeance by sabotaging projects, vandalizing labs and private residences, physical beatings, terrorizing by stalking and chasing people and then disappearing after leaving a trail of destruction. Also by discrediting fellow scientists, by framing them for crimes and indiscretions they didn't commit and to even murder some of his most hated personal foes. Although Vargos is a political buffoon in his normal form, he is very knowledgeable of the in-fighting, games and hostilities among his colleagues. This knowledge will aid him greatly in his crueler, bestial persona.

Authorities such as police, superheroes, robots, or anyone who opposes him will be dealt with quickly as an enemy or fool, although he is NOT likely to intentionally kill such people. Doctor Vargos, even in his more primal, vindictive form, is not a truly evil man but emotionally twisted and bitter. However, this anger doesn't go so far as to prompt him to sabotage all of New Haven. Indeed, in a severe crisis, it is very possible that the Doctor would come to New Haven's (or Doctor Von Croft's) aid forsaking his secret primal-id and the inevitable repercussions of his criminal activities (although he would try to flee before being captured and brought to justice). **It's important to note** that the physical transformation is so dramatic that even the Doctor's facial features,

longer, thick wild hair, broad nose, deep set eyes and wild look; are so different from the Doctor's normal appearance that it's unlikely that anyone would recognize him.

Warhead



WARHEAD

Real Name: Bobby Benday

Alignment: Anarchist

Attributes: I.Q. 12, M.E. 8, M.A. 8, P.S. 24, P.P. 16, P.E. , P.B. 8, Spd. 66 (40mph)

Age: 8 **Male** **Weight:** 510lbs **Height:** 4ft 6in

Hit Points: None **S.D.C.:** 600

Disposition: Selfish, angry, frustrated, impudent and hostile; has delusions of grandeur; craves power. Prone to temper tantrums.

Vital Statistics: **Construction:** All standard items; reinforced body frame and limbs; **No** hidden or retractable limbs or weapons. Basic audio unit and voice synthesizer.

Special Additions

Augmented Upper Body Strength: equal to P.S. 25, +10 to damage.

Augmented Lower Body Strength: equal to P.S. 25.

Standard Physical Prowess: equal to P.P. 16, +1 to strike, parry and dodge.

Extra Speed: equal to a speed of 66 or 40mph.

Rotating Body Parts: head, hands, arms and upper torso can rotate in a full 360 degree circle.

Hover Jets: built into feet and legs (leg joints lock when jets are activated). Maximum speed of 80mph.

Optics

Telescopic: range 1200 feet, 6ft field of vision.

Nightsight: range 600 feet, amplifies existing light to see clearly in the dark. NOTE: some light must be present.

Infra-Red: range 600 feet, sees in the infra-red spectrum of light and can pick-up heat emanations.

Basic Visual Unit

Sensors

Heat: Sensors that can pick-up and pin-point heat emanations. Range 200 feet; field of detection, 20 foot radius.

Radiation: Detects and registers the amount of radiation within a 30 foot radius.

Radar: Can estimate speed, location, direction of objects within range at 65% proficiency. Range is five miles.

Sonar: an underwater equivalent to radar; 65% proficiency, five mile range.

Special Items

Flotation Device: a special mechanism that prevents the robot from sinking. Activates automatically when the robot is submerged.

Underwater Capabilities: water proofing and sealing of all internal mechanisms and joints for underwater performance.

Reinforced Body Armour: for greater S.D.C.. Capabilities for energy weapons have been disengaged until Bobby is mature enough to handle the responsibility of his robot form.

SEE H.U. Robot section for specific details, pages 39-48.

Level of Experience: 2nd

Level of Education: the 3rd Grade

Scholastic Bonus: None

Occupation: None

Scholastic Skills (all include scholastic bonuses)

Math Fundamentals 30%

Read/Write English 50%

Computer Fundamentals/Operation 50%

Secondary Skills

Swimming: Basic 80%

Photography: Still 50%

Study: Literature/Science Fiction 60%

Crafts: Model Making 50%

Combat Skills (all bonuses included)

Attacks per Melee: Two

Bonuses to Strike +1, Parry +1, Dodge +1, Damage +10; Roll with Punch or Fall +1. His augmented strength enables Warhead to carry or throw up to 1500lbs and lift 2000lbs.

Personal Profile: Bobby is an eight year old child who disobediently snuck into a highly restricted area dealing with robot experimentation by Von Croft. The child accidentally activated a device that permanently transmitted his mental essence into a small robot intended for heavy labor.

The transformation would be a difficult thing for any adult to deal with; the effects on the child has been doubly traumatic. The child, nick-named **Warhead** because of his temper and appearance, is extremely hot tempered and prone to violent temper tantrums. He seems to be becoming more bitter, hostile and unmanageable with each passing day. Recently Warhead severely beat up three technicians who made a sarcastic comment about the child's condition. He has become more brutal, given to sudden mood changes, and a compulsive liar. NOTE: psychological disorders include: Manic depression and tendencies toward paranoia, schizophrenia and sadism. Warhead hates and distrusts Von Croft (phobia).

The Wisp

Real Name: Unknown

Alignment: Anarchist

Attributes: I.Q. 10, M.E. 12, M.A. 10, P.S. - , P.P. - , P.E. 20, P.B. 8, Spd. 15.

Age: Unknown **Gender:** Unknown **Weight:** None

Height: 5ft **Hit Points:** 30 **S.D.C.:** 30

Disposition: Friendly, easy going, sometimes talkative and annoying.

Power Category: Psionic (alien)

Psi-Abilities: 62 Inner Strength Points (I.S.P.)

Telepathy: range: 340ft, duration: 18 minutes, I.S.P. cost: 4, saving throw vs psionics (standard).

Telepathic probe is an extended telepathy that enables the being to read a person's mind; I.S.P. cost: an additional 6 I.S.P.

Bio-regeneration: I.S.P. cost: 6, restores hit points and S.D.C.

Detect Psionics: range: 620 yards, duration: 2 minutes, I.S.P. cost: 2.

Mind block: range: self, duration: 10 minutes, I.S.P. cost: 4.

See Aura: range: 120 ft, duration: 4 melees, I.S.P. cost: 4.

Sixth sense: range: 60ft, duration: 2 melees, I.S.P. cost: 2; alerts the Wisp to impending danger. See H.U. psionic section, pages 68 to 75 for details.

Level of Experience: 4th

Level of Education: None

Scholastic Bonus: None

Occupation: None

Scholastic Skills (include scholastic bonuses)

None

Secondary Skills

None

Combat Skills

Attacks per Melee (psionic only): Three

Personal Profile: Who or what this strange entity is, is as much a mystery as where it came from and what it's doing in New Haven. The Wisp, as people call it, simply appeared one day and has been popping up ever since. The thing seems to be friendly without the slightest hint of aggression or hostility. It has avoided numerous attempts of capture, will not surrender to or work with authorities nor answer any questions about itself.

The Wisp is seen from time to time just hanging around, presumably observing. Occasionally it talks to people via telepathy, usually about nothing of any significance. On these occasions it can be quite a nuisance; tagging along, commenting on everything the person says or does. There have been a few instances when the entity has warned someone of impending danger but these are isolated events. Although it has apparently adopted New Haven as its home, it has not made any permanent friends with the possible exception of **Nebo** who has reported five sightings, in two of which the Wisp warned him about serious problems in the tunnels he maintains.

Physically the Wisp appears as a five foot tall, opaque, gaseous mass. It can hover and move at about the same speed as a normal human. Of course it can ooze under doors, through cracks and key-holes and cannot be physically grabbed or held. This means physical kinetic attacks such as punches, bullets, knives, clubs, etc. do NO damage. Likewise gas has no effect. Heat, cold, and energy do half the normal damage. The Wisp has no physical or psionic means of attack. However, its knowledge and psi-abilities could severely threaten the security of New Haven.



Prosecutor Zarren

PROSECUTOR ZARREN

Real Name: Joseph Zarren

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 12, M.A. 13, P.S. 16, P.P. 13, P.E. 12, P.B. 12, Spd. 10.

Age: 40 **Male** **Weight:** 150 **Height:** 5ft 10in.

Hit Points: 58 **S.D.C.:** 64

Disposition: Selfish, dangerously ambitious, vindictive, schemer; completely unscrupulous and deceitful.

Power Category: Special Training: Investigative

Training includes: Criminal Sciences/Forensics 90%, Investigative 85%, Research 90%, Surveillance Systems 85%, Cryptography 85%, W.P. Energy Pistol, Hand to Hand: Expert.

Level of Experience: 9th

Level of Education: Master's Degree in Law

Scholastic Bonus: +30%

Occupation: Chief Criminal Prosecutor, special government attachment.

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Basic Biology	98%
Computer Technology/Operation	98%
Writing: Non-fiction	92%
World History: Georwell	98%
Law: Federal	98%
Law: Criminal	98%
History: Political	98%
Psychology (the study of)	98%
Anthropology	92%
Business	98%
Economics	98%
Chemistry (Basic)	98%
Algebra	98%
Calculus	98%
Paramedics	95%
Boxing	
Fencing (W.P. Blade)	

Secondary Skills

Body Building/Weight Lifting	
Dance	85%
Swimming: Basic	98%
Crafts: Model Building	85%
Automotive Mechanics (basic)	85/60%
Computer Programming	85%
Fishing	98%
Hunting (W.P. Rifle)	80%
Photography: Still	85%
Drugs	98%
Forgery	65%
Pick Locks	74%
Prowl	64%
Study: Contemporary Earth	90%
Speak Earth English	98%
Read/Write Earth English	95%
Pilot: Manual Transmission	98%
Pilot: Automatic	98%
Pilot: Single Engine Plane	96%
Pilot: Sail Boat	98%

Combat Skills

Attacks per Melee: Six

Bonuses to Strike +3, **Parry** +4, **Dodge** +4, **Damage** +3;

Roll with Punch or Fall +3, **Pull Punch** +2.

Kick Attack does 1-6 damage.

Knock Out/Stun on a roll of 18-20

Critical Strike from behind (triple damage)



Personal Profile: Prosecutor Joseph Zarren is a special Federal prosecutor and political strategist. He has achieved his influential position at an early age supported by upper government constituents. He has used his every political connection to gain hand holds and leverage to advance his career and to destroy rivals or those he hates.

Jealous of the **Justice Machiner's** blissful ignorance of the political arena and their unrivaled public adoration, Zarren plotted to destroy them. He first carefully arranged that the Justice Machine be assigned to the **Maxinor** man-hunt. He then gave them sanction to follow Maxinor to the other dimensional world known as Earth. It was only after their departure to Earth that Prosecutor Zarren was able to implement the final phase of his scheme. He was able to provide the **Council Central** with very damaging evidence (all false) linking the J.M. as allies in league with arch-rebel Maxinor. Zarren had done his work well, for while the Council knew full well that the charges were false they could not deny that the Justice Machiners had left the ever observant world of Georwell with the very persuasive Maxinor. The paranoid rulers of Georwell couldn't allow the Justice Machine to return to their old post, for by being with Maxinor there was always the threat of contamination. There was always the possibility that Maxinor could have aroused suspicions; could have created doubts . . . which would lead to disturbing questions; and it is never good for the state to be questioned. The Council could not take the risk that such popular heroes among the people might be swayed against them. Super-patriots whose words and action

might create more questions in far too many individuals. Thus, the Council Central accepted Prosecutor Zarren's evidence and set in motion the appropriate propaganda to destroy the Justice Machine's reputation among the people.

Zarren's only mistake was his overzealousness to see the Justice Machine destroyed. To achieve this, he personally followed the J.M. to Earth, way-layed them, tried, judged and was about to execute them when Maxinor interceded.

The Justice Machine was dealt a severe blow to their ideals. Zarren ranted about their fool hearted trust in a corrupt system that used them like pawns and now wrongly condemned them to death. Maxinor, the enemy, coming to their rescue and reiterating Zarren's words. Words they would soon learn rang of bitter truth. Ironically, they could not find Maxinor and, even if they had, they were so blind to cause and country that they would never had believed a word Maxinor may have told them. Yet thanks to Zarren, they couldn't deny Maxinor's stunning accusations. Because of Zarren the J.M. were enemies of Georwell and would eventually contribute to the government's demise.

As for Prosecutor Zarren, he is held captive at Maxinor's Earth stronghold in New Haven. He resents the Justice Machine more than ever, longing for the day he can extract his revenge.

The events described took place in the J.M. comic book issue number one. Zarren made a brief appearance as a captive in New Haven in J.M. issue number three.

Von Geist



VON GEIST

Real Name: Maxwell Von Geist

Alignment: Diabolic

Attributes: I.Q. 16, M.E. 12, M.A. 15, P.S. 19, P.P. 16, P.E. 13, P.B. 8, Spd. 14.

Age: 47 **Male** **Weight:** 143lbs **Height:** 5ft 8in

Hit Points: 52 **S.D.C.:** 70

Disposition: Mean; suspicious, vengeful, cruel and sadistic. Enjoys dominating and intimidating others; megalomaniac. He feels he is superior to all as a true aryan.

Power Category: Special Training

Training: Weapons Expert: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Rifle (military), W.P. Automatic Pistol, W.P. Revolver, Explosives/Demolitions 73/68%.

Level of Experience: 8th

Level of Education: Two years of College

Scholastic Bonus: +12% (+3% I.Q. bonus)

Occupation: Criminal/Terrorist

Scholastic Skills (all include scholastic bonuses)

Basic Math 98%

Basic Biology 98%

Business 98%

Accounting 98%

Music: Piano 79%

Psychology (the study of) 90%

Psycho-Therapy 86%

Research 90%

Theology/Philosophy 98%

Hand to Hand: Expert

Boxing

Secondary Skills

General Athletics

Body Building/Weight Lifting

Archery

W.P. Blade (knife)

W.P. Chain

Disguise 73%

Forgery 63%

Pick Locks 71%

Speak German 90%

Pilot: Automatic 98%

Pilot: Twin Engine Plane 98%

Pilot: Motor/Speed Boats 98%

Combat Skills (include all bonuses)

Attacks per Melee: Six

Bonuses to Strike +3, **Parry** +5, **Dodge** +5, **Damage** +7, **Roll with Punch or Fall** +4, **Pull Punch** +2.

Kick Attack does 1-6 damage.

Critical Strike from behind.

Knock-Out/Stun on a roll of 18-20

Personal Profile: Maxwell Von Geist is a neo-Nazi. Thoroughly indoctrinated by his father, a former S.S. officer, he has been instilled with Nazi doctrine. The young Von Geist read all he could about Hitler's Germany supplemented by his father's diary. He learned all about the "master race" and their belief that they were superior to all others, mentally, physically and socially; to that end his father encouraged him to develop his body and mind and to learn the piano. By the time he was ready for college Von Geist had read dozens of books on psychology and philosophy, always proving to himself the inferiority of any other way of life or manner of thought.

Strength and the right he was taught that was his to express that strength bred a cruel child. The seed of paranoia was also planted early. Von Geist's father instructed him to keep his Nazi philosophy secret until he was a man. At that time, he would continue the fight, develop a following and fan the flames of Naziism anew.

Traveling to South America with his father, Max the young adult, was introduced to many former Nazi's. It was then that Von Geist received his special training from the elite Nazi old guard. He was shown how to deal out death and torture on a daily basis. Many uneducated local peasants were selected as models for his education. The use of weapons and explosives, as well as smuggling and guerrilla tactics, were taught. Adrenalin flowed through Von Geist's veins; he could now do what he had to do. Now the remaining fragments of the Third Reich would

be reassembled, joined by other sons, and the fight would continue. However, what started as youthful excitement soon turned to disillusionment.

The old Nazi's were indeed old and spoke of the world in terms 40 years old; Von Geist began developing his own ideas. The old men had failed, he began to think; "they are no longer worthy to be pure Aryans by their bad example". Many of the old Nazi's also had contacts with the drug smugglers in South America and terrorist groups around the world. Von Geist kept quiet about his own plans and learned all he could about these groups; their structure and organization. (It was during this time that his father passed away). Still showing the face of a loyalist, Von Geist moved to West Germany after learning of a secret neo-Nazi group there. His fellow Nazi's fed and clothed him while teaching him accounting so he could work in a small "front" business they operated. Somehow, even though these people were near his age, Von Geist began to view them as weak and conservative. He craved action and power and he wanted both quickly. Returning to South America, he remained cordial to the old Nazi's but now put his energies into working with the drug smugglers full time.

He began as a delivery man on small and medium size, heavily armed boats. Then he was taught to co-pilot twin engine planes hauling cocaine and marijuana into the U.S.. Soon, he was being offered air and sea assignments that would test any professional's abilities to slip by undetected. As time went on he became more and more satisfied; here was the action he craved.



Too smart to become involved in using drugs, he saved the large sums he was being paid and hired some men. He then trained the men in smuggling tactics and collected a portion of their pay after he got them work. Soon he had formed a small army of about 200 men; mercenaries, Nazi fanatics and thugs. Not long after that, he had a secret base camp built, partly underground, on the South American coast. Now he was ready to do his work. The drug smuggling continued, but he added extortion, kidnapping, assassination, theft and terrorism to his list of activities. Most of these jobs he did for hire, the rest were his own plan to destroy those who might inhibit his rise to power. Still desiring to be the true Aryan, he now saw that gaining personal wealth was the key to power. Perhaps he could still resurrect the pure Nazi ideals, but that had now become only a basis for his orientation and methods; not a goal.

As the scope of his activities have grown, so has the concern of those at New Haven. The Justice Machine has successfully foiled one major operation of Von Geist's and is ready to do so again. It seems that his recent stealing of some experimental energy weapon prototypes, the Hector IV robot and other high technology items, has brought him international attention. All the better to Von Geist who is now considering adding super villains to his organization. Not surprisingly, these bold moves have won him about 300 sympathizers in the criminal underworld.

VON GEIST'S ARMY

Von Geist's neo-Nazi organization consists largely of mercenaries, militant young Nazi's and thugs, lured by the potential of great wealth and power. The army is only about 200 strong but are generally well trained with several veteran mercenaries in their ranks. Even the non-professional mercenaries are fairly well trained and seasoned by some degree of action in the field. Von Geist and his men have expended a lot of energy supplying arms and military assistance to a number of interested parties in South America. They are also skilled in paramilitary strikes, drug running and smuggling of all kinds.

Based in South America, Von Geist's operations have a great degree of flexibility in the often war torn and politically corrupt country. This also makes him centrally located in a turbulent country tolerant of his indiscretion, placing him conveniently near North America and Africa; two major areas of activity, yet outside the reach of their law.

Recently the Nazi's have become increasingly bold, extending operations to include industrial espionage and terrorism. Von Geist has decided it's time to let the world know that he exists by pulling a number of daring robberies and acts of terrorism in the United States. Ultimately he seeks immense wealth, power and immortality; the latter being the most important. To achieve his ill gotten glory, he plans on initiating several clever schemes that will embarrass the U.S. government providing him the recognition he craves. These schemes will include a false nuclear bomb scare, kidnapping, destruction of government property and a variety of "false" leads and threats. Pending the success of these incidents (that's a hint game masters), they will be followed by a series of new activities aimed at more destructive and profitable endeavors. Von Geist is also seriously looking to include super powered individuals in his organization. NOTE: Since the Justice Machine has already foiled one of his plots (J.M. annual) they, and New Haven, will be the brunt of his revenge in future schemes.

THE SOLDIERS

The mercenaries, thugs, and Nazi's that comprise Von Geist's army are oriented toward guerrilla warfare, special assaults, smuggling and other covert operations. Basic Requirements: I.Q. 8 or higher, P.S. 9 or higher, any alignment, but predominately evil or selfish.

Basic Trained Skills: W.P. automatic pistol, W.P. military rifle, W.P. knife, hand to hand: basic or expert (50% of all mercenaries are trained in hand to hand: assassin or martial arts), prowl and some sort of physical training (weight lifting and general athletics are common). Other skills might include, pick locks, surveillance systems, investigative, medical: first aid, any other weapon proficiencies, piloting skills (especially single engine, twin engine, small jet planes and helicopter) and physical skills (especially boxing, wrestling, climbing and swimming).



Weapons

The use of a particular weapon varies depending on the situation. Conventional arms are most common, particularly 9mm and .45 calibre weapons; pistols/revolvers, AK-47 rifles, grenades and blade weapons. Special strike forces may include the use of sub-machine guns, explosives, special gimmicks, and energy weapons (standard ion weapons and an occasional laser rifle. SEE H.U. rule book).

UNIFORM AND BODY ARMOUR

The standard uniform has a basic padded vest protecting the chest and back: A.R. 8, S.D.C. 15. A helmet that can be fitted with a radio communication unit is also part of the standard uniform. Standard issue includes a knife, automatic pistol, AK-47.

GAME MASTER NOTE

You can use the following basic stats in randomly generating N.P.C. Nazi's. Average: I.Q. 9, P.S. 17, P.P. 12 Spd. 16, P.E. 12; Average S.D.C.: 40, Hit Points: P.E. plus four per each level of experience. Hand to Hand: Expert; Alignment: Miscreant. Determination of experience level: Roll one 6-sided die with a roll of one being first level, two being second level, and so on up to six being sixth level.

Hector IV

THE HECTOR IV ASSAULT DROID

Hector IV is a robot proto-type design stolen by Von Geist and currently used in his mercenary activities. Fortunately, Von Geist lacks the facilities and expertise to mass produce these deadly battle droids (he has only three working models). The droid is quick, silent and deadly, designed to be an automated assassin.

Hector IV Vital Statistics: construction: Standard items, heavy body frame/non-humanoid, no appendages other than weapons. Basic visual/audio unit, voice synthesizer and vocabulary. Programming: Tracking Combat Skills (combat knowledge, several W.P.), Languages (8), Special Investigative Skill. Type III Robot: Artificial Intelligence. S.D.C. 300, Weight: 200lbs, 3ft in diameter.

Special Additions

Air Propelled Hover Jets: maximum speed: 60mph.

Booster Jets for added mobility and short bursts of speed. Maximum speed 120mph, duration: five minutes.

Rotating Body Parts: Weapon appendages can rotate in a complete 360 degree circle.

Optics

Telescopic: Range 1200ft; Field of Vision 6ft radius.

Nightsight: Amplified light system to see clearly in the dark; Range 600ft.

Infra-Red and Ultra-Violet sees in that spectrum of light.

Targeting Sight: superimposes target cross-hairs.

Sensors

Include Heat, Motion, Radiation, Radar (5 mile range), Radio Com-Link (transmitter and receiver, 4 mile range), Micro Cameras (24 shots). (See H.U. rule book, page 41, for detailed description).

Weapons

Laser Rod: Range 420ft, Rate of Fire 4 per melee, Damage: 4-24, Energy Capacity: 20 charges. The beam emits from the eye plate.

Ion Blaster (two): Range 300ft, Rate of Fire: 4 per melee, Damage: 3-18, Energy Capacity: 24 charges. The beams are fired from each weapon appendage.

Electrical Charge: Range: 10 ft, Rate of Fire: 4 per melee, Damage: varies, 1-4, 1-8, 2-12, 3-18 or 4-24. Energy Capacity: 24 light charges or 13 heavy.

NOTE: See H.U. rule book, page 42, for detailed weapon description.

Explosive Projectiles: Range: 90ft, Rate of Fire: 4 per melee, Damage: 6-36, Clip Load: 12 each. These cartridges are fired from each weapon appendage.

Smoke Bomb Spray: Range: 3ft, fills a 30sq. ft. area, blinding those in or on the other side of the smoke cloud (looking into it); -2 to strike, parry and dodge. Capacity for only three clouds.



YOU KNOW, SOME-
TIMES, THINGS SEEM
TO GO JUST A
LITTLE TOO WELL---

---LIKE TONIGHT.

ATTACK OF THE LAVA MEN!

WHAT THE
HELL---

WOULD YOU
LOOK AT THAT
NEEDLE JUMP OFF
THE GAUGE!

THIS IS IMPOSSIBLE!
THERE CAN'T BE THIS MUCH
PRESSURE BUILDING UP!



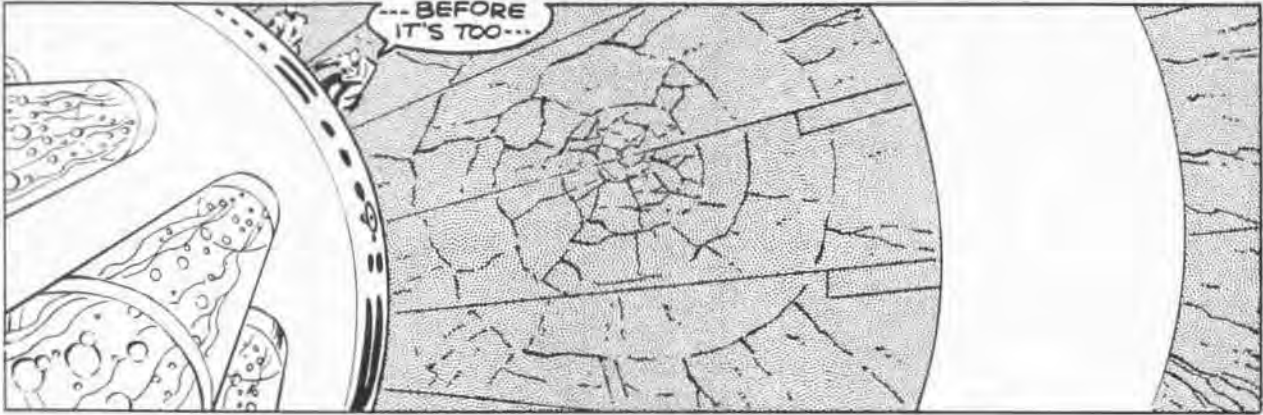
DO YOU
THINK IT
COULD BE
A MAL-
FUNCTION,
TOM?



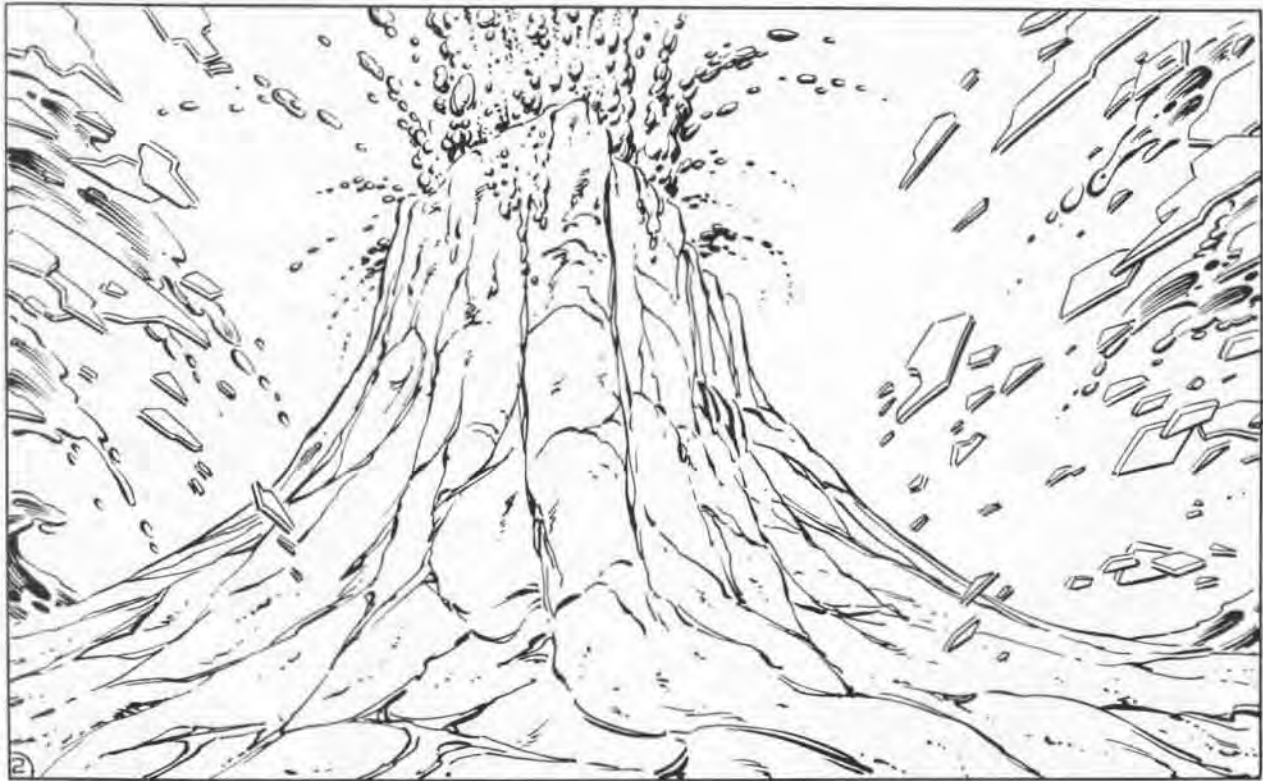
I DON'T KNOW,
BUT, IF IT IS THE
REAL THING, WE
DON'T HAVE MUCH
TIME TO ACT!



OH MY GOD!
RALPH... THE
TUBES! WE'VE
GOT TO GET
TO THE CUT-
OFF VALVES



--- BEFORE
IT'S TOO---





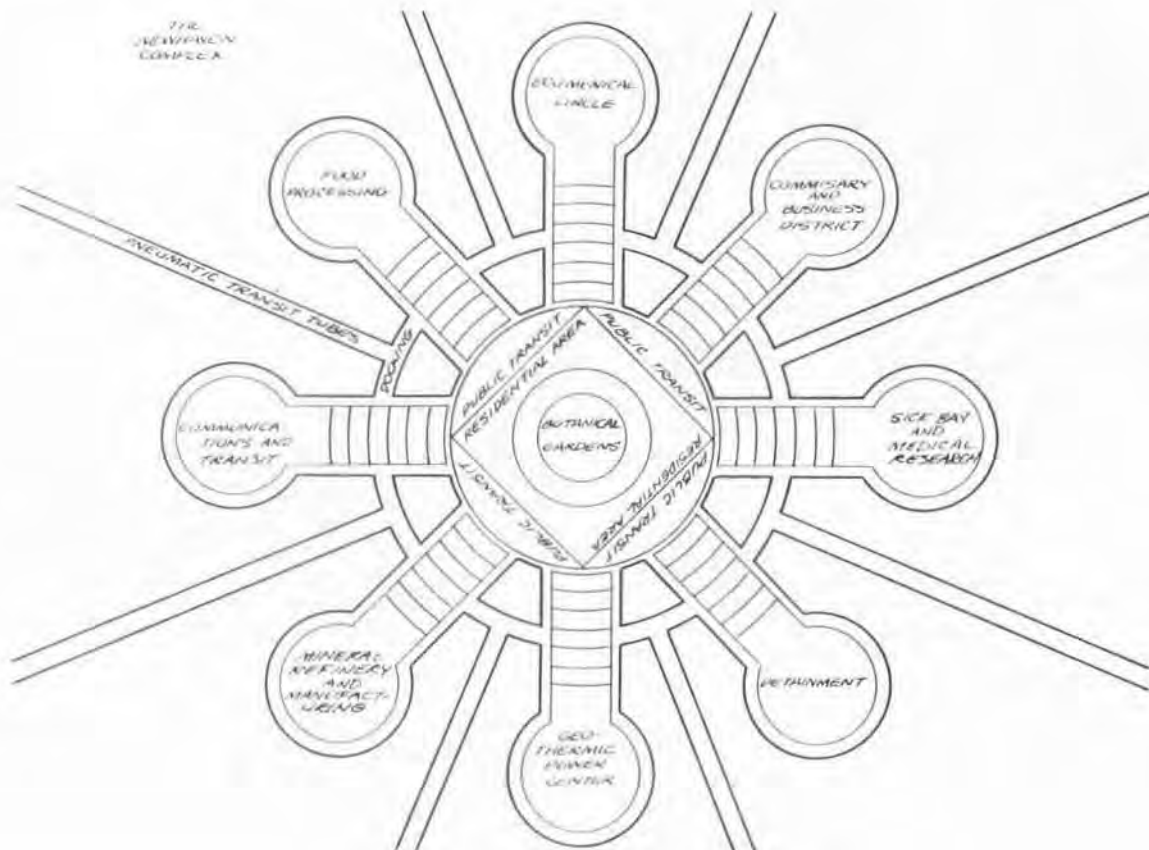
IF ALL OTHER SURFACE DWELLERS DIE AS EASILY AS THESE, WE WILL HAVE NO TROUBLE MAKING THIS WORLD OUR OWN!

YES, NO TROUBLE!

WHILE BACT AT CENTRAL...



The Adventure Scenario



THE SCENARIO

The crisis is clear, the danger immediate; strange, powerful subterranean creatures have gained access to New Haven through the largest of the geothermic power tunnels. Why they attack is unknown to the people of New Haven. What is firmly apparent is that they are extremely hostile and deadly foes bent on wreaking havoc and death. The situation is compounded by the fact that both the Justice Machine and the Free Force are away from New Haven and not likely to return in time to be of aid even if they could be located. The savage creatures must be contained and expelled before they can severely damage the geothermic power center or the rest of New Haven. Already there are a dozen dead and three times as many injured. It's unlikely that the security force can restrain these inhuman creatures without sustaining severe casualties (if they can stop them at all). Consequently, Hammet Dash has made a desperate decision to release a handful of superhuman individuals from their stasis sleep.

This is an opportunity for a game master to begin his campaign and introduce new superpowered player characters into the New Haven/Justice Machine environment. I must point out that not all the people locked into stasis are evil or criminals. Many are characters who suffer from emotional shock, confusion or disability that have yet to be corrected. Game masters should incorporate these elements initially, resolving them in future adventures. One of the immediate predicaments will be what's done with these characters after the conflict. Will they be allowed to join the forces of New Haven or sent back

to stasis sleep? This could lead to the characters fleeing New Haven or having to prove themselves loyal, honorable and capable human beings while on probation. This could be especially interesting for ex-criminals trying to turn a new leaf. This situation also makes it possible to incorporate any kind of superbeing, from bionic to alien, with evil alignments or scrupulous good.

Another Option is playing existing, pre-defined characters. Likely characters for this scenario could include the Puma, Nebo, the Foreverman, the Wanderer, Master Mind, Warhead, Nightshade, Killgore, Doctor Vargos, or even Blood Master (though not likely). The only problem with playing any of these characters is that they are generally very high level or powerful and could be difficult to play in an extensive campaign. This is especially true with an inexperienced game master or players. However, these characters could be a load of fun if played as a one-shot, isolated game or mini-series.

For the people playing the Justice Machine or Free Force, fear not, you can play in this scenario. How? Easy, the characters unexpectedly return to New Haven early finding the place locked in turmoil. Rushing to the geothermic power center, they have the opportunity of encountering a wandering Lava Man and the villain Darkling raiding New Haven of its secrets (see the Darkling scenario coming up next).

While New Haven security forces are struggling to contain the lava-men in the geo-thermic center and the rest of the population have taken to shelters; Darkling has set out to steal several top secret plans. By having



the lava-men do his dirty work, no one should suspect any foul play until he's safely resumed his civilian identity. The lava-men obey simple hand gestures and are directed by Darkling's emotion manipulation. For example, by instilling a feeling of hate or anger toward a particular person(s), he can manipulate the creatures to attack that person(s).

It's pure happen-stance that our heroes, whoever they may be, stumble upon Darkling in the middle of a robbery. The lava-men have already slain two guards and incapacitated seven others, while another dozen are locked in an adjoining room. Darkling stands triumphant with plans describing new surgical techniques for bionic implants in one hand and a stolen ion rifle in the other (a commonly used weapon by New Haven security soldiers). At his feet is a portfolio case with the tell-tale insignias of the robotics division and security seal. In the case are the plans for an experimental robot. Plans that cannot fall into the wrong hands without deadly consequences.

Darkling is a capable fighter, well versed in the martial arts and in good physical condition (in addition to his psionic abilities and influence over the lava-men). He has no intentions of surrendering himself or the plans. Fearing capture will lead to his imprisonment in the notorious stasis sleep, he will fight viciously without mercy, using every dirty trick in the book. More likely than not he will try to deploy his subterranean pawns to cover him while he makes his escape. **Game Masters** use your discretion as to specific tactics and actual combat. Don't forget his other psionic powers such as the ectoplasmic arm, which can be used to strike from behind or hide the plans while all eyes are on him or the lava monsters.

The immediate dilemma for our heroes is determining a course of action. Do they stay and stop this mysterious villain or do they let him get away while they hurry to assist in the containment of the main lava-man assault at the geothermic power center? Since this man is obviously controlling the lava-men in this room the heroes might wonder if he's actually their leader or the master-mind behind the assault on New Haven. Delaying to capture the man will jeopardize countless lives, yet letting him go could be just as dangerous, even worse if he turns the stolen plans over to an evil force. Of course, if the villain can be dispatched immediately they will have averted two crises!

G.M. NOTE: the secrets Darkling is stealing will have serious repercussions on New Haven as well as the world. Potential buyers of the plans could include: Von Geist's Nazi group or the Dominators, in addition to the more conventional political sources or perhaps an organization of your own design.

The Justice Machine characters can be very fun to play and, although they tend to be powerful and high level, they are less difficult to play than some of the other more outlandish characters. The same is true with the Free Force who are mid-level characters. G.M.'s and players should feel free to play any of these characters advancing their direction and growth as they deem appropriate within the context of their individual game.

THE DARKLING SUB-PLOT

During the confusion of the Lava-men's assault, an unscrupulous native of New Haven decides to take advantage of the turmoil by stealing the plans for several experimental advances in robotics and bionics. It is imperative that he be stopped, for the information must NOT fall into the hands of anyone who will twist these advances to evil purposes.

DARKLING

Real Name: Roger Trenton

Alignment: Miscreant

Attributes: I.Q. 15, M.E. 20, M.A. 8, P.S. 18, P.P. 11, P.E. 12, P.B. 10, Spd. 12.

Age: 26 **Male** **Weight:** 150 **Height:** 5ft 10in

Hit Points: 31 **S.D.C.:** 64

Disposition: Greedy, deceitful, quick tempered, grumpy, easily aggravated. Cocky and mean.

Power Category: Mutant Psionic

Psionic Abilities: I.S.P. 78. **Ectoplasmic Arm:** range: 30ft, duration: 20 minutes, I.S.P. cost: 8; creates a vaporous arm up to 30ft away, adds one extra physical attack.

Empathic Transfer: allows the psionic to project false emotions into another person. Range: 120ft, duration: 2-12 minutes, I.S.P. cost: 6; standard saving throw. (See H.U., pg. 70 for descriptions). **Hypnotic suggestion:** I.S.P. cost: 2, range: 12ft. **Mind Block, Resist Cold and Resist Fatigue** are his other abilities (See H.U., pg. 74).

Level of Experience: 5th

Level of Education: Special Training

Scholastic Bonus: +20%

Occupation: Medical Technician

Scholastic Skills (all include scholastic bonuses)

Basic Math	98%
Geometry	98%
Algebra	98%
Biology	98%
Writing: Fiction	85%
Boxing (high school)	
Chemistry	85%
Chemistry: Analytical	75%
Radiation Technology: Medical	75%
Trigonometry	95%
Calculus	98%
Physics	70%

Lava Men

Secondary Skills

Electronics: Basic	65%
Computer Operation	85%
Computer Programming	65%
Pick Locks	50%
Pilot: Automatic	98%
Pilot: Motor/Speed Boat	88%
Hand to Hand: Martial	
General Athletics	
Swimming Basic	98%
W.P. Automatic Pistol	

Combat Skills (include all bonuses)

Attacks per Melee: Five hand to hand (plus ectoplasmic arm when applicable), or Four psionic.

Bonuses to Strike +3, Parry +5, Dodge +5, Damage +3, Roll with Punch or Fall +5, Pull Punch +4, Save vs Psionic Attack +3.

Karate Kick does 1-8 damage.

Body Block/Tackle does 1-4 damage.

Knock Out/Stun on a natural 20.

Personal Profile: Roger Trenton, a.k.a. Darkling is a seedy, insignificant man who believes the world owes him for the hardships he has suffered. Actually Trenton has been quite fortunate, but he is so petty, bitter and selfish that he feels downtrodden. A laboratory technician of some skill, he has assisted in many special projects with such notables as Doctor Von Croft, Doctor Weekly and even Hammet Dash. However, he has consistently inflated his own importance and subsequently resents not getting the credit or recognition he feels he deserves for his efforts. Consumed by his delusions and greed Trenton will don a black ski-type mask, black shirt and suit, transforming himself into the villain called Darkling (as in the darkling son of New Haven).

Trenton has never revealed to anyone that he possesses mutant psionic abilities. Abilities he uses only as Darkling. Up until now he has used those powers for petty revenge, pranks and insignificant theft; subtle tests to ascertain the full range of his psionic abilities. Tests that have led him to believe that he's now ready to graduate to bigger things. The lava-men's attack has simply provided him the perfect cover to make his big move.

The Scenario

Darkling has used his empathic transfer powers to manipulate a handful of lava-men to aid him in his treachery. (Game master's use your discretion as to the exact number of lava-men depending on the number and strength of the player characters. I recommend at least two and no more than six). The lava-men, who communicate empathically, are particularly receptive to Darkling's empathic manipulation. Ironically Darkling's unique empathic nature could enable him to turn most, if not all, of the marauding subterranean creatures. Instead he has elected to serve his own self interest letting New Haven fend for itself. **A sequence variation:** Game masters should feel free to situate events as you desire. Instead of having the simultaneous conflict, you might elect to have your heroes discover Darkling after the majority of the lava-men have been pushed back to their subterranean home. The heroes, battered, beaten and exhausted, stumble upon Darkling on their way to sick bay or perhaps on simple patrol to make certain no lava-men have gotten this far (NOTE: Bionic research is located in the sick bay/medical research area). At full strength the heroes could handle the situation without great difficulty, but now they are extremely taxed; an edge that will work to Darklings favor.

Another interesting factor, with the complication of the Darkling situation, is how Hammet Dash will react to the decisions (and possible failure) of any unproven or criminal characters released from stasis to aid in the repelling of the lava-men. Dash is not an extremely compassionate or understanding man; thus he may view these heroes' actions as irresponsible, foolhardy or suspicious.

The lava-men are a semi-intelligent race of savage, subterranean gaints who act more on instinct and emotion than logic or reason. Apparently they somehow gained access to one or more of the larger geothermic power tunnels that run deep into the earth. Climbing up into what seemed a very alien world the lava men struck out in violence. Extremely aggressive and territorial, the lava-men have seemingly claimed the power plant as theirs, slaying anyone who opposes them. The immediate crisis that threatens New Haven is that the subterranean creatures' rampage of destruction could do irreparable damage to the power plant which would severely impair the entire city. Furthermore, if they can't be contained, they could kill and injure thousands of people as well as do hundreds of millions of dollars in damage. Even though the entire area has been sealed off, the creatures seem to possess the power to penetrate conventional barriers while even energy weapons have proven to be ineffective against their natural body armour. Since all attempts at communication have proven futile, it's clear that New Haven will have to draw upon superhuman resources to survive this bizarre invasion. **Approximately 300 lava-men have invaded** the power plant, with the possibility of several hundred more arriving unless they can be repelled and the access tunnels sealed.

The following are the statistics common to all lava-men. Mutation and power variations are rare among these genetically stable creatures. The attributes, hit points, S.D.C. and experience levels, all represent the average or typical lava man.

THE LAVA-MEN

Alignment: Anarchist

Attributes: I.Q. 6, M.E. 18, M.A. 8, P.S. 24 (minimum 18, maximum 30), P.P. 14, P.E. 20, P.B. 8, Spd. 10.

Average Age: 30 **Asexual** **Weight:** 600lbs

Height: 8ft **Average Hit Points:** 40 **S.D.C.:** 300

A.R.: 14

Disposition: Aggressive, hostile, easily aggravated, natural predators, merciless in combat; will fight to the death. Appear to be driven by instinct and emotion.

Power Category: Alien

Natural Abilities: Impervious to fire and heat (including superhero flame attack), Natural body armour composed of some sort of living mineral: S.D.C. 300, A.R. 14 (this means that rolls to strike that are 14 or less may hit but do NO damage. Only rolls to strike of 15 or higher hit and do damage). Punches, bullets, explosives, energy weapons and electricity only do half their normal damage (even if a 15 or higher is rolled). Magnetism, cold and psionics can be extremely effective weapons against these creatures, having full effect on them. Communication between the lava-men is achieved through a form of empathy: Range: 180ft, No I.S.P. needed; no other psionic abilities are possible; functions exactly like the psionic power described in the Heroes Unlimited rule book, page 70.

Super Power: Is a variation of the Control Elemental Forces Earth superpower described in the H.U. rule book, pages 105 and 106. Specific abilities include: Hurl Earth, Rend Earth (range: 300ft), Tower of Earth, Wall of Earth as well as the Control Elemental Forces: Fire (H.U. rule book, pages 106-107) abilities of Extinguish Fires, Fuel Flame, and Spontaneous Combustion.

Level of Experience: 4th

Level of Education: N/A

Scholastic Bonus: N/A

Occupation: Predators/Warriors



Skills

Only applicable skill equivalents are listed.

Hand to Hand: Basic
Climbing 62/72%

Combat Skills (all bonuses included)

Attacks per Melee: Four

Bonuses to Strike +2, Parry +2, Dodge +1, Damage +9.

Roll with Punch or Fall +2, Pull Punch +2, Save vs Psionic Attack +2, Save vs Toxin +3, Save vs Coma/Death +9.

Crush/Squeeze does 1-6 damage (plus damage bonus)

Punch does 1-8 damage (plus damage bonus)

Can Carry or Throw up to 1200lbs; lift up to 2400lbs (average).

NOTE: Lava-men are generally heavy and slow to perform any acts of agility such as gymnastics, kicks or other maneuvers. Nor do they seem to use any weapons except for the occasional hurled object or blunt object used as an impromptu club.

Personal Profile: The Lava-men are unskilled primitives who dwell within the bowels of the earth. Their physiology is totally alien to human understanding as they appear to be composed of some kind of living mineral substance. All lava-men (a human reference name) have no sexual distinctions with one looking very much like another. Reproduction occurs only in extreme heat, usually in a lava pit. Two indistinguishable (to human eyes anyway) lava-creatures submerge themselves completely in a pool of lava, a month later they emerge with a rock-like egg about two feet in diameter. The egg is set aside and forgotten with neither parent ever returning to it. A month later the egg hatches revealing a miniature version of the parents. The young one has its full instincts and functions without instruction or care. Within one year the creature will have reached full maturity. As for sustenance, the creatures seem to convert heat energy internally. The energy conversion is a continual process that works whether the creatures are active or dormant. However, this means they need a constant extreme heat source. Without the energy source, the creatures will fall into a state of hibernation within five days and die within a month unless a heat source is provided. In temperatures below freezing the lava-men will fall into hibernation within three days and within 24 hours if temperatures are sub-zero. Unfortunately, Hammet Dash nor

anyone else in New Haven are aware of the lava-men's susceptibility to cold. Of course, while the creatures can't survive for long on the Earth's surface, they can surface long enough to wreak total destruction and mayhem.

The lava-men are not intentionally evil or cruel but driven by instinct to destroy any creatures unlike them. Frighteningly their only purpose seems to be to fight and reproduce. They have no concept of skills, power, wealth, fame, good or evil. They have no society as we know it, but they do roam together in groups that can number into the tens of thousands. Likewise they exhibit no hostility whatsoever toward their own kind, only non-lava-men.

THE PLOT THICKENS (or Who are those guys?)

Presumably the lava men have stumbled across New Haven by accident, but this is not entirely true. The assault was actually arranged by two other creatures (see page three of the "Attack of the Lava Men" introductory comic strip. The bottom panel hints that there is a much more insidious hand involved).

One of the creatures is of the same subterranean race as the villain Vesuvius of the Dominators. Like the lava-men, these people have existed long before the time of man, deep within the earth. However, continual conflict with the savage lava-men, who instinctively hunt and destroy creatures not like themselves, have nearly annihilated their fellow subterraneans.

Physically these other subterranean humanoids resemble more handsomely sculpted lava-men. They appear to be composed of a living mineral substance, creating a thick, rock-like, body armour (A.R. 14, S.D.C. 300). They too are impervious to fire and heat and possess superpowers that enable them to control fire. They are not quite as powerful in raw strength, rarely exceeding P.S. 24 (20 is the norm). Emotionally they tend to be aggressive, hostile, arrogant, insensitive and savage by most human standards. Intellectually they are about on the same level as humans (although I.Q. stats never go beyond 18 with 9 being the norm. This means no bonus die roll if a 17 or 18 is rolled when creating these creatures).

This particular creature Tannr, is particularly aggressive, to the point that he has been driven from his tribe for repeatedly challenging its leader. Tannr has decided that his people can no longer endure their eternal battle with the lava-men and must seek an alternative to the nurturing warmth of the inner earth. As fate would have it, he has discovered a being who has revealed marvelous secrets to him. Secrets about the surface world dominated by the puny creatures called humans. He has learned of the magic of technology and the ability to create artificial heat sources by the names of thermo-nuclear, solar and geothermic energy. These are the wonders the puny surface ones can command . . . powers that will make them the perfect slaves. Tannr's people can survive much longer on the surface than their lava-men cousins; up to three weeks without ill affect. After that time they fall into a death-like coma and die within one to four weeks unless immersed in life giving heat. However, if the subterraneans are periodically bathed in intense heat (as infrequently as five or six hours every two weeks), they can survive on the surface indefinitely. These subterranean beings also have the capability to vocalize as well as comprehend other languages.

Tannr's ally is an extra-terrestrial being who was conducting a geological study of the planet Earth 300,000 years ago. A freak mishap immobilized the subterranean digger and killed all on board except for him. Trapped miles below the planet's surface, it placed itself in a stasis field where it has lain dormant until recently discovered by Tannr. With Tannr's assistance it was able to make its way to the surface where it found the planet to be inhabited by humans. Immediately an evil plan was conceived to undermine the human race. The extra-terrestrial was easily able to convince Tannr of his people's superiority over humankind and that it was his place to lead his people against the surface dwellers. Once conquered, the surviving humans would be forced to serve them as slaves to transform the surface into a more habitable environment for the subterraneans. The alien assured Tannr that what knowledge of science they might lack in building the artificially heated environments for the subterraneans, he possessed and would gladly supply. To bolster Tannr's confidence, the alien decided a display of superiority was required. The underground human city (New Haven) Tannr had accidentally discovered a few years earlier would be perfect. Better yet, the alien used its psionic abilities to turn Tannr's very enemy, the lava-men, into their tools of war.



TANNR

Real Name: Tannr

Alignment: Miscreant

Attribute: L.Q. 11, M.E. 9, M.A. 12, P.S. 22, P.P. 13, P.E. 16, P.B. 10, Spd. 10.

Age: 36 **Male** **Weight:** 500lbs **Height:** 8ft

Hit Points: 54 **S.D.C.:** 300 **A.R.:** 14

Disposition: Aggressive, impudent, cocky, arrogant, craves power.

Power Category: Alien

Super Power: Alter Physical Structure: Fire. Add 200

S.D.C. when aflame; impervious to fire and heat. **Powers**

include: Radiate Heat, Fire Ball, continuous Bolt of Flame,

Wall or Circle of Flame and Super Nova. Tannr (as with

all subterraneans) CANNOT fly!! When not aflame he

appears to be a dark red stone giant. See H.U. rule book,

pages 100-101 for complete power description. Also see

the description of the villain Vesuvius.

Level of Experience: 7th

Level of Education: High School

Scholastic Bonus: +5%

Occupation: Warrior

Scholastic Skills (all include scholastic bonuses)

Basic Math 98%

Hand to Hand: Expert

Wrestling

W.P. Blunt

Climbing 91/98%

Secondary Skills (all are at 3rd level proficiencies)

Study Western (U.S.) culture 65%

Study Humans (in general) 65%

Study Mammals 65%

Study Energy Sources 65%

Speak Earth English 67%

Computer Operation 75%

NOTE: All secondary skills have been taught by the Runner.

Combat Skills (All bonuses are included)

Attacks per Melee: Six

Bonuses to Strike +3, Parry +2, Dodge +1, Damage +10,

Roll with Punch or Fall +4, Pull Punch +2.

Kick Attack does 1-8 damage (plus damage bonuses)

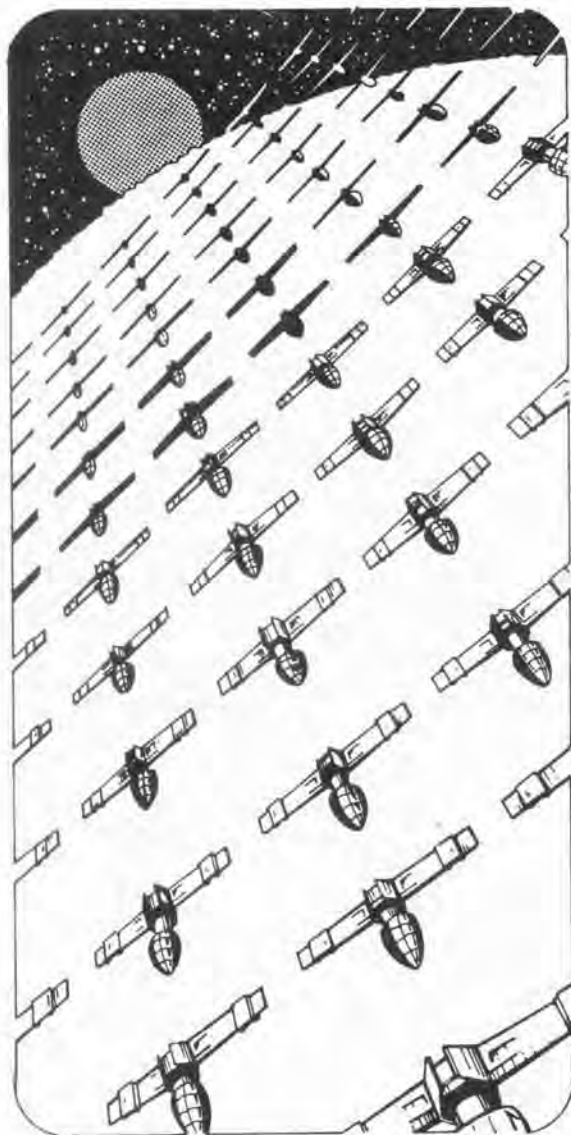
Pin/Incapacitate (by holding) with a roll of 18-19-20.

Crush/Squeeze does 1-4 damage (plus damage bonus)

Body Block/Tackle does 1-4 damage (plus damage bonus).

NOTE: Don't forget his additional 200 S.D.C. when aflame.

Personal Profile: Tannr is an aggressive, mean, arrogant subterranean who longs to rule over his people. Manipulated by the Runner, he has decided that the surface world can be conquered, its people enslaved and its surface converted to a suitable environment. This will be achieved, with the aid of the empathic/telepathic Runner by manipulating his people's greatest enemies the lava-men, into attacking the surface world. Of course the Runner and Tannr have additional ideas for world conquest, but the lava-men's assault is the first phase. The attack on New Haven was just a small test run. Game Masters, feel free to take this as far as you want to. The allegiance between Tannr and the Runner is quite strong, with both surprisingly helpful and tolerant of each other.



Madness from a Distant Star

Undoubtedly the questions on most reader's minds are why would this alien conceive such a maniacal plot? What could it possibly hope to achieve? The answer is simple and terrifying: genocide. Fate has played a cruel trick on the planet Earth, for it has placed a **Mechanoid Runner** in the midst of a low level, technological human society. The only promising aspect is that it is alone.

The **Mechanoids** are an ancient race of creatures renowned for their unrivaled technology, power and evil. Their cruelty quickly became a thing of legend as they swept the universe, hunting out and exterminating entire worlds. Their experiments on humanoid life forms are far more hideous than Doctor Von Croft's worst nightmares. The **Mechanoids** are a race of merciless, megalomaniacs with but three all consuming purposes: expansion, knowledge and the termination of all human life. If the **Mechanoids** powers rival the gods then they are mad gods; god beings without mercy, justice or compassion. A malevolent force consumed in utter hatred and contempt for all living things. A devouring madness that makes them view humanity, its cousins, and its allies as all being a part of a hideous, malignant cancer that must be terminated. Total genocide of all humanoid life and its sympathizers wherever it's found.

Ironically, the **Mechanoid's** ancestry is rooted in human (humanoid) origin. A people whose only true flaw was their insatiable quest for knowledge, irregardless of the cost. It would be their genetic reconstruction ex-

periments to create a superior breed of man that would spawn the **Mechanoids**. Originally designed to better withstand the rigors of space exploration, the frail human creatures were genetically reconstructed and reinforced with advanced robotics; creating the ultimate cyborg. The experiments were perhaps too successful, for it created a new type of creature, a creature too far removed from the realm of humanity. The new life form soon proved to be superior to its creator in every way and although these quasi-mechanoids were both loyal and benevolent, their presence instilled only suspicion and hatred among their human creators. Eventually the paranoia provoked the humans to destroy that which they had created. However, the new life fled; wracked in confusion and sorrow.

In a futile attempt to appease their creators, the new life gathered great knowledge from every corner of their galaxy. They achieved in a few brief centuries what man could not have attained in a thousand. During that time they also made great strides in improving both their genetic and robotic structure. When they returned home the new life appeared even more alien than before their departure and were greeted with horrendous animosity. The agony of rejection, the fear, the hatred, were all magnified by their empathic nature and forever ingrained within the racial memory that would corrupt every **Mechanoid** to come. Eventually the humans and the new life (**Mechanoids**) clashed in a long and bloody battle that saw the **Mechanoid** rise triumphant over the ashes of its creators. Human-kind had created them, deserted them, and tried to destroy them; yet it was they who proved superior. No longer would they tolerate such degradation at the hands of inferiors. The new life had been instilled with a bloodlust that would never be stated. The **Mechanoid** nightmare had begun.

The insane hatred for humanoid life is likely to be a genetic defect perpetuated by continual cloning of the same flawed DNA structure, and stimulated and exaggerated by racial memory and psionic empathy passed on from generation to generation.

The **Runner**, currently on Earth, was one of several exploring the mineral rich planet to decide whether it was ripe for mining dissection; a process in which the planet is actually split into sections like an orange and processed. Somehow the "Digger" that the **Runner** was aboard seized up, becoming immobile, followed by the freak destruction of the entire crew except for a handful of robots and the one **Runner**. The incredible power source still intact, all systems were shut down and channeled exclusively to a single stasis chamber. Placing itself in stasis, the hateful alien laid dormant for 300,000 years until Tannr accidentally disrupted the nearly exhausted energy supply; awakening the **Runner** to an unsuspecting world. Driven by its hatred for human life, it is determined to destroy, or at least disrupt, the world around it. Tannr his people, and the lava-men are the ideal pawns for its initial plans. NOTE: the digger, like all **Mechanoids**, was part machine and part living creature. Since the living creature is dead, it would be impossible to reactivate the giant device. The computer system is also annihilated.

THE RUNNER

Real Name: None

Alignment: Diabolic

Attributes: I.Q. 20, M.E. 20, M.A. 16, P.S. 24, P.P. 15, P.E. 16, P.B. 8, Spd. 15mph.

Age: 300,210 **Asexual** **Weight:** 4600lbs **Height:** 15ft

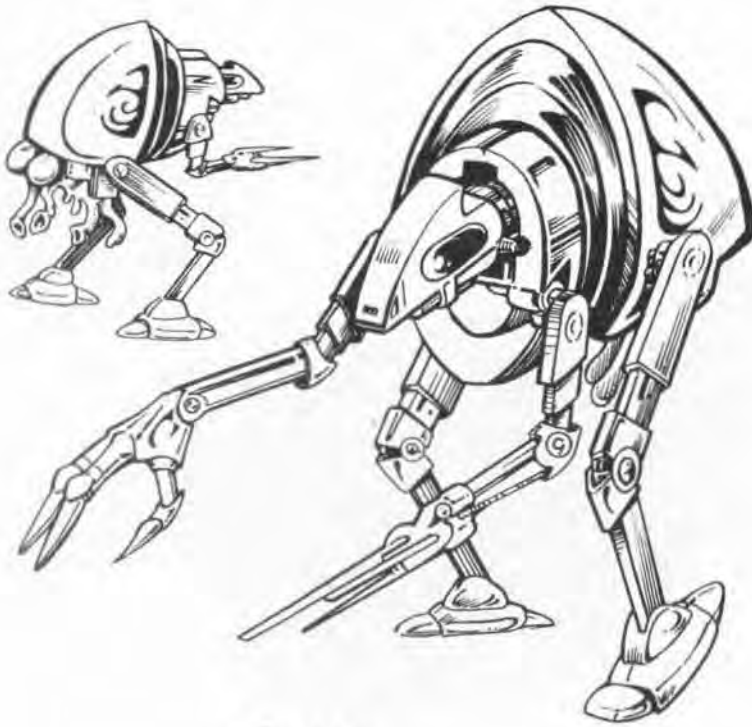
Length: 10ft **Width:** 5ft **Hit Points:** 44 **S.D.C.:** 200

A.R.: 14

Disposition: Mean, cruel, sadistic, extremely hostile toward all human life. It's a careful planner and clever strategist.

Power Category: Robotics and Psionics

Psionic Abilities: 690 I.S.P., 12th level proficiency; psionic attacks per melee: seven. **Abilities include:** Bio-Regeneration, empathy, telekinesis and Telepathy and ALL secondary psi powers. (SEE H.U. rule book, pgs 69-75 for exact power descriptions).



Runner

Robotic/Bionic Enhancement Include: exo-skeleton (A.R. 14, S.D.C. 300), Impervious to heat, fire, and cold. Construction: all standard items; basic environmental body armour, life support system, independent oxygen supply and recirculation system (indefinite capacity), superior radiation shielding, insulation (electrical attacks do 1/3 damage), coolant circulatory system.

Special Additions

Augmented Upper Body Strength: equal to P.S. 24, +9 to damage.

Augmented Lower Body Strength: equal to P.S. 24, enables the Runner to leap 12 feet long or 12 feet high.

Speed: 15mph.

Locking Body Joints (all)

Optics

ALL (See H.U. rule book pg. 41)

Sensors

ALL (See H.U. rule book pg. 41)

Weapons

Laser Rod: the Runner's left hand is a high intensity laser intended as both a tool and weapon. Damage: varies, doing 1-6, 3-18 or 5-30; Range: 2400ft.

Retractable Blades: in each finger of the right hand is a surgically sharp blade that can be extended or retracted at will. Each blade does 1-4 damage; a full swipe does 3-12 (plus damage bonus).

Level of Experience: 13th

Level of Education: Ph.D Medical (specializing in genetics, and surgery), Mechanical Engineering and Astro Physics.

Occupation: Navigator and Genetic Engineer.

Scholastic Skills (all include scholastic bonuses)

All skills are equivalent to Earth sciences. All are at 98% level of proficiency.

Basic Math

Algebra

Geometry

Trigonometry

Calculus

Physics

Astrophysics

Navigation (space)

Mining Engineering

Electrical Engineering

Computer Technology/Operation

Computer Programming

Computer Repair

Biology

Anthropology

Medical Doctor

Microbiology

Surgeon

Specialist (genetic reconstruction, cloning, neurology, neurosurgery, bionic implants)

Pathology

Radiation Technology: Medical

Secondary Skills

Study Earth Society 89%

Study Earth Human Physiology 89%

Drugs 98%

Pick Locks 65%

Audio Communications 69%

Combat Skills (all bonuses are included)

Attacks per Melee: Three hand to hand, or Seven psionic

Bonuses to Strike hand to hand or with laser +2, Parry +3, Dodge +1, Damage +9, Roll with Punch or Fall +4, Pull Punch +2, Save vs Psionics +3, Save vs Toxin +1, Save vs Coma/Death +5, Ability to Intimidate 65%.

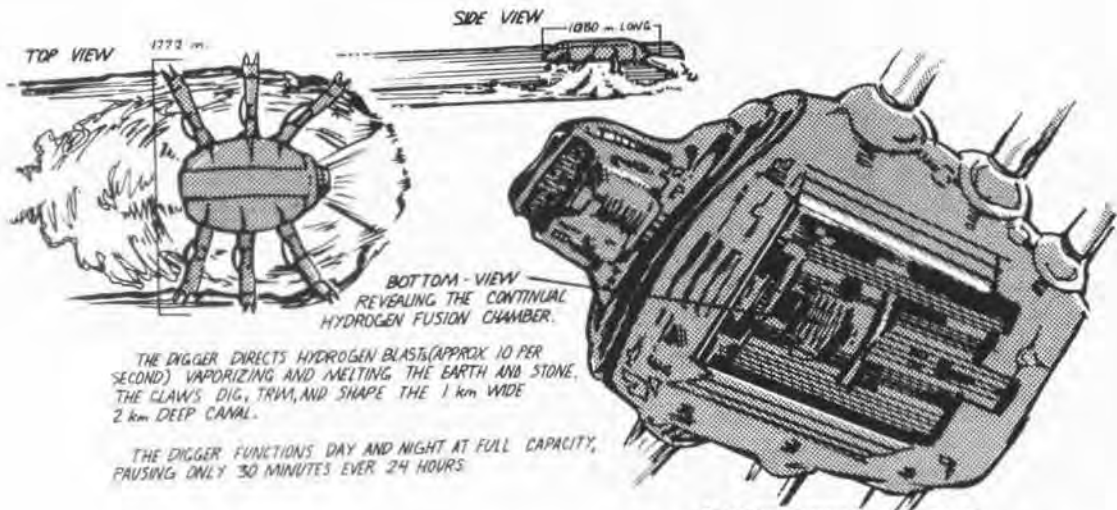
Punch or Stomp does 2-12 damage (plus damage bonus).

Lasers do 1-6, 3-18 or 5-30 damage. Range: 2400ft.

Personal Profile: The Runner is the Mechanoid jack-of-all trades. All Runners have a rudimentary knowledge of physics, genetics, biology, surgery, electronics, navigation, mechanics, robotics and communication. The typical Runner is an expert in two of these areas; in the case of this specific Runner, it is an expert in genetic engineering, surgery and mechanical engineering (specifically the areas of robotics). They are among the few free thinkers in the Mechanoid society.

This Runner, like most of his kind, is possessed by an insane hatred of humanoid life and loves to spend its free time conducting hideous biological and genetic experiments on humans. It very much enjoys the thrill of the hunt and matching wits with its inferior human opponents. One of the fatal flaws of this powerful creature is that it underestimates all humans. This can provide a valuable edge when forced to confront it. I must point out that the Runner is not so crazed as to fight to the death or so egocentric as to make obvious blunders in logic.

Mechanoid Digger

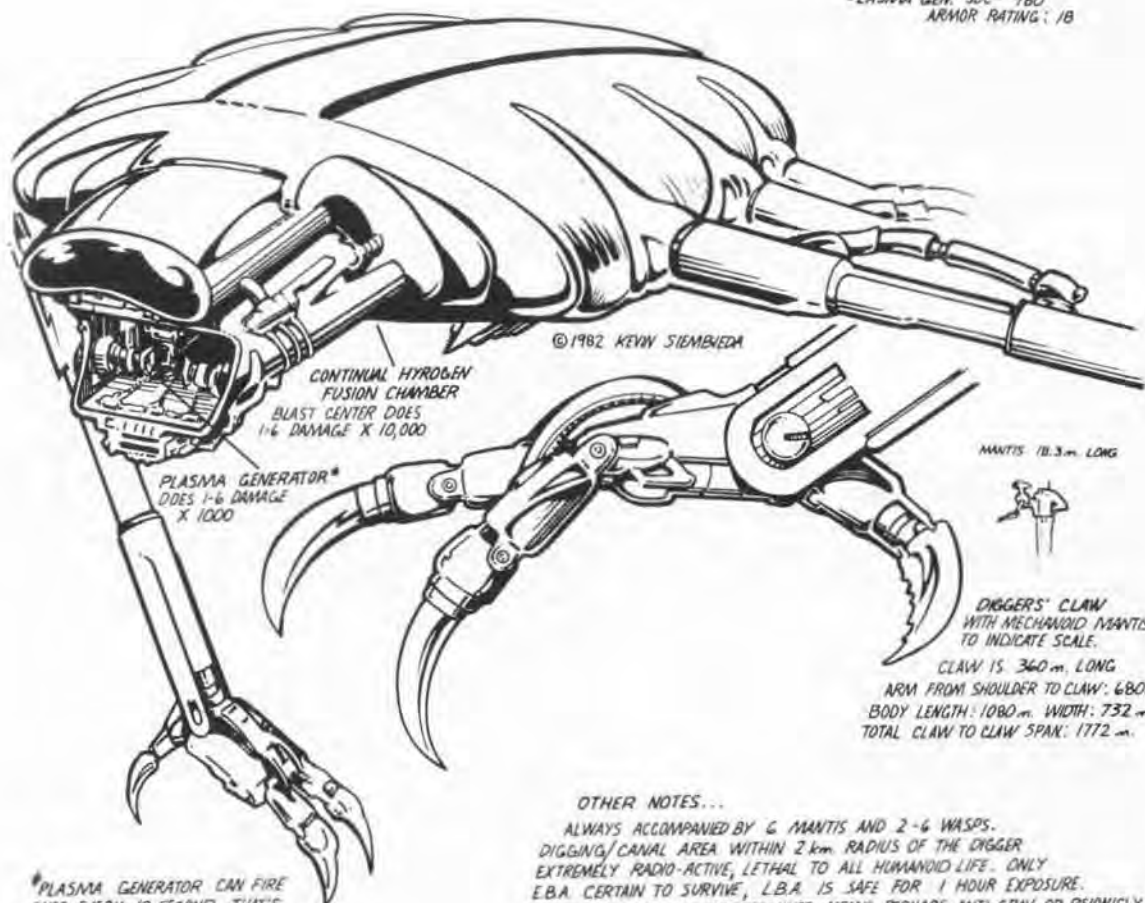


THE DIGGER DIRECTS HYDROGEN BLASTS (APPROX 10 PER SECOND) VAPORIZING AND MELTING THE EARTH AND STONE. THE CLAWS DIG, TRIM, AND SHAPE THE 1 km WIDE 2 km DEEP CANAL.

THE DIGGER FUNCTIONS DAY AND NIGHT AT FULL CAPACITY, PAUSING ONLY 30 MINUTES EVER 24 HOURS.

STRUCTURAL DAMAGE CAPACITY OF...

HEAD	SDC 7800
BODY TOP	SDC 4000
BODY BOTTOM	SDC 180000 N.E.C.
ARMS	SDC 7000 EACH
CLAW	SDC 2200 EACH
PLASMA GEN.	SDC 980
ARMOR RATING:	1B



*PLASMA GENERATOR CAN FIRE ONCE EVERY 10 SECONDS. THAT'S 6 ATTACKS PER MELEE. MAX. RANGE 2000 m.

OTHER NOTES...

ALWAYS ACCOMPANIED BY 6 MANTIS AND 2-6 WASPS.
DIGGING/CANAL AREA WITHIN 2 km RADIUS OF THE DIGGER EXTREMELY RADIO-ACTIVE, LETHAL TO ALL HUMANOID LIFE. ONLY E.B.A. CERTAIN TO SURVIVE, L.B.A. IS SAFE FOR 1 HOUR EXPOSURE.
DIGGER HOVERS BY UNDETERMINED MEANS. PERHAPS ANTI-GRAV OR PSIONICLY.
IF THE CONTINUAL HYDROGEN FUSION CHAMBER (C.H.F.C.) IS DESTROYED (3000 SDC) THE ENTIRE DIGGER WILL EXPLODE (1-6 X 30,000 DAMAGE FOR A 1 km RADIUS). HOWEVER, THE C.H.F.C. IS VULNERABLE TO DIRECT ATTACK ONLY WHEN SHUT DOWN FOR ITS 30 MINUTE REST PERIOD.

NOTE: THIS DATA IS PROVIDED TO GIVE YOU AN IDEA OF ITS ORIGINAL POWER.

GAME MASTERS SECTION



HOW TO PLAY

The Justice Machine game book is not a game in itself but a source book to be used with the Super Hero role-playing game Heroes Unlimited. Although the material in this book can be adapted to any game system it is specifically designed for use with Heroes Unlimited (available at most hobby shops or directly from Palladium Books. Cost is \$14.95 post paid).

In regard to equipment or other needs, the usual game requirements of dice, players and game master apply.

USEFUL GAME INFORMATION

The following section presents a smattering of game information found in the Heroes Unlimited rule book. The information which has been excerpted is very basic material that can be essential to game play and understanding. It's been included to provide quick reference for players and game masters alike. Likewise, players who bought the Justice Machine source book to supplement their own knowledge of the characters or for inclusion into another game system would be lost without this information.

GLOSSARY OF TERMS

Explanation of Terms

For someone not familiar with FRP games, there is often a number of terms which may be confusing. As with any hobby, a certain vocabulary has developed with which enthusiasts converse. Here is a cross section and explanation of the gamer's vocabulary.

GLOSSARY

ATTRIBUTE - An attribute is a category, either mental or physical, used to define a certain portion of a character. The set containing all of a character's attributes defines that character in its most basic form. Attribute abbreviations: I.Q./Intelligence, M.E./Mental Endurance, M.A./Mental Affinity, P.S./Physical Strength, P.P./Physical Prowess, P.E./Physical Endurance, P.B./Physical Beauty, Spd./Speed.

CAMPAIGN - A campaign is the term for a long standing series of adventures based on one particular world, event, or set of characters. Campaigns are conducted by gamemasters, who are responsible for setting things up and maintaining continuity. A well conducted campaign can provide countless hours of enjoyment over a long period of time.

CHARACTER - A character is a player's "playing piece" in a role-playing game. In its most basic form it consists of a set of attributes which vary depending on the specific game played.

DEATH - Often in conversations among game players, one will hear such phrases as "I got killed", "I died", "I chopped off its head", "We wiped 'em out", etc. This can be rather disturbing to the uninitiated, but, in most cases, these phrases refer to their characters' actions in the game and not their real lives. FRP games cannot and should not, be classified as being overly violent. This is a function of the particular gamemaster and his/her group, and not the game itself.

DICE - All fantasy role-playing games use dice of one form or another. Common dice come with four, six, eight, ten, twelve or twenty sides. In the context of most game rules, these various forms are distinguished by a capital "D", followed by a number which indicates the range wanted. For example "D8" would indicate an eight-sided die. A number before the "D" indicates how many of the required dice one should role, i.e., "3D8" indicates that three eight-sided dice are to be rolled.

FRP - Fantasy Role-Playing games.

GM - Gamemasters (GMs) are those people who design and conduct FRP campaigns.

H.U. - The abbreviation for Heroes Unlimited which refers directly to the Heroes Unlimited Role-Playing Game/Rule book, which this book is meant to supplement.

J.M. - The abbreviation for the Justice Machine superhero team. "J.M. the comic book" refers to the original comic book from which most of this book is based.

MEGALOMANIA - This is a mental disorder characterized by delusions of grandeur, wealth, power etc. It's important to point out that characters suffering from megalomania are not wide eyed, babbling psychopaths out to rule the entire world. People who are megalomaniacs generally envision themselves as being superior to their fellow man and are driven to prove this delusion of grandeur through their actions. They need the adoration of the masses to have their apparent genius, superiority, acknowledged and praised. These individuals must be the best, . . . not one of the best or second best, but the very best. Many great, good and wonderful people have achieved marvels because of this insatiable need to prove themselves the best. This condition does not, in itself, make a person great nor a mastermind, it simply spurs the person to try his best or, perhaps, attempt the impossible. Consequently, just because

a person is a megalomaniac, it doesn't mean that he is a genius but only that he believes himself to be superior.

PLAYER - A player is a person who plays in an FRP campaign.

ROLL-A-TWENTY-SIDED - This means to roll dice and generate a number within the stated range. In this case a number from 1-20 would be obtained.

ROLL PERCENTILE - This means to generate a number from 01-100. To do this two ten-sided dice are required; one die indicates the tens and the other the ones.

RUN - This term can mean to conduct a campaign or to play in a game. Examples: "He runs a campaign.", "I run in a campaign."

SAVINGS THROW - A system to give players one last chance to survive some adversity. By rolling under, or over, a certain value, as set by the GM, players are permitted to somehow avoid unpleasant circumstances.

SCENARIO - A specific adventure or series of events which a GM has drawn up to challenge the players with. A scenario can be as small as one or two room house, or as large as an entire battlefield.

STAT - An abbreviation for STATISTIC. See ATTRIBUTES.

THE EIGHT ATTRIBUTES

CREATING A CHARACTER

The creation of a hero is no small thing and requires the consideration of several elements. Those elements include:

- 1.) Determining the eight attributes.
- 2.) Hit points and S.D.C.
- 3.) Type of power/abilities (see random power table).
- 4.) Alignments
- 5.) Educational level, skills and occupation



THE ATTRIBUTES

All characters, whether they are ordinary humans, mutants, or aliens, are composed of **eight (8) attributes**.

I.Q.
Mental Endurance (M.E.)
Mental Affinity (M.A.)
Physical Strength (P.S.)
Physical Prowess (P.P.)
Physical Endurance (P.E.)
Physical Beauty (P.B.)
Speed (Spd)

Each of these attributes indicate the character's base strengths, weaknesses and natural abilities. They may also help determine a character's occupation.

DETERMINING ATTRIBUTES

Three six-sided dice are rolled to determine each individual attribute. The higher the number, the greater the ability. Generally, a roll of 3-7 is considered low, 8-10 average, 11-15 high and 16 or greater exceptional. I am a firm believer in rolling up a character and sticking with the original rolls without adjusting or re-rolling very low or average stats. Keeping low rolls are both fun and realistic, adding personality to a character. It forces the player to really think about his/her deficiencies as well as the exceptional abilities. Not all characters have to be perfect or muscle-bound. Play that character with an I.Q. of 5, P.S. of 20 and super-powered. Strong, but dumb.

ATTRIBUTES: A BRIEF DEFINITION

Intelligence Quotient (I.Q.): This simply indicates the intelligence of the character. For the exact I.Q. multiply the attribute by ten. Example I.Q. 5, a real I.Q. of 50, I.Q. 10 = real I.Q. of 100, I.Q. 15 = real I.Q. of 150, and so forth.

Mental Endurance (M.E.): This indicates how much mental and emotional stress the character can withstand.

Mental Affinity (M.A.): This is the character's personal magnetism/charisma. Many powerful men, such as Hitler and President Lincoln, were not physically attractive but possessed incredibly magnetic personalities. The sign of a natural leader.

Physical Strength (P.S.): This is the raw physical power of the character.

Physical Prowess (P.P.): This indicates the manual dexterity and agility of a character. This applies to the use of the hands and the nimbleness of movement (not to be confused with speed).

Physical Endurance (P.E.): This is the strength of the character's constitution; the amount of physical punishment (hit points) the character can withstand and resistance to fatigue, disease, coma, and so on.

Physical Beauty (P.B.): This indicates the physical attractiveness of the character.

Speed (Spd): This is specifically how quickly the character can run the mile. Speed DOES NOT apply to the use of weapons, tools or number of attacks, parries, or dodges; all of which fall under the physical prowess (P.P.) category.

Maximum Running Speed: Spd X 20 = how many yards (meters) per minute (one minute = four melee rounds) a character can run. **Example:** Spd of 9 X 20 = 180 yards per minute. The **physical endurance (P.E.)** indicates how long (by minute) the character can maintain this maximum Spd. **Example:** Spd of 9 X 20 = 180 yards per minute; P.E. 11 indicates that the person can maintain that speed for 11 minutes before tiring. Total yards run in 11 minutes

would be 1980 (that's 5940 ft or a little more than a mile). Upon reaching the P.E. limit of 11 minutes, the person's speed is reduced by half. **Recovery Time:** 30 minutes rest for full recovery.

ATTRIBUTE BONUSES

Exceptionally high rolls of 16, 17, or 18 provides the character with special bonuses or conditions/abilities in conjunction with that attribute (see bonus chart).

Furthermore, the roll of 17 or 18 allows the player to roll an additional bonus die for that particular attribute. The bonus is applied only to the attribute in which 17 or 18 was rolled. When a bonus attribute roll happens the player rolls one additional 6-sided die, adds the number rolled to the specific attribute and checks the attribute bonus chart for the bonus abilities.

NOTE: Attribute bonuses apply to both ordinary humans and super-beings in addition to any skill bonuses, training, or super-powers.

DESCRIPTION OF ATTRIBUTE BONUSES

I.Q.: The attribute bonus chart indicates the bonus percentage added to all of the character's skills including occupational, scholastic, and secondary. This is a one time skill bonus applied to all skills at first level. It is not added again with each new experience level, only once at the beginning of the character's training/study.

M.E.: Indicates the bonus added to saving throws against psionic attacks and insanity.

M.A.: Reflects the incredible charisma of that person. The chart indicates the percentage probability of the character invoking trust or intimidation of others.

P.S.: Shows the bonus to inflict damage in hand to hand combat.

P.P.: Reflects the character's exceptional quickness and dexterity, providing bonuses to parry, dodge, and strike.

P.E.: Indicates just how much physical punishment the character can withstand, providing bonuses to survive great physical punishment, coma/death (add to percentile roll) and bonuses to save vs. poison and radiation.

P.B.: Reflects the character's incredible physical beauty/appearance. The chart indicates the percentage probability, of people being charmed and/or impressed by the person's sheer attractiveness.

Spd: the increased speed factor is like a bonus in and of itself, being able to run the mile very quickly. A Spd of 22 is equal to about 15mph although an average person cannot maintain that rate of speed for a full hour. As a result of the character's speed and nimbleness he can often move (run/leap) out of harms way and is given a **bonus to dodge**. See chart.

NOTE: All attribute bonuses are in addition to any other skill, training, or superpower bonuses.

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
I.Q. add to all skills.	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%	+17%	
This is a one time bonus																
M.E. save vs. psionics	+1	+1	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+7	+7	
M.A. trust/charisma	45%	50%	50%	60%	65%	70%	75%	80%	84%	88%	90%	92%	94%	96%	98%	
P.S. Hand to Hand	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	
Combat: damage																
P.P. Bonus to parry, dodge, & strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	
P.E. save vs. coma/death.	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%	+17%	+18%	+19%	
save vs. toxins	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	
P.B. charm/impress	40%	45%	50%	55%	60%	65%	70%	74%	78%	82%	86%	90%	92%	94%	96%	
Speed: Bonus to dodge	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+4	+4	+4	

PHYSICAL STRENGTH AND WEIGHT

A character can easily carry 10 times his physical strength (P.S.) attribute of weight in pounds. Thus, a character with a P.S. of 10 can carry 100 lbs (45 kg); P.S. of 12 = 120 lbs; and so on. The character can carry this maximum load (P.S. X 10) while executing light activities, walking, jogging, standing, for four times his P.E. attribute before he must stop and rest. Example: P.E. 11 X 4 = 44 minutes of light exertion before needing to rest. Heavy exertion, running, combat, etc. takes its toll much quicker, allowing the person to carry the load for only half as long; P.E. X 2.

Resting for 10 minutes will enable the character to resume his pace of activity unimpaired. Allowing no rest reduces Spd. by 10% every half hour.

Extremely Strong Characters

Characters with a physical strength of 15-19 can carry 20 times their P.S. attribute. Characters with a P.S. of 20-23 can carry weight 30 times their P.S., and those with a P.S. of 24 or higher can carry weight 50 times their P.S. attribute.

The same conditions for exertion apply as mentioned earlier.

Lifting Weight

Lifting weight/objects is different than carrying weight. To lift a weight requires a little leverage, an adrenalin rush, no (or little) movement, and is usually sustained for a short period of time.

A character can lift a weight that is 30 times his P.S. attribute. This means a character with a P.S. of 12 can lift a weight up to 360 lbs.

The effort exerted is great and cannot be maintained for any great length of time. Maximum length of time is one melee/15 seconds for each P.E. attribute point. Example: a P.E. of 10 = 20 melees or two and a half minutes that the weight can be held up. This can be repeated after one minute of rest up to five times in a row. After that the duration is cut by $\frac{1}{2}$.

Extremely Strong Character

Characters with a physical strength of 15-19 can lift 40 times their P.S. attribute in weight. Characters with a P.S. of 20-23 can lift weight 60 times their P.S., and those with a P.S. of 24 or higher can lift weight 100 times their P.S.

The same conditions for exertion apply as mentioned previously.

Throwing Extremely Heavy Objects

Extremely strong characters with a P.S. attribute of 15 or higher can hurl any extremely heavy object that can be carried or lifted, one foot for each P.S. point of strength. Example: P.S. 17 = 17 feet. **Damage:** Hurling heavy objects do 1-8 damage for every 100 lbs. Effective range for thrown objects weighing less than one pound is approximately 60 feet and do 1-6 damage.

Movement and Exertion

To keep the game simple and as quick moving as possible, light activity such as walking, jogging, standing guard, driving, doing repairs and so on do not affect the character's P.E. or Spd. Even intense activity, such as 15 minutes of combat, followed by light activity or rest enables the character to function at top efficiency. It is all a matter of pacing oneself.

Prolonged periods of combat or heavy exertion (an hour or more of intense physical exertion) will take its toll on the character. Reduce once every hour:

- 2 Spd
- 1 initiative
- 1 to parry and dodge

HIT POINTS

HIT POINTS (life points) and STRUCTURAL DAMAGE CAPACITY (S.D.C.) POINTS

Hit points might best be thought of as life points, because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he/she dies. **Structural Damage Capacity (S.D.C.) points** are similar to hit points but represent physical toughness or endurance rather than life. Damage absorbed by one's S.D.C. might best be thought of as superficial damage, aches and pains. While damage to one's hit points are considered severe and often life threatening.

Both S.D.C. and hit points are observed during battle (or melee) to determine how much damage is being inflicted on friend and foe. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points or S.D.C. points their character has by subtracting the damage from his character each time that character is hit by a weapon. Likewise, the gamemaster keeps score of how much damage the player inflicts upon his opponent.

Combat, S.D.C., and Hit Points

This is how it all works in a combat situation. When a character is struck by a weapon (bullet, blast, energy bolt, knife, club, punch, etc.) he takes physical damage. The damage is subtracted first from the S.D.C. Although painful, the damage absorbed by S.D.C. is NOT lethal. This is how in a John Wayne movie he can be riddled with bullets but they're all only flesh wounds and he's ambling off an hour later to take on twenty bandits. Ah, the stuff of heroes.

After all the S.D.C. points are depleted (zero) the damage is subtracted from the character's hit points. This is severe damage and a great loss of hit points indicates a possible life threatening situation. When a character has zero hit points he lapses into a coma and will soon die unless extensive medical aid is applied. When a character's hit points have been reduced far below zero, he is dead and beyond saving.

Determining Hit Points

1.) **Base Hit Points:** Having rolled up your eight attributes you will recall that one is Physical Endurance (P.E.) The physical endurance score indicates your character's base/starting amount of hit points. This is the number of hit point damage that character can sustain before lapsing into a coma.

2.) **Building Hit Points:** After determining your base hit points, pick up 1 six-sided die, roll it and add the number rolled to your hit point base. Only roll 1 six-sided die, one time.

As your character grows in knowledge and experience so will he also mature physically, increasing his hit points. Each time a character attains a new experience level roll 1 six-sided die and add it to the existing hit points.

S.D.C. determination is quite different. Each **Random Power** category provides a certain number of S.D.C. This usually reflects the nature of training or special physical traits such as mutant or alien. **Additional S.D.C.** are gained through physical training.

RECOVERY OF HIT POINTS

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself if the character has first aid skills and is not physically impaired.

First aid type skills include basic and immediate medical treatment such as bandaging and cleaning of wounds, stopping of bleeding, and so on until the character can receive better medical care.

Recovery: non-professional treatment. This is basic first aid type treatment by oneself or non-medically trained and professionally experienced people. This type of treatment may be used if the character does not want to involve the police or hospitals. It is not necessarily inferior treatment, especially for not too serious ailments, but just lacks the full facilities and expertise of a major medical institution. **Rate of Recovery:** Two hit points per day (24 hours).

Recovery: professional treatment: This is medical treatment from a doctor, clinic or hospital. **Rate of Recovery:** two hit points per day for the first two days, and four hit points per day for each following day until the character has regained all his/her original hit points.

Recovery of S.D.C. Points

Characters naturally recover their S.D.C. at a rate of five (5) per each hour of rest and relaxation. This means that the character must rest or sleep to rebuild his physical body strength. Without rest the character does NOT regain his S.D.C. points.



Serious Physical Damage

A character receives serious physical damage when he loses a great amount of S.D.C. or hit points. The following is a list of side effects from physical damage. The affects of the damage are generally temporary and cumulative. Thus, if a character suffers the loss of a great deal of hit points or S.D.C. within a short time he will suffer the multiple affects of physical damage. Roll each time severe damage is endured.

Side-effects from Physical Damage (S.D.C.)

Roll on this table when 80% or more (all) S.D.C. points are depleted. **Impairment** is temporary, lasting 2-8 days (roll 2 four-sided dice).

Roll Percentile	Damage	Minuses
1-14	Minor bruises and lacerations	Spd -2 -1 to dodge
15-29	Severely bruised and battered muscles	P.P. -1 Spd -3
30-44	Damaged (sprain, pulled, cut, etc.) arm or shoulder	P.P. -3
45-59	Damaged leg or hip	Spd is $\frac{1}{2}$ -2 to dodge
60-74	Damaged hand and/or wrist	P.P. -1 .S. -2
75-89	Head injury	-5% on all skills, Spd -2
90-00	Damaged back or pelvis	P.E. -1 P.P. -2 Spd -3

NOTE: none of these effects are permanent nor life threatening. Minuses apply to that one limb. Speed minuses affect the whole body. Remember effects are cumulative; roll each time the character is badly hurt.

Side-effects from Physical Damage (Hit Points)

Roll on this table when 75% to 99% (almost all) hit points are depleted. **Impairment** is temporary lasting 1-4 weeks (roll 1 four-sided die).

Roll Percentile	Damage	Minuses
1-10	Severely battered and bruised	Spd -2 -3 to dodge
11-20	Torn arm muscle	P.P. -3 P.S. -2
21-29	Torn leg muscle	Spd is $\frac{1}{2}$ -2 to dodge
30-39	Fractured bone: arm	P.P. -2 P.S. -3
40-49	Fractured bone: leg	Spd is $\frac{1}{2}$ -4 to dodge
50-59	Fractured bone: ribs or pelvis	P.E. -2 Spd is $\frac{1}{2}$
60-69	Broken bone: arm	P.P. is $\frac{1}{2}$ P.S. is $\frac{1}{2}$
70-79	Broken bone: leg	Spd is $\frac{1}{3}$ -6 to dodge
80-89	Broken bone: ribs	P.E. -3 P.P. -1 Spd -3
90-00	Severe Concussion	-8 on all skills, Spd -3

NOTE: None of these effects are permanent nor life threatening, although painful and debilitating. Minuses apply to that one particular limb. Speed minuses affect the whole body. Remember, effects are cumulative.

About blood loss. When a character is severely hurt, has only 15% of his hit points, and is bleeding; he will soon die of blood loss unless he or she receives immediate medical attention. Even a basic first aid and no or little movement can bind wounds and prevent further blood loss/damage. Without medical aid the person will continue to lose blood and take one point (hit point) of damage every minute/4 melee rounds.

Surviving Coma and Death

When a character's hit points are reduced to zero (or less) he/she collapses; lapsing into a coma. This character is near death and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can undergo is indicated by the physical endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero hit points, but still lives up to negative 9. However, if the character receives more damage (which is very possible) than the P.E., he is dead with no hope of recovery. Thus, if a character with a P.E. of 9 takes 10 points, or more, below zero, exceeding his P.E., he is beyond medical help and dies.

Coma Length

The length of time a character will survive without treatment in a coma is again indicated by the P.E. Add one hour for each P.E. point. **Example:** P.E.9= 9 hours; P.E. 10=10 hours, and so on.

Recovery from a Coma

Whether a character survives the coma and is stabilized (brought back to at least one hit point above zero) is determined by the roll of percentile dice. If the player rolls two successful recovery rolls out of three tries, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one hit point above zero. Recovery of hit points

from that time on are standard; see Recovery of Hit Points. NOTE: This can be attempted every hour.

Recovery Ratio (roll 2 out of 3)

- Treatment from non-professional medical individual, but with medical skills, 1-18%.
- Treatment from an intern or nurse (R.N.) 1-32%.
- Treatment from a doctor without proper facilities 1-46%
- Treatment from a doctor at a clinic (fair facilities) 1-56%
- Treatment from a hospital 1-66%.
- Treatment from a major, large hospital 1-70%.

Optional Recovery Side-effects from severe damage/near death (hit points)

Roll on this table when a character has lost all of his/her hit points and has been near death (coma). **Impairment is permanent** as a result of the grave physical damage. NOTE: This is not a mandatory table, but is left up to the gamemaster's discretion.

1-10	No permanent damage.
11-20	Major stiffness in joints; reduce P.P. by 2.
21-39	Minor stiffness in joints; reduce P.P. by 1.
40-55	Legs impaired; walk with a limp; reduce Spd by 2.
56-70	Major scarring; reduce P.B. by 2.
71-82	Chronic pain; reduce P.E. by 1.
83-92	Minor brain damage; reduce I.Q. by 1.
93-00	Major brain damage; reduce I.Q. by 2 and M.E. by 1.

BODY ARMOUR

NATURAL BODY ARMOUR

Some of the superpowers, as well as unusual traits of aliens, and mutants, provide a character with a natural body armour. This means the character has a natural physical defense whether it be scaly skin, physical transformation, or invulnerability. This is NOT to be confused with S.D.C. points which is physical endurance and not a body armour.

All natural body armour has two conditions **Armour Rating (A.R.)** and **Structural Damage Capacity (S.D.C.)**. Unlike artificial armour, natural armour provides much greater protection. Any attacks rolled under the natural A.R. do absolutely NO damage; bullets bounce off, knives glance off harmlessly, punches don't hurt, and energy blasts do half damage. Any other conditions concerning natural body armour will be explained in detail under each specific power description.

How a natural A.R. works is simple. Any strike to attack rolled under the A.R. does no or little damage. A strike rolled above the A.R. does full damage and is subtracted first from the S.D.C. and then hit points. **Example:** A superhero has an A.R. of 14; an attacker is shooting a .45 automatic pistol and rolls a 12 to strike. The bullet DOES STRIKE, but does NO damage because it did not penetrate the natural body armour. Another bullet, another roll to strike, and a 16 is rolled. This time the bullet strikes and penetrates the natural body armour's A.R. of 14. The bullet hits and does FULL damage. NOTE: For this example I have not included the superhero's option to dodge the bullets which he certainly could do in the game.

The Structural Damage Capacity (S.D.C.) of natural body armour is how much damage the armour can sustain. S.D.C. from natural body armour is in addition to S.D.C. gained from physical training.

STRUCTURAL DAMAGE CAPACITY (S.D.C.)

STRUCTURAL DAMAGE CAPACITY (S.D.C.)

Most things living and non-living have a Structural Damage Capacity.

The S.D.C. of objects and structures such as doors, walls, safes, tables, hand-cuffs, cars, etc. is the amount of damage that the object can withstand. These S.D.C. points function exactly like hit points. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero it is broken or smashed beyond repair.

The S.D.C. of living creatures including humans, mutants, and aliens indicates the extra physical body strength or endurance of a character. All superheroes and villains start with a certain degree of S.D.C. points depending on which Random Power category they fall into. Additional S.D.C. can be built up through many of the physical training skills. How can this work you ask? Well, stop and think about it. Trained athletes, especially boxers and wrestlers have built their bodies up so that they can endure physical punishment. Thus, their S.D.C. is generally quite high. Compared to an ordinary person with no or little physical training (like me) a boxer is considerably more powerful. The boxer can take a punch from an ordinary guy without flinching (think of Mr. T), but a punch from the boxer is likely to knock the air out of the ordinary guy and do physical damage (affecting S.D.C. or even hit points). The reason is the boxer has a much higher S.D.C. Characters with a high S.D.C. can survive great falls, shootings, etc. without suffering bodily harm, (just like a John Wayne movie!).

When a character is hurt the damage is first subtracted from his S.D.C. After the S.D.C. points are depleted the damage is subtracted from the character's hit points. There is NO ARMOUR RATING involved in this type of S.D.C. It is not a body armour per se, but a physical toughness.

Natural body armour has a similar S.D.C. but is tougher and is in addition to regular S.D.C. If an attack does not penetrate the A.R. of a natural body armour no damage is taken, not even off the S.D.C. It is only if the attack penetrates the A.R. that damage is subtracted. Damage is first subtracted from the body armour's S.D.C.; once depleted the body armour is ineffective and damage is subtracted from the S.D.C. of the physical body. After the S.D.C. of the physical body is depleted, damage is subtracted from the hit points.

Artificial armour such as bullet proof vests and bionic or robotic armour also has an armour rating (A.R.) and S.D.C. The armour rating indicates exactly how much protection is afforded by the armour and how easily it is penetrated. The higher the A.R. the better. If an attack roll to strike is less than the A.R. of the armour, the armour absorbs the attack; subtract the damage from the armours S.D.C. When the armours S.D.C. is depleted it no longer affords protection and is useless.

If an attack roll to strike is higher than the armours A.R. it penetrates the armour inflicting damage to the physical body's S.D.C. (not the armours S.D.C.) and/or hit points.



RECOVERY OF S.D.C.

Natural body armours which are the result of a superpower will list exactly how many S.D.C. are recovered per hour.

Typical physical S.D.C. recovers at a rate of five (5) per hour of rest. This means that as a character rests and recuperates the physical strength of the body (S.D.C.) is restored.

See hit points, S.D.C. and Physical Damage sections for side effects and extenuating circumstances regarding the recovery of S.D.C. and hit points.

SUPERHERO S.D.C. TABLE

All superheroes get a bonus Structural Damage Capacity (S.D.C.). The S.D.C. table conveniently lists the bonuses for each random power category. The individual power category descriptions will also list the S.D.C. bonus; Do Not count the bonus listed there again as it is only a reminder of what the S.D.C. bonus is for that category.

SUPERHERO STRUCTURAL DAMAGE CAPACITY (S.D.C.) TABLE

Robotics	Special/Artificial
Bionics	Special/Artificial
Special Training	30 S.D.C.
Mutants	40 S.D.C. or Special
Physical Training	30 S.D.C. plus bonuses
Experiments	40 S.D.C. or Special
Psionics (non-mutant)	20 S.D.C.
Hardware	20 S.D.C. and/or Special
Alien	50 S.D.C. or Special

NOTE: Artificial armour or mechanical gimmicks like force-fields provide varying degrees of protection. Specific Structural Damage Capacities depend upon each type of armours construction, cost and special properties.

In the case of mutants, experiments and aliens some of the super-powers produce an increased S.D.C. or creates a special body armour or force field.

The following is a list of common objects and structures and their S.D.C. rating

S.D.C.	Structure
100	Common wooden door
170	Heavy wooden door
40	Common door lock
25	Slide or chain lock
100	Dead bolt lock
200	Reinforced dead bolt lock and door jam.
350	Metal grill door
600	Metal door
250	Metal grill window
10	Glass window
100	Car windshield (note: bullets will penetrate)
150	Car door, locked
75	Padlocks
50	Safe deposit type box (locked)
350	Safe, light
800	Safe, heavy
120	Hand cuffs
60	Chains, light
150	Chains, heavy
120	Plaster and wood wall (6 foot square)
400	Brick or concrete wall (4 foot square)

ALPHABETICAL LIST OF SUPERPOWERS

Alter Physical Structure
 Animal Abilities
 Animal Metamorphosis
 Control (others)
 Control Elemental Forces
 Create Forcefield
 Darkness Control
 Energy Absorption
 Energy Expulsion
 Extraordinary Physical Endurance
 Extraordinary Physical Prowess
 Extraordinary Strength
 Flight (winged)
 Flight (wingless)
 Glide
 Gravity Manipulation
 Growth
 Healing Factor
 Heightened Senses
 Intangibility
 Invisibility
 Invulnerability
 Magnetism
 Mimic
 Radar
 Shape-Changer
 Shrink
 Sonic Power
 Speed
 Stretching
 Teleport
 Transferal/Possession
 Underwater Abilities
 Vibration
 Weight Decrease
 Weight Increase

RANDOM POWER TABLE

Roll Percentile Dice	Power-Type
1-10	Robotics
11-20	Bionics and Implants
21-30	Special Training
31-50	Mutants
51-60	Physical Training
61-70	Experiments
71-80	Psionics
81-90	Hardware
91-100	Alien

Creating Heroes and Superheroes (and villains)

After the attributes are determined the player rolls on the **Random Power Table**. This will indicate what superpower category the character falls into. The player then flips ahead to that category to determine the nature of his superpower/abilities. If the power category of mutant, or experiment, or alien is rolled up the player will also roll on the **Superpower Table**. See H.U. rule book.

Once the superpowers and abilities are determined the player then determines his or her educational level and skills. These skills should be chosen to supplement the character's superpowers and goals.

The player then continues to develop his character by determining alignments, hit points, equipment, optional personality modifiers and so on.

WEAPONS AND COMBAT



Weapons and Combat

Anyone can use, or attempt to use, any weapon. However, without a weapon proficiency (W.P.) they attack with **NO BONUS** to strike, or parry.

Weapon Proficiencies (W.P.)

A person trained in a particular weapon skill (type) gains a certain degree of expertise with that weapon type. This expertise is reflected by the gaining of bonuses. Proficiencies for **ancient weapon types** like sword, knife, bow and arrow include bonuses to strike, parry, throw the weapon, and (when appropriate) rate of fire. **Modern weapons** proficiencies include a bonus to strike, and a number of hits per clip (accuracy).

Fencing includes W.P. sh. sword, W.P. large sword, and W.P. knife.

Archery includes all bow and arrow type weapons; W.P. bow and W.P. crossbow.

W.P. Blunt includes clubs, staves, and mace type weapons. W.P. Chain includes all types of chain type weapons such as ball and chain, weighted chains, ordinary

chains and so on.

COMBAT NOTE: When a player rolls to strike; any roll of 5-20 will strike unless parried or dodged. Any roll under five (1-4) is an automatic miss. Try again.

HAND TO HAND COMBAT SKILLS: these are skills and techniques used in fisticuffs and close-quarters, one on one, combat. Each type of combat has its own orientation and techniques. There are four specific types of Hand to Hand Combat:

Basic
Expert
Martial Arts
Assassin

Hand to Hand combat is a crucial skill if a character desires more attacks (actions) per melee and/or special bonuses to parry, dodge, damage and others.

The following is a brief explanation of terms found under these skill abilities. See **Combat Section** for specific rules.

(+) **Plus to damage:** this is the damage bonus gained in combat training. This **Does NOT** apply to pistols, automatic or energy types of weapons.

(+) **Plus to parry/dodge:** this is the bonus gained to block or avoid an opponents attack/strike.

Attacks per melee: indicates the development of speed and dexterity in combat providing a greater number of attacks/actions per melee.

Pull punch: is the ability to control the force of the attack/punch.

(+) **Plus to roll with punch/fall:** this ability enables the character to roll or move with the force of the blow or fall taking half($\frac{1}{2}$) damage.

Kick attack: this is an offensive assault using the foot and leg strength, much like a karate kick. The martial kick attack is a specific type of kick attack doing slightly more damage. Neither kick is an additional attack, but an optional attack ability.

Knock-out/stun: this applies to a natural, unmodified, roll to strike. The assault is so well placed and devastating that it temporarily stuns/incapacitates ones opponent for 1-6 melees.

Critical strike: like the knock-out, this attack is so powerful and/or placed at a nerve or weak spot, that it does double damage to his opponent. Critical strikes are applicable only on natural rolls, that is, rolls not subsidized by bonuses to strike.

Critical strike from behind: is a sneak attack doing double damage to one's opponent.

Critical strike from behind (x3): a sneak attack doing triple damage from behind.

Death Blow: the assassin can become so skilled that he is capable of striking down and killing an opponent with a single blow. An instant kill is scored when a natural 20 (unmodified by bonuses to strike) is rolled.

BONUSES IN COMBAT

All bonuses add to the character's ability to successfully accomplish some action. Bonuses are added to the die roll modifying the final outcome of the roll. Most bonuses are cumulative.

Attribute Bonuses

These are bonuses gained through natural physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (see the eight attributes).

Physical Training Skills

Additional combat bonuses can be gained from many of the physical skill areas. These bonuses are the result of extensive training and practice.

Weapon Proficiency (W.P.)

Weapon proficiencies will provide bonuses to strike and/or parry with that particular weapon only. These bonuses are applicable **ONLY** when the weapon is used. If the weapon is not being used then the W.P. bonuses do **NOT** apply. **NOTE:** A person can use a weapon for which he has no W.P., but has no bonuses to strike or parry.

Bonuses to Strike and Parry

Most characters will have a bonus (or cumulative bonus) to strike or parry. The bonus to strike and parry is added to the number rolled on the twenty sided die, boosting the chance to successfully strike and/or parry.

Example: If a character has a +1 to strike and he rolls a 13, it would be modified to a 14 due to the bonus.

Bonuses to Dodge

Dodge bonuses work exactly like the bonus to parry or strike, adding to the die roll, increasing the chance to successfully dodge. **Example:** A 14 is rolled to dodge by a character with a +2 to dodge; the final modified result is a roll of 16.

Bonus to Pull a Punch

A character cannot automatically pull a punch, but must roll an 11 or higher to successfully pull his punch. If a 9 is rolled, the character will fail to pull his punch and unintentionally strike doing **FULL** damage. However, if he has a bonus of +3 to pull a punch it is added to the die roll of 9 = 12, successfully doing less damage.

Bonus to Roll with a Punch or Fall

The bonus to roll with a punch works exactly like a parry. To roll with a punch the character must match or better his attacker's roll to strike. The bonus to roll with a punch/fall is added to the number rolled on the twenty sided die increasing the chance of success.

To roll with a fall the player must roll a 14 or higher on a twenty sided die. In both cases a failed roll means the character takes full damage.

Bonuses to Damage

Damage bonuses indicate the amount of **extra** damage inflicted in a hand to hand attack. A damage bonus may be gained through combat training, physical skills, raw physical strength, super-power, or any combination of these. **Example:** our hero has built up his physical body to a P.S. of 16 providing a damage bonus of +1, he also has a +3 to damage from his hand to hand: Expert skill (4th level), for a total of +4 to damage.

Minuses

Minuses to strike, parry, dodge, or damage are usually the result of gases, toxins, drugs, illness, fatigue, super-power or some other outside influence. These **penalties** are subtracted from the die roll decreasing the chance of a successful maneuver.

Action or Attack

Since most activity during a meleec round is combat; we have concentrated on combat action such as attacks per meleec, strike, parry, and dodge. Yet, there will be times when a character will fore-go combat to do something else whether it be to tie his shoe laces or try to reach some device before it blows up. Activities other than combat are called actions. A character can attack, act, or do nothing during a meleec.

ALL characters have one action per each attack per meleec. This means a character with two attacks per meleec can opt to perform two actions; a character with four attacks per meleec can opt to perform four actions. An action is any **FULL** movement. **Example:** the hero unhooks his grappling hook from his belt (one action) throws it across to the neighboring roof top (second action), tests the line to see if it's secure (3rd action), and then leaps off his building swinging down

HAND TO HAND BASIC

- Level 1 - +2 to pull/roll with punch/fall
2 - +2 to parry/dodge
3 - 2 attacks per melee
4 - +2 to strike
5 - +2 to damage
6 - Kick Attack does 1-6 damage
7 - One additional attack per melee
8 - Critical strike from behind
9 - Knock-out/stun on a roll of 19-20
10 - An additional +2 to parry/dodge
11 - One additional attack per melee
12 - Critical strike on a roll of 19-20
13 - An additional +2 to roll with punch/fall
14 - An additional +2 to damage
15 - An additional +1 to strike

HAND TO HAND EXPERT

- Level 1 - +2 to pull punch/roll with punch/fall
2 - 2 attacks per melee
3 - +2 to parry/dodge
4 - +3 to strike
5 - Kick attack does 1-6 damage
6 - +3 to damage
7 - One additional attack per melee
8 - Knock-out/stun on a roll of 18-20
9 - Critical strike from behind (X3)
10 - One additional attack per melee
11 - An additional +2 to damage
12 - Critical strike on a roll of 18-20
13 - An additional +2 to parry/dodge
14 - An additional +2 to strike
15 - Death blow on a roll of a natural 20

HAND TO HAND MARTIAL ARTS

- Level 1 - +3 to parry/dodge
2 - 2 attacks per melee
3 - +4 to pull punch/roll with punch/fall
4 - Kick attack does 1-8 damage
5 - +3 to strike
6 - One additional attack per melee
7 - Knock-out/stun on a roll of 17-20
8 - Body throw (Judo like flip) does 1-6 damage
victim loses initiative and one attack that melee.
9 - One additional attack per melee
10 - Critical strike on a roll of 18-20
11 - +4 to damage
12 - An additional +2 to parry and dodge
13 - One additional attack per melee
14 - Death blow on a roll of a natural 20
15 - An additional +2 to damage

HAND TO HAND ASSASSIN

- Level 1 - +2 to strike
2 - 2 attacks per melee
3 - +3 to pull punch/roll with punch/fall
4 - +4 to damage
5 - One additional attack per melee
6 - +3 to parry/dodge
7 - Knock-out/stun on a roll of 17-20
8 - One additional attack per melee
9 - Kick attack does 1-6 damage
10 - Critical strike on a roll of 17-20
11 - An additional +2 to strike
12 - Death blow on a roll of a natural 20
13 - One additional attack per melee
14 - An additional +2 to damage
15 - An additional +2 to strike



to the other (4th action) in an attempt to smash through a window in that building. To determine if he successfully hits and smashes through the window the player must roll twenty sided die to strike his target.



Non-Heroes and the Untrained

Ordinary people without combat training such as boxing, wrestling or one of the hand to hand skills are at a definite disadvantage in a combat situation. They have only one attack or action per melee and do not get an automatic parry attempt like heroes and combat trained people. The player must announce whether the character is attempting to parry or dodge; no announcement means no parry or dodge. The only bonuses that may apply to parry are from a possible weapon skill (W.P.) or from P.P. attribute bonuses. Lacking a skill at arms, any such defensive maneuvers count as an attack/action. This means that if the character attempts to parry or dodge he forfeits his next strike. To prevent the loss of an attack the normal person must hold his ground, take damage from the attack, and then strike back.

Only superheroes, supervillains, and combat trained individuals get an automatic attempt to parry an attack. Likewise, only they get an extra attack per melee and additional attacks through hand to hand combat skills.

SAVINGS THROWS

Savings throws apply to attacks other than hand to hand combat including, poison, toxic gases, insanity, coma, some super-powers, psionics and other mind control/attacks. As with all combat, savings throws are determined by the roll of a twenty sided die. Like a parry, the higher the number rolled, the better. Also like a parry, a successful savings throw means that the person has blocked the attack and is not affected. There are some toxins and gases which still do half damage even if a successful roll is made.

Each type of attack has a base strike ratio that must be equalled or bettered by the defender in order to successfully save.

The following are the **BASE** savings throws needed in each category.

Poison: 14

Drugs: 16

Toxic Gases: 15

Acids: none (unless dodge out of the way).

Psionics: 15 (non-psionics), 10 (psionic characters).

Insanity: 12

Coma/Death: (see coma and hit points)

Ordinary Humans

Ordinary humans are people who do not possess any extraordinary powers or training far beyond the norm. Their 8 attributes are limited to the base roll of 3 six-sided dice, with possible attribute bonuses added. This does not mean that all ordinary people are stupid, incompetent, or clumsy. On the contrary, many ordinary people may be smarter, more agile, stronger and/or more skilled than a particular superhero. However, they do not have the superhero's **extra power(s)** or **training**. Conversely, an ordinary person with an exceptional attribute does not make him/her a mutant or superhero. Example: A character may have an exceptionally high I.Q. of 20 (or strength, or prowess) placing him or her above his peers as a genius, but does not automatically make that character a superhero or even superhero material. **Attacks per Melee:** one unless hand to hand or other combat skills are studied.



ALIGNMENTS

THE ALIGNMENTS

Good: Principled and Scrupulous
Selfish: Unprincipled and Anarchist
Evil: Miscreant, Aberrant and Diabolic

Alignments are an important factor in developing a character, his/her attitudes and moral principles. ALL players must choose an alignment for their character.

Heroes

Most heroes will be of a good alignment, principled or scrupulous. These characters have a great regard for life, justice and freedom. They will never (or rarely) intentionally take the life of even a villain.

Anti-heroes and Vigilantes

These characters are best suited to the selfish alignments of unprincipled and anarchist. The evil alignments of aberrant and even miscreant may apply depending on the character's regard or disregard of life, justice, and the law.

These characters tend to have their own code of ethics and views of justice which usually conflicts with the law. Anti-heroes, and often vigilantes, are ruthless and merciless characters who blatantly break the law and violate the rights of the individual. It is not uncommon for either to threaten or beat up a person if they feel justified, break into homes and offices, destroy documents, items (and even dirty money); destroy property and act as judge, jury, and executioner! **The end always justifies the means!**

Many may argue that these are both appropriate and necessary actions to combat those villains who are "beyond the law". But in the eyes of the law these actions are just as illegal as the criminals these characters bring to their justice. The degree of violence, cruelty and mercy is also a factor in an **anti-hero alignment**. Those who have a strong personal code of honor and regard for innocent people are likely to be **aberrant**. Anti-heroes who have little regard for others and have no code of honor are likely to be **anarchist** or **miscreant**.

No Neutral Alignments

There is no such thing as an absolute or neutral alignment. An absolute, true neutral person could not make a decision, fight crime, go adventuring, kill, or take any action of any kind without **leaning toward** good, evil, or self-gratification. It is humanly impossible and is therefore eliminated in the context of this game.

I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals; this is one of the very few definitive, unbending rules of this game.

GOOD ALIGNMENTS

Principled
Scrupulous

Just because a character is of a good alignment it does not make him or her a saint. Good characters can be just as irritating, obnoxious, arrogant, full of quirks, and even prejudiced. Likewise they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice. To these heroes life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

Principled (good)

Principled characters are generally the strong moral type. Superman is of a principled alignment with the highest regard for the lives of others, their well being, truth, justice, and honor. They will always attempt to work with and within the law.

Principled Characters Will . . .

1. Always keep his word.
2. Avoid lies.
3. Never attack, harm, or kill an unarmed foe.
4. Never harms an innocent.
5. Never tortures for any reason.
6. Never intentionally kills.
7. Always helps others.
8. Always works within the law whenever possible.
9. Will never break the law unless conditions are desperate.
This means no breaking and entry, theft, torture, unprovoked assaults, etc.
10. Respects authority, law, self-discipline and honor.
11. Works well in a group.
12. Never takes "dirty" money or items.
13. Never betrays a friend.

NOTE: Dirty money, including property, is money or items that belong to criminals. It doesn't matter how the money or items were gained, the hero will not touch it even if destitute. As far as he is concerned it is blood money.

Scrupulous (good)

Scrupulous characters value life and freedom above all else and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive men, but are men driven to right injustice. I must point out that these characters will always attempt to work with or within the law whenever possible.

Scrupulous Characters Will . . .

1. Keep his word to any other good person.
2. Lies only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harms an innocent.
5. Never tortures for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kills for pleasure; will always attempt to bring the villain to justice alive no-matter how vile he may be.
7. Always helps others.
8. Will attempt to work within the law whenever possible.
9. Will bend and occasionally, break the law when deemed necessary. This means they may use strong arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority and fears the law may not be an effective weapon against crime. However, they will try not to blatantly break the law.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never takes "dirty money" or items.
13. Never betrays a friend.

SELFISH ALIGNMENTS

Unprincipled Anarchist

Selfish alignments are not necessarily evil but are characters who always have their best interest and opinions in mind above all others.

Unprincipled (selfish)

This is still a basically good person who tends to be selfish, greedy and holds his personal freedom, welfare and opinions in the highest regards. He dislikes confining laws, self-discipline and distrusts authority. He views the law as well intentioned but clumsy and ineffective. Keeping his best interests in mind he will always look out for himself. This tends to be an arrogant, impetuous, schemer seeking the praise of millions and making a buck to boot. He is a freebooter who will do what he must to achieve his goals, stopping short of anarchy and a total disregard of the law. This guy is likely to be a vigilante type whose intentions are good, tries to be fair and honest but finds the law too confining to be effective. Thus, he goes his own more efficient route (at least that's how he sees it) working outside the law.

This character is also likely to take "dirty money" and items with the concept that it will help him in his crusade against evil. An ironic twist of justice as he sees it. After all, the loss of money/items will hurt the villains too. With this in mind, he may also destroy property of known criminals. He will not deal in illegal activities, drugs, or take money from innocent or good people (only known criminals). The unprincipled character may associate with both good and evil characters and often has paid informants, spies, and stoolies. He is often tempted to lie and cheat and hates himself for being loyal to his ideals and helping others. He is basically a good guy.

Unprincipled Characters Will . . .

1. Keep his word of honor.
2. Lie and cheat if necessary (especially if anarchist or evil alignments are involved).
3. Never kills an unarmed foe, but will certainly take advantage of one.
4. Never harms an innocent.
5. Does not use torture unless absolutely necessary.
6. Never kills for pleasure, will attempt to bring the villain to justice alive, or ruin him.
7. Usually helps those in need.
8. Rarely attempts to work within the law.
9. Will blatantly break the law to achieve his crime-busting goals.
10. Dislikes and distrusts authority, the law, and bureaucracy. Feels they have been corrupted and abused.
11. Works with groups, especially if it serves his needs, is profitable, and/or he's in the limelight.
12. Will take "dirty money"
13. Never betrays a friend.
14. Has a high regard for life and freedom.

Anarchist (selfish)

This type of character likes to indulge himself in everything. He is the insurgent, gambler and high roller. The uncommitted freebooter who is more likely to be a crimefighter because he enjoys the thrill of danger and excitement than any cause. This character will at least consider doing anything if the price is right or the challenge great. Like moths drawn to a flame, the anarchist is attracted to the lure of the impossible, dangerous and the underdog. They are intrigued by power, glory, and wealth. Life has meaning but his has the greatest meaning. Innocent lives are protected, but occasionally some must be sacrificed for the greater cause.

Laws and rules infringe on his personal freedom and were meant to be broken. He will not hesitate at using strong arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This includes acting as judge, jury, and executioner. After all, there is the wrong way and his way. These characters are usually the daring vigilante or anti-hero who feels the end justifies the means. The anarchist aligned person is always looking for the best deal and self-gratification, and will work with good, selfish or evil to attain his goals. The anarchist is continually teetering between good and evil; rebelling and bending the law to fit his needs.

Anarchist Characters Will . . .

1. May keep his word.
2. Lies and cheats as he feels necessary.
3. Are not likely to kill an unarmed foe, but certainly knock-out, attack or beat-up an unarmed foe.
4. Never kill an innocent, but may harm or kidnap.
5. Will use torture to extract information, but not likely to do so for pleasure.
6. Seldom kills for pleasure.
7. Is not likely to help someone without an ulterior motive even if it's only to show off.
8. Rarely works within the law unless it serves his purpose.
9. Constantly breaks the law to achieve his goals.
10. Has little respect for authority, the law, or self-discipline.
11. Does not work well within groups, tends to do as he pleases despite orders to the contrary.
12. Will take "dirty money" or items without hesitation.
13. May betray a friend.

EVIL ALIGNMENTS

Miscreant Aberrant Diabolic

All evil characters are not bent on global domination or universal genocide. They are not maniacal people scheming to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likeable.

There is nothing wrong with playing an evil character although he may not survive too long if he breaks the law, or betrays or harms too many people. Remember, this is a fantasy role-playing game, not reality. You can play any type of make-believe character you desire. However, if an evil character is chosen be prepared to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are usually ruthless individuals who are willing to say or do anything to achieve their goals. Human life has little meaning to them while friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned people do not automatically slay any good person because of different ethics and philosophy. All the better to use good and the law to achieve their own goals, for the end always justifies the means.

Game masters, if a good character ignores his alignment guidelines, betraying friends, and breaking the law, using unnecessary violence; drop his alignment to the appropriate selfish or evil alignment.

Miscreant (evil)

This self-serving, unscrupulous character is only out for himself. Power, glory, wealth, position and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat, and hurt anyone to attain his goals.

If a miscreant character becomes a vigilante/hero it will be for some personal reason or vendetta. This character can be no more than an anti-hero unless he changes his ways. (Yes, just as good characters can fall into an evil alignment; evil aligned characters can upgrade themselves into good alignments. To change to a good alignment the character must work at it and not break the guidelines set for that specific alignment).

Miscreant Characters Will . . .

1. Will not necessarily keep his word to anyone.
2. Lies and cheats indiscriminately (good, evil, selfish).
3. Will kill an unarmed foe as readily as he would a potential threat or competitor.
4. Will harm and use an innocent.
5. Uses torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward.
8. Has no deference to the law but will work within the law if he must.
9. Will blatantly break the law for his own goals and pleasure.
10. Dislikes and distrusts authority and the law.
11. Works with others if it will help him attain his personal goal.
12. Will take "dirty money" and "hot" goods without hesitation.
13. Will betray a friend if it serves his needs.
14. Has little respect for other's lives.

Aberrant (evil)

The cliché that there is "No honor among thieves" is false when dealing with the aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the aberrant person stands apart from the other evil characters because of his personal code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant person will always keep his word of honor and up-hold any bargains. He will define his terms and live by them whether anyone else likes it or not.

The aberrant character is an honorable man who'll never break his personal code of honor. He respects courage, strength, cleverness and self-discipline, even in his adversaries.

If an anti-hero, he will completely disregard the law and deal out justice as he sees fit. He will never be cruel or vindictive and will always be absolutely positive that the person is guilty before he deals out his brand of justice. However, once he condemns a person he will see to it that the person is destroyed. When he acts he will strike without mercy.

Whether villain or anti-hero, the aberrant character looks upon people without honor or loyalty as worthless and disgusting low life. Likewise, neither will he allow anyone to interfere with his activities.

Do not think of the aberrant characters as misguided good guys. They will break all laws with impunity, harass their victims, destroy property, beat and murder. This applies to both villain and anti-heroes. Only their methods and degree of violence may vary.

Aberrant Characters Will . . .

1. Always keep his word of honor.
2. Lies and cheats those not worthy of his respect; good, selfish, and evil.
3. May or may not kill an unarmed foe.
4. Never kills an innocent, particularly a child, but may harm, harass, or kidnap.
5. Never tortures for pleasure, but will use it to extract information.
6. Never kills for pleasure; will always have a reason.
7. May or may not help someone in need.
8. Rarely attempts to work within the law.
9. Will break the law without hesitation.
10. Has no use for the law or bureaucracy; but respects honor, self-discipline and the concept of laws and order.
11. Will work with others to attain his goals.
12. May take "dirty money".
13. Never betrays a friend.

Diabolic (evil)

This is the category where the megalomaniacs, violent and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A diabolic person will crush anyone or anything that gets in his way. They will lie, cheat, use and abuse anyone not more powerful than themselves. Aberrant aligned characters find these unhonorable people just as revolting as good aligned characters.

Diabolic Characters Will . . .

1. Rarely keeps his word (and have no honor).
2. Lie and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Will hurt, and kill an innocent without a second thought or for pleasure.
5. Uses torture to extract information and for pleasure.
6. Will kill for sheer pleasure.
7. Is likely to help someone only on a whim.
8. Rarely attempts to work within the law.
9. Blatantly breaks the law.
10. Despises honor, authority and self-discipline. Views them as weaknesses.
11. Does not work well within a group; constantly disregarding orders and vying for power/command.
12. Will always take "dirty money", hot goods, drugs, etc.
13. Will betray a friend; after all, you can always find another friend.
14. Associates mostly with other evil alignments.

CRIMINALS AND VILLAINS

Criminals and villains will always be of an evil or selfish alignment. Most common alignments will be Anarchist, Miscreant, Diabolic and then Aberrant. The following is a kind of general alignment category. Most of the petty thieves, robbers, stoolies, number runners, strong men, and flunkies tend to be of anarchist and especially miscreant alignments. Armed robbers, burglars, murderers, drug dealers, upper echelon gangsters, hit men and similar tend to be of miscreant alignment or possibly diabolic, anarchist, or aberrant. Especially brutal criminals, murderers, and rapists, are likely to be diabolic or miscreant. Any criminal can be of any of the evil alignments or anarchist. Of-course, anyone can break the law under the right circumstances.

-A-

Adventure Scenario 111-118
Alignments 131, 132, 133
Aliens
 Georwell 27-37
 Guardians 38-47
 Justice Machine 8-26
 Killgore 91, 92
 Lava-Men 113, 114
 Mechanoid Runner 116, 117
 Maxinor 71-73
 Subterranean Tannr 114, 115
 Vesuvius 84, 85
 Wanderer 74, 75
 Wisp 100, 101
 Zarren (Prosecutor) 101, 102
 Youth-Quake 73
Attributes 120, 121, 122

-B-

Bionics
 Empowered by; Diviner 15
 Empowered by; Master Mind 64, 65
 Knowledge of; Mechanoid Runner 116, 117
 Knowledge of; Von Croft 58, 59, 60
 Knowledge of; Hammet Dash 55, 56
 Research of; New Haven 50, 52, 58-60
Body Armour 124, 125

-C-

C.I.A. 50, 94
 Character Sheets (for reproduction) 134, 135

-D-

Damage 123, 124
Dimension Lock 32, 52, 72
Drugs (See Demon 20, 21)

-E-

-F-

Free Force
 History of 68
 Characters 68, 70

-G-

Game Master Section 119-135
Alphabetical List of Superpowers 126
Alignments 131, 132, 133
Attributes 120, 121, 122
 Attribute Bonus Chart 122
 Body Armour 124, 125
 Damage 123, 124
 Glossary of Terms 119, 120



Hit Points 122, 123
Hit Point Recovery 123
Hand to Hand Combat 127, 128, 129
Structural Damage Capacity (S.D.C.) 125
Weapon Proficiency 127
Georwell 27-38
Council Central 28-30
Dimension Lock 32, 52, 72
Execution Module 33
Government 27-31, 33, 101, 102
Justice Machine 8, 9, 10, 11-26
History of 27, 28
Mysterious Eight (See Council Central 28, 29, 30)
Planet of 27
Police of 28
Rebel Underground 33, 72
Research Central 31
Robots of 34-37
Technology of 31
Terror Troopers 30, 31
Guardians, The 38-47
Brief History 39
Characters 39-47

-H-

Hand to Hand Combat 127, 128, 129, 130
Heroes 70-78
Non-Superpowered 28-30, 57-65
Hit Points 122, 123

-I-

-J-

Justice Machine
Availability of the Comic Book 7
Characters 11-26
History of 8, 9, 10
History of the Comic Book 7
Involvement with Free Force 10, 68
Involvement with Georwell 8, 9, 10, 33, 72
Involvement with the Guardians 40, 41, 42, 44, 46, 47
Involvement with Heroes 55, 59, 68, 72, 73, 76, 77
Involvement with Villains 81, 88, 91, 92, 101, 102, 105

-K-

-L-

-M-

Martial Arts (See Hand to Hand Combat)
Maxinor 32, 71, 72, 73

-N-

New Haven 48-66
Background History 50
Data/Layout 52, 53, 54

Free Force 67-70
Important Characters/Occupants 57-64, 67-76
Map of 53
Robots of 65, 66
Soldiers of 50, 51
Villains of 80, 86, 91, 93, 94, 96, 97-102, 105
Weapons of 51
New Superpowers (See Superpowers NEW)

-O-

-P-

-Q-

-R-

Robots 34-37, 65, 66, 80, 81, 87, 88, 99, 100, 106
Of Georwell 34-37
Deathspencer 34
Sentry Droid 34, 35
Light Assault Droid 35
Heavy Assault Droid 35, 36
Hunter Droid 36
Mega-Bot 37
Of New Haven
Fixit 65
Servitor 66
Other Robots
Blood-Master 80, 81
Grappler 87, 88
Hector IV 106
Warhead 99, 100
Knowledge of; Hammet Dash 50, 56, 57, 58
Knowledge of; Mechanoid Runner 116, 117

-S-

Saving Throws 130
Scenario 107-118
Attack of the Lava-Men (introductory comic strip) 107-110
Adventure Scenario 111-118
Darkling Sub-Plot 112-113
Darkling (villain) statistics 112-113
Lava-Men 113-114
Plot Thickens 114-118
Tannr the Subterranean 115
Madness from a Distant Star 116
Mechanoid Runner 116, 117
Mechanoid Digger 118
Superheroes
Blazer 16, 17, 18, 76
Challenger 11, 12, 13, 93
Controller 68, 69
Demon 19, 20, 21, 77, 93
Diviner 14, 15
Foreverman, The 75, 76
Free Force, The 67-70
Hammet Dash 50, 55, 56, 57
Havoc 69, 70



Justice Machine, The 8-26, 72, 93, 101, 102 (See Georwell)
Maxinor 71-73, 32, 33
Ms. Liberty 7, 77
Nebo 73, 74
Nightowl 69
Snow Ghost 78
Talisman 22, 23
Titan 24, 25, 26, 44
Wanderer 74, 75
Youthquake 73
Superpowers NEW
Nightlightning: Alter Physical Structure 45
Nightshade: Disruptive Touch 93
Talisman: Karma
Vague: Precognition 81, 82
Doctor Vargas: Transformation 98, 99

-T-

-U-

-V-

Villains 79-106
Big Brain 39, 40
Blood-Master 80, 81
Crusader 40, 41
Darkling 111, 112, 113
Dominators, The 81-86
Doctor Vargas 98-99
Elastico 86
Grappler 87, 88
Guardians, The 38-47
Georwell: The Council Central 28, 29, 30
Hector IV 106
Hellcat 82, 83
Howler 83, 84
Hunk, The 41, 42
Inheritor 88, 89
Killgore 91, 92
Killer Whale 89, 90
Lave-Men 107-110, 113, 114
Malefactor 42, 43
Man Hunter 92, 93
Monolith 43, 44
Nightlightning 45, 46
Nightshade 93, 94
Phaser 46, 47
Prophet, The 94, 95
Runner, The 116, 117
Robots (evil) 34-37, 106
Sea Creature, The 95, 96, 97
Speed Demon 85
Stalker, The 97
Tannr 114, 115
Vague 81, 82
Vesuvius 84, 85
Von Geist 103-106
War Head 99, 100
Wisp, The 100, 101
Zarren, Prosecutor 101, 102

-W-

Weapons and Combat 127-130
Weapon Proficiencies (W.P.) 127
Weapons of . . .
Blood-Master 80
Challenger's Guns 12
Crusader's Shield 41
Demon's Billy Club 21
Foreverman, The 75, 76
Georwell 30, 33, 34-37
Grappler, The 87, 88
Hammet Dash's Chair 55, 57
Malefactor 43
Mechanoid Runner 117
Nebo 74
New Haven 51
Talisman's Cane 23
Von Geist 105, 106

-X-

-Y-

-Z-

Zarren, the Prosecutor 101, 102



ART INDEX

Anderson, Brent 130
Austin, Terry 8
Bradford, Aubrey (& Reinhold) 56
Buckler, Richard 7
Byrne, John 9, 16
Grell, Mike 14
Gulacy, Paul - Front Piece
Gustovich, Mike - Comic Strip & all the rest
Layton, Bob 24, 129
Kirby, Jack 103
Reinhold, Bill 10, 13, 17, 18, 48, 49, 54, 58, 59, 60, 96
Rubenstein 119
Sienkiewicz, Bill 26
Siembieda, Kevin 117, 118
Vosburg, Mike 77, 136
Zeck, Mike 127
Willingham, Bill 141



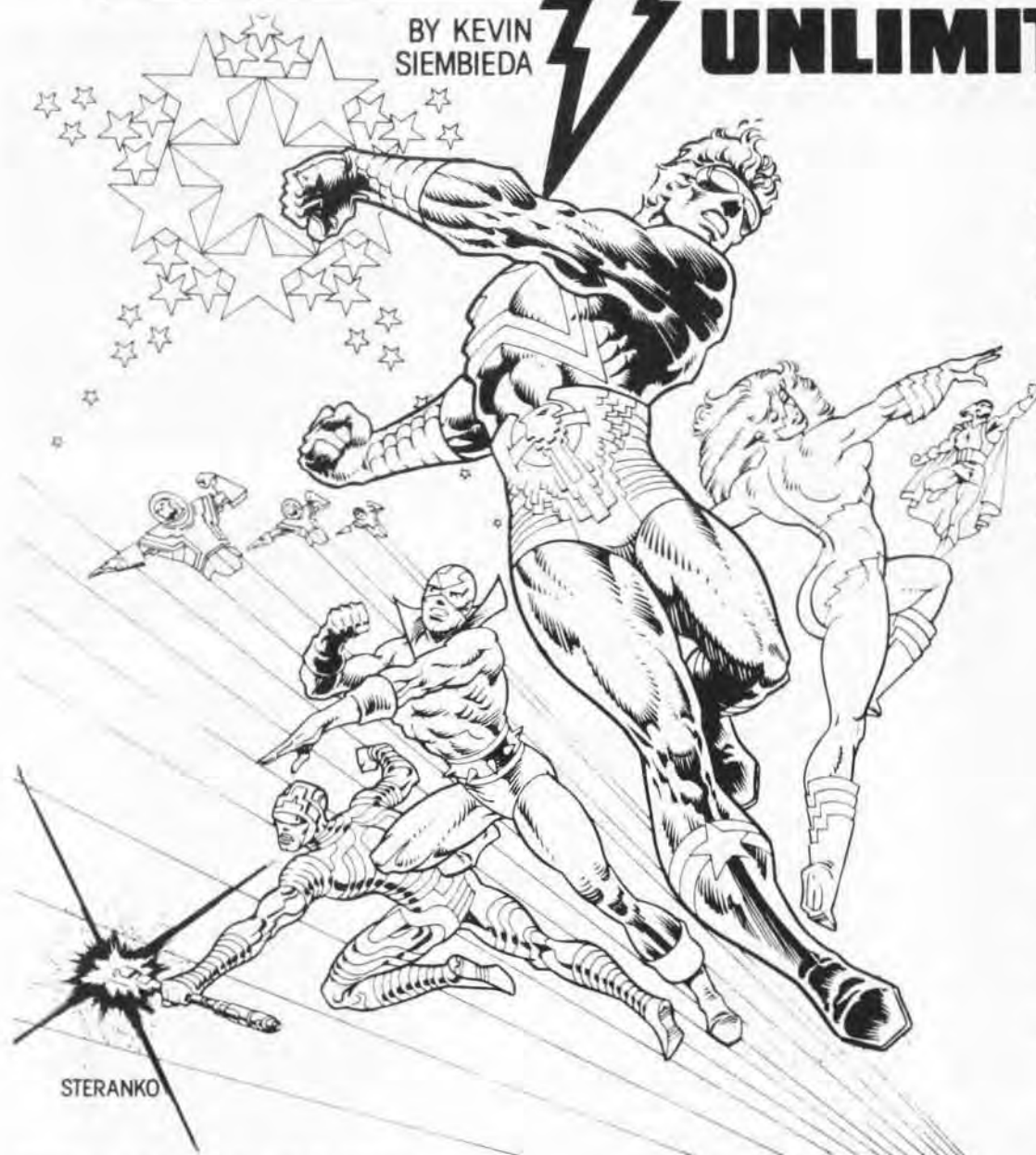


WILLIAM
GUSTOVICH

**YOU'VE PLAYED THE REST.
NOW PLAY THE BEST!!!**

HEROES UNLIMITED

BY KEVIN
SIEMBIEDA



- BIONICS
- ROBOTICS
- PSIONICS
- SPIES
- MUTANTS
- ALIENS
- SPECIAL TRAINING
- AND SUPERBEINGS OF ALL KINDS

Steranko Cover!

Gustovich Interior Art!

160 pages
\$14.95 (post paid)
8½ × 11 trade paperback

Palladium Books
Dept. D
5669 Casper
Detroit, MI 48210

THE MOST COMPREHENSIVE HERO GAME ON THE MARKET

Heroes Unlimited captures and brings to life the entire spectrum of comic book heroes.

Guess-work superpowers are replaced by exact power descriptions and a comprehensive skill system. Combat is

quick, clean, and playable. Sections include: Vigilantes and the Law, World Hot Spots, Gimmicks, Weapons, Vehicles, and more. Plus an introductory adventure scenario.

Quickly becoming the most popular new fantasy game on the market!

THE PALLADIUM ROLE-PLAYING GAME

- Quick realistic combat system.
- Nineteen occupational character classes.
- An exciting NEW magic system.
- 290 magic spells plus mystic circles, wards and runes.
- Monsters, creatures and animals
- A three level adventure in the demon haunted "Tombs of Ger-sid" to start your game

\$19.95 (post paid)

Dice not included.

By Kevin Siembieda
Beautifully Illustrated
8½"x11" trade paperback

NEW!!!

PALLADIUM RPG BOOK II: OLD ONES

The biggest book of cities ever published!

- Twenty-one forts
 - Thirty-four towns and cities
 - The entire Timiro Kingdom, her cities, history and notable citizens outlined
 - Over 60 maps in all!
- Plus . . .
- Nearly a dozen adventures & scenerios
 - The NEW character class of illusionist and monk
 - Encounter tables
 - Travel and more

\$14.95 (post paid) 210 pages

Written and Illustrated by Kevin Siembieda

GAME-MASTERS SHIELD

The Palladium game shield is a concise reference tool for both game-masters and players alike. Three panels on sturdy card stock folds to 8½"x11 inches

\$3.95 (post paid)

THE PALLADIUM WEAPON SERIES!

Adaptable to all game systems!

WEAPONS & ARMOUR

Depicts over 600 different weapons and types of armour from around the world. A visual encyclopedia of ancient arms and armour that's become a "must have" play-aid.

\$5.95 (post paid)

WEAPONS & CASTLES

European Castles and floor plans clearly illustrated; plus a variety of siege equipment, bows and crossbows.

\$5.95 (post paid)

WEAPONS & ASSASSINS

Explore the assassin societies throughout history, such as the Ninja and Thuga and their methods, tools, weapons, and poisons.

Still \$4.95 (post paid)

WEAPONS & CASTLES OF THE ORIENT

The palaces, floor plans, armour and weapons of feudal Japan, Malaya, Korea and China. Beautifully illustrated. Still \$4.95 (post paid)

CONTEMPORARY WEAPONS

Contains over 300 hand-held weapons from around the world. 250 illustrations include pistols, rifles, sub-machine guns, machine guns and various attachments.

Still \$4.95 (post paid)

EXOTIC WEAPONS

From African throwing irons and Congo hatchets to the tiger claws of India, this completely illustrated book spot lights a host of strange and unusual weapons from around the world.

NEW! \$5.95 (post paid)

Send 50¢ (postage and handling), for our complete catalog of Palladium products.

THE ARMS OF NARGASH-TOR

This Palladium RPG adventure combines all the best aspects of Wilderness, town and dungeon adventures. Villians include Kobolds, Ogres, Druids, Dragons and Bandits.

\$4.95 (post paid)
By Randy McCall

COMING IN JUNE '85 . . .

THE PALLADIUM RPG BOOK OF MONSTERS AND ANIMALS

A giant collection of NEW monsters and animals realistically illustrated by Kevin Siembieda.

\$14.95

Watch for it!

Palladium Books
Dept. J)
5669 Casper
Detroit, MI 48210





Cat No. 501
I.S.B.N. 0916211-10-X

