

Palladium Books® Presents:

CENTURY STATION

By Bill Coffin



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**An adventure sourcebook for *Heroes Unlimited*™, 2nd Edition.
Suitable for use with *Ninjas & Superspies*™,
and the entire Palladium Books® Megaverse®!**

Dedication

To Kevin and Maryann Siembieda, my gracious employers and treasured friends. Their superhuman efforts make this entire thing happen.

To Richard and Jo Thomassen, again for their helpful (and last-minute) editorial advice and feedback. Here's to one day meeting in person, eh?

To Stan Lee, Neal Gaiman, John Byrne, Chris Claremont, Frank Miller, Mike Mignola, Walter Simonson, Masamune Shirow, Frank Cirocco and the legion of other comic book/manga writers and artists who gave me a love for storytelling so strong I had to try it myself.

To my father Bill Coffin, Lynn Higgins, Florence Siembieda and everyone else who has waged the war against cancer. Some win, others lose; *all* are heroes.

And most of all, to my wife Allison, who makes me believe that I too can leap tall buildings in a single bound.

— *Bill Coffin, 2000*

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— *Kevin Siembieda, 2000*

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An adventure sourcebook for Heroes Unlimited, 2nd Edition

CENTURY STATION

WRITTEN BY: BILL COFFIN

ADDITIONAL TEXT & CONCEPTS: KEVIN SIEMBIEDA

EDITORS: ALEX MARCINISZYN
KEVIN SIEMBIEDA
JIM OSTEN
WAYNE SMITH

PROOFREADER: JULIUS ROSENSTEIN

COVER ART: JOHN ZELEZNIK

INTERIOR ARTISTS: MICHAEL WILSON
RYAN BERES
WAYNE BREAUX JR.
KENT BURLES
SCOTT JOHNSON
RAMON PEREZ
KEVIN LONG
APOLLO OKAMURA
FREDDIE WILLIAMS II

CENTURY STATION™ LOGO DESIGN: MICHAEL WILSON

INTERIOR LOGO DESIGNS: COMICRAFT FONTS

MAPS: BILL COFFIN

ART DIRECTION & KEYLINING: KEVIN SIEMBIEDA

TYPOGRAPHY: MARYANN SIEMBIEDA

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concepts and Megaverse® created by Kevin Siembieda.

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Introduction

I have been a big fan of the **Heroes Unlimited™** RPG since it first came out. Being a real comic book addict, the game was a welcome addition to my library, and I spent many hours playing it. When the second edition came out, I was overjoyed, like many **HU** fans, to see the game enter its new phase. But for me, this otherwise fine superhero RPG was always missing something: a setting.

"But wait!" you say. "**Heroes Unlimited™** already *has* a setting. Superhero comic books!" A good point. After all, comic books are definitely a genre unto themselves, one universal enough for anyone who hasn't been living under a rock or on a mountaintop somewhere to recognize. But like the rest of our world today, things just aren't as simple as they used to be. *Especially* comic books.

Comics have come a long way in the short time that I've been reading them. When I first started picking them up, it was the mid- to late 1970s. DC's milestone *Crisis on Infinite Earths®* was still a long way off, and many of DC's top titles today had not even been conceived. Over at the Marvel Bullpen, Chris Claremont had not yet started his legendary stint on *The Uncanny X-Men®*, nor had Frank Miller begun his on *Daredevil™: The Man Without Fear*. The B&W boom (and glut) of the 1980s was well in the future (although the king of that boom, *Teenage Mutant Ninja Turtles®* spawned a certain RPG by the same name that introduced me to **Palladium Books**, and is a large reason why I'm writing these books today). Likewise, neither Image or Dark Horse Comics had yet printed a single page. In other words, it's been a heck of an eventful 20 years for comics (and for RPGs, I might add).

The point here is that when **Heroes Unlimited™** first came out, it was enough to say that it was a superhero game and leave it at that. But since then, comics themselves have gotten a lot more complicated, and so must the games that emulate them. After all, we have seen Frank Miller's *Batman: The Dark Knight Returns®* revolutionize not only the Batman character, but the entire comics industry in terms of what kind of sales to expect, the success of publishing prestige format books, and most importantly, the viability (and inevitability) of writing comics in the dark, hard-hitting, cinematic style that is so popular today. Likewise, Alan Moore's *Watchmen™* also raised the standard for what comic readers could expect in terms of characterization, plot, dialogue, and composition. Numerous other books, including Neil Gaiman's *Sandman*, Kurt Busiek's *Marvels™* and *Astro City®*, Howard Chaykin's *American Flagg™*, Todd McFarlane's *Spawn®*, and Jim Lee's *WildC.A.T.s®*, to name a few, have each given the genre a fresh new face, a bright new path, and a bold new destiny.

What we've got now is a kind of graphic storytelling that has evolved from Sunday morning entertainment to a legitimate artistic medium that falls somewhere between novels and cinema. Some are good, some are bad, but all of them are something special, something that speaks to another generation of fans with each new issue. But while the medium has grown stronger and more cohesive, the

superhero genre, strangely, has not. Now we have plenty of different kinds of superhero stories to choose from, from the antisocial vigilante justice of *The Punisher®* to the enduring square-jawed heroism of *Superman®*, to the galaxy of characters who fall somewhere in between.

With regards to **Heroes Unlimited™**, the widely varied state of the superhero genre can make it a little difficult to set the tone for your campaign. The easiest thing to do is base your heroes, villains, and campaign in the same vein as comic book heroes. Obviously, personal tastes will play a factor in exactly what direction you take your characters and adventures. As anyone who has ever posted on Usenet will tell you, no two opinions are the same. This is fine when it comes to determining the kind of comics you want to read in your spare time, but it can be troublesome when you and your players come together to *begin* a **Heroes Unlimited™** campaign.

That's where **Century Station™** comes in. To offer some world information, a specific setting and adventure ideas. A place that can be the starting point of an adventure, a home base, or a place to visit. It is an attempt to craft a small corner of the world where the groundwork is laid and left for you to explore and develop. This is only the first **Heroes Unlimited™** sourcebook based around a location — a single city — with all its unique regional flavor, politics, politicians, heroes, villains and characters. **Century Station™** is not an attempt to constrain players, but rather a way to give them greater creative freedom by offering a richly detailed and inspiring city environment in which their characters can operate, explore, grow and adventure in. With any luck, their characters' exploits will become part of the city's legends and legacy.

As much as I have written **Century Station™** to stand on its own like a self-contained island in the Palladium Megaverse®, this *should* be only the first of a series of "world books" that ultimately create a vast and complex "universe" for the costumed champions of **Heroes Unlimited™**. Indeed, **HU** fans deserve nothing less, because the richer the worlds we make for you, the richer the worlds of adventure you can make *with* them. After all, role-playing is every bit as valid and exciting a medium for creating stories as comic books are. Just like when you read a really good comic, a good gaming session takes you away for a while, drawing you into a world that *you* create as much as you experience while you internalize its every detail, drinking it in like ambrosia.

Because when you get right down to it, that's the business we all are in, those of us who role-play, read comics, write books and let our imaginations run wild. We are in the business of making **worlds** so that others can explore their wonders. And a fine business it is, too. Don't let *anyone* tell you different.

Excelsior! (I've always wanted to say that!)

— Bill Coffin, 1999



Part One:

A Guided Tour of the City

Past and Present

This Old Town

This city was founded shortly after the U.S. Civil War, when the legendary *Diablo Verde* silver vein was discovered. For nearly a decade, the town lived high on the hog as massive quantities of the precious ore were extracted from the earth, making many miners and entrepreneurs rich beyond their wildest dreams. As *Diablo Verde* began to run dry, some of the wiser business-folk in town set up a large shipping center, taking advantage of the town's deep coastal waters, which could accommodate even the largest of vessels. Soon, the city became a regional distribution center for all kinds of manufactured goods. With time, business owners decided to relocate their production facilities to the city itself and save some money on transportation costs. For much of the late 19th and early 20th centuries, Century Station thrived as a manufacturing town where the citizens worked hard and played harder.

Unfortunately, the city's industries never diversified, relying too heavily on textile and steel production plants. Clobbered by overseas competition, nearly all of these plants closed, leaving the large and crumbling city impoverished, virtually deserted in places, and stuck with a rapidly growing crime problem with no solution in sight.

Project Daedalus

The general malaise lasted until nearly 25 years ago, when the Daedalus Foundation, a cutting edge scientific research organization, selected *Century Station* as its target for what it called "the most ambitious scientific project in human history." Project Daedalus, as it became known, involved the building of the world's first cold fusion reactor,

relying on numerous breakthrough technologies and a whole new line of scientific thought that took many conventional notions concerning nuclear energy and tossed them out the window. With little to lose and everything to gain, Century Station accepted the offer and set the stage for the project to take root.

Since Project Daedalus involved top-level scientific exchange with nearly every other major industrial power in the world, special legal considerations had to be made for the passage of sensitive scientific information to countries that the U.S. sometimes locked horns with. The easiest way of doing this was to carve off the city as a separate "District," like the District of Columbia, so it could better craft laws and regulations tailor-made to allow for the Project's many unusual legal requirements. At first this was opposed vigorously in the House of Representatives, but once it was made clear Project Daedalus' ultimate goal — producing cheap and virtually free energy and selling it worldwide — would make the city one of the most affluent tax revenue generators in the country, opposition to the plan faded instantly. (Depending on who you ask, the approval of the new District had more to do with an incredible campaign of favor pulling, bribery and blackmail than it did with any projected profits.)

Once all legal opposition had been cleared away, Century Station was granted status as an autonomous District within the United States. Its first act was to clear all import/export restrictions regarding Project Daedalus, including those for intellectual property of any kind, even that which might have a military application.

Down but not defeated, Century Station's *opponents* began decrying the science behind Project Daedalus as a

fool's crusade. Everybody "knew" that cold fusion was a myth, and building a massive reactor and laboratory complex was just an incredible waste of money. Of course, this line of reasoning faded as the Daedalus scientists, led by the charismatic **Dr. Leopold Sarnhoff**, ran several small-scale experiments where they not only got cold fusion to work, but were able to repeat the effects and explain how they did it! After this, there were still some complaints that trying to harness fusion energy like this was inherently dangerous, but such talk was drowned away in a surge of wild optimism. Project leaders rushed to finish the building of the Daedalus arcology, a massive science center that would house the largest fusion reactor in the history of the planet. Complete with a residential and office block that accommodated up to 15,000 workers and their families (with a maximum occupation of 50,000 people), it would become one of the most extensive complexes of research and development laboratories anywhere.

With baited breath, the world watched as Dr. Sarnhoff and his design team powered up the Daedalus reactors for the first time, drawing in sea water from the coast and running it through a gargantuan series of cathode rings built deep underground. The rings generated a massive and sustained fusion reaction, unleashing incredible amounts of power into the station's transmitter batteries. From there, it was stored and transmitted to offshore energy relay stations, where, through specially designed power cables, the energy was "piped" thousands of miles to sister stations in South America, Europe, Africa and Asia. The sister stations then shunted the energy to power distribution companies who bought it for a song and sold it at surprisingly fair prices. Even though Daedalus charged half of what conventional energy providers normally did, the project made untold billions due to the massive demand for its product, and because of its extremely low overhead. Project Daedalus, it seemed, was built so well that it needed virtually no maintenance or additional technical work. In fact, there were some who grumbled that the station appeared to have been built a little *too* well...

In the meantime, Century Station flourished like it never had before. As per its agreement with Project Daedalus and Dr. Sarnhoff, the city leveled entire districts and relocated thousands of angry residents to make way for the arcology's further expansion. Other citizens were relocated to make room for a number of other high-tech companies who were drawn to the city so they could benefit from the extraordinary concentration of scientific minds. Almost overnight, Century Station became the foremost research center in the world, drawing brilliant scientists and high-tech industry to it from all over the world. Extremely lenient tax codes placed on all science based and cutting edge technology businesses only added to the District's appeal. The City Council virtually abolished taxes on all such industries within the District, getting more than a healthy tax surplus from a tiny kickback it received directly out of Project Daedalus' profits, not to mention energy supplied by the Project to the District for "free," while the city maintained its usual fees for electrical power (the citizens were thrilled that rates would no longer increase and

they benefited from Project Daedalus in so many other ways that nobody protested).

A vast stretch of town was re-engineered and developed with sprawling science and industrial centers and Century Station revisited its old days as an industrial and manufacturing powerhouse. With a sudden need for production workers, the city became the fastest growing community in America. The population boomed as folks from the U.S. and around the world flocked to the District looking for work and fortune, neither of which were particularly difficult to find. Racial tensions that might have otherwise caused a problem evaporated in the face of overwhelming prosperity for all. And, with the proliferation of high-tech industry, Century Station's tech level was noticeably higher than any other U.S. city, becoming the first to employ widespread electromagnetic monorails, a citywide computer mainframe for citizen use, plentiful hospitals and parks, and even the advent of the "air car" — a fusion of airplane and personal automobile that promised to make conventional traffic congestion a thing of the past. For these and hundreds of other reasons, Century Station was enviously dubbed the "City of Tomorrow," but while many reveled in its many marvels, others felt that this was all too good to be true, and that eventually the other shoe would have to drop. Before they knew it, it did.



What Went Wrong

Five years to the day after project Daedalus went fully on-line, an alien superhero named **Alpha Prime** arrived in the city on a mission of galactic importance. This was not so unusual, since for reasons unknown to anyone, Century Station had always been a haven for superhuman heroes and villains alike. Although no official census had

ever been taken, it was widely considered that if Century Station did not have the highest concentration of “supers” within its borders, then it certainly was a top contender. So, the occasional visit from a traveler from another world was not as Earth-shaking as one might think.

Alpha Prime’s prompt arrest of Dr. Sarnhoff, however, was.

“Dr. Sarnhoff?” the city wondered in amazement. “Our Dr. Sarnhoff? The beloved genius who brought the city from ruin to riches in a matter of years?”

Sadly, yes. As it turned out, Sarnhoff was an alien imposter named **Koguss Zere-Tovuxa** who came from a planet very much like Earth on the other side of the galaxy. Tovuxa had spent the last 300 years breaking every possible permutation of The Covenant, a nearly sacred piece of galactic law that forbade starfaring civilizations from meddling in the affairs of those which had not yet mastered space travel and left their native solar system. Earth was definitely one such system, and very quickly, it became clear that Sarnhoff was no genius, but that Project Daedalus was merely the implementation of advanced alien technology in a much less sophisticated environment.

Tovuxa tried explaining that yes, he had been a scurrious villain for most of his long life, but he had “turned over a new leaf,” to use an Earthling phrase, and had decided to give Earth the “gift of limitless energy.” With Project Daedalus in place, there would no longer be any reason for a single home in the world to not have electricity, to not know instantaneous communication, to not benefit from high technology. As far as Tovuxa was concerned, Project Daedalus was going to end world hunger, increase the human life span by 100 years, and eliminate war as we knew it. Sure, he was breaking an ancient and time-bound law, but considering all that Earth stood to benefit, wasn’t it worth it?

Apparently not, because Alpha Prime called in reinforcements. A small legion of alien Mega-Heroes touched down at Century Station, disassembled the Daedalus power plant, and took Tovuxa into custody. The U.S. Federal Government offered full cooperation to Alpha Prime and her fellow heroes as a sign of the Earth’s willingness to adhere to “galactic law.” And it was hoped, to buy the planet early admission into the galactic community, but things never quite worked out that way. Alpha Prime headed the deactivation and confiscation of *all* off-world technology Tovuxa had developed on Earth, as well as any “hybrid” technology that incorporated off-world principles or developments. Furthermore, Alpha Prime announced that she would remain on Earth for an unspecified time to prevent any further violations of The Covenant.

Meanwhile, the political factions that had always opposed Project Daedalus and the District of Century Station took action. As the Confiscation got underway, these politicians loudly voiced their agreement with Alpha Prime’s actions.

“Take away your alien technology,” they cried, “for we Earthlings don’t need it! We don’t need anybody’s help.

Least of all from freakish off-worlders who see fit to play with humanity like a puppet on a string!”

With a lot of backing from more conventional energy interests as well as rival technology companies tired of competing with the high-tech players in Century Station, the city’s political opponents began a relentless anti-alien campaign, whipping the people into a frenzy. The point was to get the citizenry to reject any business interest that had profited from Project Daedalus so that they would leave town, and more conventional energy and technology companies could step in and set up shop. These companies, collectively known as **The Council of Industry (CI)**, were the sole supporters of this political movement, and it was clear to some that this entire anti-alien hysteria was something engineered just so the CI could capitalize on the Daedalus fiasco. Be that as it may, the Council was way too strong to oppose, and within another a year it had its facilities up and running, promising to bring Century Station back to the incredible prosperity it had known just a few years before.

But that was not meant to be. When the high-tech sector pulled out of Century Station, it left behind a sprawling and largely empty technopolis that the Council of Industry simply could not fill. A portion of the facilities were bought for a song, and some of the people found new jobs, but for the most part, the CI made a lot of empty promises they couldn’t keep if they wanted to. The people descended further into debt and despair. The mad spending sprees of the glory days came back to haunt almost everybody as banks foreclosed on homes, small businesses and families went belly up, and the fires of hope dwindled to a sputtering spark.

Sure, over in the nice part of town, everybody still had jobs and lived like nothing bad had happened, but for the majority of the populace these were trying times indeed. People grew angry, violent and bitter. Suspicious of everyone and everything. The racial harmony the city once knew fell to pieces as exclusive ethnic neighborhoods drew together across many of the city’s harder hit districts.

Meanwhile, the city government was in big trouble as well, for it had lost nearly 80% of its tax base! Without Project Daedalus and the many ancillary businesses to keep the city afloat, the city treasuries emptied almost overnight. When a new tax structure was proposed, the Council of Industry was able to successfully lobby against any such reforms, promising that their plan would save the city. With barely enough money to even maintain basic city functions like street and traffic lights, more demanding city operations like school and law enforcement suffered terribly. The average education level fell drastically as dropout rates spiked to 80%. Meanwhile, with far too few police to handle crime and civil disorder, many of these youngsters turned to crime. Drug manufacturing and distribution became the top industry in the hardest hit neighborhoods. Addiction and alcoholism ran rampant among desperate folk in all walks of life willing to do anything to escape their troubles. Nearly every form of crime imaginable became widespread, with auto theft, carjacking, homicide, contract homicide, and armed robberies topping

the list. Other prominent criminal enterprises included arson, con-artistry, forgery, counterfeiting, fencing of stolen goods, kidnapping, prostitution, burglary and smuggling (particularly in the area of drug trafficking). The crime wave was not just in the bad parts of town, either. Even in the still-posh **Silver City** area, white collar crime such as fraud, embezzlement, illegal drugs and money laundering became epidemic, and murder and domestic violence rose too. It became clear to all that if you broke the law in Century Station, chances were that you stood virtually no chance of getting caught.

Where were the city's superhuman heroes during this time? About 15% left when the city collapsed, but the majority were there in the trenches every day. All too often they were the only real "law enforcement" the city knew. One must understand that at its worst, Century Station suffered from as many as one felonious crime committed for every four people, each and every day! In contrast, there were a maximum of 250 heroes, many of whom were merely angry citizens who donned a mask and took to the streets as armed vigilantes. Only about half possessed bona fide super abilities. There was only so much they could do. Even those with extraordinary powers were wholly outnumbered, and unable to make too much of a dent in crime or the sad decline of the Century Station District.

The nastiest part about it all was that things had not even hit rock bottom yet. They were about to get worse. A lot worse.

Bloody Monday

Nobody really knows what exactly started the Bloody Monday riots five years ago. The official story is that the beleaguered Century Station Police Department, along with over one hundred of the city's masked heroes, had planned a massive raid into the lawless and mostly devastated *Waingroh* region. Their mission: To root out the notorious criminal mastermind, **Iron Mike**. It was well known that in addition to his own vast criminal network, ten cents of every illegally earned dollar in the area got kicked back to him somehow. This superhuman gangster had become so powerful and blatant in his "business" that he openly claimed a part of the Century Station District as his personal criminal "kingdom," and vowed to destroy any police or government agent who dared to challenge him. This was the final straw for the city government, who decided that Iron Mike had to be stopped regardless of the consequences. The theory was that if Iron Mike and his army of thugs were taken down, the citywide crime wave would be cut by at least half, and maybe other criminals would think twice before setting up shop in Century Station.

The night chosen for the raid coincided with Iron Mike's hosting of a meeting with other Syndicate leaders and fellow superpowered masterminds in his urban citadel. Word on the street was they were planning to discuss future business plans and divide up the city with clear borders to avoid gang wars amongst themselves. If all of these bad guys could be "taken out" in one fell swoop, organized crime could be practically abolished.



It was a good plan and might very well have worked, had not a ring of corrupt cops alerted Iron Mike to it. The villains laid a trap for the invading heroes and police with a small army of combat robots, a cadre of evil superhumans, and a legion of thugs, punks and hired guns, all well armed and dug in. In the resulting battle, nearly ten blocks of *Waingroh* were completely flattened, including Iron Mike's fortress citadel. Iron Mike himself and most of his crew died in the battle, but not before taking nearly every superhero and police officer on the scene with them by detonating a nuclear bomb in his building! It seems that Iron Mike had installed a dead man's switch to the bomb and slaved it to a heart monitor he wore. When police mowed him down in a hail of gunfire, his death automatically triggered the blast. The police and heroes on the scene never knew what hit them. The district's core was decimated. Thousands of citizens were killed, thousands more injured.

Thankfully, the bomb was an ultra-clean model, and radioactive debris was minimal, but the crater from the blast remains to this day, like a scar on the city to forever remind it of one of its darkest hours. In the aftermath of the Iron Mike fiasco, the surviving criminal elements sparked a wave of rioting and looting that plunged half the city into terror and chaos for three days until the National Guard moved in. It took nearly a week of intense street fighting and mass detentions before the riots were quelled. Bloody Monday had finally ended, but the city would never be the same.

First the Mayor resigned, as did his entire staff. At the **Council of Industry's** suggestion, Century Station held new elections within the month, which the Council's candidates won hands down. For years the Council of Industry was considered the *de facto* government. Never had that been more true than when their puppet **Dwayne Zardona** took his oath of office and began a five-year term as Mayor. However, lest the Council of Industry totally abuse its power, the President issued an ultimatum to Century Station's Office of the Mayor: Restore order and dramatically reduce crime within the next five years or face serious Federal emergency measures and intervention. (From the loss of Federal disaster aid and "District" status, to direct intervention by the F.B.I., specially appointed Federal Magistrates and armed military troops).

Century Station Today

Today, Century Station remains a city with grave problems and a very questionable future. Mayor Zardona's first term of office draws to a close with less than a year left to fulfil the President's mandate. While things have stabilized since Bloody Monday, they are only marginally better than they were before it. The District remains an embarrassment to the United States and is perceived as not only a den of iniquity, but a haven for crime lords and superpowered villains. However, it is not for lack of trying. Over the last few years, Zardona has been extremely diligent, doing all he can to bring Century Station back to its feet. Among his more noteworthy achievements are:

- **Project Abacus**, a long-term educational plan that includes improved schools and putting a cheap but powerful notebook computer into the hands of every child in the city under the age of 18, for free. While a highly costly initiative (each unit would ordinarily be \$1,000 retail), Zardona has pursued this because he firmly believes that without a solid education and computer literacy, the children of his city will be ill equipped to graduate high school or find a suitable job in this Information Age.
While the program was decried as a glorified kick-back to **Integrated Thinking Systems (ITS)**, a Council of Industry company that heavily finances Zardona's reelection campaign, project Abacus has actually done a great deal for the city. School attendance and performance is up dramatically from five years ago, and many high school graduates (up 20%) are able to find jobs as low-grade computer programmers or simply become full-time computer freelancers themselves.
- Zardona has also seriously upgraded the long-neglected **CityNet**, also handled by ITS. The CityNet is like a micro-Internet just for Century Station. When it was first unveiled, it was considered a revolutionary advance, but had rarely been updated since then. Zardona essentially had the entire CityNet taken down, redesigned and expanded exponentially. The entire public library is digitized and available through CityNet, as well as links to all civil and government organizations in the city. Through CityNet, all citizens have free web page and e-mail accounts, and of course, full Internet access. CityNet is free of charge to all Century Station residents, and can be accessed through any Personal Computer. CityNet is optimized for the *Abacus notebook computers*, so the youth of the city have an easy time surfing the Net.
- **The Avtran Company**. Advanced Transportation Technologies is resuming production of its affordable air transport vehicles, the **Aircar**, **Skybike**, and **Hovertruck**. These vehicles used to grace the skies of the city during its glory days, but were dealt a crippling blow when their technology was confiscated by *Alpha Prime* under "Galactic Law." Now that Zardona arranged for healthy subsidies to Avtran, the vehicle maker has literally reinvented itself and its revolutionary flying vehicles. All are considered experimental and while advertised as the vehicles of the future for everyone, they are still largely the playthings of the rich. Most models sell for \$200,000 and up — well out of the range of most citizens.
- **Gramercy Penitentiary** used to have no facilities for detaining super-powered convicts. Zardona has arranged for the purchase of several dozen *power dampener* devices that effectively neutralize, weaken or interfere with a small range of super abilities, making those affected little more dangerous than a regular convict. Special reinforced prison cells, alarms, and monitoring devices have also been designed with the superhuman criminal in mind. While some still doubt the efficacy of the prison's super-facilities, the public

has confidence in them, which goes a long way for the Mayor's popularity and approval ratings.

- Most importantly, has green-lighted the foundation of **CHIMERA**, an overarching law enforcement agency that merges the strengths of the **Century Station Police Department**, a government law enforcement agency called **Sector 10**, and the only publicly deputized group of superheroes in the city, the **Centurions**. While CHIMERA has yet to be seriously tested, it is still a bold and courageous step towards fighting crime and restoring law and order.
- Perhaps Zardona's most publicly praised move was his reconstruction of the **Century Station Police Department**, which had been decimated by the Bloody Monday riots. Securing special funding from the Federal Government, the new police department was able to recruit new personnel and give them advanced training and firepower. The new PD is less concerned with issuing traffic tickets and illegal gambling as it is with closing down drug dens, foiling crime lords, and stopping rampaging supervillains. For "lower echelon" crime, as Zardona has controversially put it, he has encouraged the formation of "citizen watch groups" who will be responsible for their own neighborhood security. He has even taken the step of authorizing specially selected citizens to receive basic police training and deputizing them to keep the peace in their neighborhoods. Deputies meet with their police liaison every week to go over recent incidents and to arrange for additional training, consulting and assistance (as available). So far, the initiative has worked, but everyone involved recognizes that it is a dicey gambit at best, and could end up really hurting the Mayor's credibility if a citizens watch group initiates a brutal use of excessive force, or conversely, if a watch group takes on more than it can handle and suffers serious casualties in the process. Others decry that this promotes dangerous vigilantism. To this, Zardona states that he and the police have no alternative. "We must ask the people to work with us, keep us informed of trouble and handle what matters they can, on their own. Is this the best solution? Definitely not. But we have no other option. Experienced law enforcement officers and sanctioned superbeings must address the matters of serious crime — organized criminality, murderers, madmen and supervillains. We must join forces and work *together* if we want to keep, heal, and rebuild our city. We were great once. And together, we can be great again." Sound like a campaign speech? It is. But it also seems to be working.
- **Operation Easy Street:** This wildly successful program eliminated a number of the petty costs of city living. Something which has won Mayor Zardona much admiration from his constituents, proving once again that to be an effective Mayor, you don't necessarily have to initiate grand, sweeping programs, you just have to make life a little bit easier for everybody.

To that end, the first step of Operation Easy Street was to outlaw all ATM surcharges within the city limits. Any automatic teller machine found charging its users a

fee is immediately impounded, and the bank responsible fined \$10,000. Another step was the installation of free public pay phones throughout the city. Nowhere in Metro Century Station will you find a single public telephone that requires money to make a *local* call. Another step was to issue 100 free hours of parking meter time to all citizens with a valid driver's license. To make this work, one simply swipes their driver's license at the meter (the meters in this city are a bit high-tech) and the time is automatically deducted from the driver's time account. Additional initiatives planned for Operation Easy Street include subsidizing drivers' auto insurance, instituting free garbage retrieval and maintaining streetlights.

- **Culture Centers, Museums, and Art Galleries.** Mayor Zardona has used the last of his discretionary spending to build an impressive array of cultural exhibits, largely to celebrate the vast ethnic diversity of the city and to promote harmony between the various ethnic groups. Over the last two decades, Zardona has seen Century Station go from a city of admirable harmony to one that is rapidly segregating itself. Zardona feels that after tackling crime (see *Operation Overlord*), promoting racial harmony is the next task to handle. Zardona has been very vocal about this, and has earned the respect and endorsement of numerous ethnic leaders in the city.

Despite these achievements, Century Station is still a city chock full of problems, any one of which could bring down everything Mayor Zardona has worked for during his first term. Chief among them are **Operation Overlord**, **alien paranoia**, the **superhero backlash**, and most of all, continued socioeconomic strife.

- **Operation Overlord:** For years, the people of Century Station have felt like they are under siege by criminals and rogue superbeings. That their neighborhood streets had turned into a war zone of crime. Now the time has come for a counteroffensive the likes of which no city has never seen! Mayor Zardona, with his freshly rebuilt police department and the mighty CHIMERA to organize all law enforcement, has declared a "crime war." An all-out offensive to clean up the streets and send all punks, gangsters, dope dealers, syndicates and supervillains packing! This sweeping initiative had been named **Operation Overlord**, in direct reference to World War II's famous Invasion of Normandy, a battle that in large part sounded the beginning of the end for Nazi Germany. Century Station's Operation Overlord is much the same, a risky and costly make-or-break offensive determined to achieve lasting victory. As far as Mayor Zardona is concerned, his city is at the breaking point, and nothing short of such an "invasion force" will bring peace and civility back to the entire metropolis.

The battle plan is simple: Grant law enforcement authorities as much authority as possible without declaring martial law, establish emergency procedures for fast-tracking criminal offenses through the court system, and establish funds for financing additional prisons and supermenace facilities within the city as well as its sister cities. The most visible part of this operation is a

constant police presence in many parts of town. With District patrols everywhere, criminals will not dare act unless they wish to take a speedy ride to 10 years without parole. **C-SWAT**, the police department's special weapons and tactics division, has been granted broad search and seizure powers, allowing them hard insertions to anyplace in the metro area. The over-arching law enforcement entity, **CHIMERA**, employs a great deal of active surveillance operations and probably issues more phone taps than any other city in the country. Most importantly, Project Overlord gives superheroes officially sanctioned by CHIMERA, essentially limitless authority within the metro area. This means they do not have to obtain warrants before breaking into a presumed villain's hideout, they do not need to read villains their rights after apprehension, and they can use "unorthodox" measures, provided civilians are not put at risk. They can simply take "appropriate action" against a criminal act and leave the clean-up and the details for CHIMERA.

Although Operation Overlord strictly condemns vigilantes and unsanctioned superbeings, the reality is that as long as they are cracking down harshly on crime, law enforcement looks the other way. Of course, with so many "costumed good guys" coming out to take the battle to the city's villains, the "bad guys" of Century Station will fight back with all their might to maintain the lawless way of life they have grown all too accustomed to. Critics note that Operation Overlord *will* see heavy casualties on both sides, for this *is* going to be a war. Any participant thinking otherwise is living in a fool's paradise.

The "law men" employed and encouraged by Operation Overlord are scary to the average citizen, to say the least. The potential for abuse is tremendous. Made even more so by recent tort liability limitations put in place by the city that essentially make it very difficult for a private citizen to sue the city for any non-criminal wrongdoing (such as harm caused by negligence). This takes away one of the biggest watchdogs the citizenry had to keep its "protectors" in line. Without that, they can only hope that their watchmen do not abuse the power that has been given to them.

For the most part, they do not. However, there are always those who can and do. The harm these few inflict does serious harm to the city's goodwill and reputation. The poorest and most crime ridden half of the city fear this cold authoritarianism and unbridled use of brute strength and intimidation. They often feel victimized themselves for it is usually in their neighborhoods that the "war on crime" takes place. It is they who suffer property damage and personal injury at the hands of (well meaning?) protectors, and one more reason to feel disenfranchised.

Demonstrations against the "Overlord Gestapo" or just the "Overlords," as the city government is sometimes called, are frequent and vocal. Since there have been no crackdowns on the freedom of speech, people can demonstrate all they want. This tension underlies the city's greatest challenge regarding Operation Over-

lord. Since it's initiation, arrests and convictions have risen 400%. Crime rates in many parts of town have actually begun to drop for the first time in 20 years. Yes, some people fear the power of the new city government, particularly its law enforcers, but the ones who fear it most are the criminals. It is argued that things have gotten so bad in the city that *only* something as radical as Operation Overlord has any chance of giving the city back to its people. On the other hand, opponents ask what good is a crime-free city when civil freedom is forfeited? Meanwhile, Century Station is closely watched by the Federal government as well as the U.N. and other countries, as both a potential world trouble spot and as a possible, hard-bitten solution that can be applied elsewhere. Whether it works, and whether the city guardians will stand down after their work is done, are future developments *everybody* has a keen interest in.

To a large extent, it would seem that Mayor Zardona has launched Operation Overlord for the betterment of the city. On a more cynical level, he did it to save his own political hide. When he was first voted into office, he had only five years to clean up or face Federal intervention. Moreover, this political climber has the nation and much of the world watching his every move. Success means he's a political super-star. (Is even the presidency within reach?). Failure means his career is over. Period.

Mayor Zardona has laid the groundwork and gathered the resources for Operation Overlord, the only strategy he thinks has a serious chance of transforming Century Station back into its shining former self. However, his forces are not quite ready for Operation Overlord and he knows it. Oh, CHIMERA and numerous vigilante heroes of the city might actually win their war on crime, but it will be a close, bloody battle with many casualties on both sides, and plenty of civilians will get caught in the middle. The Mayor would have preferred to gather strength for another year or even two, when he could be sure that the combined anti-crime forces would cause considerably less "collateral damage." Unfortunately, he doesn't have time for that. Either he launches Operation Overlord and braves the substantial risks involved, or he waits and pins his hopes for reelection on his smaller accomplishments and prays that the Federal Government will be satisfied enough to extend their deadline a few more years in order to see "significant" improvement. Faced with having his beloved city wrested from his control, Mayor Zardona has chosen to move forward with Operation Overlord. Once underway, the Federal government won't dare intervene until some kind of clear outcome is apparent. To do otherwise will not only undermine the Mayor's authority, but add another dangerous ingredient to an already volatile mix in the city. Sure, the Feds could take the lead in Operation Overlord, but everybody knows that nothing would really be settled until they left. And then there are the political risks the Feds would have to face. This is Century Station's war, better to let the local government take the heat for any mistakes. Of course,

Zardona's hastily implemented plan is like playing roulette with the city's fate and the people's lives. Still, the Mayor honestly believes this is the best course of action for his community — it's the only option that affords the city a chance of a better tomorrow.

- **Alien Paranoia:** Ever since the city was duped by Dr. Leopold Sarnhoff/Koguss Zere-Tovuxa, the people have been edgy about other aliens and the trouble they might bring. If Dr. Sarnhoff could fool everyone, who is to say that some other alien could not do the same? And, if a beloved and trusted member of the community like Sarnhoff was an alien, then just about anybody could be one! *Anybody!* Your co-worker. Your next door neighbor, heck, even your wife might be one and you wouldn't know it...

This kind of paranoia is the last thing the city needs. During the Bloody Monday riots, there were scores of people killed by hysterical anti-alien mobs, of all things, who had targeted people they suspected of being aliens, including a few superheroes. As it turns out, none of the people killed during Bloody Monday were actually aliens, but finer points like that have never stopped mobs from carrying out their mindlessly bloody work. With the advent of hate groups like **S.H.O.C.K.** (**S**uper-**H**uman **O**bservation and **C**ontrol **K**night) and the obviously anti-alien bias of the politicians in the Council of Industry's pocket, the chances of anti-alien sentiment being fanned into a flame is an ever increasing risk.

There are a lot of people with a gutful of anger over something, and as long as they are mad, there will always be those willing to use that anger for their own purposes. Even though there are alien heroes in Century Station who are trusted and admired by the general public, such as *Alpha Prime*, the overall sense is that aliens can not be trusted and are dangerous. Accordingly, these people believe all aliens should leave Earth to the Earthlings. Those who stay are looked upon with disdain as spies or worse. Thankfully, aliens are rare enough in town these days, and those who do come here know enough to maintain a disguise. But, with nobody to vent their fear and anger upon, anti-alien groups have begun degenerating into racial and ethnic pride groups, just one or two steps away from bona fide hate groups.

- **Backlash Against Superhumans:** Superbeings have always been a part of Century Station. For decades, they have fought the good fight on behalf of the little guy, the folks too tired, small or scared to fight back for themselves. Whether they were appreciated by the law or not, Century Station's superheroes are a vital part of the scene, and a worthy weapon in the arsenal against crime. Once upon a time, wherever the heroes went, cheers and adulation from grateful citizens were sure to follow. But not anymore. Now, after years of social strife and decay (much of it blamed on evil superbeings and superhuman criminals), more than a few citizens openly question the value of so-called "superheroes." If they are so powerful, why can't they put a quick end to the crime and Operation Overlord? If they are so mighty,

why don't criminals run in fear of them? Why does it seem that "superheroes" attract "supervillains"?

Without any clear answers to these questions, people have begun to turn away from their extraordinary saviors, cursing them instead of praising them. For "established," public heroes like *The Centurions*, there are still a lot of grateful fans surrounding them, but for most others, especially those like the more rough-edged *Tomorrow Legion*, their deeds go unappreciated by a public too cynical to notice them. The average guy on the street doesn't see a superhero who stopped a bank robbery, he sees some character in fancy clothing who smashed up a car when he throws some other long johns-wearing freak into it. Instead of seeing somebody who kept a train from derailing, he sees a menace whose intervention caused a bunch of people to get hurt when they suffered minor bumps and bruises as the train was jostled back onto its tracks. With a tough audience like this, many heroes have simply stopped playing to them, focusing only on their "job" or personal mission. Meanwhile, there is growing frustration among these self-styled heroes, and a feeling that they are laying their lives on the line for people who don't give a damn. Some superbeings have actually been accosted by angry or frightened citizens! The most stalwart of the city's heroes understand that this is not the people's fault, per se. They are living in frightening and uncertain times and are victims of deception, treachery, and foul play all too often at the hands of villains with super abilities. Thus, it is only logical that they need somebody to blame for their wretched condition. But a growing number of other heroes don't have the heart to see things this way. Maybe they have lost one friend too many, or endured one public outcry too many, but one by one, Century Station is starting to see its heroes leave for good. Some go to fight crime in other cities, writing off Century Station as a lost cause. Others simply retire from public crimefighting, convinced that doing anything else is a more productive use of their time. A few, it is rumored, have turned to a life of crime themselves.

This has Mayor Zardona worried in a huge way, because the city's heroes are the biggest morale booster and strong arms for Operation Overlord. Without them, chances are Operation Overlord won't work. As far as the Mayor is concerned, that's the worst thing that could possibly happen to the city right now. The so-called "superheroes" have long been a symbol of Century Station's spirit, its willingness to gut out tough times, and its readiness to roll up its sleeves and work through whatever troubles lie ahead. Of being "super" itself. If the city's ultimate symbols of hope, power and triumph lose heart, then what is there to keep the average citizen from drowning in despair? Nothing.

- **Severe Socioeconomic Strife:** Perhaps the most insidious problems are the miserable socioeconomic conditions. The city has been in bad financial shape ever since the salad days of Project Daedalus screeched to a premature halt. The Bloody Monday riots only made things a thousand times worse, because entire districts were decimated without any hope of rebuilding. In a

way, it would have been better if the entire city had suffered the same fate. Instead, half the city prospers while the other half starves, creating a lopsidedness that is tearing the place apart like a cancer. In the posh **Society Hill District**, one would scarcely know that the Project Daedalus days are over, what with its high-tech infrastructure, the gleaming industrial, commercial and residential arcologies, and the comparatively minimal presence of crime. Next to that, the **Center City District** provides a middle class buffer zone between the rich and famous, and the poor half of the city.

For the poor, disadvantaged, and downtrodden, the salt in their wounds is the constant reminder that on the other side of the city live the “beautiful people,” with their money, sports cars, fancy clothes, and satellite dishes. These people have never suffered like they have. They have never had to scrape and claw to survive, like the “Downsiders” of the poor districts (which isn’t always true, but that’s the perception). No, they only live their easy lives, in beautiful homes, voting down tax increases to help the poor, and squandering their wealth as if to add further insult to those who can barely afford to eat. It is this kind of disparity that causes the jealousy, bitterness and growing hatred that is rampant throughout the poorer parts of town. An “us and them” mindset is becoming pervasive and mutating into all kinds of trouble, including social and ethnic prejudices. Moreover, under such a burden of cynicism and anger, many Downsiders turn on each other, finding fault in their neighbors for the slightest thing. Frustration and bottled up anger all too often erupts into violence. Any attempt to get an education or better one’s wealth is seen as just a cheap ploy to buy one’s way into Society Hill. Working for or with CHIMERA or a superhuman is seen as being a groveling wannabe, worthy of no respect. And actually fighting crime on your own or trying to rebuild your neighborhood is regarded as a cheap ploy for sympathy from those with the money.

Currently about 20% of the impoverished share this kind of super-cynicism, but as the state of the city remains bad, more people are bound to feel this way. The danger in that is that as long as people are hurt and want so badly and feel helpless, frustrated, confused and pent up, they will be more interested in lashing out and taking advantage of others than in helping. That is how cities die violent deaths. A fate Century Station is perilously close to sharing unless a legion of heroes, both super and the everyday citizenry, step up and deliver their home from the abyss. It will be a long, hard struggle, but many are convinced it can be won. First, the unbridled crime and vice must be brought to an end and peace restored. Then, the city must rebuild and give those living amid the urban ruins something to live for and believe in. When the city prospers, *all* must share in its wealth. Only then will hope be reborn and the people free from hardship and despair, and allowed to dream of a happy future.

City of Crime

Century Station’s Dark Side The Food Chain

As the saying goes, “Century Station’s biggest business is crime.” It is everywhere one looks. It touches everything one does. It is everyplace one lives, works and plays. No matter who one is or what one does for a living, crime is *omnipresent* in Century Station. For the unfortunates living in one of the “dreadzones” like the Grinder or the Labyrinth, illegal enterprises such as drugs, prostitution, gambling, racketeering, and the violence that often accompanies them are constant threats. The streets are either open markets or war zones; sometimes both. But even in the posh penthouses of the East End, there is crime. The \$2,000 sofa one sits on might have been purchased from a store that fronts for a crime lord or syndicate. The fancy restaurants one eats at may be the site of a super-crime or gangland killing tomorrow. The best the rich and privileged can do in this town is distance themselves from crime, not escape it.

When living in it, it is easy to lose sight of the criminal hierarchy of Century Station. A classic case of being too close to the trees to see the proverbial forest. So how then, does a prospective superbeing (much less a street-level vigilante or even an ordinary citizen) get a sense of exactly where and how crime moves in their society? Some measure of distance and honesty will provide some objectivity where one can see that there is indeed an order to the jungle of lawlessness. Think of it as an “ecosystem” where smaller criminals play up to and serve (or are used like pawns or even victimized by) bigger criminals. The big guys, in turn, play up to even bigger crooks, crime lords, masterminds and supervillains. It is a kind of food chain, pure and simple, with each link playing its own part in Century Station’s criminal industry. There are four links, or levels: **Street Punks**, **Colorpunks**, **Supervillains** and **Syndicates**, and at the top, **Masterminds**.

Street Punks

These lowlifes are a dime a dozen, the bottom feeders of Century Station’s underworld. They are typically the youngest and least experienced criminals around. Usually street kids who peddle drugs, weaponry or other illegal wares, or to commit “commodity crimes” like muggings, assault, robbery, vandalism and arson, or just fighting and committing crimes to “earn respect” and to prove how brave and tough they are. There are thousands of street punks creeping around the city, most of whom are two-bit hoods working their way up or cowardly thugs and junkies who spend their time looking for easy targets.

Even in Century Station, predators don’t have it easy. With the sudden increase in honest cops, vigilantes, and citizen patrols around (not to mention a large population of superbeings), most lowlifes form or join a gang to “even



the odds.” There is a certain sense of brotherhood in a gang and there is always greater strength in numbers. The CSPD has nearly 100 street gangs on file, but such information is unreliable at best, since many gangs come and go faster than the latest collectible card game. Typically, street gangs consist of 2D6 to 3D6+6 members, most of whom are between 15 and 21 years of age. They tend to have average to below average statistics for I.Q. and M.E. and above-average statistics for P.S. or Spd, if any at all. Only one in a thousand has any “special power” and they are usually leaders or near the top of the gang hierarchy and recruited by mob bosses.

While a street punk’s life span is fairly short (“live fast, die hard, and be a good looking corpse”), those who make it long enough to reach their late 20’s either abandon their wayward lifestyle (01-33%) or get further into it (34-00%), forming their own gang or graduating into a *Color Gang*. Once in a blue moon, street punks work their way up the ranks and become an *Enforcer* for a local *Syndicate*.

Typical Street Punk NPC Villain

Typical Alignment: Anarchist, Miscreant, or Diabolic.

Average Attributes: I.Q.: 2D4+2, M.E.: 2D4+2, M.A.: 2D4+2, P.S.: 2D6+8, P.P.: 2D6+2, P.E.: 2D4+3, P.B.: 2D4+2, Spd: 3D6+6.

Average Hit Points: 18 (P.E. number +1D6 per level of experience).

Average S.D.C.: 30

Average Age: 14+2D4

Average Level of Experience: 2nd-5th level (1D4+1).

Typical Number of Attacks: 4; streetfighter.

Bonuses: +2 to pull punch, +2 to roll with punch/fall/impact, +1 to damage

Other Combat Info: Punch: 1D4+1, Kick: 1D6+1

Weapons: Typically, a knife, pipe, length of chain, or other low-grade melee weapon (martial arts weapons, clubs, black jack, etc.). Many street punks might also carry an automatic pistol or revolver. A few (less than 10%) might even have a shotgun, sub-machinegun, or assault rifle that they consider their “heavy artillery.”

Vehicles and Other Equipment: An old and/or beaten up motorcycle, car, or van. 01-75% likelihood of it being stolen.

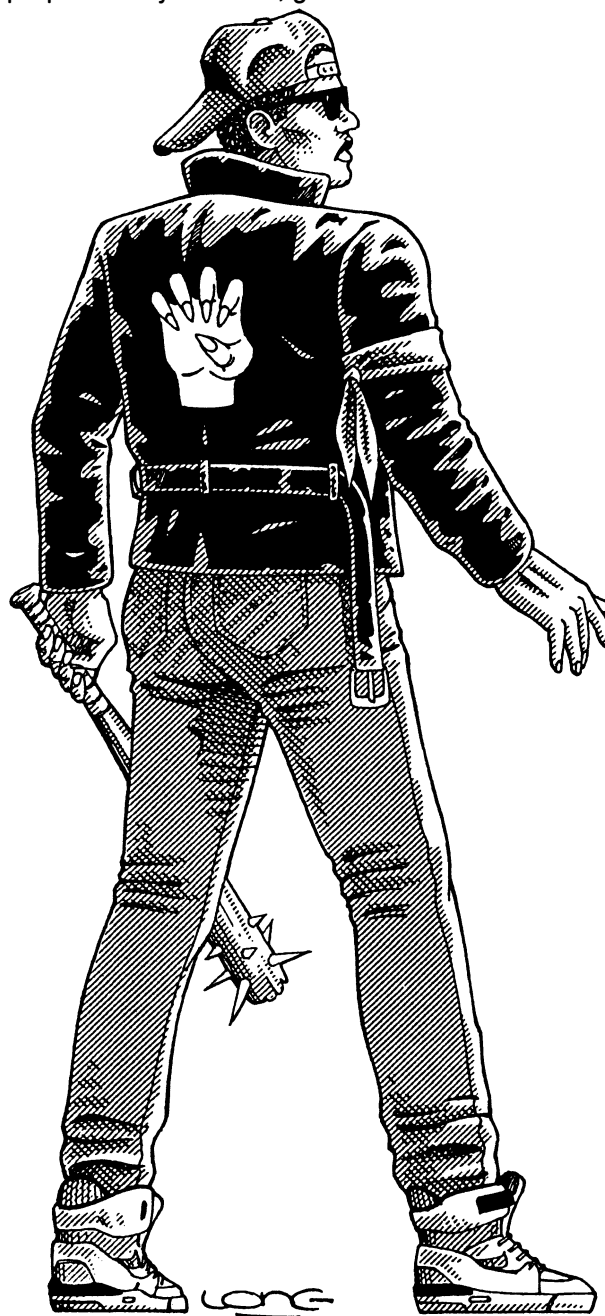
Typical Skills: Streetwise (+6%), W.P. knife or automatic pistol, three Rogue skills (no hacking without literacy), two Domestic skills, two Technical skills and eight Secondary skills.

Note: 01-90% likelihood of having dropped out of school by the 8th or 9th grade; half are completely illiterate. 01-25% chance of being an alcoholic or junkie.

Colorpunks

These thugs are Century Station’s next evolution in crime. Unlike street punks, which may or may not gather in numbers, colorpunks are more experienced, organized, dangerous and *always* part of a larger gang. Most are career criminals who are older, bigger, meaner and more cunning than street punks. Where street punks fight with fists, chains, knives, pistols, shotguns or rifles, Colorpunks fight with sub-machineguns and assault rifles, with pistols

as side arms. They might also use the occasional heavy weapon, like a .50 caliber sniping rifle, light machinegun, flamethrower and assault rifles with or without grenade launchers! On rare occasions, Colorpunks might also get their hands on experimental or high-tech weaponry, usually stuff that has already been stolen and is circulating through the city’s black markets. As tough as they are, color gangs generally lack the numbers, organization or talent to pull off a high technology heist or other sophisticated crime. Although they do try more bold and organized crimes, such as armed robbery, bank robberies, jewelry heists, kidnapping and extortion, car-jacking or a full-fledged auto-theft ring and chop-shop, and illegal drug manufacturing and distribution (a very popular enterprise for large gangs), they tend to be direct, using violence, intimidation and hit and run tactics (i.e. drive by shootings, or hit a store or business fast and hard, grab what they can and go, and similar). Anybody who gets in their way, on purpose or by accident, gets hurt.



Color gangs get their name from the fact that all have their own “colors,” a distinctive style of dress, way of talking, insignia or other kind of gimmick (like everybody using the same kind of weapon or specializing in a particular kind of high-profile crime) that makes them easily recognized. This is a double-edged sword. One on hand, it gives the gang much greater notoriety for their deeds and a sense of camaraderie. Average folks fear color gangs more than run-of-the-mill punks. And, you’ve always got punks wanting to join a “real” gang and be somebody (which makes recruiting a snap). On the downside, color gangs are easily targeted by the cops, heroes and vigilantes, so these pack hunters must choose their turf wisely. Gang-banging where enemies abound is a quick way to make it onto the 86 List (dead), permanent-like. To prevent this, color gangs often settle in the worst parts of town, where they can rampage without fear of retribution. In places like the **Labyrinth** and **Jericho Park**, color gangs are virtual warlords who rule their terrified subjects with fear and violence.

The CSPD has 30 to 40 color gangs on file. While these are easier to track than generic punk gangs, they still are not easy to gather data on. Color gangs are like extended families that are very difficult to infiltrate. Colorpunks don’t rat on each other, not even on other color gangs (to do so is a declaration of war), and they sure as hell don’t cooperate with the Police. They all see jail time as an inevitable part of their career, and inside, they stick to their own. Once in a color gang, always in a color gang. That is, unless you are one of the lucky few who somehow becomes a bona-fide *Supervillain* or finds work with a *Crime Lord*.

Typical Colorpunk NPC Villain

Typical Alignment: Anarchist, Miscreant, or Diabolic; only occasionally Aberrant.

Average Attributes: I.Q.: 2D4+4, M.E.: 1D6+6, M.A.: 1D6+6, P.S.: 2D6+11, P.P.: 2D6+7, P.E.: 2D6+7, P.B.: 11, Spd: 2D6+7.

Average Hit Points: 22 (P.E. number +1D6 per level of experience).

Average S.D.C.: 40

Average Age: 18-32 (16+2D6 for random roll).

Average Level of Experience: 3rd-6th level (1D4+2).

Number of Attacks: 5

Bonuses: +2 on initiative, +1 to strike, +1 to parry, +1 to dodge, +2 to damage, +2 to pull punch, +2 to roll with punch/fall/impact.

Other Combat Info: Punch: 1D4+2, Kick: 1D6+2, Knock-out/Stun: Natural 20.

Weapons: Colorpunks usually carry a sub-machinegun or assault rifle as well as a knife (or two) and pistol. Some might carry heavier military-grade weaponry, or even high-tech energy weapons. Some also might use stylized melee weapons as part of their “colors,” trademark or calling card.

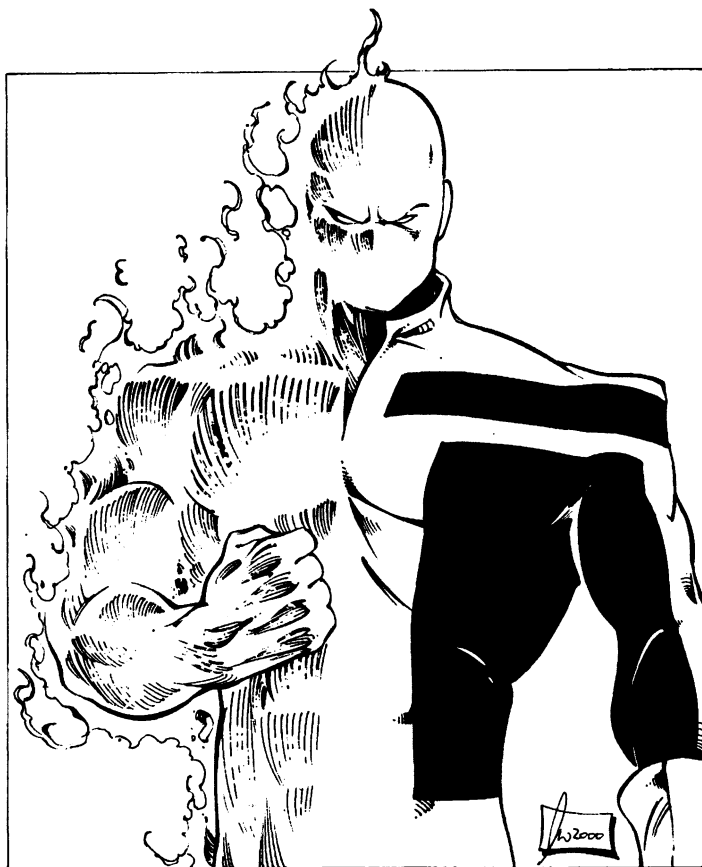
Vehicles and Other Equipment: Basically, a flashy ride like a new or used motorcycle, car, jeep, truck or van — 01-50% chance of it being stolen (The only thing that gets more respect than stealing a cool ride is actually

having the money to buy one). Gang leaders are likely to drive a restored classic automobile, utility vehicle/jeep, hot rod or sports car.

Typical Skills: Streetwise (+14%), Prowl (+5%), W.P. knife or automatic pistol, three Rogue skills (no hacking without literacy), two Domestic skills, two Technical skills, eight Secondary skills and one *specialized skill program*; select “one” of the following: Criminal Program, Professional Thief, Vehicle Mechanics, Weapon Proficiency (Ancient or Modern), or Basic Military. See **HU2**, page 46, for details.

Note: Roll percentile dice: 01-60% likelihood of having dropped out of school by the 8th or 9th grade, but 61-90% finished high school and 91-00% had 1D4 years of college. Only one third are completely illiterate. 01-33% chance of being an alcoholic or junkie. One in five hundred will have “special” abilities.

Size of Gang: 20-80 (2D4x10) to several hundred (1D4x100).



Supervillains

Supervillains. The bane of law-abiding citizens everywhere. The scourge of law enforcement. The thorn in Century Station’s side. Street punks may infest the city like rats, but even the largest swarm of vermin can be handled with skillful pest control. Color gangs may seem like guerrilla armies, but a dedicated campaign by the *Century Station Police Department (CSPD)* or *Sector 10* can whip them like the dogs they are. But Supervillains? These guys require special attention.

It used to be that you could identify a supervillain as any criminal who had *super abilities*, but not anymore.

Century Station's "high-tech" industries has resulted in an alarming proliferation of high-tech weapons, powered armor, and cybernetics, all of which can turn a simple street punk into tomorrow's superpowered Public Enemy Number One. Just put him in a suit of power armor or give him bionics, and voila, instant superman. Likewise, genetic and other types of transforming "experiments" can turn a willing (or unwilling) test subject into a superhuman, provided he or she survives the experiment — well over half die. Still a surprising number of vengeful or power-hungry youths are willing to take the chance. In fact, before Bloody Monday, Century Station was something of a supervillain *factory*, using advanced science and stolen secrets to create all manner of superbeings.

This being the case, the CSPD has instituted a Power Scale against which it compares all criminals on file and rates their abilities. Those who exceed a certain threshold are considered "supervillains" and are given over to CHIMERA to handle.

Superpowered villains, whether their powers come from machines or mutation, may operate alone or in groups. However, now that CHIMERA is nearly ready for full operation, villains are finding the risks of going solo far outweigh the benefits. Thus, except for the most independent, powerful or daring, many form or join groups with others who have super abilities (typically small groups of 3-8 members). Others find it advantageous to join or hire out to criminal organizations. Villains who join organized crime or gangs can usually use their super abilities or unique gimmick devices and expert skills to rise up the criminal ladder to become hit men, gang leaders, master criminals, crime lords, or highly placed lieutenants even in the largest organizations. CHIMERA and the CSPD both have extensive files on known supervillain activity in the city; see the Who's Who section of this book for some of the most notable characters.

Superpowered villains engage in what are typically known as "cowboy scores" — bold, daring, often violent and spectacular crimes that cause a lot of collateral damage and get lots and lots of media coverage. Why be so brazen? If you're going to use your powers for crime, why not do it in such a way that won't bring down half the heroes in the city on your head? Nobody knows the answer for sure, but the conventional wisdom is that it has something to do with ego and the subculture of supervillains in general. Think about it: Any punk with a pistol can hold up a liquor store, but it takes a real super-criminal to knock over the most secure bank in town and defeat a superbeing or two while doing it. It's not just the material gains to be had, but the notoriety and glory as well. Likewise, many super-criminals confuse fear with "respect" and intimidation with "power." An evil superbeing who chooses only to make simple, mundane scores is seen as lower than low. He is disliked by *everybody* in the criminal food chain for veering so far out of his caste, or is regarded as a coward or a fool. To other supervillains, this "low-balling" is disgraceful. Those who associate with low-ballers are likely to be labeled as such themselves, so the best thing to do is to distance oneself from them as much as possible. So what if you get busted by

superheroes all the time? At least you get respect, and any low-baller stupid enough to disregard that isn't worth the time of day.

Supervillains almost always meet one of three ends. They die in action, become a "lifer," or become a Mastermind. Those who die in action become a kind of cautionary tale for others who hope to avoid the same mistakes, or a legendary character who accomplished X, Y and Z before going out in a blaze of glory. Sometimes villains die at the hands of heroes or the cops, but more frequently, they are killed by rivals or are betrayed. No matter how a notorious villain meets his end, it always confers a kind of posthumous honor among the criminal community, because at least he or she went out with style and the mask on.

More commonly, criminal superhumans become "lifers," career criminals who pull a few scores, get busted by the cops, CHIMERA, or a superhero, go to prison, rot out after a few years (usually during a jailbreak engineered by a *Mastermind* who wishes to hire them), and repeat the cycle until killed in action or get such a reputation as a loser that nobody will help spring them. Supervillains who die in prison receive the worst fate imaginable, because they die alone, isolated, and often forgotten. It's a pathetic and inglorious way to go.

NPC Note: See **Heroes Unlimited, Second Edition** to create superbeings (good and evil).

See the **Heroes Unlimited™ G.M.'s Guide**, pages 21-25, for the creation of *Quick Roll Villains*. This big reference book also has a section about the law and punishment, tips for running heroes, vigilantes, and villains, rampage combat rules and adventures.

Syndicates

There is another level to the food chain, one on par with supervillains, yet separate from them. These are the Syndicates, the face of organized crime. Syndicates usually consist of a single *Crime Lord* and a network of underlings. His top lieutenants, a cadre of *Enforcers*, are super-tough criminals who carry out their boss's will as if it were law. While the average Syndicate is no larger than your typical color gang, what it lacks in numbers it makes up for in resources and street credentials. Syndicates often have 2D4 legitimate businesses as front operations which provide a legitimate face to the crime organization, as well as a convenient tool for laundering money and organizing various illegal enterprises such as narcotics production and distribution, prostitution, extortion, contract killing, gambling, numbers running, racketeering, smuggling, and buying and selling stolen goods (ranging from pocket watches to ultra-expensive automobiles and "super" weapons and gimmicks).

Syndicate Enforcers are heartless killers with plenty of experience in strong-arm tactics, torture, intimidation, murder, and concealing their handiwork (bodies and other evidence). On a level playing field, an Enforcer could probably handle three Colorpunks or an entire gang of street punks just by staring them down or targeting the leader. It is this kind of cool confidence, ruthlessness and

aura of fear that gives Syndicates their power over the criminals beneath them. Being able to control the lower levels of the criminal food chain, to recruit from it at will, and to manipulate it to do one's bidding, is what gives the Syndicates their *real* power. Given how many street punks and Colorpunks are looking for an established Syndicate to recognize them, crime lords have no problem finding expendable talent willing to take on any score for the betterment of the organization. As long as the streets are full of enterprising young criminals, the Syndicates will always remain strong and the lords of conventional crime in the city.

Typical Syndicate Enforcer NPC Villain

Typical Alignment: Anarchist, Miscreant, Aberrant or Diabolic.

Average Attributes: I.Q.: 1D6+8, M.E.: 2D6+6, M.A.: 1D6+8, P.S.: 2D6+14, P.P.: 2D6+8, P.E.: 2D6+8, P.B.: 2D6+6, Spd: 2D6+8

Hit Points: 36 (P.E. number +1D6 per level of experience).

S.D.C.: 45

Average Age: 21-50 (19+2D6 for random roll).

Average Level of Experience: 5th-8th level (1D4+4).

Number of Attacks: 5

Bonuses: +3 on initiative, +2 to strike, +3 to parry and dodge, +4 to damage, +4 to pull punch, +2 to roll with punch/fall/impact, +1 to save vs poison/magic, and +6% vs coma/death.

Other Combat Info: Punch: 1D6, Kick: 1D6+2, Knock-out/Stun: Natural 20.

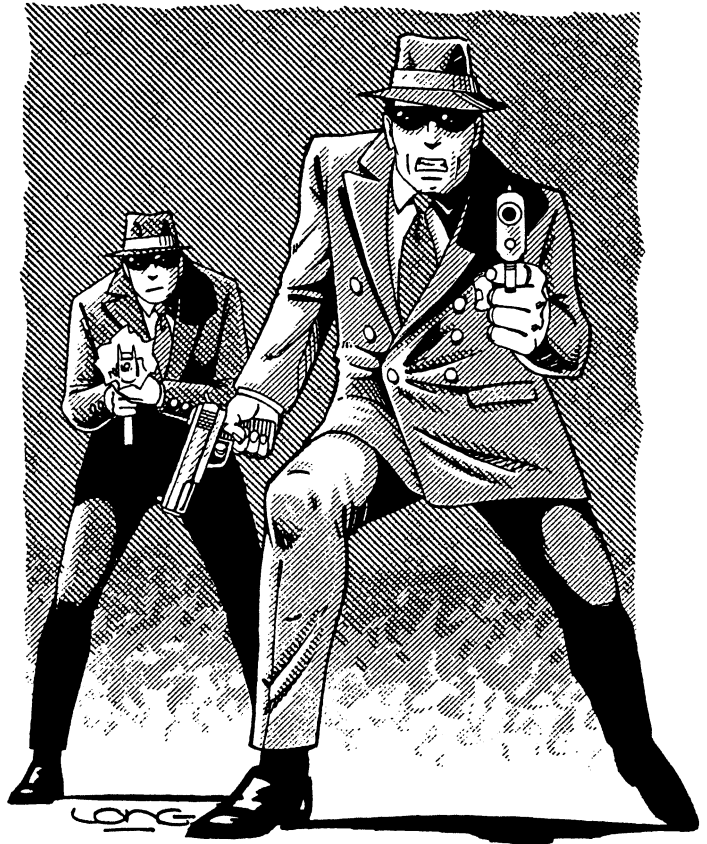
Weapons: Enforcers typically carry a large pistol in a shoulder holster, a smaller, concealed back-up pistol in a belt or ankle holster, and a knife and a blackjack for general purpose assault, murder and protection. For heavy-duty "wetwork" (murder and covert criminal operations), they go to a sub-machinegun, shotgun or assault rifle. They may even resort to heavy weapons like light machineguns and grenade launchers, depending on need, availability and style. Those well connected may even have one or more high-tech energy or gimmick weapons, or even partial bionics (a hand or arm and hand, bionic eye, etc.).

Style goes a long way with these guys, so they are likely to have a certain amount of panache and slickness. They also have a sense of restraint and patience, knowing when to make a hit and when to wait for a better opportunity. These are just some of the things that separate Syndicate criminals and Enforcers from the thugs beneath them.

Vehicles and Other Equipment: Enforcers ride in style — nice sports cars or more commonly, luxury sedans, or deluxe utility vehicles/SUVs. In a pinch, a vehicle can be stolen, but the Enforcer's personal ride is typically "legit" — purchased. Most drive American made cars, the only exception being foreign sports cars like Porsche, Ferrari and Lamborghini.

Typical Skills: Streetwise (+24%), Prowl (+10%), W.P. knife, W.P. automatic pistol, W.P. blunt, three Rogue skills, two Domestic skills, two Technical skills, eight Secondary skills, plus either the Weapon Proficiency

(Modern) or Physical/Athletic Program and one *specialized skill program* — select "one" of the following: Criminal Program, Professional Thief, Vehicle Mechanics, Basic Military or Military Demolitions Program. See **HU2**, page 46, for details.



Note: Roll percentile dice: 01-50% likelihood of having dropped out of school by the 9th or 10th grade, but 51-85% finished high school and 86-00% had 1D4 years of college. Only 10% are completely illiterate. 01-20% chance of being an alcoholic or junkie. One in a hundred will have super abilities (typically 1-2 minor) or limited psionics.

Size of the Organization: 30-90 (2D4x10+10) to several hundred (1D4x100+30).

Criminal Masterminds

Villains with the guts to make big scores and successfully plot elaborate schemes, and the brains to stay out of jail, eventually become Criminal Masterminds, the "arch-criminals" who are powerful enough to recruit and command other thugs, Enforcers and superbeings for their own insidious purposes and personal profit. Most are superb schemers, strategists and tacticians who know how to use the element of surprise, diversions, blackmail, tricks, traps and intimidation masterfully. They think fast on their feet, are resourceful and usually have a number of secret "contacts" (informers, spies, and corrupt cops and government officials) on their payroll. Most love challenges and delight in tricking, defeating and embarrassing the authorities and heroes. For many, their machinations are little more than elaborate chess games for personal gain and satisfaction. Only people are their pawns, not that most care who gets hurt.

There are usually from four to six Masterminds in the city at any given time. When one disappears from the scene, another rises up to replace him almost instantly. This is a tricky feat, however, since Masterminds are typically geniuses and/or megalomaniacs who cannot abide the thought of competition, and are fond of killing pretenders who lack the power to back up their claims, as well as respected rivals who challenge their turf. Most criminal masterminds in Century Station have formidable super abilities as well as employ an elite cadre of superhuman villains as Enforcers. This means many could openly challenge the authorities and go toe to toe with the best heroes in town, but most prefer to control things from behind the scenes, reaping the benefits of the pawns who serve them. This is why they hire less powerful supervillains, enforcers and thugs to do their dirty work for them. And, for those capable of appreciating the subtlety of it all, there is a special kind of rush to be had from getting others to disrupt society for you, or being one of the secret powers/rulers of an entire city.

Typical Criminal Mastermind NPC Villain

Typical Alignment: Aberrant, Miscreant or Diabolic.

Average Attributes: I.Q.: 2D6+18, M.E.: 2D6+10, M.A.: 3D6, P.S.: 2D6+8, P.P.: 2D6+6, P.E.: 2D6+6, P.B.: 2D6+8, Spd: 2D6+8

Average Hit Points: 42 (P.E. number +1D6 per level of experience).

Average S.D.C.: 20+1D6 or by power category and skills.

Average Age: 28-60 (24+4D6 for random roll).

Average Level of Experience: 7th-12th level (1D6+6).

Number of Attacks: 6

Bonuses: Via attributes, education and powers.

Other Combat Info: As per attributes, education and powers. May be superpowerful and skilled in physical combat, or relies on power armor or gimmick weapons, or is a brainy wimp with no or a few minor super abilities or psionics.

Weapons, Vehicles & Equipment: Varies with the character's power category and personal taste. Frequently has access to (perhaps even designs and sells) high-tech weapons, robots, bionics and super-vehicles at least for his top Enforcers/henchmen if not himself.

Typical Skills: Higher education or equivalent, roll percentile: 01-33% Bachelor's Degree, 34-66% Master's Degree, 67-00% Doctorate and all the corresponding skill selections. See **HU2**, page 45, for details.

Most Typical Power Categories: Select or randomly roll for one of the following:

- 01-10% Physical Training Category
- 11-20% Hardware Category: Weapons Expert
- 21-30% Hardware Category: Mechanical Genius
- 31-40% Hardware Category: Electrical Genius
- 41-55% Hardware Category: Analytical Genius
- 56-70% Psionics Category
- 71-80% Special Training Category (any)
- 81-90% Mega-Villain Category
- 91-95% Experiment Category (any)
- 96-98% Magic Power Category (any)
- 99-00% Alien Power Category

Size of the Organization: 30-60 (1D4x10+20) to several hundred (1D6x100), including henchmen, enforcers, thugs and contacts. The tiniest have only a Mastermind and a small, elite band of hand-picked superbeings as Enforcers (6-18), plus 6-18 "contacts."

Note: Few Masterminds are addicted to anything other than power.

The Crime Culture

The Criminal Food Chain previously described highlights only the most notable and general criminal elements in Century Station. These are not the only crooks working this town. In fact, they are only the tip of the iceberg. You see, things have gotten so bad that an estimated five to eight percent of the total population engages in some kind of regular criminal activity. On any given day, there is about one crime committed for every 20 people. While that might not seem terrible, consider this: Most other big cities, even those with serious crime problems, have crime-to-citizen ratios of 1:50 or 1:100.

The reasons are as varied as they are mysterious. One widely held theory is that with so much lawlessness and anarchy in the city, especially in its "dead zones" like **Waingroh** and **The Labyrinth**, a disregard for the law slowly leaches into the culture and mindset of the people. Humans are like behavioral sponges. They tend to absorb the behavior they see around them, at least to some degree. After living a life where car-jackings, bank robberies, and supercrimes are too common to merit front-page treatment in the daily newspaper, the average citizen gets to thinking about committing a crime for profit or fun. At the very least, people begin to lose their fear of getting caught or punished for committing a crime, which lends equally to a social apathy towards crime and criminals in general. Despite the fact that the average Downsider's life has been made miserable by criminals, their lives have been made even more so by not having a job, dealing with the rich snobs of Society Hill, and coping with spreading social prejudice. Against this kind of backdrop, jacking a car doesn't seem like such a big deal anymore.

That's one reason. Another is the strong presence of superpowered criminals. Numerous studies show that high periods of activity by underworld superbeings leads to increases in conventional crime as well. It is almost as if supercrimes are a signal to lower criminals to take action. That it is time for some extralegal fun and/or to take advantage of the distraction they have caused. In another light, some theorize that supervillains represent a kind of role model and inspiration to criminals of all sorts, appealing to the base selfishness and excitement that motivates all people unable to abide by society's most basic laws. To the scum of the city, these high profile villains represent the "best in life." They are an inspiration. Having the power to do what they want, to take what they want, and the ability to stop those who would prevent them from having their fun. What burglar, gang-banger, drug peddler or other petty criminal *wouldn't* be inspired by this? Others are more lemming-like, spurred on by the excitement and anarchy to join in or show the police who's boss.

A more pragmatic motivation is pure need. Many Downsiders can barely live on what little social assistance they get or second-rate jobs that are available, so many of them turn to theft and petty crime to compensate. Once down that path, it is easy to become a career criminal and even find pleasure in it. Frequently, these street hoods are eventually recruited by color-gangs, Syndicates and Masterminds where they gain confidence, training and experience to become even greater menaces to society. That doesn't include those with heads full of bad wiring — sociopaths and the mentally disturbed who, and for whatever reasons, are drawn to violence or feel compelled to commit crimes. Their presence adds another unpredictable element to the Crime Culture of Century Station.

Anarchy & Chance

Something else to consider is that many hoodlums are loners or work in pairs or very small groups. After all, friends, “real, trustworthy friends,” are few in the dark and seedy world they have chosen. Moreover, many “independent” and amateur operations are done by 2-5 guys who are buddies or family members. There is no real leader, gang or plan other than taking advantage of opportunities. This holds true even among criminal superbeings. And these vulture-like opportunists are always (and I mean always) looking for a big or easy score. These are the scum bags who loot stores during a riot, take money off the body of an injured person (maybe even a buddy) and leap at the chance to make a big score (often without due consideration of the risks). They are the hounds of poverty and lawlessness, and the pawns and cannon fodder of those smarter and more experienced. The organization and leadership seen in the Syndicates and among Masterminds simply does not exist for the majority of lawbreakers in Century Station. For the most part, they are solo operators (thieves, muggers, car thieves, drug dealers, runners, and hoods) working for themselves. Criminal activity is just their job, “cuz ya gotta do what ya gotta do to survive on the streets.” And when one's view of life is grim and vice is commonplace, a life of crime is one of the obvious and easy ways to go. That there are so many of them makes Operation Overlord particularly hard to fight. When confronting a gang, especially superbeings, most of the players are clearly defined. But if one has a wave of robberies plaguing an area, chances are the authorities are facing numerous, lone-wolf robbers working the scene, which means multiple cases to handle and that doesn't include an array of other crimes such as mugging, car theft, drug dealing, vice, and so on. This stretches the city's ability to fight crime very thin, which only provides more *opportunities* and encourages more crimes. It's a vicious circle. And Century Station is the worst of the worst, number one in virtually all crimes!



The Heroes of Century Station Legions of Good

As bad as things are in Century Station, it is not a den of pure evil. Many people are moral, hard-working and up-standing, and for them, their avatars of hope and justice are not the scum and predators who prowl the streets, but the many *heroes* who fly through the air, bound across rooftops, and swing from the flagpoles in their never-ending crusades against crime.

Like other “super-cities” on Earth, Century Station has always had an unusually high concentration of superbeings, especially would be “heroes.” For much of the city's history, its legion of superhumans has kept crime suppressed to almost nothing. Those crooks who tried getting away with some maleficent deed almost always got caught, and those who didn't frequently left town or gave up their larcenous ways for fear of capture. Likewise, criminals stayed away from “The Station,” because it was well known that to set up shop there meant a quick trip to the hoosegow. “Rocco, you got rocks in yer head? Whaddya want to set up a chop shop in The Station for? Don't you know they gots all them super-whatcha-call-its there?”

However, things changed after the collapse of the city and the ruination of Project Daedalus. They got even worse in the wake of Bloody Monday and the anti-superhero backlash that came with it. The ranks of

heroes have been decimated (although there are still at least a hundred). The bashing of superbeings, air of distrust, and with the city being such a lawless and hostile place, the much-needed wave of fresh crimefighters to join Operation Overlord is perilously small. The danger is not right now, *per se*, but once Operation Overlord is over. Every crimefighter knows there will be serious casualties in the upcoming campaign, and the real question is, once it is over, and there are fewer heroes than ever, will anybody be left to pick up the pieces to keep the city crime free? Century Station cannot afford to lose its heroes through attrition and atrophy, but at the current rate, that is exactly what is happening. Every few years, another hero dies, retires, or relocates, and there is nobody to fill the void left behind, except it seems, for more criminals and supervillains. The Station is in a bad way, even its heroes.

Thankfully, all is not lost. Not yet, at least. The remaining heroes in Century Station are here for the long haul (most of them, anyway), and for now, they provide a formidable array of firepower and crimefighting skill to Operation Overlord. And even though some people of this city have turned their backs on their heroes and superbeings in general, many others still cheer and wave as they pass by, and even help when they can. Reminding most “superheroes” why they still care and that they still have a job to do.

They Walk Among Us

Oddly enough, the biggest impact Century Station’s superbeings have had on this town is not their crimefighting efforts *per se*, but their mere presence. Most people in this world live their whole lives without seeing a superhero up close. To the rest of the world, these costumed crusaders are as exotic and far away as the Knights of the Round Table or something out of a movie. But to the folks of Century Station, superbeings are part of the landscape. Residents see them or at least some reference to them every day, fighting crime, making public appearances, or even just patrolling the streets in eternal vigilance. This has had a curiously double-edged effect on the people.

On the good side, it has given them the sense that their city is a special place, one touched by wonder and the fantastic. The fact that residents and visitors at Century Station can see or even shake hands with a legendary hero like *Apex* or *Palladium* is not lost on many people. It contributes in a big way to the pride that many folks here still have for their hometown. This pride is an important thing and gives people the hope for a better tomorrow. It also gives them high hopes for Operation Overlord and a future of comparative peace and prosperity. It is this hope, more than anything else, that gives Century Station’s people the strength not to give up on her, to fight on, and to reclaim the beautiful home that is rightfully theirs. Thus do we see ordinary citizens forming their own block watch groups, going on group street patrols, and forming wide-ranging neighborhood networks to watch for crime and trouble, and alert the authorities to them. For these brave souls, the heroes they watch with wonder each day are the very things they emulate, and in doing so, provide

perhaps the most vital source of strength the city needs if it is to survive.

On the negative side, the presence of heroic superbeings also jades some people. Some have grown so accustomed to seeing flights of heroes overhead that it means nothing special to them. They are ordinary and commonplace, hardly worth any attention. After all, you don’t see people cheering and gawking every time they see a beat cop on patrol, so why should they do the same when the Centurions or other heroes pass by? Worse, some look upon heroes with jealousy, disdain, and frustration. Sometimes even loathing — the cause of their troubles and one more attraction to superhuman villains. This kind of mindset is the superhero backlash that has led to the disillusionment of many ordinary citizens and heroes alike. To these people, superheroes are nothing special, even though they still bear special responsibilities and expectations that, in truth, are impossible to fulfill. It is a Catch-22 way of looking at things, and the heroes of Century Station must sometimes endure it full force from a steadily growing population of naysayers and doomsday criers who insist that there is no way to go but down, and that on way or another, all of the superheroes must somehow contribute to their problems. Maybe deep in their hearts, they don’t really believe this to be true, but people like this are generally in too much pain to understand. Their city lies in shambles, superpowered madmen and villains run roughshod over the people, and the “heroes” of the city seem powerless to stem the tide, despite their constant presence. With circumstances like this, what else is there to do but despair?

As Century Station looks toward an uncertain future, it is difficult to tell what role its costumed heroes might play in shaping its destiny. In the immediate future, the city’s heroes are more precious than gold to Operation Overlord, but what then? What role will they play after is finished and order is restored to the blood-stained streets? There are some who say there shall always be a need for heroes, that their deeds are a shining beacon to all who would follow them and that their incredible powers are the great equalizer to overwhelming crime.

It is also said, from intellectual analysts to Joe Average, that for this city to *really* change, it must rid itself of *all* of its superbeings, heroes included. That even though they do worthy deeds and help many people, a lot of folks blame the city’s sorry state on the very presence of superbeings. It is as if with superheroes all around them, the people of Century Station forget that the greatest agents of change in the city, the greatest *heroes*, are themselves. If the people underwent a forced fast of superhuman heroics, they would have to find it within themselves to rebuild their home and to find the greatness within to make their place in the world shine once more. For this to happen, the city’s greatest sentinels might very well be asked to leave and carry on their work elsewhere.

This presents a curious decision to most crimefighters. Do they leave, abandoning a city that has never been able to survive without them? Not to mention a place they too consider home. Or do they stay, becoming outlaws and vigilantes? For most heroes, such things are not worth

considering, for they are nothing more than guessing at a “what if” scenario that may never happen. In the here and now, all thoughts turn toward Operation Overlord and seeing what shall be left of the city should it prevail. Only then will they look to their own future and decide if “their city” really needs them anymore.

Power Categories, Century Station-Style

Like everything else in Century Station, heroes here are just a little different than anywhere else. This city is a turbulent, unpredictable setting with unique circumstances and a powerful culture that leaves its imprint on everything, even superbeings. So, for those of you looking for some extra info on what it's like to be not just a hero, but a *Century Station superhero*, this section is for you.

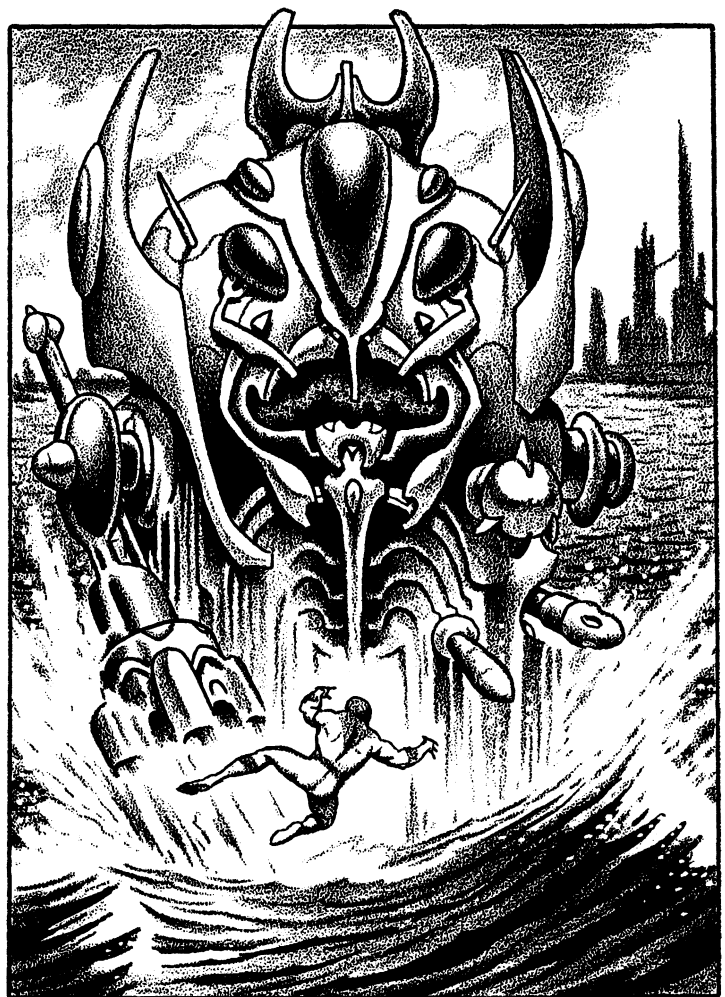
Aliens

Aliens have the toughest row to hoe in the Station thanks to the Daedalus scandal of a few years back. Ever since one of the city's most beloved figures, Dr. Leopold Sarnhoff, was revealed to be an interstellar fugitive who was breaking the law by just being on the planet (never mind his monumental meddling in its economy and tech level), aliens have *never* been seen in a good light. For most folks, they are the perfect boogeymen for all of the city's troubles. After all, it was only after the Daedalus scandal that the city went to hell in a hand basket. If those meddling aliens had kept their slimy claws off the planet and out of Century Station, the city would not be in the mess it is in today. As a result, just about every citizen automatically holds some kind of negative bias towards aliens. At their best, people might deal with an alien politely, but thinking all the while that this “thing” is not to be trusted. At worst, lynch mobs might descend upon a known interstellar traveler and harass, assault and even murder him/her/it in a fit of rage or unreasoning fear. For alien heroes, it is particularly dangerous because their work brings them out in public so often, usually in situations where property or lives are at stake. So it's very easy for CHIMERA, the media, or the average guy on the street to automatically assume that whatever event is going on, the alien must be on the wrong side of it. These feelings don't stop at Century Station either. The long-reaching influence of Dr. Leopold Sarnhoff and Project Daedalus has made most people around the world more suspicious of aliens.

There are only two real ways to get around this. The easy way is to disguise oneself as human. Some aliens already look human-like and have a fairly easy time blending in, although those with no cultural training might give themselves away. (“What a marvelous meal! I haven't had grumaash this juicy since my days on Topranci Secundus. Pass the granulated sodium, please.”) The harder way is for an alien character to persevere and

maintain a squeaky clean appearance. After a while, no matter how radical or weird looking an alien character is (the less human you look, the more trouble you get, generally speaking), the public will begin to see him as a noble and righteous hero. No matter how tough a crowd the people of Century Station might be, they can only watch a hero bring in so many bad guys before they finally start cutting him some slack. (**Note:** As a rule of thumb, alien characters who look somewhat humanoid will be accepted as a bona fide hero by 3rd or 4th level. Aliens who do not look human at all, or look monstrous, will not be accepted as a bona fide hero until 7th or 8th level, if ever!) Likewise, alien characters live their lives under a microscope. Any slip-up, any wrong doing, any evidence of treachery, and the public will be on their backs like white on rice. So be careful, citizens of the galaxy!

Aliens have an additional worry to consider. Certain accepted Galactic Laws prohibit starfaring civilizations from meddling in the affairs on non-starfaring systems, such as Earth. This law, known as *The Covenant*, is the reason the alien hero **Alpha Prime** came to Century Station and arrested Dr. Sarnhoff, who was really a human-looking alien. Since then, Alpha Prime has stayed in Century Station to apprehend other aliens caught breaking The Covenant. This means virtually all Alien heroes, worldwide, are carefully investigated and reviewed. Unless they have a good reason for coming here, don't interfere with human advancements in technology or society, or are from a planet



outside the galaxy which does not recognize The Covenant (even then, Galactic Authorities will try to intervene), they will either be arrested and incarcerated off-world, or forced to leave the planet ("... don't care where you go, just get out!")

The Covenant is not without flexibility, and it even recognizes that sometimes, a little alien intervention or involvement can be positive. This means crimebusting and adventuring is not necessarily a crime, especially if it is localized. It is only a crime when it has a profound impact on (comparatively) primitive societies, sciences and technology like Earth's. Consequently, if the alien visitor's actions do not change or advance these things, the alien can stay without repercussions. Exactly how the Covenant is enforced also depends on the people who enforce it and exactly how they interpret the law. Thankfully, Alpha Prime recognizes heroes when she sees them, and if she knows of an alien who is doing good deeds here and helps people without changing or advancing society, science and technology, she is likely to leave them alone. However, even those operating within the limits of The Covenant are given a warning that they are under constant watch and had better not overstep their bounds. Those who defy The Covenant had better keep a low profile, lest Alpha Prime find out and personally apprehend them. Those captured are held in the Centurion's Headquarters until additional alien supercops show up to take the offender away to a galactic court where they may be tried for crimes against The Covenant. **Note:** The creation and/or distribution of alien technology, even in limited quantities (say just to help outfit a group of heroes or villains), sharing/teaching advances in science or technology, working to undermine a government or law enforcement agency (including threatening, manipulating or killing world leaders), and deliberately trying to change an ideology or society, are all counted among crimes against The Covenant, even if one had the best of intentions at heart.

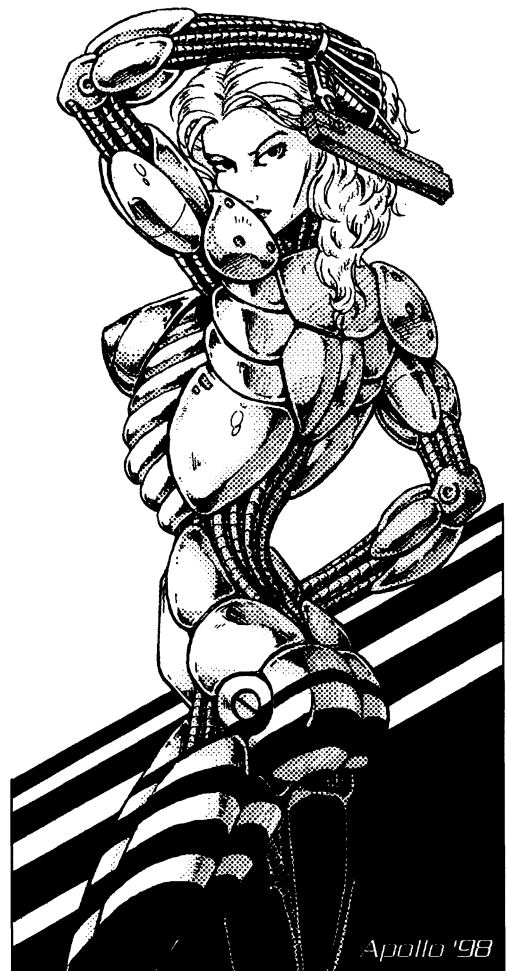
Bionics

Century Station is still a leader in the development and implementation of cybernetics. This is due largely to the tax breaks, reduced liability and other incentives still in place in the District. During the salad days of Project Daedalus, the city was the foremost world leader in cybernetic research, design and production! In that time, any "standard" cybernetic part or modification (as listed in the Bionics section of the **HU2** rule book) could be had at 30-40% of the list price. Cybernetic research and development, as well as parts and labor, were so plentiful that suppliers had to be very competitive without any drop in quality. These days, it's not quite so great anymore, because most of the high-tech companies making cybernetics left or went under during the Daedalus scandal, even though none used alien technology. However, a number of cybernetic laboratories remain at Century Station. Here and there, even in the old, nasty parts of town, where they resemble an old factory rather than a gleaming example of high technology, cybernetic research continues. More than a few illegal, underground cybernetic operations also thrive. Most are sponsored by criminal organizations or

Masterminds to augment their top Enforcers with bionics or offer their services and wares to the growing cybernetic underground worldwide, particularly among would be supervillains. Such criminal cybernetic facilities offer Bionic characters parts, modifications and upgrades at anywhere between a 2% and a 20% discount (2D10%), depending on how well supplied they are, and whether or not they trust the client. However, economic woes, cash flow and the availability of parts and labor can cause discounts to disappear, and some cybernetic items may not be available at all.

Cybernetics are fairly common in Century Station, compared to most places on Earth. Comparatively cheap too. The sale of military grade bionics and even partial bionic reconstruction (both the sort of bionics used by heroes and villains) are banned for civilian use throughout the world. Moreover, cybernetics available for medical use are still considered experimental, cost prohibitive, untested and extremely rare. Only in Century Station are cybernetics regularly made available for medical purposes for those who can afford them. This attracts rich and desperate people around the world to come to Century Station to get "legal" (and illegal) cybernetic prosthetics and organs. It also makes cybernetics one of the city's leading industries.

Cybernetics and cyborgs are widely accepted in Century Station, although one's appearance will have a profound affect on how well the character is accepted by others. Sleek, beautiful, high-tech and human-looking cy-



borgs are more likely to be accepted by “the beautiful people” than those bristling with weapons or who look frightening or inhuman. Attractive cyborgs are also more likely to be accepted by the rich, powerful and politicians. Meanwhile, a run-down or retro-looking cyborg may be looked upon as old and worn out, or weak and/or having fallen upon hard times. Such an individual will be accepted with open arms by the poor folk in Waingroh, but looked down upon or snubbed by the affluent in Silver City and other snobs. In Society Hill, cybernetics for medical applications are used all the time by those lucky few who can afford them. Most average people can’t afford bionics of any kind, but they are used to them enough that the sight of a Bionic hero, even a heavily modified one, does not raise any disgust or cause for alarm. Of course, those armed to the teeth or who look monstrous or alien will raise eyebrows, cause suspicion and scare people — at least until it is ascertained whether or not the character is a new hero in town and proves himself to the public.

Back alley bionics. Those who can not afford legitimate medical cybernetics can always try the Century City black market, where parts and labor may be had for discounts of 20-50%, but at that kind of cut rate, one also gets two unwanted features. First, the parts are definitely going to be stolen or made illegally. The problem with this is like automobiles, all bionics have identification numbers etched into them, to identify the make and model for maintenance and law enforcement purposes. On a cybernetic part, the CIN (**Cybernetic Identification Number**) is etched microscopically hundreds of times to prevent the number from being filed or buffed off. Anyone caught by the police wearing stolen bionics is looking at a 3-5 year prison sentence, minimum, due to the very high cost of the stolen property.

The other downside to black market bionics is that they are unreliable and the recipient accepts them at his or her own risk. Maybe that cheap arm is an untested prototype, maybe it was banged up and never really repaired correctly, or maybe it was a defective model that was stolen from the discard pile (which would explain why it’s so cheap). Likewise, illegally made cybernetics are not made to the same standards as legal components, thus materials may be cheaper and the workmanship poor.

Whatever the reason, all black market bionics have a chance of malfunctioning when used. To determine the chance, take the amount of the discount and divide it by half. The remaining number is the base percentage chance of an operational mishap. So, a bionic arm bought at 50% the going rate has a 25% chance of malfunctioning. A bionic weapon bought at a 20% discount has a 10% chance of malfunctioning, and so on. Exactly when a malfunction should be rolled for is up to the Game Master, but especially dramatic moments seem the most appropriate. After all, there’s nothing exciting about a bionic arm fritzing out during breakfast, is there? That is, unless the wrist blaster discharges at the local diner, shooting out a window and the cop car behind it! Bionic characters may get these malfunctions repaired or remedied, but it will take a visit to a Hardware character or another illegal

cyber-operator to do it. Even then, getting defective black market bionics repaired requires lots of cash and runs the extra risk of being found out. Going to a legitimate facility is impossible, because they will easily recognize stolen or unlawfully made bionics and turn the character in to the authorities.

Defective bionics are bad enough, but remember that the recipient of illegal cybernetics does so at his own risk, without guarantee nor any means to remedy “tragic mistakes” or “fatal accidents.” And payment in full is made before the operation. Physical mutilation and permanent disfigurement (“I was supposed to look human! You made me into a monster!”) is the most common risk, but death is very real, depending on how far one takes the bionic augmentation. Even simple bionic augmentation requires surgery and no surgical operation is risk free, especially those provided by underground, illegal facilities. Partial reconstruction and full bionic conversions are extremely dangerous under any circumstance, with even those done at legitimate facilities or for the military having a 15% death rate. By comparison, underground bionic operations have a 12% death rate for minor augmentation (a hand, arm, an eye, etc.) and medical cybernetics due to complications, infection or incompetence. A horrifying 33% die receiving partial reconstruction (replacing more than one limb or organ) and 50% perish trying to get full conversions! Not surprisingly, only the most driven, power hungry or insane go for partial or total bionic conversion.

Experiments

The Bionic boom of the Project Daedalus days was just one segment of a massive scientific R&D industry that made more advancements in five years than the rest of the world had made in the previous 20. **The Dream Garden** section of town, a huge sprawl of generously funded labs and design houses, was always hard at work coming up with the next cutting-edge technology, the next development that could be spun out into billions of dollars worth of potential patent royalties. As with bionics, the District of Century Station had arranged many special exemptions from the law, tax breaks and incentives that made research much easier and without the usual liabilities. It also enabled companies to be callous, reckless and take dangerous chances. Usually with other people’s lives.

In the rush to become unimaginably rich (and believe it, many scientists did), a lot of R&D teams had taken shortcuts and performed just plain blind experimentation in their work. This created a lot of X-factors, a lot of accidents, and a lot of unexplained occurrences that nobody really understood, much less wanted to take credit for. All too often, people got in the way, and found themselves irradiated with some kind of cosmic energy, or studded with ultra-dense chromium electrodes attuned to an extra-dimensional frequency, or splashed with some freaky mystery chemical that glowed blue and wouldn’t evaporate or freeze.

Things like this happened so frequently, relatively speaking, that they began to get reported like any other industrial “accident.” Unless half a plant blew up, or at least

two dozen people died, it generally was not considered big news. On the other hand, for the people these things were happening to, intentionally, voluntarily or accidentally, it was a life-altering event, for many were permanently changed. Some died, others suffered. Many developed super abilities and had no idea what to do with them, or who to do it to! The manifestation of “powers” was not unexpected by the sponsors of these experiments, for with new breakthroughs in genetic engineering, cloning, and human augmentation, there was a mad quest to create (and consistently recreate) superhumans. Not all experiments were out to make supermen; some were looking for ways to cure diseases, enhance the immune system, turn back the hands of time to stop aging, and to cure baldness, but often the results were the same.

Century Station’s first wave of human “experiments” hit the streets often without a job, mentally or emotionally traumatized, confused, deformed or literally transformed. Some ran away to hide or to escape being caged and studied like lab rats. Those with powers deemed insignificant or unstable (comes and goes, or can’t be controlled) were paid handsomely for their volunteer services and let back into the world whether they could cope with their “changes” or not. Others were recruited by the military, Federal agencies or private industry. Still others committed suicide, fled and hid from the world or sought to lash out in pain or anger, or use their new found powers in dangerous ways. Many, even those who would become heroes and still looked (mostly) human, sometimes felt more like aliens and monsters than heroes. Outcasts looked down upon, feared and shut out because they were different. No longer human, and in some cases, more than human. Much more. Of these, a large number turned to villainy and a bunch just went loony and became the city’s first generation of super-powered street people and lunatics.

This did not paint a very good portrait of augmentation experiments or the wonders of scientific advancement. Even during the Golden Age of Project Daedalus, many failed experiments were swept under the carpet, paid off, locked away and denied that they ever happened. After the collapse of Daedalus and Century Station’s descent into vice and corruption, things got even worse. Unsolicited and inhuman experiments were often conducted in secrecy. “Volunteers” included the poor and desperate, the uneducated, the homeless, and the mentally ill, all of whom jumped at the chance to make a quick ten or twenty thousand dollars (sometimes little more than a grand) without fully understanding or caring about the risks and consequences. Best of all for the experimenters, these disenfranchised lost souls had no resources to pursue legal claims against them. Heck, some didn’t even have families and would not be missed if the experiment failed and they “disappeared” or spent the rest of their lives locked away someplace. The signed waivers protected the institutions from all liabilities, even death.

Not all superbeings who are the product of *experiments* have it bad. The most fortunate find a place in the military, police, special operations, and Super-Ops or other Federal programs. Many look entirely human, or have only

one or two quirky characteristics that make them look odd, but not necessarily outlandish or disfigured. Besides, in Century Station, depending on where one goes and what one does, looking freakish may be the height of fashion or accepted as relatively commonplace. So long as the superbeing keeps his or her origin (and true identity) secret, then avoiding the Experiment Stigma should be easy. However, if that secret gets out, then chances are the local media or any enemies of the character will use that information to their advantage, raising questions about the hero’s “condition” — whether his transformation has rendered him mentally unsound or emotionally unstable, whether he has full control and understanding of his freakish powers, whether he has a dubious past or previous criminal history, and so on. While most of this speculation will be untrue for many superbeings, it will make for a painful situation even for heroes. People will always wonder and question his competence, powers and reasons for being a hero. Until one’s unquestioned valor and loyalty to the city can be proven, there is a stigma, and even a proven hero may have particularly vengeful enemies (influential media figures and bitter police officials come to mind) who might still carry on a secret smear campaign against the character for as long as he wears a cape, figuratively speaking. Furthermore, if the character’s true identity is known, the character is effectively unmasked and must either go into hiding or join an “official” government or law enforcement agency to keep functioning as a “public hero.” This can cause additional problems of security for friends and loved ones who are suddenly thrust into the public eye (“What do think of your brother undergoing an experiment and becoming superhuman?” “Did you know all along?” “Do you think he can be trusted?” “What was he like as a child?” etc.), and exposed to media scrutiny and danger from rivals, vengeful enemies and criminals who may try to use those ties to manipulate the hero. **Note:** Also see the Mutant Power Category and the upcoming *Mutant Underground* sourcebook.

Hardware

Break out the Widgets! Remember how Century Station is a nice place for bionic heroes to operate? That goes double for Hardware heroes. Why? Because the parts required to make their gizmos are far more plentiful and less expensive here than in other cities in the U.S. And unlike bionic characters, many Hardware components don’t cost an arm and a leg (no pun intended). The power of Hardware gadgetry lies in the ingenuity of the design, not exotic components. That is why some Century Station Hardware Experts can craft just as impressive crimefighting arsenals out of what they find at a junkyard as those who have a few million dollars to burn and a state-of-the-art laboratory. These characters could go to the black market for parts and labor, but why would they want to? Most Hardware experts can make do without a special part, and in fact, many get a charge out of building something workable with what they have. Going to an unreliable black market to make a job easier is not only risky, but to most of these super-savants, it feels a bit like cheating. Hardware experts also bring something else to the ta-

ble — they tend to be received warmly by law enforcement and citizens. Not only that, but those who wish to preserve their secret identities can often find employment at any number of research and engineering businesses, or do freelance work, troubleshooting, consulting and/or support themselves by selling some of their ideas or inventions or getting royalties from patents. Even in the state it is in, Century Station still offers many opportunities for brilliant minds.

Hardware heroes and vigilantes are accepted by the public and police for two basic reasons. The first and most obvious one is that they look like ordinary people. No weird alien physiology, no freaky mutant characteristics, no disturbing experiment side effects, and no unexplainable super-powers. Just good old-fashioned mechanical know-how and the grit to meet the bad guys head on. That appeals to a lot of people in Century Station, especially its Downsiders, who see a bit of themselves in the scrappy Hardware heroes working this burg. The other thing Hardware experts have going for them is they are one of several power categories who generally tried to become a superhero and worked towards it, rather than having something happen to them and deciding to become a costumed hero because of it. *Physical Training* and *Special Training* characters are much the same way, and in the eyes of many cops and citizens, this somehow makes Hardware heroes more trustworthy. Maybe it is because these guys have been working at this their whole lives, and heroism must be in their blood. Maybe it is because this city lives on machines and gadgets, and the Hardware expert speaks a language everybody in Century Station can understand, even if only slightly. Or maybe it is because in all of the city's strange history, the number of Hardware-based villains is very, very small. Exactly why there have been so few villainous gadgeteers nobody can say, but today's Hardware heroes definitely enjoy a higher popularity because of it.

Magic

(Wizard, Object, Weapon, Bestowed)

In a city of technology, the mystic is indeed a stranger in a strange land. Commanding powers that defy logic, they work a weird way through these mean streets, conferring with powers nobody else can see, handling the villains of the dark that other hero types can not comprehend. "Boogeymen" are still very much a part of Century Station, just as they are in most cities. But in this technological age, when people are confronted by the strange and supernatural, it is all the more frightening. The average resident of Century Station, in the back of his head, realizes that at some point in his life, he will probably witness or be on the wrong side of a conventional or super-crime. Nobody really expects a supernatural event to turn their lives upside down, however. It is just too far out of their mental context. So when it *does* happen, the effect upon the victim is fear, real true, deep fear. The kind that chills the blood and electrifies the hairs on the back of the neck. Against such forces it would seem that no hero, not even the most exalted Mega-heroes, are equipped to

intervene. When Mystics step in and save the day, they do more than save somebody from being victimized. They have returned them to a world where things make sense again. They have spared them a lifetime of maddening torment as their confused minds perpetually wonder *why?* and *how?*

The very presence of magic and mystical heroes also raises these questions to the very public protected by them. However, as long as these heroes are indeed just that, working for life, liberty and justice, then the Joe on the street is willing to put up his hands, step back and let the wizards, magic weapon bearers, enchanters and eternal champions do their work. There is little difference in public perception between heroes who derive their powers from wizardry, magic weapons, magic items, or from bestowed powers and other superhumans. To them, it is all the same kind of "magic," strange and terrifying to behold, yet oddly comforting at the same time. For if there are untapped powers out there that can be used to fight off the dark, evil things in this world, then who is to say that anybody could not tap those energies and use them for good? While a true mystic knows it is never quite that simple, the illusion persists, much to the mystic's benefit. For like all superbeings, they are accepted as heroes who have decided to use their inexplicable "powers" for good. Never mind that many mystics are given their powers by forces they do not understand, for agendas kept secret from them.

Mutants

Like characters who were created by experiments, mutants are plentiful here ... too plentiful. Over the years, the numbers of mutants have climbed steadily, with no plateau in sight. What is the cause of this phenomenon, and what does this rising tide of *Homo Mutanis* mean for the rest of Century Station and the world?

Nobody can offer an easy explanation for the generations of mutants here. A popular urban myth is that all or parts of the city has been exposed to some sort of "alien" radiation that mutates humans. The local government has covered up the truth (it's out there, you know), because they can not find or stop the cause of the mutagenic source. Alpha Prime and her mysterious galactic community are sometimes accused of being behind this insidious conspiracy. Accordingly, Dr. Leopold Sarnhoff is said to have been framed because he was "really" trying to stop their evil plot. The finger of suspicion is sometimes pointed at aliens in general, all of whom must be in on the scheme or all-out co-conspirators. There is no credibility to any of this, but it remains the answer to at least a million residents, especially among anti-alien fanatics and many of the poor.

Certainly a big part of the real answer comes from the same lack of regulation, law and liability that makes the use of dangerous experiments and reckless research so popular in the city. The District of Century Station has many special exemptions from the law, tax breaks and incentives that make research much easier and without the usual liabilities. Nowhere has this been more dangerously

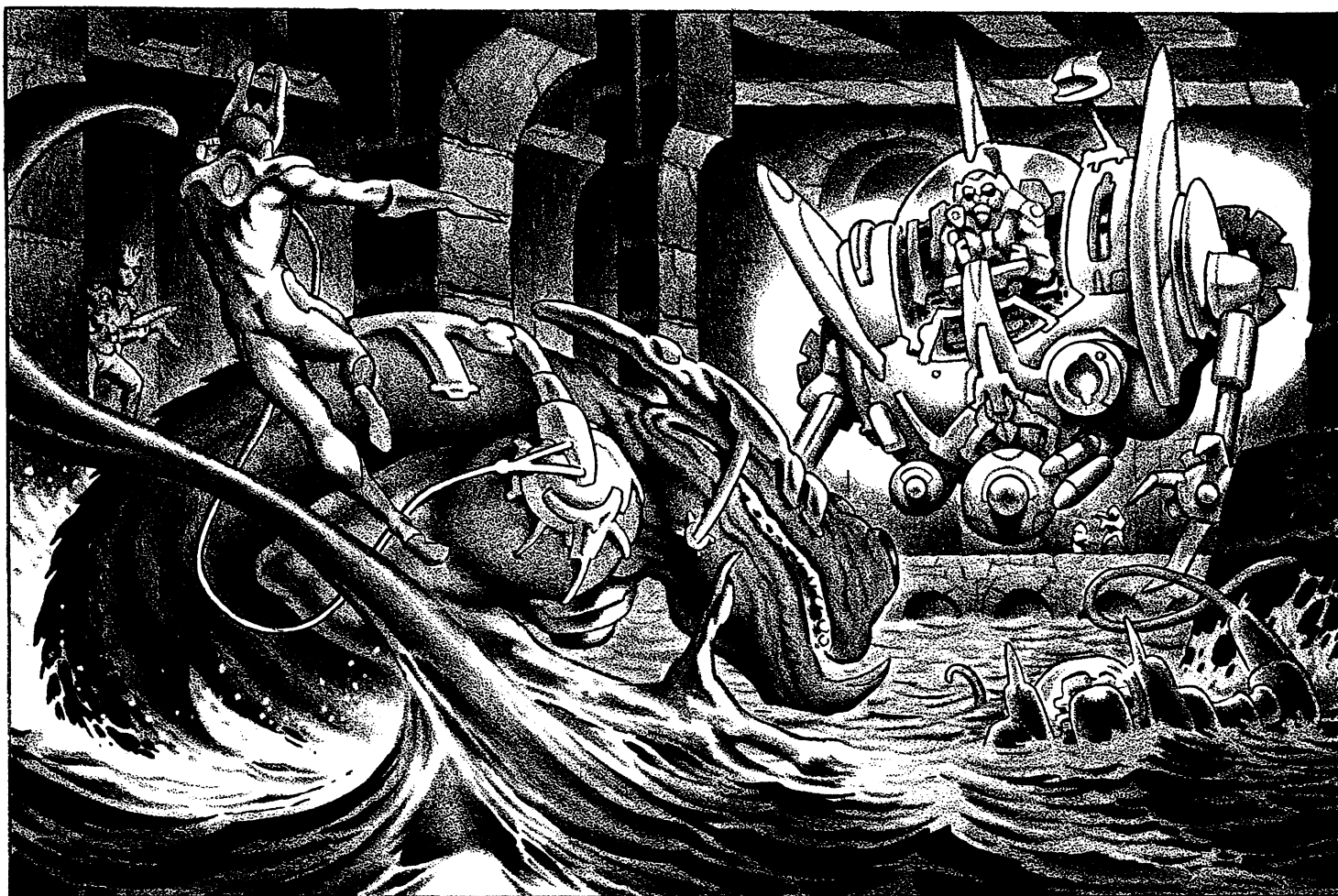
exploited than in the area of genetic engineering, Century Station's largest industry today. It also has the powerful Council of Industry behind it, lobbying for even greater freedom and protecting it from investigations and accusations of wrongdoing, especially in the area of animal mutation experiments and cloning.

Another likely answer has something to do with the intensive industrialization of the District. For generations, the citizens have toiled amid dangerous, toxic and exotic materials, waste and byproducts, any one of which might bear some kind of gene-altering property. Nowadays, the number of mutants is skyrocketing, and they all fall within the 15 to 25 year age range, which confirms that in all likelihood, Project Daedalus and the many high-tech industries that grew around it had a profound impact on the District's people, for this "mutant generation," as it is sometimes called, is the first wave of children born during or after the Daedalus years. Although the number of new mutations looks like it will begin tailing off for children born after the Daedalus years, there are still a large number of high-tech industries in town. There are also huge amounts of bizarre waste materials and by-products left behind by **Dream Garden** companies when they deserted the District, or which were illegally disposed of elsewhere in the city. These "chemical and genetic land mines," as one parents' group has called them, are changing the genetic structure of all who come into contact with them, making it likely that more children will be born with defects, impair-

ments and, for some, super abilities. Mutants with powers they can use for good or evil.

Unfortunately for them, Mutants are one of the most unpopular hero groups, along with Aliens and Experiments. The average person is frightened by mutants because they are different, because they resemble a new race that may or may not be considered competition with *Homo Sapiens*, and because the sight of mutants makes people worry that maybe they too carry rewritten genetic data, and that their children will be born so different ... if they have not been already. Century Station mutants are used to the paranoia, suspicion and cruel prejudice. Those who can cope with it often move on to live happy and productive lives. Those who can not, often become angry and frustrated at society, and take to villainy as a way of wreaking vengeance upon a city that has spurned them. At the very least, embittered mutants might be likely to become Free Agents, using their powers for just one person: themselves. Others (about 30%) go on to use their super abilities for good, becoming costumed heroes or joining police, military or less well known Federal agencies to help and protect all people.

There is another option, however, one which very few people know about. Across the nation, and some say, all over the world, there is said to exist a subculture — a secret underground — of mutants, many of whom live in the streets, sewers and abandoned buildings like unwanted castaways. Others say that this **Mutant Underground** is a



vast clandestine fellowship of mutants who have banded together for mutual support and protection. This theory holds that humans fear *Homo Mutanis* so much that they shall one day wage genocide against the monsters they have created, herding them into death camps, killing them on sight, and conducting other atrocities in the name of defending humanity from what they think might prove to be the dominant species of the planet. To this end, the Mutant Underground plans and prepares for what it hopes will never come, the *Cleansing War*, in which all mutants must decide whether to live in fear that their secret will be discovered, or to proclaim their mutant heritage openly and fight alongside their brethren to ensure that their kind will always have equal “human rights.”

If this so-called “underground” really exists, little is known about it. Rumors suggest the Mutant Underground offers safehouses, information, and a network of contacts to all mutants who discover it. It is said there is no recognized leader, nor does it have an organized structure or location. It is thought to be like a huge cell-style operation, where small groups of mutants, mostly mutant animals, each have a single person among them who belongs to a “higher” cell where every member is also a cell leader. This cell structure continues all the way up, through successive cell layers, until it reaches a top cell, with a top leader. Who this person is, nobody can say. CHIMERA is not convinced any such national organization exists, although it has found groups of mutant animals and other mutants living and working in small, cohesive groups within the District, and others living like street people and hiding in the underbelly of the city. If there is a “top leader,” he or she does not live in Century Station, but very well might visit from time to time. CHIMERA also believes that various groups may take on distinct personalities and motifs of their own, not unlike color gangs, and in that regard, stick very closely to their own, and nobody else. These mutant bands sometimes act as superhero or supervillain groups, or sometimes they simply survive quietly without drawing notice to themselves. Rumors on the street have indicated that some kind of conflict or faction war rages within the Mutant Underground of Century Station, right now. It is a secret war, fought in the shadows and back alleys, but what is the cause, and what is the prize? Some say it is for control of the Underground, while others say it is to settle long-standing feuds and vendettas before the prophesied Cleansing War begins.

Physical Training

Physical Training characters stick out in Century Station because of their strict adherence to “pure” forms of combat, i.e., no guns. Century Station is saturated with cheap and deadly firearms, which is one of the reasons its violent crime rate is so high. Nearly all conventional crime comes at the end of a gun barrel, and so does a significant portion of supercrime, too. Even a number of superheroes, not to mention Sector 10 agents and the Century Station Police Department, all require firearms to enforce the law. But not these guys. No, to them, guns are dirty and impure, one of the seeds for all the problems in

this and many other American cities. The average Physical Training character has no problem getting around gun-toting opponents. With their incredible dodging and initiative, it is a small feat for a Physical hero to simply sidestep a gunman or to knock him out before he ever squeezes off his first round. To the average Joe on the street who has lived with gun violence all his life, seeing a superhero – and one without any super powers, no less! – take out bad guys without resorting to their methods can be very inspiring. That, and the Physical character’s other fortes – incredible physical fitness and Force of Will abilities – make these heroes excellent symbols of the old-style Century Station fighting spirit. Just like the city’s idealized image of itself, Physical heroes here are rough and tumble fighters who don’t mind getting dirty to get the job done. Physical characters seem to be active mostly in the worst parts of town, where they specialize in taking out street punks, color gangs, Syndicates, and the occasional supervillain. On this particular battlefield, Physical characters generally have lots of witnesses to their deeds. After a while, successful Physical characters might find themselves with absolutely huge fan bases in certain districts of town. Aside from stroking one’s ego, this is actually a great crimefighting tool, since in friendly territory, finding informants or a safe place to stay when the cops are nearby is easy as pie. The numerous “street heroes” working Century Station have inspired numerous Downsider youths to become heroes themselves. While they are still just athletic (but normal) young men, with the proper training they too could become Physical Training heroes. From time to time, entire “schools” of these heroes in training are seen throughout the city, descending on criminals like a pack of wolves, attacking in concert under the expert command of an experienced Physical hero. Even when the apprentice heroes are ready to go out on their own, one or two often stick around as more permanent sidekicks, fighting alongside their mentor for the rest of their crimefighting careers.

Psionics

There aren’t many Psionic characters of any kind in Century Station. Certain scientists believe that whatever is causing the number of Mutants to rise is also causing the number of Psionics to decrease. Psionics themselves, however, have an alternate reason. Psychically speaking, this city is *hot*! It thrums with psychic energy that only the most inert person could not feel. With so many people, so much death and disruption, this entire city is like a massive cauldron of seething psychic energy just waiting to be released. Psionics can sense this at all times, making Century Station a somewhat uncomfortable place to stay. The sheer negative energy of this place buzzes in the back of a psychic’s skull, like the humming of a neon bulb. To all but the most black-hearted Psionics (to whom this sense of others’ discomfort is a joy), this constant irritation is almost enough to drive one out of the city forever. However, Psionic heroes find that with each bad guy they put away, and with each act of goodwill they perform on behalf of the people, the city’s dark aura brightens a little, if even for a moment. For most psychics, this can be an in-

credibly pleasurable experience, like having a great weight lifted from your shoulders for a moment. For this reason, Psionic heroes tend to develop a weird kind of addiction to their work. For only they can directly tap into the sense of relief and gratitude that the people they help send out. Only they can experience firsthand the kind of positive energy their actions spread. After a while, Psionic heroes get hooked on that kind of psychic feedback, and almost nothing can convince them to leave their work. This is what Psionics outside of Century Station call the “threshold,” that point where you cross over and become a permanent fixture of the city. Psychics everywhere know of this; Century Station is one of a dozen cities with unusual psychic activity. This is the only one, however, where heroically inclined Psionics might become enslaved to the goodness of their deeds. Like Mystics, Psionic characters tend to be seen with admiration and reverence, since they can command strange powers that are difficult to understand. Unlike Mystics, however, Psionics carry no aura of dread with them, nor do they play a prominent role in the city’s history. That is, unless they have and have simply rewritten everybody’s memories about it...

Robotics

Another relatively common and welcomed hero category, robots are nothing new to a technopolis such as this. The same price breaks and black market opportunities that exist for Bionic and Hardware characters are also present for Robot characters. Robots do not hit the black market as often as cyborgs, because they are more expensive and less available to begin with, and because CHIMERA keeps a close eye on all robot activity in the black market. Robots are just too dangerous and kept under close scrutiny. When robots or their design secrets are stolen, the authorities track down those responsible with the tenacity of a pit bull — even more so today, with the advent of CHIMERA. The reason for the extra heat on Robots is because during the Bloody Monday riots, much of the worst damage was caused by villains controlling robots and legions of ordinary thugs who had somehow gotten their hands on various types of power armor. With the firepower of a small tank, these brigands rampaged through the city, causing massive property damage, killing dozens (including more than a few heroes), and wounding hundreds more. The illegal access to power armor and the means to arm it was blamed, and the city cracked down on illegal robot sales, service and manufacturing like never before.

Now, only specially licensed operators may build, service or operate robots within the District of Century Station, and all are under close scrutiny by the government, law, and CHIMERA. Permits are issued only to specialty construction companies, trusted security companies, or groups with a legitimate scientific interest in furthering robotics research and development. As a result, many underworld figures simply refuse to deal in robotics, because they know they are being watched, and closing an illegal sale might mean the end of business, permanently. There is just too much “heat.” The tiny handful of black marke-

teers who take the risk charge exorbitant prices (50-100% more than list price). No discounts!

The Catch 22 for Robot heroes, then, is that so many of them build their super-robot without anyone’s consent, so they are illegal and subject to confiscation and permanent deactivation. After a robot hero proves his worth and loyalty (usually once the character reaches 3rd level), the robot’s outlaw status goes away, and the Police Department, Sector 10, and even the Centurions will be willing to let the character’s unauthorized status slide. Heroes who run afoul of the law for whatever reason, however, have much to fear, since robot fugitives are given top priority over other kinds of super-outlaws. This is especially tough for large robots or those with a non-concealable shape, since the authorities will be on the constant lookout for them.

Special Training

For Special Training characters, who have spent years perfecting their unique crimefighting skills, Century Station provides an optimal working environment. First off, the District’s huge population and vast resources give a Special Training hero everything they need to set up shop, from a network of informants to an arsenal of special weaponry, to a hidden training facility to further master their skills. The city also provides an abundance of criminals to target, something Special Training heroes find especially attractive.

Hunters/Vigilantes, for example, could prowl and patrol for years without ever running out of bad guys to apprehend, and with Operation Overlord on the horizon, the next few years will offer the hunt of a lifetime. **Ancient Masters** find the city a curious place, the exact opposite of the secluded training yards where they spent most of their lives. However, The Station’s hostile and unpredictable environment offers the supreme challenge to these timeless warriors, for whom the ultimate test of their skills and internal mastery are just beginning. **Super Sleuths** were made for Century Station. With rampant crime of every kind, just about *everybody* in town needs the services of these ace detectives. Those who work for profit can make a small fortune in a short period of time, while those who are purely in the hero business for philanthropy’s sake find their efforts much appreciated. **Stage Magicians** are the oddballs of the category, having no clear-cut niche provided for them by the city. This unorthodox group of crimefighters is known for their adaptability, ingenuity, and trickery. The great thing for characters like this is in a place as wild and varied as Century Station, there are many places to fit in, many little corners of the setting to adopt as one’s own. Besides, if nothing else, the city has a large and thriving entertainment industry which provides Stage Magicians ample cover when not out fighting crime. Like Super Sleuths, **Secret Operatives** also find Century Station brimming with opportunities as a government agent, freelancer or self-styled hero. There is more than enough crime and shady espionage work (industrial and governmental) going on to keep a *superspy* working forever. The abundance of high-tech gadgetry only makes

the Secret Operative's job more fun, easier and cheaper. (One will be hard-pressed to find a better price for re-charging E-clips than here.)

As a whole, Special Training characters take to their jobs with a special kind of exuberance, outsmarting, outshooting, and just plain outperforming their foes wherever they find them. Like other "human" hero categories such as Physical Training and Hardware, Special Training heroes are well received by the public. Well, better than most Aliens, Mutants and Experiments, anyway. Their quick thinking and razor-sharp skills are an inspiration to the guy on the street throughout the city, and what they may lack in sheer power, they make up for with experience, tactics, and being the best at what they do.

The Scope of Conflict

As **Operation Overlord** kicks into high gear, the battle lines between Century Station's superhumans are deeper and wider than ever. Long-standing grudges, tensions, and plots to do each other in are all boiling to the surface. For years, the city's heroes were content to simply stop villains as they were committing crimes, hoping that getting busted again would finally provide enough deterrent to keep these criminals from returning to their larcenous trade. Now that Mayor Zardona has given the green light for Operation Overlord, "permanent solutions" are needed, and the District's heroes are stepping up to deliver. The next few years are going to be nasty ones, and soon *all* superhumans will be forced to take a side. As for heroes newly arrived to Century Station, the key to survival lies in knowing who your friends are. And like everything else in this city, knowing that isn't quite as simple as it may sound.

Players of the Game

As long as there has been a Century Station, there have been superhumans living in it and battling to shape its destiny. Its heroes have struggled to prevent evildoers from wreaking havoc so that the citizens may enjoy a brighter tomorrow. Its villains have hatched an endless string of plots aimed at satisfying their greed, lust for power, or insane desire to destroy everything around them. The superbeings who have chosen to live ordinary lives with extraordinary powers, are forever pulled by either good or evil to join them in the eternal struggle for the soul of the city.

Conflicts like these have played out in other "super-cities" throughout history, but in Century Station, the division between its heroes is what draws particular notice. For reasons going back to the Bloody Monday riots (and described more fully later), the city's superheroes have fallen into two warring factions, those who fight with the city's approval and those who do not, with a third who try to avoid violence and are looked upon with dissatisfaction by the prior two. **Officially sanctioned heroes** tend to be stronger individually, and have the backing of the police and other government agencies, but their numbers are small, and they face the burden of answering directly to

the populace they serve. **Unsanctioned heroes** are, technically, outlaws and vigilantes who act outside the law, and must contend with their superheroic rivals and the police, in addition to the criminals, syndicates, supervillains and masterminds that darken the day. Wherever and whenever members from these two factions meet, sparks usually fly.

As a result, the superhuman heroes of Century Station spend nearly as much time battling and tricking each other as they do their common enemy: the criminals stalking the streets and preying on the weak and defenseless. If only all of the heroes in town could join forces, Operation Overlord would be a much less risky proposition. However, deep divisions in philosophy, crimefighting styles, and years of past altercations and hard feelings have made any sort of agreement between these two camps nearly impossible. Only in the most dire circumstances will they put aside their differences long enough to work together, but such coalitions are shaky at best, and soon, mutual distrust and misunderstanding spoil everything, and both sides return to their old ways.

Supervillains and Masterminds revel in this strife among the city champions, and constantly use it to their benefit. If a group of superbeings is known to patrol an area a villain wants to hit, they will sometimes try to lure another group of heroes there in hopes that they will provide the distraction needed. Once the two start fighting, it makes it that much easier for the villain to strike and get away clean. Moreover, this faction fighting makes it extremely easy for masterminds to trick, confuse and frame heroes for various crimes, since their rival crusaders are likely to be quick to believe the false charges (at least initially, anyway). The villains in town fear that should Century Station's heroes all join forces, the days of lawlessness be numbered, so they do everything in their power to promote as much discord as they can. By now, the most well-established masterminds have become experts at it, and spend more time pitting their heroic opponents against one another than they do carrying out criminal enterprises.

This discord, rivalry and conflict also gives the average citizens and government officials reasons to worry about and dislike, if not outright fear and distrust, specific costumed heroes, and superbeings in general. After all, these are supremely powerful individuals, many of whom are loose cannons who have taken the law into their own hands and do much to endanger people and property. So far the good they do outweighs the bad, but some people are not particularly happy to have them in town. Others don't know what to think. For now, a narrow majority still hold that superheroes are true champions of justice and a source of pride, but things could change.

Breaking In

Despite the infighting, Century Station's superhero community shares a long and illustrious heritage that is a point of pride to many who live here. For new heroes, this makes things a little difficult, since whoever they are, and whatever their reason for fighting crime, they will be in the

large shadows of the living legends, past and present, who have come before them. As well as under the watchful eye of a sometimes skeptical public and fellow heroes who will not allow a legion of brash newcomers to disgrace a proud tradition of serving justice.

Most rookie superheroes fall into one of two categories: *Legacies* and *Newcomers*. Both have their strengths and weaknesses. Legacies are heroes who are picking up where a retired or deceased crimefighter left off. Maybe one's benefactor was a parent, a friend, or a mysterious acquaintance who decided for an unknown reason to bequeath their crimefighting legacy to a promising youngster (may be related or an apprentice). The guidelines for playing with a superheroic legacy are handled nicely in the **Heroes Unlimited™ 2nd Edition** rule book. For applying them to Century Station, simply know that this is an old city, with many old legacies. For player characters, assuming the title and history of any established costumed hero might seem like an easy way to gain credibility, but in fact it is not. Undoubtedly, there are other superbeings who knew of the character's current predecessor. Those who respected him will require that the "new blood" prove himself a dozen times over and that he is worthy of bearing his predecessor's name. Those who did not respect the character's predecessor will remain convinced that the new incarnation must pay for old debts and transgressions (remember that saying about the "sins of the father?"), even if the character clearly shows that he is starting with a fresh slate. However difficult it may be to justify one's legacy (or to get out from under the shadow of it), invariably it ends up crafting a stronger hero. Those who forge their own legacy out of the memories of the past always seem to have more contacts, a deeper respect from the public, and see greater readiness from fellow heroes and law enforcement to help. Century Station respects its history, and to those heroes who have proven themselves to be a legitimate part of the noble tradition of superheroism, respect and reverence is forever theirs.

Total newcomers, on the other hand, have the problem of not being known at all! As crime reaches record levels, the amount of vigilantism in the metro area is widespread. Many independent crimefighters are not actually superhumans, but merely angry citizens and inexperienced vigilantes armed with a baseball bat, basic firearm or some improvised tool of law enforcement, and a home-made costume (one fellow calling himself the **Slinker** used long coils of industrial-grade wire to entangle robbers and truss them up for the cops). Sadly, many of these characters only end up hurting themselves or an innocent person, and the only thing they can contribute to Operation Overlord is the average criminal's disdain for "just anybody" trying to bring them in.

To be a so-called "superhero" requires more than a costume, cool name and a gimmick. Even one or more impressive super abilities is not enough. The character must learn to use those powers to the best of his ability, and act responsibly and for the greater good of the people. Reckless, clumsy, unprepared or wild *superbeings* can be as much a danger to others as themselves, and meet with an

inauspicious death or cause tragedy for others. Beginners must work especially hard to separate themselves from the crowd of wannabes, irresponsible superbeings and fed-up citizenry. Until they do, nobody will take them seriously, not the police, not other heroes, and not even many street contacts who would otherwise help the character in his personal crusade against crime. While this might be useful for staying off of CHIMERA's *Watch File*, it does little good when looking for help, reinforcements or trying to pool resources with established heroes. All newcomers keep their eyes open for their "big break." That one case or incident that finally nets them media coverage and the public accolades they deserve, particularly in the eyes of their fellow heroes and lawmen. Some crusaders get their break on their first adventure, while others labor for years as a crimebusting or superpowered nobody. Hey, life isn't fair, especially for superbeings. If it was, the world probably wouldn't need them so badly and they'd live the life of Riley.

Another important aspect that can help in becoming a successful superhero is finding a mentor, sponsor or benefactor. Training against the extraordinary rigors of supercrime is nearly impossible via simulation or going off half-cocked to battle the bad guys. Imagining what crimefighting is like and doing it are two completely different things, and few people, even superbeings, are prepared for the harsh reality. This is troublesome for new heroes who can suddenly find themselves way over their heads or in a panic situation. This is where a mentor or experienced advisor (policeman, private detective, ex-hero, etc.) can make a huge difference. To this end, many young heroes look for an experienced hero who might take them on as a sidekick or apprentice to show them the ropes. Some sidekick arrangements last for as long as the two heroes are active, with the sidekick taking his partner's costumed identity upon death or retirement, and finding a new sidekick for himself. Others simply stay on as a sidekick until one or the other feels the sidekick is ready to strike out on his own, with or without their partner's blessing.

Aside from training, warnings and advice born from experience, funding is also important. This is especially true for technological-based characters who must maintain and upgrade their arsenal if they wish to stay current with the growing power of their teammates, as well as to make repairs and perform simple maintenance. Unless one is independently wealthy or does not need much in the way of resources beyond raw courage and super abilities, finding some kind of sponsor or benefactor is crucial. While a few superbeings have gone so far as to accept mainstream corporate sponsorship (often at the cost of their respectability), or join government sponsored agencies (often limiting what they can do within the scope of the law), most find more clandestine ways of funding their career. This can mean any number of things. One is having a "real job," full or part-time, as an ordinary citizen to support his heroing alter ego (but limiting his availability as one). Another is being supported by a loved one, friends or family. In this case, they know about and approve of the character's superheroic antics, and *may* even assist his/her cru-

sade in subtle ways beyond financial and emotional support (i.e. offer alibies to police inquiries, make and repair the costume, provide first aid, monitor the Internet, media reports and other communication channels for information and research, perhaps even drop off or pick up the hero at rendezvous points, and similar things). Another is the possibility of receiving funding from a philanthropic citizen who wishes to quietly contribute to the war on crime, or the scientist or organization who created the hero's power armor exoskeleton, robot or cyborg body, or the experiment that empowered him. One of the more common and morally questionable solutions is to loot the bad guys and use the underworld's own resources against them, much like a guerilla soldier wages war against a larger, better equipped adversary.

Relatively few heroes go it alone in Century Station, largely because criminals, like hyenas, travel in packs, and even the mightiest lion knows that a pack of hyenas can bring him down when alone. As a result, many heroes

either band together for strength and mutual support, or have a network of "contacts" (trusted friends and agents, secretly supportive lawmen, informers, etc.) to give them a hand as needed.

Of course there are lone wolves. Solitary heroes who, for one reason or another, prefer to work alone. Maybe they were part of a group and left it or were expelled. Maybe the group got wiped out and the hero, its sole survivor, can not face starting or joining a new one — ghosts of the past haunt many a hero. Other characters are anti-social, or prefer solitude, or being unencumbered by the judgements of partners, or feel like a freak and dislike being around others. Whatever the reason, lone wolf heroes are considered one of the greater enigmas of the city, and carry a mystique all their own. Those few who have made it and become established tend to carry the respect and street credibility of an entire hero group, especially in the eyes of criminals and the public.

Welcome to Century Station

Century Station is a world-class metropolis featuring a population of some seven million people, and occupying over 300 square miles (780 sq. km). In terms of people, it is one of the largest cities on the planet, but smaller than giants such as New York, Mexico City, Tokyo, and Sao Paolo, Brazil. In terms of land area, it covers about as much space as Chicago or Los Angeles. The city consists of a coastal, metropolitan lowland blocked off by **Rattle Ridge**, a low and thin system of hills that acts as a natural wall separating the inner city and the sprawling suburbs and farmland on the other side.

Location Note: In game terms, one of the few aspects of Century Station deliberately left blank is its location. It is a coastal city in the United States, but after that, exactly where it lies is up to the Game Master. It could just as easily be within the crowded Northeastern Seaboard as it could be on the coast of Oregon or the Gulf of Mexico (Texas, Georgia, Florida, and such). Or, it could inhabit a fictional island somewhere. It doesn't really matter, just so long as its location fits conveniently within the boundaries of your campaign. Another reasons why the location is left blank was to pay homage to the great super-cities of comic book lore, such as DC Comic's *Metropolis* and *Gotham City*. Even though those cities were metaphors for real places such as New York, the fact that their precise

locations were never nailed down lent a fantastic air to the places that went hand in hand with the equally fantastic champions and villains within the city limits.

Aesthetically, the city ranges from a gleaming techno-city of the future to a blasted post-industrial wasteland. The **Society Hill** borough features forests of towering skyscrapers centered around the **Silver City arcology**, a massive building the size of two dozen city blocks. Along the primed and preened shoreline areas of this borough, gorgeous, sprawling mansions reside amidst patches of still-virgin woodland and beachfront. Further away, near the new airport, lies the **Millions Pavilion**, a commercial arcology that rivals Silver City.

In **Center City**, the buildings become a bit lower, but the landscape remains a relatively featureless grid of intense urban development. Most of the buildings are large apartment and condominium complexes interspersed with strip malls, shopping centers, office complexes, and light industrial centers. Near the bay, the land turns into a riot of color and glitz thanks to the shoreline casino, amusement parks, theaters, stadiums and other entertainment operations.

The next borough over, **Brisby Flats**, is where the squalor of the city takes hold, and most of the districts are marked by crumbling and shabby buildings and other

signs of urban decay. In the “**Dreadzones**” — districts that have been reduced to near lawlessness and abject poverty — such as **Waingroh** and **The Grinder**, entire city blocks’ worth of debris mark where buildings have been destroyed but not cleared, much less rebuilt. Many of these buildings went down during the *Bloody Monday* riots, but every year, one or two more are reduced to rubble by acts of arson or carelessness, or from collateral damage caused by a superbrawl. Brisby Flats extends for nearly half of the metro Century Station area, extending right up to the foot of **Rattle Ridge**, which aside from the highways that cover it, is considered District Park Land and is not slated for development. Aside from a thin zone of polluted forest near Brisby Flats, Rattle Ridge is a beautiful expanse of old forest where there still exists a preserve of native wildlife. The area is popular with campers and hikers, although as of late, the area has also become a spot for criminals to meet secretly, dispose of victims or evidence, or to waylay defenseless citizens out to enjoy the scenery. On the other side of the ridge lies **Diego Verde**, a broad expanse of pleasant suburbs and farmland, where the city seems to have spilled over but not really taken root yet. Here is where you find vast fields of single-family homes amid rapidly diminishing farmland. With things so bad in the city, people are moving “over the ridge” to Diego Verde, which is why there is such a rampant rate of commercial and residential development going on in the area. The farms are rapidly disappearing as developers pay 20% over the going rate for land, encouraging an entire generation of agribusinesses to cash out early and move on to — if you will pardon the pun — greener pastures.

The tech level of the District also varies considerably between the boroughs. **Society Hill** remains highly advanced, as evidenced by its many air cars, its twin arcologies (themselves a Herculean feat of engineering) and abundant personal technology such as tiny notebook computers (some utilizing a VR stylus and holographic screen), cybernetic medicine, and robot security systems. The entire borough looks like a page from a science fiction magazine, an artist’s rendering of a future transformed by technologies that are as elegant in appearance as they are practical in function. Such-high tech living has eliminated most air and noise pollution, and the very streets hum with the energy of massive engines buried underneath, powering the borough’s power grid and other functions.

Center City and **Diego Verde** resemble an upscale U.S. city or suburb from the late 1990s. Satellite dishes, cellular phones and the occasional air car punctuate the landscape, while the citizens cruise the CityNet on their free Abacus notebook computers, recently provided by the city. While development remains intense, the buildings are not so closely packed that people lose all sense of privacy. Slowly, Center City edges forward to the technopolis of Society Hill, but it is still a long way off. One reason is the city’s continuing crime wave and related troubles discourages widespread redevelopment of the central borough. Another is that the high technology of Society Hill is

supported by its residents’ incredible wealth. Resources the people of Center City simply do not have.

Diego Verde is the suburban flip side of Center City, only the flight out of *Metro Century Station* has caused a housing boom of titanic proportions. So fast is Diego Verde developing, some warn, that in 10 or 20 years, when the area wishes to intensify its development, it will be difficult at best, thanks to a lack of central urban planning. By comparison, entering **Brisby Flats** is to take a step back in technology by a good 10 or 15 years. The constant crime and destruction of Bloody Monday, followed by the city’s inability to rebuild, has left half the place in ruins or serious decay. The people here can hardly afford to make ends meet, much less maintain a standard of living that allows them to take advantage of the high-tech gadgetry that is so omnipresent in the District. Even though there are spots of high-tech development here and there (especially near what used to be *The Dream Garden*), the area is very run-down and many of the buildings evoke a 1950s retro-tech look, feel and function, rather than the gleaming future represented by Society Hill. It is as if the entire borough lives on hand-me-down technology passed from the Hill to Center City, and then, if at all, to Brisby Flats. Buildings look like they were designed and built in the 1940s (which is true, for the most part), people drive aging cars, and no personal air vehicles dot the sky, unless it is some rich thrillseeker from Society Hill daring the Downsiders of one of the Dreadzones to shoot at them. While all children are given a free Abacus notebook computer upon their 10th birthday, many of these are pawned away, leaving the kids here to tap away on ancient computers and typewriters while they dream of upgrading their television reception from antennas to cable. The only area in which Brisby Flats has kept up with technology is in the weapons its criminals pack. An ominous sign of what *really* drives the economy on the wrong side of the tracks at Century Station.

Crime

Like wealth and technology, the crime level also goes from low to terrible from Society Hill to Brisby Flats. On **The Hill**, an intensive police presence, coupled with advanced home security systems, keeps street-level crime to a minimum. Supercrime still exists here, as elsewhere in the city, but the citizens do not live in fear as they do in one of the Dreadzones. **Center City** is caught uncomfortably between peaceful Society Hill and turbulent Brisby Flats. Its residents seem to be in a constant state of worry: Will their community get Society Hill’s stability to rub off, or will it drift into anarchy like its shattered neighbor, Brisby Flats?

The Flats, of course, need no introduction to crime. In the best sections, crime is at an unacceptable one incident per 100 people. In Dreadzones, the poorest and worst neighborhoods, the ratio climbs to 1:20, 1:10, or even 1:4! Brisby Flats has the worst crime problem in the U.S., and is considered by the rest of the country to be a national disgrace. A comparable situation might be the utter anarchy found in certain third world nations, where crime is so

bad that assault-rifle wielding bodyguards must accompany restaurant patrons from the front door to their car just six feet away. Yes, depending on where you are, it is *that* bad. The question is, will the rest of the city deteriorate? Or does it still have the strength to resurrect itself and become more like Society Hill? Only the future can say, and for now, she's not talking.

Highways and Byways

Getting Around in Century Station

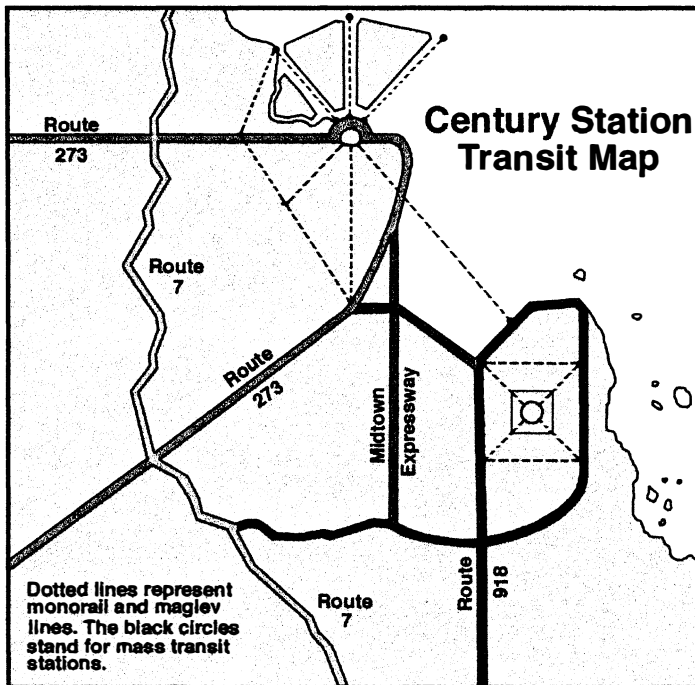
Maglev Lines & Conventional Rail. The Century Station rapid transit system is quite extensive, consisting of elevated trains, conventional subways and a high-speed, high-tech elevated monorail. There are a total of nearly 300 stations along 175 miles (280 km) of route. Train service is provided at each station twenty-four hours a day, seven days a week. Passage tokens can be bought at any transit station, or more commonly, riders buy debit cards they simply swipe at the station each time they want to take a ride. The card automatically deducts one token's worth from the rider's account. Additional money can be put on one's debit card at any transit station or ATM in the city. On any given weekday of the year, more than two million passengers use the Century Station rapid transit system, despite the fact that it has become a popular hangout for criminals. Although police presence on city trains is high, civilians are still taking their chances when "riding public," and often will not carry anything obviously valuable with them when they do so.

Freeways. Americans have always had a passionate love affair with their cars, choosing them over cleaner, cheaper, and more efficient means of mass transit. It is no different here, where despite the extensive rail system and bus lines, massive freeways had to be built to support the civilian motor traffic. Century Station has three major freeways in the metro area: **Route 7** which runs along the top of Rattle Ridge, **Route 273** which runs through the city and curves around the Labyrinth district, and **Route 918** which runs through the Society Hill part of town. In addition to these, the city streets of *Society Hill* and *Center City* are effectively highways as well, with eight lanes and elevated expressways for rapid transit through the city. These double-decker roadways see a lot of traffic accidents, especially in merging areas, which has prompted many civic leaders to take down the elevated portions. Considering how more and more people in that area can afford aircars, the additional road space seems more irrelevant than ever (of course air traffic and congestion is the mounting new problem).

Traffic throughout the District of Century Station is insanely thick and hazardous, especially in the heavily populated city areas, as people drive at breakneck speeds with little to no sense of road etiquette. Road rage, violent crimes committed by frustrated drivers, is soaring, in large part because traffic patterns make getting in and out of the city a major expedition. Century Station has the longest average commute time in the U.S., at an average of 100 minutes, beating out both Washington, D.C. (91 minutes) and New York City (73 minutes). Being stuck in traffic all

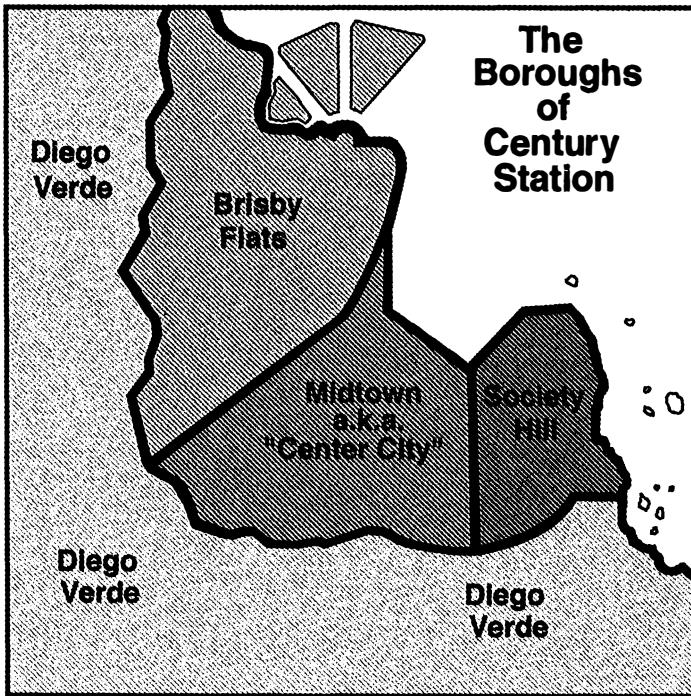
morning and all evening is enough to drive anyone crazy, which is why some people curse and threaten other drivers, and the most extreme ram each other with their cars, or pull a gun and start popping caps when they get cut off.

The only real solution is to get people off the roadways. The city used to address traffic problems by simply building more roads, which only encouraged more people to drive! The best way to eliminate excessive traffic is to get people to live where they work, and to use public transit, which was the entire concept behind the push to build the Silver Hill arcology, a gargantuan building that houses over 250,000 people and over 1,000 businesses and industrial centers. Most of the people who live there need not leave the building to get to their jobs, which takes a lot of pressure off the local roadways. That, and most folks in Silver Hill are loaded, so they can afford aircars as their primary means of transport. In comparison to the rest of the city boroughs (especially Center City and Brisby Flats), parts of Silver Hill are virtually traffic free. It is the city's hope that one day, each section of town will have multiple arcologies, making urban sprawl and ultra-congestion nasty memories of the past.



Airways. With the advent of (comparatively) cheap personal air travel, citizens have been trading their cars in for aircars, skybikes and hovertrucks both for the exhilaration of flight, and for the much more efficient travel it offers. After all, if you can afford it, why sit in traffic all day where you might get carjacked or caught in the crossfire of a superbrawl, when you can be safely humming through the skies at 120-200 mph (192 to 320 km)?

While these new air vehicles are easy to pilot, having a lot of them in a congested area is still very dangerous, especially since aerial collisions will be compounded when the stricken aircraft crash to the ground and into traffic or buildings. For that reason, the city requires that in the metro area, all personal aircraft fly along designated traffic lanes, as marked off by floating traffic buoys. These buoys



are marvels of Project Daedalus spinoff technology, one of a handful of advancements not confiscated by Alpha Prime and her fellow interstellar peace officers — probably because they were deemed as having been within the grasp of Earth technology. The buoys are tiny robot vehicles that possess tiny micro-hover engines and a super-solar power supply that keeps them perpetually airborne. Directional jets hold the buoys in formation, and when they need service, they automatically drop out of the lane and fly to their nearest maintenance station.

There are 10 “airways,” one on top of another, positioned directly above each street and highway in Century Station. Each airway is the traffic buoy equivalent of an eight-lane highway. Each airway consists of a 100 square foot (9.3 sq. meter) area, giving traffic there plenty of room to shuffle and deal with turbulence. Changing altitudes can be done every few blocks at designated vertical merge zones. Above the topmost airway, traffic is free to fly in any direction, letting airborne travelers leave the city in a flash or land on top of the tallest buildings’ rooftop landing pads.

Many buildings in the city are designed with air traffic in mind, and have landing areas, or “skyports” built into the sides of the structure at every airway level. “Flythrough” businesses are huge in Society Hill, where air travelers can pull over and enjoy the same kinds of amenities that ground travelers have (gas stations, rest areas, fast food places, banks) without having to go all the way to the ground.

Hot rodders are not tolerated, and neither are reckless, offensive, or intoxicated flyers. The first offense for reckless flying, flying at excessive speed or flying while intoxicated is a hefty fine and a temporary suspension of one’s flying license. A second violation within a year of the first results in permanent suspension of one’s license. Flying without a license carries a minimum 120 day jail term and up to a \$15,000 fine. To enforce these laws, the police

have a fleet of turbocharged aircars and skybikes that specialize in intercepting dangerous drivers, forcing them to a lower altitude, and doling out their punishment. Many types of superbeings can also assist in these matters.

Note: Flying superbeings generally do not conform to air traffic lanes. Only aircars, skybikes and hovertrucks are relegated to these lanes so far. Other “conventional” aircraft like gliders, helicopters, dirigibles and airplanes are forbidden from these lanes and must fly over or around them. As with so much of Century Station, the use of “aircars” and similar flying vehicles is an experiment watched closely by the rest of the world.

District Overviews & Places of Interest

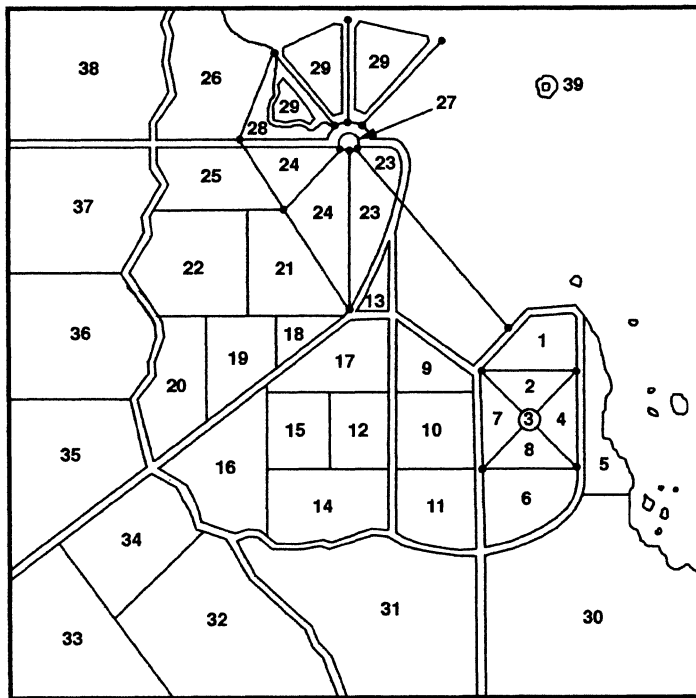
Century Station consists of four boroughs: **Society Hill**, **Center City**, **Brisby Flats** and **Diego Verde**, which have a total of 38 subdistricts among them. Each subdistrict is like a small town or city unto itself, with its own cultural and economic peculiarities. Despite the District of Century Station’s size and population, many people live their whole lives in a single borough or subdistrict, or even in a single neighborhood! As a result, there is no uniform feel to the city, as some might expect. Rather, it is a patchwork quilt that encompasses all walks of life. When one considers how different some of these areas are from each other, it is sometimes a wonder that any kind of citywide government can function at all, much less pull off one of the most ambitious city revival projects (Operation Overlord) ever attempted.

In the interest of conserving space and sparing the reader needless repetition, the overviews for each section of Century Station have been condensed considerably, providing just the bare bones to familiarize one with that part of the city.

Description of Terms:

Population: This refers to how many *permanent residents* live in that area. During the day, the population may skyrocket or plummet by as much as 75% as people go to work and school. In Century Station, there is a fairly steady population growth rate of about 5% each year. At that rate, in another 14 years, the population will have doubled to over 14 million. Considering how stressed the city’s resources are, this could be catastrophic.

Land Use: There are three basic kinds of land use described in this section: *residential*, *industrial*, and *commercial*. The order in which these terms appear determines the predominance of development for each category. The first descriptor is the primary land use for the district, the second descriptor is the secondary use, and the third is the tertiary use, which often times is negligible. *Residential* use means housing: Single family homes, townhouses, condominiums, apartment complexes, schools, community centers, churches, small neighborhood stores, and small city parks.



Century Station, District by District

Society Hill

- 1: Silver City
- 2: Battenberg Heights
- 3: Century Park
- 4: Avalon
- 5: Victoria Beach
- 6: Bocatello
- 7: Fleetwood
- 8: Midgard

Midtown

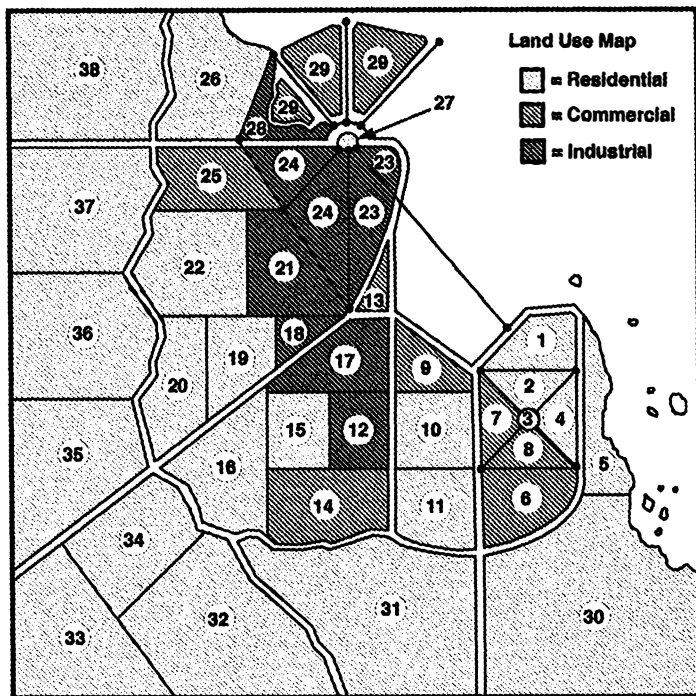
- 9: Retropolis
- 10: Everett
- 11: Javarta
- 12: Ogilvie
- 13: Xenophon
- 14: Calaverada
- 15: Quicy Flats
- 16: Kilgore
- 17: Willingham

Brisby Flats

- 18: Norwood
- 19: Waingroh
- 20: Lennox
- 21: Zericho
- 22: Hannigan
- 23: Saritoba
- 24: Kerguelen
- 25: Drummond
- 26: Orange Hills
- 27: The Labyrinth
- 28: Napier Bay
- 29: The Archipelago

Diego Verde

- 30: Garden Valley
- 31: Old Orchard
- 32: Mignola
- 33: Ulster
- 34: Fairfax
- 35: Holbrooke
- 36: Breckland
- 37: Rattle Ridge
- 38: Truffault
- 39: Gramercy Island Penitentiary

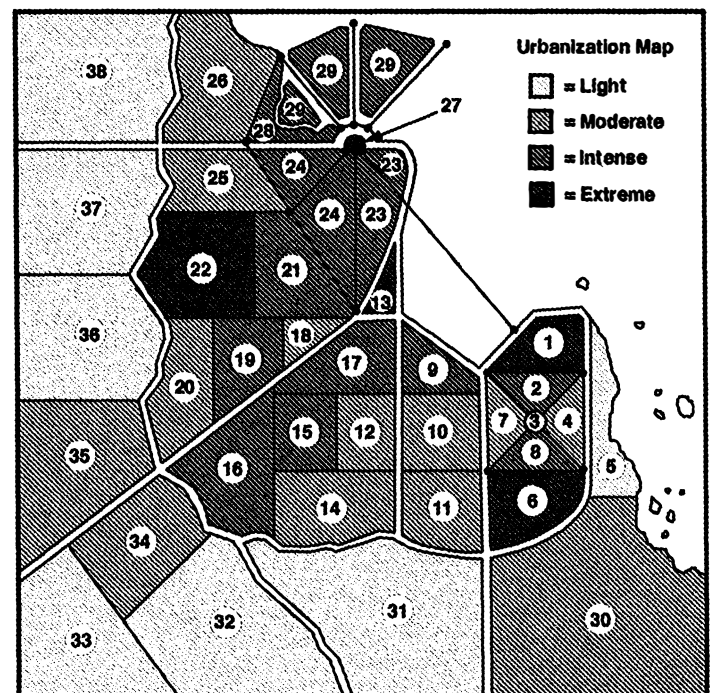


torical sites, government buildings such as city offices, post offices, welfare offices, etc., and civil services such as hospitals (even those that are for profit), fire departments, police stations, etc.

Urbanization ranges from *Light* to *Moderate* to *Intense* to *Extreme*.

Light indicates sparse development, sprawling houses, commercial parks, or office campuses. Lots of lawns or undeveloped woodland/meadows.

Moderate indicates a fairly even level of development in the area, with scattered patches of open space or undeveloped land set aside as landscaping or for environmental purposes. Commonly seen in large single-family housing developments.



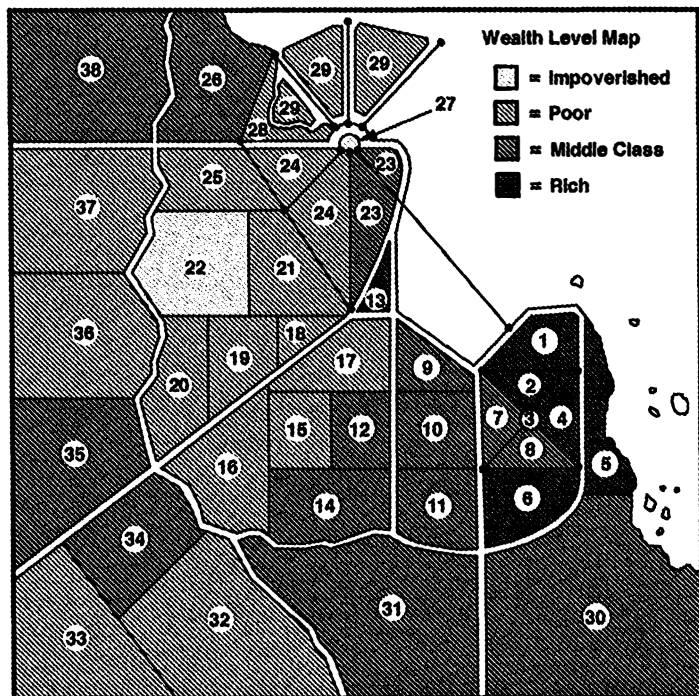
Commercial use means land dedicated primarily to business purposes, such as low profile freestanding office buildings (no taller than three stories), light industrial parks (no factories), small businesses, strip malls, business centers, malls, superstores, and "power centers" (clusters of superstores in a single commercial development).

Industrial means land primarily dedicated to production and manufacturing facilities of one kind or another. Office buildings are white-collar industrial sites, whereas factories and warehouses are blue-collar industrial sites.

There is a fourth type of land use, Public land, which typically is lightly and evenly distributed through any given subdistrict, and so does not get special mention. Public land typically includes parks, playgrounds, and special his-

Intense indicates a total clearing of the land, usually with multi-story buildings. In some places, skyscrapers may block out the sky. This is what one typically finds in the downtown area of a large city.

Extreme is about as developed as the land can be. This classification is reserved for arcologies and for areas with enough skyscrapers to block out the sun (i.e. New York City and L.A.).



Wealth: Indicates how much money the citizens have on average, on a scale of *Impoverished*, *Poor*, *Middle Class*, and *Rich*.

In an *Impoverished* area, more than 33% of the citizens there fall below the poverty line, and up to 50% are unemployed. Many do not scrape together enough money to cover basic necessities such as food, clothes and fuel. Not surprisingly, crime tends to be rampant in these areas, as people turn to stealing the things they need but can not earn. Police presence is low to virtually nonexistent.

Poor areas tend to be run-down and/or old, and with little outside investment interest. Unemployment rarely exceeds 20%, which is still terribly high, with an average of 10% to 15%. Crime is high here because of economic hardship, only most crooks see crime as a way of moving up and out of their current situation, not as a way to survive. Police presence is poor and slow to respond.

Middle Class areas have low unemployment and for the most part are clean and respectable, with nice properties and plenty of space. Overcrowding is uncommon here, unlike in *Poor* and *Impoverished* areas, and police protection is good to very good.

Rich areas tend to consume the most resources by the fewest number of people, where luxury is everywhere, and the harsh realities of the unfortunate can be as distant and inaccessible as the center of the Earth.

Crime: Indicates the frequency and severity of illegal activity on a scale of *Light*, *Moderate*, *Intense*, and *Ex-*

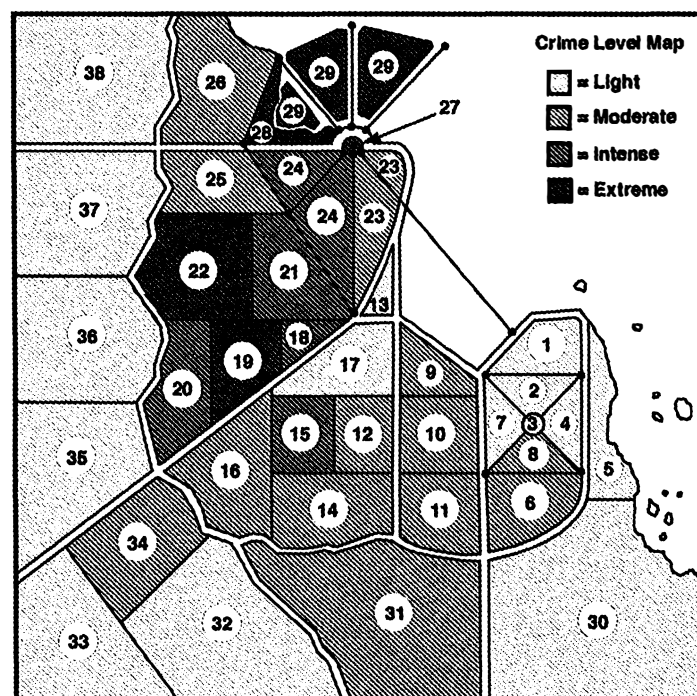
treme. Note that a "supercrime" is a criminal act that involves superbeings or masterminds.

Light criminal activity is usually seen in affluent areas where there is either a high degree of police presence or an uncommonly high degree of community involvement (block watches, etc.). Either way, it is safe to walk the streets at night and even leave one's doors or windows unlocked. Criminals simply do not come to places like this because there are easier targets elsewhere. However, even these communities suffer from the occasional (every few years) crime wave; typically a rash of burglaries or con-artist operations (the latter often targeting the elderly).

Moderate crime occurs in places where there might be early urban decay, highly affluent businesses with little security, proximity to a serious crime zone, etc. Nearly every city in the U.S. has at least one section with *Moderate* Crime. In any given "week" there are 1D4 supercrimes, 1D4 violent crimes ranging from assault to murder, 1D6+2 other felonies, and 4D6 misdemeanors.

Intense crime occurs in places where serious urban decay, drug use, poverty, lack of jobs, poor weapons control, and a host of other problems have converged to make the area unsafe, especially during the evening. On any given "day," there may be 1D4 supercrimes, 2D4 violent crimes ranging from assault to murder, 2D6+2 other felonies, and 1D6x10 misdemeanors.

Extreme crime areas are nicknamed "Dreadzones," in Century Station slang. They are places so riddled with crime that it borders on anarchy. The entire area is highly unsafe at any time of day, with nighttime being the worst. Crimes of every kind occur here, usually unchallenged and without much (if any) investigation by the authorities. On any given "day," there will be 1D6 supercrimes, 4D6 violent crimes ranging from assaults and arson to murder, 1D4x10 other felonies, and 1D4x100 misdemeanors. And these are just the crimes the authorities find out about (the public only hears about the worst 5%)! *Extreme* crime





zones are few and far between and very rarely are found in modern, industrialized nations. They are typically found in areas of civil war or rioting. That Century Station has four areas suffering Extreme crime underscores just how bad the situation there has become.

Overview contains any pertinent notes about the area and is fairly self-explanatory, as are **Places of Interest** and **People of Interest**.

Society Hill

a.k.a. “The Hill” and “Silver Hill”

Far and away the nicest part of town, Society Hill still resembles the Century Station of yesteryear. It is a thick forest of gleaming skyscrapers and massive complexes boasting bizarre and experimental architecture, intertwined with streets, bridges, skyways, and rapid transit lines. The sky here is thick with personal and commercial aircraft, and the landscape is dominated by two arcologies — a pair of gargantuan complexes built to accommodate the volume of 100 city blocks — the **Silver City Residential Arcology** and the **Millions Pavilion**, one of the world’s largest shopping centers.

Here on Society Hill, the financial services industry keeps the high standard of living afloat, and crime is minimized by a serious police presence (the residents have enough political pull to get special CSPD patrols assigned to their neighborhood), as well as numerous well-armed private guards (some superhuman) hired by skittish residents to make sure *their* neighborhoods do not get touched by the citywide crime crisis.

Silver City

Population: Approximately 1,000,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Extreme

Wealth: Rich

Crime: Light

Overview: The most heavily developed part of town. A dense skyline of gleaming skyscrapers, sub-arcologies, and sprawling commercial and residential complexes complete with state of the art services and infrastructure. Silver City is fairly self-contained, so those who are fortunate enough to live here rarely need to venture outside of their corner of the district.

Places of Interest:

- **The Silver City Residential Arcology**, home to 80% of the district’s total population. Inside, the complex resembles a luxury hotel in every respect, and even the cheapest monthly rent for the lowliest unit is more extravagant than most housing in even the middle class sections of the city. Security is incredibly tight thanks to extensive internal video surveillance and a small army of armed security guards which effectively act as a private police force. Within the arcology are office districts, athletic clubs, and shopping centers, so one need not ever leave the building. For many of the arcology’s richer inhabitants, that is the real allure of this place — to live in isolation from the rest of a dark and decaying city.

- **The Waterfront**, an extensive bayside commercial complex featuring one of the world’s largest yachting clubs and pleasure boating centers.
- **The Jade Tower**, a 101-story mega-skyscraper that is a light, stony green on the outside. The building is one of the world’s tallest and broadest, measuring four city blocks at its base. After the Silver Hill arcology, it is the most easily recognizable landmark in the subdistrict. The tower is primarily a white collar industrial building, providing the headquarters for numerous international conglomerates.
- The **Standish Building**, another mega-skyscraper, best known for the 10-story tall sculpture of its now-deceased builder, Ernst Zweihander Standish, hailed in his time as the city’s biggest egomaniac. (No wonder!)
- The **Skydome**, an experimental building consisting of a 10-story foundation, eight support columns (which also house elevators) filling an otherwise empty 30-story space, and a 20-story “habitation module” on top of the stilts. How this building keeps from falling over is a wonder of modern architecture but numerous folks suspect some kind of alien technique was involved. The building is a commercial complex on the bottom and the lower 10 stories of the upper module. The middle 10 stories of the upper module are residential, and the top 10 stories are enclosed by the world’s largest geodesic glass dome, which encloses a massive greenhouse and biopark.

Battenberg Heights

Population: Approx. 100,000

Land Use: Residential, Commercial, Industrial

Urbanization: Intense

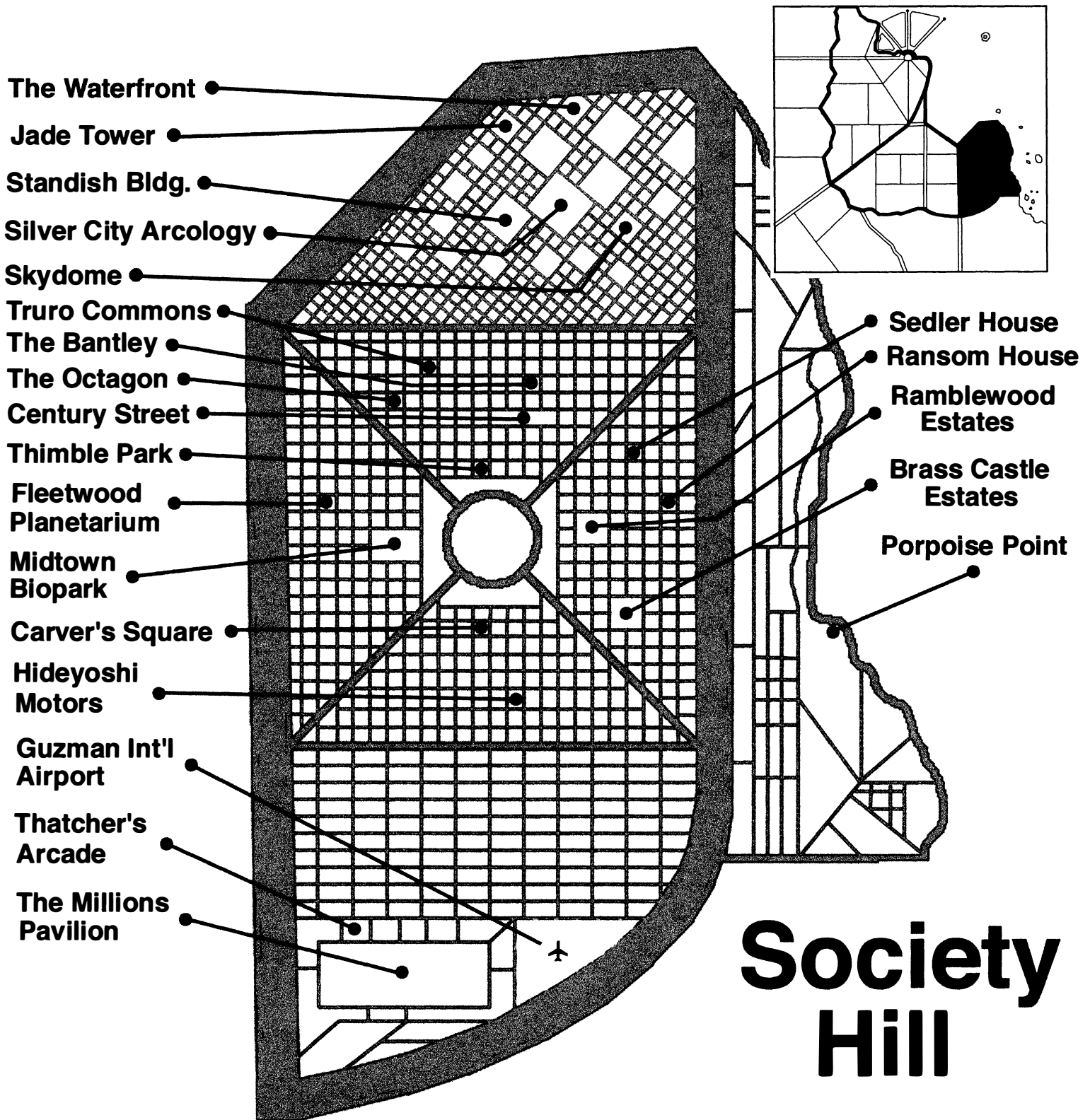
Wealth: Rich

Crime: Light

Overview: Many of those who work in Silver Hill often live in Battenberg Heights, an almost entirely residential district with huge homes and stately manors. What little commercial and industrial development is here is mostly spillover from Silver City.

Places of Interest:

- **Truro Commons**, a lavish housing development that boasts beautiful parks, ponds, golf courses, and a security wall cleverly disguised as an earthen berm, and ominously equipped with retractable laser rifles and automated tracking devices for deadly and efficient auto-intruder defense. The complex has the system in case a riot ever breaks out nearby.
- **The Bantley**, a towering condominium complex that houses Klaus Pizelli, the CEO of *UberKewl Entertainment*, a splatterpunk software developer that makes exceedingly violent video games. Their marketing strategy is to make games so shocking that they are banned, making them underground cult favorites that sell for years.
- **Thimble Park**, an open-air plaza where merchants and street performers sometimes gather on the weekends. It is a beautiful and charming place, marred only by a



superbrawl that occurred here three years ago, not that one can tell from the quick clean up.

- The **Octagon**, an eight-sided housing development consisting of 128 identical, triangle-shaped buildings all packed in a tight, angular grid. Very popular among the more artsy residents of town.
- **Century Street**, a wide thoroughfare said to be haunted. At night, motorists stopped at streetlights swear that invisible hands will bring a spray bottle and squeegee out of nowhere and clean one's windshield,

all the while asking for loose change in a lowly, spectral voice. Hoax or haunting?

Century Park

Population: Negligible — under 100.

Land Use: Special: Public Land

Urbanization: Light

Wealth: Rich (an extremely well cared for public facility)

Crime: Light

Overview: A massive, beautiful expanse of woodland pre-

served for the good of the whole city, but really only enjoyed by the privileged East Enders.

Places of Interest:

- **The Statue.** An animated statue of the city's first mayor, equipped with a fully articulated mouth and advanced ITS AI programming, so it can have light conversations with passers-by. The statue also knows rudimentary hand to hand combat and has the equivalent robot P.S. of 30, so it can easily grab on to and hold any vandals until the police arrive.
- **Six Springs Fountain,** a famous "hydro-dynamic" sculpture that features artfully spraying and squirting water and multiple lights to illuminate the entire thing. It has appeared in many movies and is a city landmark.
- **Loch Elen,** a small but very deep lake within the park, thought to extend to a deep system of caverns that eventually feed into the bay. No SCUBA diver has ever gone deeper than 60 feet (18.3 m) and returned to tell the tale, prompting many people to speak of some kind of monster that must live beneath the surface, waiting to gobble up anyone foolish enough to enter its domain.
- **The Grand Lady & Her Hand-Maidens.** A copse of trees like any other except for persistent reports that faeries or some other kind of small, supernatural creatures live there, and are fond of pilfering people's picnic lunches. Within the copse is an oak tree that is over 400 years old. This tree is just massive, and possesses bark strong enough to deflect even the heaviest chainsaw. It is as if the thing has simply decided it will not be cut down for any reason or has mutated into near indestructible wood.

Avalon

Population: Approximately 120,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

Wealth: Rich

Crime: Light

Overview: An exclusive residential area where the "old money" of the city still live. Much of the subdistrict is made up of smaller communities that are walled off with a single gated access point. Armed security forces patrol these neighborhoods, making them seem more like luxury military installations than actual residential areas. These areas are populated largely by folks over 50, so there are virtually no children to be seen anywhere. Avalon's residents also tend to all vote the same way, making this one of the more crucial areas to court in an election, since these folks typically are very vocal about their opinions and like to vote on them (in part because they have nothing to occupy their time aside from attending city government meetings, writing cranky op-ed articles and voting).

Places of Interest:

- **The Sedler House:** An unusually large mansion within the district where the reclusive *Sedler family* lives in isolation. Little is known of the Sedlers except that their extended family contains over 100 members, all of whom live in the mansion, along with some 50 other people the family has adopted over the years.

- **Ramblewood Estates:** A walled housing development known for being a retirement spot for ex-crimebusters and superbeings. Nobody knows exactly who in the development used to be a crimefighter, but there are rumors that the old-timers periodically get together to chat about old times.
- **Brass Castle Estates:** Another beautiful housing development unknowingly built on top of an illegal radioactive waste site. The materials buried deep underground will one day leach into the estate's water supply which thankfully is separate from the water table supplying the rest of the city.
- **The Ransom House:** Home of Mark Ransom, the ex-Mayor who was shown the door after the Bloody Monday riots. Now that the shock of the entire incident has worn off, he has begun to think that the reason he was kicked out of office was not because of his incompetence (indeed, he thinks he was the best Mayor the city's ever had), but because of a huge conspiracy headed by the Council of Industry. He now plots to take his revenge by assassinating Mayor Zardona and/or bombing the next Council of Industry CEO Roundtable meeting. Whether he will really act on this delusion is yet to be seen.

Victoria Beach

Population: Approximately 25,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Light

Wealth: Rich

Crime: Light

Overview: What used to be nice public beaches have all been bought up by rich tycoons from Silver City and other districts who either live or vacation there. The shoreline is jagged and dynamic, great for water sports, or just for viewing. It is one of the few unspoiled parts left of the District. Unfortunately for most citizens, all of the land is spoken for, presumably to prevent the "unsavory elements" from using it.

Places of Interest:

- **An old marine biology research lab** that was built just a few hundred meters offshore with an underwater express tube leading to a shoreline cavern. The complex has been forgotten about and currently is uninhabited, although it remains in perfect condition and has a number of active supercomputers and a small fusion reactor for energy self-sufficiency. The shoreline cavern on land belongs to *Imelda Zarovsky*, the aging widow of Emil Zarovsky, a long-dead meat packing magnate.
- **A shipwreck** can also be seen off the coast. The *Gargantua* was a bulk freighter that ran aground during a nasty storm a few years ago. Salvage divers have recovered all of the valuables from the vessel except for one storage compartment deemed too hazardous to enter. The vessel must have been carrying something valuable, because since then, there have been numerous additional salvage attempts, usually by industrial spies, government sneaks, or enterprising supervillains. The wreck itself has been partially dismantled and can

only be seen from shore at low tide, when part of the hull pokes out of the water.

- The entire shoreline of **Victoria Beach** experiences a rapid and dramatic tidal change, not unlike that of the Bay of Fundi in Canada. Here, the tide rises and falls by about 15 feet (4.6 m), which is more than enough to drown unsuspecting beachcombers. It also makes the beach an ideal spot to dispose of murder victims and other criminal evidence, and the speedy exiting tide carries all such things far, far out to sea, where they are never recovered.
- **Porpoise Point.** Near this small, rocky peninsula, dolphins and porpoises can be seen surfing the waves all day long. They especially love to surf in the wake of passing boats, and have been known to bring shipwreck victims to shore from time to time.

Bocatello

Population: Approximately 50,000.

Land Use: Commercial, Industrial, Residential

Urbanization: Extreme

Wealth: Rich

Crime: Moderate

Overview: Runaway consumerism at its finest! (Or foulest, depending on who you talk to...) Catering to East Enders willing to travel a little and slum with what they consider "common folk," as well as Second District Midtowners and out-of-towners who come here from far and wide.

Places of Interest:

- **The Millions Pavilion.** One of the worlds largest shopping centers (comparable to the Mall of the Americas), featuring the Googolplex (a 75 screen movie theater), a small amusement park, an apartment complex, and a biopark. The center as a whole is commonly referred to as "The Millions," and the rich and famous of the city can be seen shopping here, adding to the site's draw as a major tourist attraction.
- **Ricardo J. Guzman International Airport.** This airport was built so visitors would not have to enter the city through the decrepit and crime-ravaged *Everest Airport* on the other side of town. The Guzman Airport was named after one of the most beloved mayors in the city's history. It is capable of handling new superjumbo jets that can carry up to 2,000 passengers at a time, and it also provides travelers with a wide variety of restaurants, shops, and hotel accommodations.
- **Thatcher's Arcade:** This video game arcade, virtual reality plaza and laser tag arena is quickly becoming one of the most popular spots for the city's well-heeled youth to hang out. Shrewdly, the games here run off debit cards purchased on the spot, concentrating all cash in key locations that are easily patrolled. While parents' groups often protest that these game "arenas" are just big accidents waiting to happen, the kids playing in them think otherwise.

Fleetwood

Population: Approximately 95,000.

Land Use: Commercial, Residential, Industrial

Urbanization: Moderate

Wealth: Middle Class

Crime: Light

Overview: Derisively nicknamed "Whitebread" by a large portion of the city, Fleetwood is a bastion of clean-cut, middle class family-oriented shopping malls and retail outlets interspersed with picket fence developments and nicely manicured office parks. It is said, only half-seriously, that the reason why crime is so light here is because the Dreadzone hardcases would die of boredom before they got out of the district even after a score.

Places of Interest:

- **Fleetwood Planetarium:** A popular spot for elementary and middle school field trips, as well as for amateur astronomers to meet and chat about their latest discoveries. Anti-alien hysterics fear the place is really a secret alien meeting spot, and have it under constant surveillance.
- **Midtown Biopark:** A nice zoo and wildlife preserve, specializing in raising endangered species from Asia, such as panda bears and a few species of exotic tiger. Lately, disturbing reports of some kind of mutant animal activity have surfaced, rattling the otherwise peaceful residential communities surrounding the park.
- **Natural 20:** Billing itself as the largest gaming store on the coast, Natural 20 is a role-playing gamer's dream. Games from many different publishers are present here, as well as many out of print and hard to find titles, such as the runaway hit **Cowboys and Aliens** from Tower Games.

Midgard

Population: Approximately 100,000.

Land Use: Commercial, Residential, Industrial

Urbanization: Intense

Wealth: Middle Class

Crime: Moderate

Overview: Similar to Fleetwood in many respects, Midgard is another respectable community at the foot of Society Hill. It is filled with ambitious families and professionals who are just within arm's reach of becoming upper class citizens. Many of the kids here are a little spoiled, and the overall pace of life goes on as if the troubles on the other side of town are as distant as Antarctica.

Places of Interest:

- **Carvers' Square:** A hangout for rich skateboarders and rollerbladers who like to think they are a lot tougher and more streetwise than they really are. Folks living around here believe the kids to be a serious gang problem, something on par with what is going on over in Waingroh, Hannigan or the Labyrinth. Of course, the kids mean no harm, but the adults around here have no clue.
- **Hideyoshi Motors:** A commercial robot facility that employs thousands but is run by a few enterprising young

Japanese mechanics who believe they can build light, cheap, powerful “mecha-style” robots for everyday use. They ardently refuse to install, modify or repair weapons systems of any kind, however. They are also a little hard to relate to unless you are talking about robotics, since these guys are completely immersed in their work.

- **Century Plaza:** A beautiful, wide open park area with a large ecumenical monument in the center of it in the shape of a three-sided obelisk, pointing some eight stories off the ground. The monument was erected to celebrate the many different creeds, cultures and religions found among Century Station’s many people. This spot is one of the few within the city where there can still be found a genuine sense of hope for the future. While this is technically a religious site, it has become much more of a general community park where folks know they can gather and relax in safety. To date, not a single violent crime has happened here. If one did, it would shatter the local community.

Center City

a.k.a. “Midtown”

Center City is the middle class shadow of Society Hill and home to the hard-working professionals who are brushed off by Society Hill as wannabes, and disdained by the poorer districts as snobbish yuppies. Economics are good and crime is low here, thanks to the district’s proximity to Society Hill, a strong police presence and the mega-freeways that separate it from *Brisby Flats*. Like an invisible wall, criminals simply don’t cross the highway in search of new targets; they would rather stay on their side of town and ply their devious trades there. While this is good for Center City, it is bad for the town as a whole, because it concentrates the crime problem in such a way that the richer, more stable parts of town simply write off crime in other subdistricts as a cultural proclivity to shiftlessness and dishonesty. (“I mean, really! Why send police over there if those slackers are just going to rob from each other anyway? I say let them find real jobs and pull themselves up by their bootstraps!”)

Retropolis

Population: Approximately 112,000.

Land Use: Commercial, Industrial, Residential

Urbanization: Intense

Wealth: Middle Class

Crime: Moderate

Overview: Like Xenophon, Retropolis currently sits on what used to be pure urban post-industrial blight. It was redeveloped during the Project Daedalus days and rezoned for predominately commercial use. What few industrial and residential places remain are mostly to support Retropolis’ many commercial ventures, all of which hearken back to the city’s idealized past in a burst of unprecedented (and some say, inappropriate) optimism.

Places of Interest:

- **Casino Row:** Gambling is legal but strictly regulated and heavily taxed, which means that only large, well-organized casinos can afford to run games of chance in this town. All such operations have been confined to Retropolis’ Casino Row, where a dozen top-flight establishments all compete for business. Most of these establishments are cash-rich businesses with such extreme security measures that the chances of robbery by anyone other than one or more superbeings is virtually nil. With omnipresent video surveillance and “consultants” with super abilities (many psionic), there is no way crooks could work this place and not get caught.
- **Sentinel Park:** The city’s amusement park, featuring *Babylon*, the world’s tallest wooden roller coaster. On any given weekend, this place is packed with kids of all ages, making it a priority security concern for CHIMERA, who perpetually fears that no supervillain could possibly pass up a target this tempting.
- **The Theater District** is a pleasant array of theaters, music halls, restaurants and dining sure to entertain and delight out-of-towners. While not a world-class theatrical hot spot like New York or London, Century Station is considered one of the better “second tier” performance cities, getting popular stage shows after their initial run on Broadway or elsewhere. This is where the more cultured citizens like to spend their time, and to be seen by their peers. Several bomb scares in the theaters recently have heightened security concerns, but the elite patrons can not be bothered with pedestrian incivilities like metal detectors and bomb sniffers, so the theaters choose to forego additional security, hoping that one day they will not have to pay for it. A number of heroes and vigilantes keep an eye on this area.
- **Yesterday Park:** A large shopping district filled with expensive boutique shops. The entire place is modeled after a 1950’s view of the future, so everything has rounded edges, polished chrome, flying saucers, and other bits of retro-tech that currently is all the rage in the city. In another few years, this retro fad will go out, and the Park will have to find a new atmosphere.

Everett

Population: Approximately 200,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

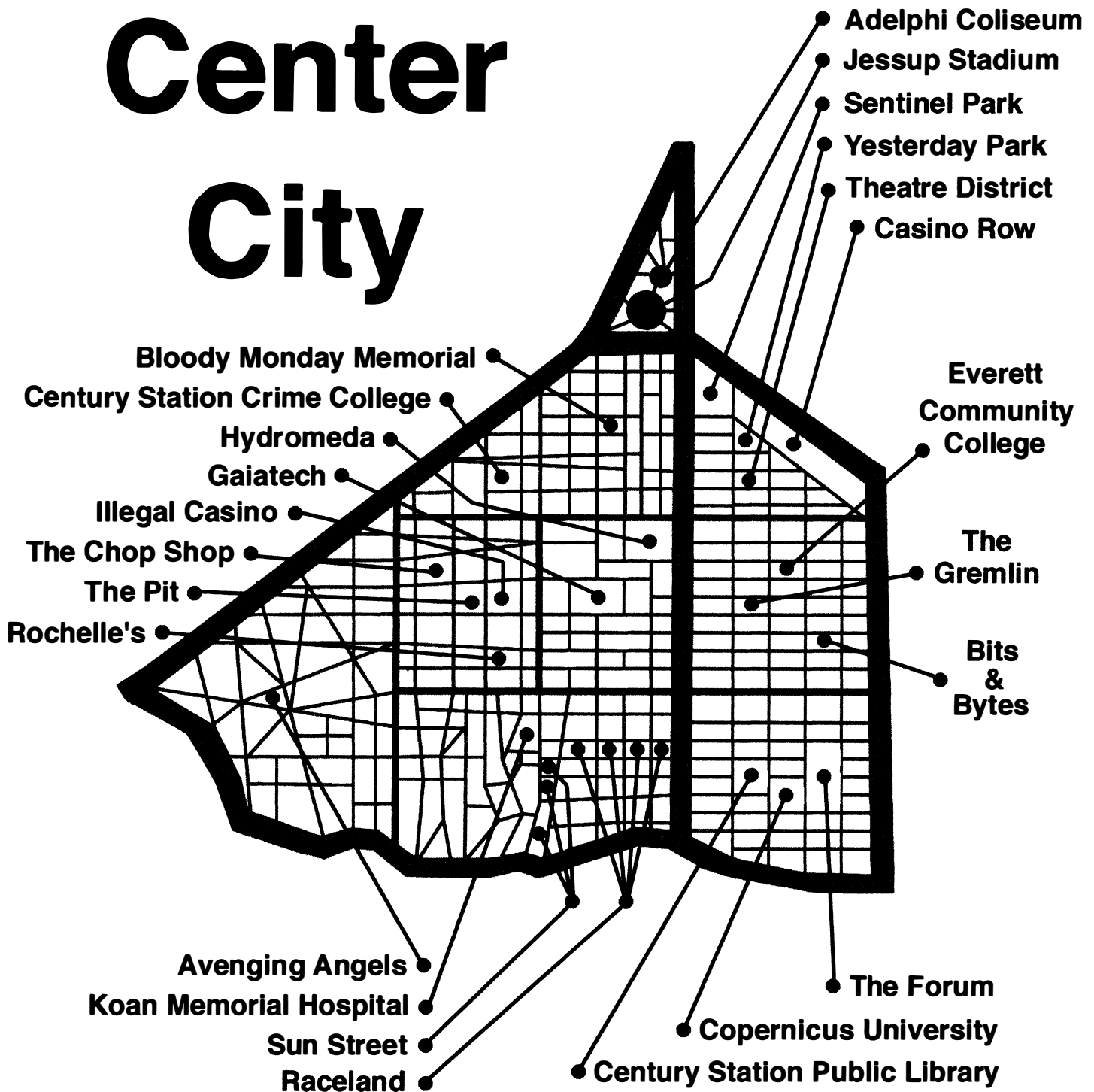
Wealth: Middle Class

Crime: Moderate

Overview: Everett has been dubbed “the next Silicon Valley” by computer industry experts who note the interesting nexus of software development firms, hardware/software outlets, and a population of energetic kids who represent the first generation of citizens raised on Abacus computers. Having never known a life without a laptop at their disposal and a CityNet to explore, the “Everett generation” is proving to have an extremely high concentration of computer savants. It is also giving rise to a new wave of



Center City



cybercrime, as less honest-minded youngsters use their free hardware and a wide open city network to hack, plunder, and vandalize data architectures all over cyberspace. It is said the villain *Motherboard* is more popular with some kids here than any of the city's heroes, which is a creepy prospect.

Places of Interest:

- **Everett Community College:** A technical school specializing in computer science and turning out wave after wave of talented young programmers and data architects. The school is considering founding an associated school for robotics, and perhaps even teaming up with a hospital or medical college to provide one of the world's first colleges dedicated to cybernetics.

- **The Gremlin:** A cybercafe that is very popular with most of the teenagers in the subdistrict. Free CityNet nodes are all over the place as are wall jacks and "freeports" where users can connect their Abacus to the Net and surf while sipping java. It's one of the few places where the clattering sound of active keyboards is louder than the sound of vocal human conversation.
- **Bits and Bytes:** A do-it-yourself superstore for high tech experts, this place provides all the components one needs to build their own computer or other sophisticated electronic hardware. Coupled with the equipment available at nearby hardware, automotive and industrial machinery shops, a kid with enough money could buy the parts needed to build his own robot. In fact, a few already have.

- **The Cyber-Shop:** Depending on who one talks to, this is either a fictitious “urban legend,” or an ultra-secret illegal cybernetics shop. Word on the street and among hackers has it that it is the ultimate underworld cybernetic outlet, where safe (as good as the best cybernetic labs in the world) bionic augmentation and repairs are available at double the normal list price. According to legend, this “shop” is run by a mysterious criminal mastermind who has created and outfitted some of the most notorious and powerful bionic criminals in the world! Truth or fiction?

Javarta

Population: Approximately 190,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

Wealth: Middle Class

Crime: Moderate

Overview: This district is best known for its high concentration of academic sites, libraries and museums. This used to be a much nicer part of town, but like much of the city, it has gone downhill in the last decade. So far, the rising crime prevalent throughout the subdistrict has left the schools and museums untouched, but administrators and civilians alike justly fear that it is only a matter of time before these places are stained by the blot of crime.

Places of Interest:

- **Copernicus University:** While not quite an “Ivy League” university, Copernicus is a respected school with strong departments, especially in the scientific disciplines. Copernicus has roughly 15,000 students (12,000 undergraduate, 3,000 graduate), and its campus takes up nearly a quarter of Javarta.
- **The Century Station Public Library:** The twin marble statues of Hope and Reason greet anyone ascending the magnificent stone stairway leading into this, the largest collection of printed knowledge in the city. Thanks to a fresh infusion of capital from some very rich philanthropists, the library has been able to transfer all of its copyright-free volumes to a digital format. This impressive body of work, over 500,000 volumes, is stored on computer tape, on a massive collection of CDs, and hosted on the library’s CityNet and Internet sites. The library’s digitization effort has been lauded by scholars worldwide as a “great democratization of knowledge.”
- **The Forum:** Built around the old City Hall — which was knocked down years ago and replaced with a reflecting pool — are a ring of museums and one of the city’s best tourist draws, despite the rising crime rate in the area. Of particular note are the museums of **Natural History, World History, Modern and Ancient Art, Superheroes** (they are, after all, a significant part of the local culture) and the recently built **Museum of Technology**. A handful of heroes and vigilantes keep a watchful eye on the museum district.

Ogilvie

Population: Approximately 60,000.

Land Use: Industrial, Residential, Commercial

Urbanization: Moderate

Wealth: Middle Class

Crime: Moderate

Overview: As one of the few active industrial sectors left in Century Station, Ogilvie has reinvented itself from a heavy manufacturing zone to an environmental industries zone, with operations dedicated both to cleaning up the damage done to the area by older industrial efforts, as well as establishing commercially viable environmental projects that could substantially improve the quality of life in the city and throughout the country. A number of genetic research laboratories have found a home here.

Places of Interest:

- **Hydromeda:** This company designs and manufactures ultra-efficient water purification and desalinization technologies. Recognizing that the world faces an impending shortage of clean drinking water, Hydromeda’s advances in purifying sea water and cleaning up dirty water could very well eliminate this problem from the planet altogether. Hydromeda has just established an experimental desalinization plant off the coast, south of Victoria Beach, and is observing its performance. The plant supplies the city with a great deal of new fresh water, free from many of the nasty chemicals that have built up in the local water table, thanks to years of heavy industrial activity.
- **Solar and Wind Farms** can be found throughout this subdistrict, as people have learned that the district, in accordance with an old law established many years ago, must buy excess electricity from anybody who produces more than they can use. Thus, many citizens here have started their own “energy farms” using solar panels and hyper-efficient windmills to cash in some quick money from the city government. While this has cost the city plenty in hard cash, it has also spared it from any lasting power shortages over the last 30 years, even during the Bloody Monday riots.
- **Gaiatech, Inc.** is a startup company that has built a number of recycling plants in the area. It has also bought an old plastics production facility, and as a side operation, makes a variety of products with much of the plastic it recycles. All of the outdoor furniture in the city’s parks, for example, has recently been replaced with simple but extremely resilient recycled plastic units. Since Gaiatech’s inception, the annual trash yield in the city has dropped more than 20% as recycling awareness and participation has become commonplace. As a result, the city landfills are all expecting longer life spans, and plans for installing a new incinerator on the edge of the metro area have been shelved. But Gaiatech’s big plan is to build a fusion reactor that will use garbage as its fuel. That way, the city will have clean energy and will get rid of its garbage at the same time. Of course, finding funding for this is very difficult, since the project sounds too close to what Project Daedalus was for most investors’ comfort.

Bio-Spawn Gene Institute: This is a satellite operation of the genetics corporation that has been linked to the mad-genius and criminal mastermind *Doctor Feral*. Although this particular branch of the research company has never been known to participate in any illegal activity or deal with known felons (i.e. Doc Feral), a number of unsubstantiated accusations have been made about their business practices and animal research.

Xenophon

Population: Approximately 110,000.

Land Use: Commercial, Industrial, Residential

Urbanization: Extreme

Wealth: Rich

Crime: Light

Overview: This part of town used to be a nasty commercial dock area that had fallen into decay some years ago. When project Daedalus came in, Xenophon was extensively redeveloped into a premier commercial plaza featuring sports, shopping and entertainment.

Places of Interest:

- **The Paolo Jessup Memorial Stadium:** Built in memory of Paolo Jessup, an ace jai alai player and the city's first real sports celebrity, this stadium is a beautiful sight to behold for any sports fan. Seating 150,000 people, the arena has a retractable roof so games may continue rain or shine. The place is home to Century Station's five big sports teams: The **Silverjacks** (football), the **Reaction** (basketball), the **Peregrines** (baseball), the **Highlanders** (ice hockey), and the **Peacekeepers** (soccer). After games, fans often line up along the garage exit to catch a glimpse of the players as they leave the stadium for the ride home.
- **The Adelphi Bank Coliseum:** Formerly the Century Station Coliseum, the place was renamed when its new corporate sponsors took over and in a display of great tackiness, slapped their name on the venerable concert hall. Here, open-air concerts of every kind are held for much of the year. Top-name musical acts and comedians perform here routinely. Thanks to excellent stadium design and good crowd control measures, foot traffic in and out of the coliseum is smooth and orderly, even with the multiple security checkpoints patrons must endure.

Calaverada

Population: Approximately 400,000.

Land Use: Commercial, Industrial, Residential

Urbanization: Moderate

Wealth: Middle Class

Crime: Moderate

Overview: This hard-working and relatively prosperous community has recently had a serious upward spike in crime. This is blamed in large part to the rising crime rates in its more run down neighboring districts, such as *Quincy Flats*. Still, the Calaverada District Council thinks there is time to stem the rising crime rate and make the subdistrict a safe and friendly place for folks to raise their families. As such, it is aggressively pursuing the formation of citizen watch groups, working in tandem with the CSPD, which is

helping many citizens from this district join the Auxiliary Police Force.

Places of Interest:

- **Sun Street:** An artists' colony and bohemian shopping area where folks from surrounding districts like to come and shop on the weekends. In the many studios lining the streets, a new breed of innovative painters, illustrators and graphic designers are in the making. Already a few have earned names for themselves in the entertainment industry.
- **Raceland:** The streets of this district tend to be long and straight, perfect for a quickly growing population of hot rodders who have taken to drag racing during the evening. After nightfall, the main streets of Calaverada become highly dangerous as souped-up muscle cars and motorcyclists contend for the championship in what locals call the "Elimination Olympics." It is so named because of the high likelihood of dragsters fatally crashing during their brief daredevil careers.
- **Koan Memorial:** A world-class research hospital specializing in various forms of cancer treatment and revolutionary cybernetics. Despite funding cuts from the city and its original benefactors, the hospital continues its noble and tireless search for a cancer cure, as well as new treatments to help ease its patients' suffering. Its strong reputation as a cancer hospital has attracted VIPs from around the world to come here for treatment, including heads of state. As a result, Koan Memorial is looking into implementing added security measures to prevent any acts of "political homicide" from occurring at its facility. These elite also help fund its continuing research.

Quincy Flats, a.k.a. "The Quince"

Population: Approximately 380,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Intense

Wealth: Poor

Crime: Intense

Overview: Another hard luck subdistrict with major overcrowding, serious unemployment, and explosive crime problems. However, much of the crime here, car theft, fencing stolen goods, illegal gambling, and vice, is nonviolent and strictly controlled by a number of syndicates, which means they tend not to harm innocent bystanders. There is another reason why random violence has gone down. In recent months, a team of mysterious high-tech gunmen have begun prowling the rooftops on a perpetual search and destroy mission. These "street soldiers" dress in light suits of power armor matched with full environmental systems and bulky multi-optics helmets, and carry high-end laser and ion weaponry. So far they have proven more than a match for any punks, color gangs, and syndicate enforcers they have come across. The crew is also thought to be responsible for the deaths of a few supervillains known to operate in the area, such as the **Incantrix**, **Quark**, and **Roughneck**.

Places of Interest:

- The Quince is home to the city's largest and most professionally run auto-theft ring and chop shop, known as

The Wheels. A place where stolen cars are stripped down for parts which are then sold to shady garages and even auto dealerships. This operation nets well over \$300,000 a week, and nearly every car stolen in the city either passes through here, or was boosted by somebody who knows somebody in league with this outfit.

- **An illegal casino** also runs in the Quince, an underground joint that requires a secret password to get in. The password is changed nightly and can only be obtained from select individuals. Security at this casino is very tight, and anybody caught stealing or cheating in any way is killed without hesitation. Several superbeings and psychics work for this outfit, and members of the underworld, including superhumans, are said to frequent it.
- **Rochelle's Modeling Agency** is really a high-priced "escort service" that ferries ladies of easy virtue to clients all over town. Rochelle, the owner and boss, keeps a black book of all clients, past and present. She intends to use it as blackmail material if she is ever sent to jail.
- **The Pit** is an illegal bloodsport ring where fighters duke it out for prize money. Most of the fighters are normal people, but once in a while, superhumans are recruited for the festivities. Grudge matches and disputes between criminal superbeings are sometimes settled here too. The CSPD has been looking to shut this place down for quite some time.

Kilgore

Population: Approximately 425,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Intense

Wealth: Poor

Crime: Moderate

Overview: Out on the farthest edge of Center City lies Kilgore, a district sandwiched between the bulk of the metro area, the Rattle Ridge Expressway, and the 109 Freeway that divides Brisby Flats from Center City. Separated by only a highway from the Dreadzone *Waingroh* and the soon-to-be Dreadzones of *Lennox* and *Norwood*, Kilgore has a bad crime problem, but not as bad as one might expect. In fact, in the last few years, the crime rate has actually dropped, in large part because a number of vigilantes and superbeings use the subdistrict as a base of operations. It is a well known fact that criminals generally do not cross the 109 Freeway to victimize folks in Center City; they would rather stay within Brisby Flats. Thus, those who prey on the criminals seem to enjoy an extra degree of safety operating out of Kilgore, as if they can invade enemy territory at their leisure and not have to worry about having the same happen to them.

Places of Interest:

- **The Avenging Angels** private enforcement agency. A cross between a gang of Robin Hood-style thieves, mercenaries, spies and private eyes, this team of enterprising thieves, warriors and specialists are willing to hire themselves out for any job, so long as it involves the bad guys taking it on the chin somehow. The

group's base is unknown, just that they operate out of Kilgore and that their crew includes a so-called Reformed Thief, a martial artist (reportedly a master with all edged weapons), a master of disguise, an ace gunslinger, and a bionic mercenary.

- Within one of Kilgore's more innocuous neighborhoods lives a man who has valid samples of genetic material (hair, tissue samples, blood samples) from each of *The Centurions*, including some from Jason Stickley before he became a robot. Nobody knows he has these, much less how he got them and what he intends to do with them.
- There also lives in Kilgore a man who is the reincarnation of an eternal warrior who in past lives was *Artorius* (a Celtic warlord who defeated the Romans at Mount Badon and became the basis for the Arthurian legends), an Incan who resisted the Spanish by calling upon the mystic power of Quetzalcoatl, an Italian Renaissance Nobleman who fought and died on behalf of Dante Alighieri, a Turkish general under Suleyman the Magnificent who had infiltrated Vienna when it was under siege in the 14th century but chose not to open the gates to his countrymen outside, a Japanese ninja under leyatsu Tokugawa responsible for the deaths of over 20 daimyo warlords, and an American WWII fighter pilot with over 30 aerial victories, who is now a Caribbean martial artist who might just be the greatest living master of the dance-like martial art, capoeira.

Willingham

Population: Approximately 75,000.

Land Use: Industrial, Commercial, Residential

Urbanization: Intense

Wealth: Poor

Crime: Light

Overview: Named after a famous artist who used to own large parts of the subdistrict before selling them to urban developers a century ago, Willingham is a poor area of old industrial centers and factories. It is jam-packed with row houses that have remained relatively crime-free due to the strength of the neighborhood block watches, and more importantly, to the expert urban planning present throughout the district. Unlike other parts of town, Willingham features wide sidewalks, many parks and plazas, and pedestrian-only avenues that encourage people to spend time out of doors, and among other citizens. There is scarcely a spot in the district where one will not find a lot of civilians present. To the criminal mind, this represents a very hostile territory, for crime is easiest to pull off where there is nobody to oppose it. In Willingham, there is no such place. There is only one busy thoroughfare after another, filled with people on the lookout for any criminal scum who would dare invade their part of the city.

Places of Interest:

- **The Bloody Monday Memorial** commemorates the fallen police and heroes who died during the violence of the Bloody Monday riots. Since a large number of the city's police force historically has come from Willingham, this district was particularly hard hit emotionally by the event.

- **Century Station Crime College:** A grass roots community awareness center where block watch veterans offer advice and training to other concerned citizens on how to maintain a visible citizen presence in one's neighborhood. The Crime College is actually against vigilantism, it merely states that if you make it clear that the community is always out to look after themselves, criminals will go elsewhere in search of easier targets.
- **Community Centers and Churches** of all kinds dominate the landscape as visible reminders that there are few places where criminals can "hide in plain sight."

Brisby Flats

Plagued by crime for years, these districts had the most to gain from the Project Daedalus revitalization. Consequently, they were hurt the most when the project crashed. These people have not given up hope, and many neighborhoods pull together for mutual security against the crime epidemic. It is interesting to note that most vigilantes in Century Station come from or live in Brisby Flats.

Norwood

Population: Approximately 70,000.

Land Use: Industrial, Commercial, Residential

Urbanization: Moderate

Wealth: Poor

Crime: Intense

Overview: The tiny Norwood area is fighting a losing battle against the creeping anarchy that its neighboring sub-district, *Waingroh*, seems to have infected it with. Slowly but surely, crime worsens each month, and it is only a matter of time before the entire district is written off as another Dreadzone. The only thing keeping it in any way tenable is that it is so close to the Xenophon subdistrict, and the city would like to keep that area as clean as possible. The best way to do that is to contain Norwood. To that end, CSPD district patrols extensively cover the half of Norwood closest to Xenophon, while letting the rest of the district go without. Hopefully, once Operation Overlord begins, it will get results in time to save Norwood.

Places of Interest:

- **The Giving Tree** is a shelter and school for families that have lost one or more parents to street violence. The shelter is run by private donations and is credited with putting many children on a path that ends up with them earning a high school diploma instead of living on the streets and ending up in a early grave.
- **Nine Millimeter**, a guns and ammo superstore, located right in the middle of the district, clearly selling to gangsters, syndicate members, and other folks bent on doing harm with their freshly purchased merchandise. The owner is a Federally licensed gun dealer, so technically, what he is doing is not against the law since he sells only to legal buyers (on paper, anyway). Of course, this shop is directly responsible for arming many of the punks and color gangs in Century Station, which makes it a juicy vigilante target. After all, if you stop the supply of guns, at least for a while you make it harder for the bad guys to keep rearming themselves.

The only problem is that this place is armored like a fortress and any open assault on it or its owner is pure suicide unless one is bulletproof, thanks to the number of weapons inside.

- Norwood is filled with illicit **nightclubs** that run illegal gambling, drug distribution, prostitution, and any number of other unsavory crimes. These places are also favored hangouts of major movers and shakers in the conventional underworld; syndicate enforcers (who are always good for information), colorpunk leaders, young toughs, crooked cops, up and coming superbeings, etc.

Waingroh

Population: Approximately 800,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Intense

Wealth: Poor

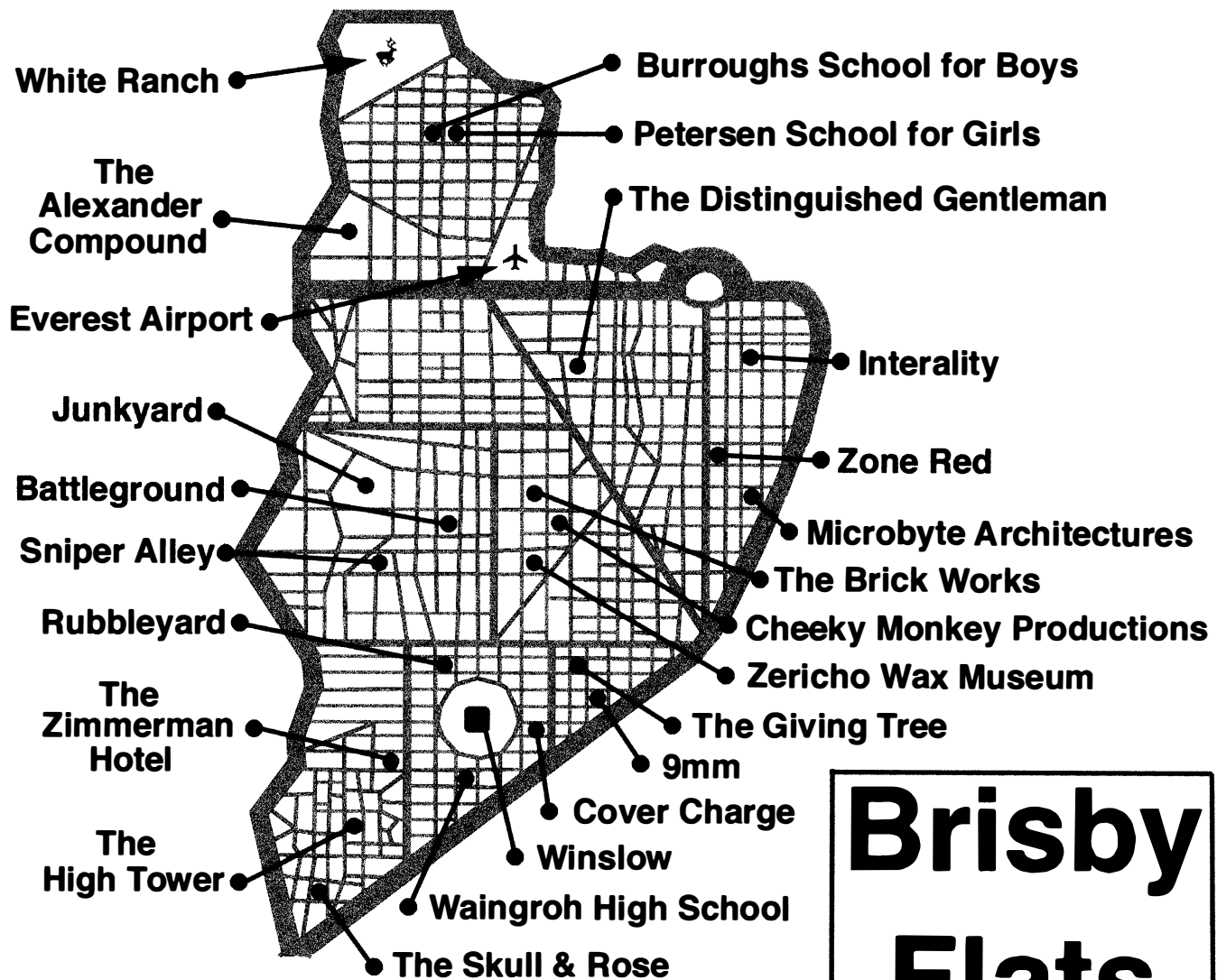
Crime: Extreme

Overview: Waingroh has always been Century Station's "wrong side of the tracks." A blighted urban sprawl populated by the poor, angry and down-and-out. When the city's fortunes turned for the worse, Waingroh was the first to become a bona fide "Dreadzone." A place where the crooks held far more power than the cops, where law and order had ceased to matter, and where the sound of gunfire was as frequent as a bell tower's hourly chime.

Today, the area is dirt poor with rampant crime on a hellish magnitude, both super and pedestrian, as well as being a haven for fugitives, crooks and evil superbeings. Unlike Dreadzones such as *Hannigan* and *Iron Beach*, there are still a few decent spots here and there, where neighborhoods band together to keep their streets as safe as they can, and commercial districts where brave merchants refuse to pull out of "their" community. Sadly, this also makes the place a prime target for street punks, color gangs and syndicate activity, not to mention low-balling supervillains who don't mind knocking over a few easy scores. Gung-ho outlaws dominate the criminal culture here. The kind of bandits who prefer blasting their way into a place and wasting a few innocent folks for shock value or fun rather than carefully planning their heists and getting away clean. It is as if the criminals here are less concerned with making a profit from their larceny than simply looking for a way to leave this world in a blaze of glory. This makes criminal activity in Waingroh very dangerous, because behind every heist and scheme is a bloodbath just waiting to happen.

Places of Interest:

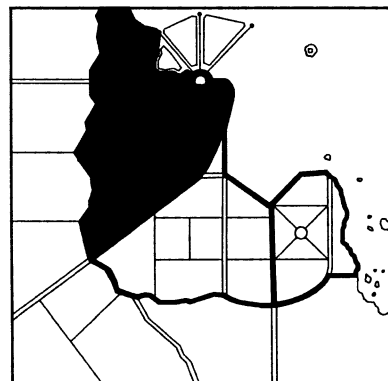
- **Cover Charge.** A rough and tumble bar and grill run by a pair of feisty young women, Sheri and Tifa, both with the super ability of *Supernatural Strength* (and Unprincipled alignments). While one works the bar and the other waits tables, both spring into action the second any trouble rears its ugly head. The last time anything nasty happened here, a band of colorpunks raided the place, only to be thrown out of the joint at terminal velocity. Since then, the place has earned "hands off" status among crooks and thugs who know better. It is a common hangout for street savvy folks with information to sell, or special contacts to arrange. While Sheri and



Brisby Flats

Tifa both are superhumans, nobody knows exactly how they got their powers or why they are content to run a bar rather than fight crime or join a syndicate.

- **The Rubbleyard.** A building supply center where the remains of demolished buildings are sold off to local residents for repairing their own homes and businesses damaged by the many superbrawls and raids that go down in Waingroh. A curious side effect of this business is that many buildings in the district resemble architectural hodgepodes, having patched their holes with the leftovers of a dozen different buildings.
- **Waingroh High School.** One of the toughest secondary education facilities in the country. All students must pass through rigorous weapons checks upon entrance and sporadically during the day, and still street punks figure out ways of smuggling dangerous hardware into the building. Likewise, drugs and vice also find their way into the school. The security situation here is a tragic commentary on how the proliferation of cheap firearms and the readiness for violence among young kids has turned even the schools of Century Station into battle zones.
- **Winslow:** This neighborhood is where the titanic battle at *Iron Mike's* stronghold took place, touching off the Bloody Monday riots. The micro-nuclear explosion at



the stronghold leveled a 10 square block area, killing over 3,000 people and wounding 10,000 others (many of whom suffered from residual immediate exposure to the blast, such as flash burns). The device used was believed to be an ultra-clean prototype designed to cause massive damage without much fallout, which explains the lack of radioactive debris at the blast site and surrounding areas. The rising number of mutants from nearby neighborhoods, however, tells a different story. Nobody knows who set off the bomb or why. The blast center remains an unfilled crater, like an open sore, and



the surrounding desolation also remains as a grim reminder of that terrible battle.

Lennox

Population: Approximately 400,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Moderate

Wealth: Poor

Crime: Intense

Overview: Lennox is fast on its way to becoming a Dreadzone. On one side, it has the *Waingroh* subdistrict, and on the other side it has *Hannigan*, both cesspools of crime and anarchy. That makes Lennox cut off in a way, and vulnerable to both of those Dreadzones gradually expanding and creeping into that subdistrict. Most people have already written the neighborhood off, and are trying to get out any way they can, leaving large tracts of Lennox a virtual ghost town.

Places of Interest:

- **The Zimmerman Hotel** was once a posh and respectable place to stay, but is now just a 20-story monument to the dark things that take place in the city, night after night. Criminals, junkies, and people of ill repute all hole up here, sometimes for just an hour, sometimes for weeks. The owners of the place don't ask questions, and they don't talk about anything that goes on here. The whole place has a dark, grimy feel to it, as if the residue of a million evil deeds has soaked into the very walls and floorboards and can not ever be washed away.
- **The High Tower** is a tall apartment complex on top of which lives **Oakley Hubbard**, a vigilante with a recoilless rifle who intends to open fire on the next bad person he sees. Oakley is a bit disturbed, so exactly what strikes him as "bad" is open to a very wide interpretation.
- The **Skull and Rose**, once a gothic theater, is now a dark and forbidding nightclub where harsh techno music blares from the walls and floor while the freakish patrons commit any number of felonious acts in the shadows.

Zericho

Population: Approximately 72,000.

Land Use: Industrial, Residential, Commercial

Urbanization: Intense

Wealth: Poor

Crime: Intense

Overview: Crime is quite bad here, but unlike the doomed Lennox subdistrict, things are actually getting better in Zericho, thanks to its proximity to the old Dream Garden areas, which are themselves making a nice recovery. And, thanks to some aggressive private fund raising, a few companies have actually invested in old industrial facilities for new businesses, giving the local economy a shot in the arm. Several genetic research institutions have shown an especially strong interest in this location and have established shop here.

Places of Interest:

- **The Brickworks** is now a large textiles shop where people can buy cut-rate clothing. The workers here also dabble in occasional smuggling.
- **Cheeky Monkey Productions** is a multimedia firm that bought an old smelting plant for use as a soundstage so it can film the video sequences of its interactive CD-ROM movies locally.
- **The old Zericho Wax Museum** has remained closed ever since a mysterious bloodbath ten years ago left four patrons dead and one without any tongue. What exactly happened, nobody will say, but as the tenth anniversary looms, strange noises from the place echo at night, and street people claim to be attacked by strange folk with an unusually stiff movement.

Hannigan, a.k.a. "The Grinder"

Population: Approximately 800,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Extreme

Wealth: Intense

Crime: Extreme

Overview: In an average day this wasted residential area has a half dozen murders, numerous assaults and shootings, and so many other lesser crimes that nobody bothers to count them. Numbers rackets, vice, muggings and drug deals go on in broad daylight right out in the open. The sight of a police officer is a rarity in this part of town.

Hannigan was a decent, if low-rent residential district that housed the many, many production workers with jobs locally and in *Iron Beach*. When the city's economy dried up, unemployment hit this district like a wrecking ball. The standard of living plummeted and before long, crime became the major industry. After all, here was an entire generation of heavy industrial workers suddenly trapped in a city where the only real money to be made was over in Society Hill. By comparison, the ex-factory jocks in Hannigan generally had no money, no means for re-education, and a pile of debt. Where else could they turn *but* to flee the city or turn to crime? And so, Hannigan became a prime recruiting ground for a vast array of syndicates, punk gangs, and villainous super groups, all promising easy riches, but usually coming through with a life in jail or a chalk outline. They call this place the "Grinder" because it grinds up whoever lives here and spits out the pieces. And as far as the people living here are concerned, there is nothing anybody can do about it.

Places of Interest:

- **Battleground.** A series of large apartment complexes where a number of well-armed and well-organized vigilante groups have opposed the color gangs and syndicates controlling things here. As a result, the bad guys have gone on the offensive, conducting door-to-door intimidation sweeps, randomly smashing up households, victimizing innocent people, and destroying lives, all to crush anybody's will to resist them. The sad thing is, it is working, since the neighborhood vigilantes are now on the run, dodging the bounty hunters, color gangs and crooked superbeings out to collect the money the syndicates have put on their heads.

- **Sniper Alley.** The main street in this district was meant to be a major commercial pipeline as well as a commuter thoroughfare. But now it is choked with dead cars, burnt out and bullet riddled. Sections of the street have been mined, and anybody travelling it is subject to serious sniper fire from the various punks and scavengers who live here.
- **The Station Underground.** A vast maze of access tunnels and underground highways partially built but abandoned when Project Daedalus derailed. Now, these artificial caverns act as home to a veritable legion of derelicts, mutants, refugees and criminals, who may hide and live here beyond the law's reach or the public's notice. Indeed, even the bravest of heroes rarely venture here, where entire tribes of tunnel people live primitive, neo-savage lives where they speak gibberish and bow to warrior kings who rule their tribes like cave-men.
- **The Hannigan Junkyard.** Just one of several junkyards in the city, this place is special because it contains the remnants of many cars, aircraft, and even a few old police and military vehicles gathered up over the years. The owner, a scruffy inventor named **Juggs Redrain**, has stripped a bunch of vehicles for parts and has assembled a crude spacecraft out of them! The command module is built into an old cement mixer, and the multi-stage rocket uses a freaky combination of fusion, liquid oxygen, and gasohol. Juggs plans on firing off to the Moon, where he hopes to land and claim ownership of a crater basin so when we colonize it someday, he'll have squatter's rights. To hear Juggs talk about it, a more brilliant real estate investment has never been made.

Saratoba

Population: Approximately 75,000.

Land Use: Industrial, Residential, Commercial

Urbanization: Intense

Wealth: Middle Class

Crime: Moderate

Overview: Saratoba remains a decent place to live because it occupies part of what used be known as the *Dream Garden*, a large community of Research & Development (R&D) firms all close to the Daedalus arcology (now the Labyrinth) for easy access to the scientific projects going on there. Now the Dream Garden is no more, split into Saratoba and Kerguelen. Saratoba has effectively walled off the sector of itself that runs adjacent to the Labyrinth and hopes nobody villainous goes over or around it. Meanwhile, redevelopment near the coast has sparked new life to many high-tech and light industrial firms, particularly in the areas of cybernetics, genetics, and experiments in human augmentation. The ready access to the 109 Freeway as well as the monorail also makes this place worthy of future investment.

Places of Interest:

- **Interality**, a virtual reality design firm working on a VR fantasy role-playing game so immersing that players literally will not want to jack out for days. The game is about a year from beta testing.

- **Zone Red** is a software security firm that specializes in virus detection and elimination. Its databanks hold one of the largest collections of viral code in the world, and it employs a staff of "ethical hackers" who deal with cybervandals throughout the world to procure hot code for deconstruction and cataloging.
- **Microbyte Architectures** is a computer firm working on designing a bit of hardware that could replace the Abacus notebook computer. The unit would be about the size of a wristwatch or pocket watch. When activated it should project a holographic screen with a GUI interface accessible either through a VR stylus or a VR glove and finger pointer. The hardware is still a good 2-4 years from actual production; right now, the team is busy procuring production funds.

Kerguelen

Population: Approximately 75,000.

Land Use: Industrial, Residential, Commercial

Urbanization: Intense

Wealth: Poor

Crime: Intense

Overview: A bad district steadily getting worse, Kerguelen is expected to fall into Dreadzone status within the next year or so, thanks to the negative influence of the nearby *Labyrinth* and *Iron Beach*. Hopefully, the success of Operation Overlord will reclaim this part of town before it plummets too deeply into disarray. In the meantime, the entire subdistrict has become overrun with enterprising syndicates looking to establish a criminal economy to which all other newcomer crooks must kick back a portion of all profits.

Places of Interest:

- **The Distinguished Gentleman** is a restaurant that has fallen on hard times and is now a syndicate hangout. More than one public assassination has occurred here since organized crime moved in, and now local people have learned not to come here at all. Ever.
- **The Moving Company.** An *old Dream Garden* complex that now houses a massive fencing operation capable of moving just about any kind of stolen property, including military, bionics, and high-tech stuff. It often works in league with The Garage as well as evil superbeings, mutants, syndicates and all manner of criminals.
- **The Garage.** Another *ex-Dream Garden* facility that is now a warehouse for stolen military items, such as heavy vehicle spare parts, exoskeleton assemblies, high-powered energy weapons, etc. A Hardware character could have a field day with the stuff stashed here. Of course, it is protected by a legion of goons that include partial cyborgs, a few power armor suits and some nasty superbeings. Among the superhumans is a small band of young (17-22) super-toughs who think they can take on anybody.

Drummond

Population: Approximately 200,000.

Land Use: Commercial, Residential, Industrial

Urbanization: Moderate

Wealth: Poor

Crime: Moderate

Overview: Drummond's big problem is not so much its lack of money or relatively high crime rate, but rather that people are leaving the subdistrict in droves for the much nicer and safer developments on the other side of Rattle Ridge. The fleeing population is making it increasingly difficult to justify any serious police presence here, contributing to what many fear will be an eventual downslide into further crime and chaos.

Places of Interest:

- An abandoned commercial complex, once slated as a potential redevelopment project, now stands empty and is the occasional hideout for gangs of punks and villainous superhumans on the lam. Little do they know that in the sub-basement of this very complex lies an underground shaft that leads to a secret laboratory where a number of subjects of experimentation lie suspended in large solution-filled tubes, forgotten to the world. Exactly who they are, why they are in stasis and what super abilities (and problems) they may possess is unknown.
- One enterprising aircar pilot has taken the rooftop of an abandoned apartment complex and turned it into his own private skyport. He uses the port to ferry families to the other side of Rattle Ridge, as well as for performing reconnaissance flights over the Labyrinth (risking anti-aircraft fire in the doing, one might add), and selling whatever photos he can take to CHIMERA. The agency pays good money for such hard-to-get photos and adds them to its intelligence files.

Orange Hills

Population: Approximately 400,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

Wealth: Middle Class

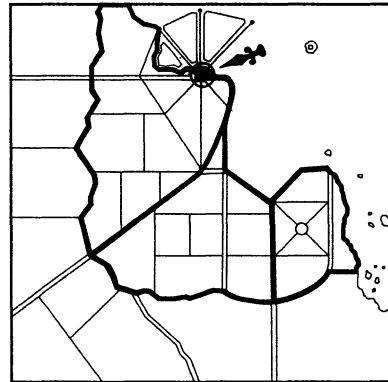
Crime: Moderate

Overview: Although Orange Hills borders two Dreadzones, the largely defunct *Everest Airport* serves as a nice buffer zone between them, preventing much criminal activity from spilling over too far inside the subdistrict. Much of the community is populated by decently sized homes and estates, far away from the monorail line and the upper track of the 109. Out on the edges of the city, Orange Hills begins to resemble the pastoral pleasantness of Garden Valley or even parts of Victoria Beach.

Places of Interest:

- **The Alexander Compound.** A large ranch with multiple buildings, some of which bear suspicious resemblance to the entrances to underground bunkers. What exactly is going on here?
- **The Burroughs School for Boys** and its affiliate, the **Petersen School for Girls** are both exclusive private institutions for children with extraordinary abilities, such as incredible intelligence, savant-like natural abilities, psionics and emerging super abilities. It is suspected that the children are taught to harness their gifts so they may use them constructively as adults.
- **The White Ranch** comprises nearly a fifth of Orange Hills. It was a cattle ranch, but is now closed to the pub-

lic for safety reasons. At the last public statement made by the owner, he said he was closing off the facility to raise exotic animals, but did not elaborate. An interesting detail was left out: The owner is a long-time executive of the **Genesys Corp.**, so who knows what kinds of interesting creatures could be out there? And, who knows what sort of safety threat they pose?



The Labyrinth

Population: Estimated at 800,000 — there could be 10-40% more or fewer people than estimated, nobody knows for sure.

Land Use: Residential, Industrial, Commercial

Urbanization: Extreme

Wealth: Impoverished

Crime: Extreme

Overview: The Labyrinth. No single subdistrict in the entire city evokes such a strong image of urban decay, social anarchy, wanton lawlessness and crime than this place. It is a massive, doughnut-shaped industrial arcology that was originally built to house *Project Daedalus* and many of the scientific firms that piggybacked on Daedalus' technological developments and the science community at large. When The Project died prematurely and everybody pulled out, the site lay fallow. Over the ensuing years, it was "colonized" by criminals and street people looking for a free place to stay. Now it is a virtual city within a city, as the arcology has become sectioned off by those who have taken and turned old production facilities and labs into hastily converted living spaces and the sites of criminal strongholds. Much of the arcology has no electricity or running water, so those living here either pirate utilities from neighboring communities, or they being in their own generators for power and pumps to tap the local water table.

Crime has a stranglehold on the Labyrinth — the rotten core of the big and once wondrous city. Violence and strife is constant here. The police refuse to patrol its streets because when they have tried to enter the area they always suffered for it in shootouts, injuries and casualties. Better to just let the place rot and the miscreants who have it, keep it. Things are so bad that the local government has actually considered bombing the place to kingdom come. A less violent demolition program is impossible as the "residents" of the Labyrinth — including scores (if not hundreds) of mutants, evil superbeings and god knows how many street punks, color gangs, and criminal strongholds (from secret hideouts and drug labs to actual armored for-

tresses) — take deadly action to prevent it. Ever-present crime, inhumanity and poverty make the Labyrinth the equivalent of some of the worst third world countries on the planet. Supervillains and crime lords operate here with complete impunity, knowing that CHIMERA will never come in after them for fear of the deadly consequences that will follow. Not only the casualties that would be incurred by any siege, but also the terrible retribution the rest of Century Station would suffer for months afterward.

The inside of this harsh and forbidding environment is like a dark reflection of the Silver City arcology. People are crammed in like sardines amid unspeakable squalor. Gunshots, shootouts, drive-bys, superbrawls and all types of violence are daily occurrences somewhere in the subdistrict. Despite the constant killings and other deaths from malnutrition, accidents and fires, the population always creeps upward as more and more of the city's disenfranchised find themselves coming here in need of a place to stay. The interior of the arcology is honeycombed with a mind-numbing array of homemade apartments and hallways, making any sort of wide-scale navigation of the place difficult at best and impossible at worst. Indeed, there have been people who have entered the Labyrinth and have lost themselves so hopelessly in its contorted inwards that they have been unable to find their way out for days or even weeks.

Various color gangs rule large parts of the Labyrinth, but new guns and old rivals frequently fight over the borders of their "turf" and clash over the simplest disagreements. Elsewhere, superpowered villains, mutants, freaks and crime lords rule like feudal kings and warlords over their henchmen and peasants. These "Lords of The Labyrinth" kill anyone who opposes them and require everybody else to work for them in their illegal drug factories, auto-chop shops, factories producing illegal guns or bionics, and any number of other criminal enterprises. The most fortunate work to maintain the crumbling infrastructure, working at power plants, garages, food stores, shops and other facilities in the criminal kingdoms within the Labyrinth. Folks accept the work because they will die if they don't, but also because the criminal overlords will give them enough to survive, and in this terrible place, that is all that matters. As this suggests, not everybody in this hell-hole is evil. In fact, roughly 40% are professional criminals, willing henchmen and fugitives. The rest are the outcasts of society, and while they may not be criminals, many are mentally or emotionally disturbed and violent. Approximately 30% are street people with problems ranging from addiction to depression, schizophrenia, anxiety disorders and a host of others. 45% are poverty stricken folks with few options and the sad fate of having fallen into the nightmare that is The Labyrinth. Another 22% are inhuman looking mutants, experiments, freaks and outcasts who have either abandoned society or been abandoned by society because of the way they look, their uncontrollable abilities, or prejudice. The rest are a mix of those with super abilities and their own reasons for living in shame or hiding.

Places of Interest:

- **Population.** A section of the arcology where many of the interior walls and floors have been broken out, lead-

ing to a cavernous area where thousands of people live in the same wide open space. There is no privacy here, and the lowest level of the place is like a wall to wall tent city, with people living and working right next to each other.

- **Chemville.** A large designer drug factory encompassing an entire "slice" of the doughnut shaped skyscraper, from bottom floor to the roof. The factory is a million dollars a day operation run by the **Helixheads**, a large (over 70 members) color gang distinguished by their fascination with all things chemical.
- **Purgatory.** This is a section near one of the arcology entrances that is constantly fought over by rival color gangs, who all want the area because they could control who enters and exits the Labyrinth. Currently, three color gangs — the **Grovers**, **Infidels** and **Space Invaders** — are engaged in constant battle, making the area an indoor war zone.
- **An old R&D laboratory** where one of the leftover computers has somehow become fully sentient. It has managed to reroute power and has reactivated a variety of machines and places in the R&D facility. It has also sealed all the entrances to the lab, so it can think and work in peace. There, it slowly but surely is building a humanoid robot body that it will one day upload its consciousness into so that it might find a way out of this insane place. Local word on the street is that the place is haunted.

Iron Beach a.k.a. Napier Bay

Population: Approximately 100,000.

Land Use: Industrial, Commercial, Residential

Urbanization: Intense

Wealth: Poor

Crime: Extreme

Overview: Like the other Dreadzones of the city, crime and poverty have so riddled this area that it borders on anarchy. This community used to be a proud industrial zone, lined with large heavy manufacturing facilities of every kind. Located right next to the original site for Project Daedalus (now known as *The Labyrinth*), Iron Beach was particularly hard hit by the resulting pullout of big industry and commercial business. A great deal of this had to do with the fear of alien infiltration and repercussions at the hands of Galactic Law Enforcers like Alpha Prime. As fear and paranoia spread throughout the city, the businesses closest to Daedalus site were then suddenly examined under a microscope and brought under constant siege by protesters and threats of terrorism. As a result, they were among the first to close shop and leave Century Station.

Within a year, 80% of the flagship companies and 60% of the smaller and ancillary businesses were gone. Moreover, nobody working in the area felt safe or secure in their employment. The community quickly got a reputation as a boom town that was quickly going bust, and anybody with half a brain should get out while the going was good. As businesses moved to other places around the world, droves of "employees" and consultants went with them, and the bad element began moving in. Almost overnight, Iron Beach turned from prosperous industrial zone to a

ghost town, perfect for vagabonds, criminals and scoundrels of every kind to move in and take over. Today, the area is off-limits to anybody unwilling to risk life and limb, especially since the abandoned factories make for great hideouts and headquarters for mutants, evil superbeings, criminals, and the dregs of society. Meanwhile, those working at the few remaining legitimate factories and businesses do not linger after work and rush home to their families. Many wish they could move elsewhere, but just can not afford to do so. On any given day, the crime rate at Napier Bay is equal to that of Waingroh or Hannigan.



Places of Interest:

- **Century Steel:** This steel-making “mini-mill” was small compared to older steel plants, but still was a very large, high-tech production facility. Now it lies empty and rusting, home to various color gangs that periodically move in, kick out the old occupants, and hang around until they too are kicked out. As a result, the place is the source of constant small arms fire.
- **Incidental Petroleum:** An old refinery that has been entirely drained, cleaned and partially dismantled. The company even paid \$100 million to have the ground cleaned of any contaminants, making it seem as if the abandoned plant is squeaky clean. Too bad they forgot about that one storage tank of liquefied natural gas that has remained full since the day the company pulled out. If this thing catches fire, the resulting explosion will level the facility.

- Iron Beach has at least six **container yards** within its borders, huge facilities with hundreds of freight car-sized bulk containers stacked up as tall as three or four story buildings. These places also make for excellent hideouts, as well as “challenge points” for rival gangs, mutants and lawless superbeings, individuals and groups, where they meet and duke it out to settle old scores. With no civilians to get in the way and no cops to interfere, battles can take place here unhindered. Rumors persist that one of these containers holds over \$100 million in cash, a drug payment somehow lost in the shuffle of warring criminals. But then Century Station is rich with urban myths, rumors and lies.
- On the border with the Orange Hill district lies **Everest Airport**, a huge aerospace field designed as both a major commercial and passenger airport. Part of its original purpose was to accommodate a line of large space-planes that were being designed by an R&D firm that since went under. These unusual craft would have taken off and landed like a conventional jet, but could reach sub-orbital altitude, and then, propelled by scramjets, go into orbital flight, enabling them to traverse the globe much faster than any conventional craft could.

Everest Airport became a major crime scene in recent years, however, prompting the cancellation of many commercial flights (especially once the factories they were supplying went out of business). Now, most passenger flights go through *Guzman International*, over in the Bocatello subdistrict. Technically, Everest Airport is no longer operational, but independent pilots and thrillseekers eager to dodge potshots from the ground still land here from time to time. Smugglers also use the field a lot, although CHIMERA has targeted it heavily in recent anti-smuggling operations.

The Archipelago

Population: Unknown, estimated at 3,000.

Land Use: Commercial, Industrial, Residential

Urbanization: Intense

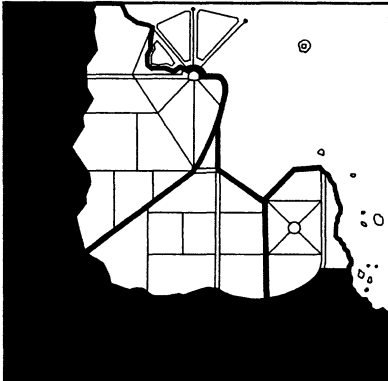
Wealth: Poor

Crime: Extreme

Overview: An old waterfront ghost-town with island container yards and slips where crooks gather like rats. Businesses originally came here to take advantage of the unique tax loophole the water-based transmission feeds from Arcadia provided. By the city charter, all Arcadia infrastructure was considered tax-free, and businesses learned if they built onto the Arcadia stations, which were considered public property, they could enjoy the same status. This attracted only shady businesses, which quickly turned this part of the waterfront into a haven for criminals, smugglers, and even pirates! Now, many a criminal gang make their hideouts here, which technically fall outside CHIMERA’s jurisdiction. This means that anybody can take unauthorized action against the Archipelago, but nobody does, for publicity reasons, and because they know the criminals here are super-well armed and any assault will mean casualties. So, folks figure they’ll leave the area alone. But with the Archipelago acting as the entryway for crime to the city, something has to be done, right?

Places of Interest:

- An abandoned warehouse island guarded by a detachment of robot guards programmed to destroy anything that lands on the island without proper clearance.
- A warehouse island containing over \$10 million in stolen microchips and other computer hardware. Whoever stashed this stuff must have gotten killed or captured by CHIMERA, for the stash lies undisturbed and undiscovered.
- A docking island designed to accommodate freighter ships, where they could off-load their merchandise so smaller vessels could take it to shore. Three old ships sit abandoned in the various slips. Two are bulk freighters that have begun to sink, thanks to rust and numerous bullet and explosion holes in their hulls. The third is a tugboat that appears to be aging and decrepit but is really a high-speed pursuit vessel operated by a deadly gang of pirates.
- A tiny artificial island that has a small but functioning solar generator on it, where the various folks living out here obtain free energy. Some of them use it to re-power energy weapons, while others plot to simply steal the device for themselves, unaware that doing so will set off the device's self-destruct sequence.



Diego Verde

On the other side of the Rattle Ridge Expressway lies a vast expanse of farmland that is being developed into suburban communities. Most of the subdistricts here are what developers call "bedroom communities," places where people go to sleep, but they spend all of their time elsewhere because they only have a small apartment or condo and little incentive to stay at home in their cramped quarters. Most of the enterprising young folk of the city live out here and commute to work in the greater metro area.

The difference between Diego Verde and the metro area is like night and day. Just as urban sprawl and decay has a difficult time crossing over freeways in the metro, so too does it have the same problem (only more so) with *Rattle Ridge*. On one side of the road, the traveler looks down into a valley of crumbling cityscape, but on the other side is a beautiful, verdant vista of rolling hills, pastures, and orderly, new developments free from the crime waves Century Station proper knows all too well.

Many of these middle-class communities are essentially the same, with little crime to speak of, and virtually no

superhero activity. These are the suburbs that in a few years, when Society Hill can accept no more people, and when Center City begins to go downhill (if indeed it does; Operation Overlord just might make everything better), middle class families will flee to it in droves. This will leave the metro area gutted of people, further degrading the local economy, and helping criminals tighten their stranglehold on entire communities.

Garden Valley

Population: Approximately 250,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

Wealth: Middle Class

Crime: Light

Overview: This district is split happily between sections close to the Millions Pavilion, sections close to Victoria Beach, and sections in productive and relatively wealthy farm areas where many rich folks from the city have bought farms as retirement residences.

Old Orchard

Population: Approximately 225,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Light

Wealth: Middle Class

Crime: Moderate

Overview: The "Orchard" was once all farmland that has now been turned into one big residential development. For as far as the eye can see, the land is nothing but a big gridwork of single-family housing developments dotted by the occasional strip mall, convenience store, or office building.

Mignola

Population: Approximately 250,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Light

Wealth: Poor

Crime: Light

Overview: Mostly farmland, still. The agriculture businesses do not do so well, but it is only a matter of time before they sell out to developers and become one of the new suburbs.

Ulster

Population: Approximately 170,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Light

Wealth: Poor

Crime: Light

Overview: Ulster remains almost completely agricultural, and has only a smidgen of suburban development in it. As a whole, the subdistrict ekes out a living selling agricultural goods to the metro area and at local Diego Verde farmers' markets.

Fairfax

Population: Approximately 200,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

Wealth: Middle Class

Crime: Moderate

Overview: Fairfax has developed rapidly into a popular commuter district because it sits right on the Rattle Ridge/109 interchange. But, as more affluent people have moved in, some crime has also come with them, mostly non-violent car theft and burglaries.

Holbrooke

Population: Approximately 150,000.

Land Use: Residential, Commercial, Industrial

Urbanization: Moderate

Wealth: Middle Class

Crime: Light

Overview: Like Fairfax, Holbrooke is another popular commuter haven, only much of the development here is away from the 109, which lightens the overall crime rate to some degree.

Breckland

Population: Approximately 70,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Light

Wealth: Poor

Crime: Light

Overview: This agricultural district has virtually no urban development, but that is due to change soon. R.J. Kirijayam, one of the area's biggest land developers has recently inked a deal to buy nearly 60% of the land in the district, with plans for making it into a humongous residential and commercial zone.

Rattle Ridge

Population: Approximately 100,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Light

Wealth: Poor

Crime: Light

Overview: This district is more mountainside than anything else, and even though it lies just on the other side of the nefarious Hannigan subdistrict, Rattle Ridge remains a quiet and peaceful place frequented by hikers and bicyclists. Still, there are fears that one day, the crime from Hannigan will spill over the top of the mountain, making this relatively sleepy rural community an instant battleground.

Truffault

Population: Approximately 150,000.

Land Use: Residential, Industrial, Commercial

Urbanization: Light

Wealth: Middle Class

Crime: Light

Overview: An upscale development for folks who like to do business within the city, but live as far from the metro area as possible. Most people living here have large, spacious homes and yards, interspersed with parks and patches of undeveloped woodlands, providing a natural, rustic look to the district.

Gramercy Island Penitentiary

Population: Approximately 10,000.

Land Use: Special: Government Detention Facility

Urbanization: Extreme

Wealth: Poor

Crime: Intense

Overview: Gramercy Island is a maximum security penitentiary for both conventional criminals with a special wing dedicated to holding super-criminals (one of only eight such facilities in the world, in fact). Despite top-rate security systems, a freshly rebuilt facility and a large number of well trained guards, violence and crime among the general population remain at an epidemic level, making this one of the hardest prisons to survive in anywhere in the country. Those who come out either never brush with the law again, or more likely, become hardened career criminals who go right back to the street looking for the kind of work that got them busted in the first place.

Points of Interest:

- **Skyport and Seaport:** The island facility can be reached only by water and air. Typically, a modified helicopter takes prisoners from the mainland to the island. Especially dangerous prisoners are taken by boat for fear of a hijacking or taking control of the aircraft.
 - **Cell Blocks A-C:** Each Cell Block is designed to contain 2,000 conventional inmates, but with a total population of 10,000, this means each block is pretty badly overcrowded. This means tripling up in cells, heightened tension, violence and victimization among inmates. All of which contributes to a more hostile body of prisoners, overall. Each Cell Block consists of a number of workshops, common recreation areas, a single outside yard, and walls lined with tiny, minimally furnished cells consisting of bunk beds, a lidless toilet, and a sink.
 - **Cell Block D:** This special wing is for handling super-powered villains. Many inmates here are required to wear "power dampener" manacles which create a "null field" around the wearer. This effectively shorts out one's innate super abilities, rendering 40-50% of most Aliens, Experiments, Mutants, and the like powerless. Those without super abilities do not wear these special manacles, but are considered to be just as dangerous. Likewise since the power dampeners do not work on all powers or characters, others are dealt with via drug therapy, conventional manacles, and other means. Most superbeings have their own cell so they can not collaborate with cell mates on ways to escape. All Cell Block D cells are under constant video surveillance and ambient power monitoring, which can register the use of many super abilities. Some superhumans are among the guard population to help manage and deal with the incarcerated villains.
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Part Two:

Who's Who of Century Station

Public City Figures

Mayor Dwayne Zardona

Mayor Dwayne Zardona moved to Century Station when he was three years old and his father was transferred to the *Nascent Technologies* main production facility in what is now **Iron Beach**. As Dwayne grew up, he watched Nascent boom and bust during the Daedalus years, ultimately closing its doors and laying off its entire production staff, including his father. Like so many others whose careers had taken a sharp downturn when Project Daedalus was dissolved, the elder Zardona grew despondent and ultimately took his own life rather than face the shame of unemployment. The tragic event changed young Dwayne forever, and while he mourned his father's death, he swore that he would never allow himself to fall prey to the forces of despair. No matter what, he would always struggle on. To keep fighting that which opposed him, regardless of cost or consequence. More than anything, this single characteristic has made the Mayor into the man he is today.

After graduating from law school and founding a profitable law office in **Silver Hill**, Dwayne Zardona got involved in local politics, earning himself a reputation for siding with established industry rather than labor groups, and with big government programs rather than individual incentives. He also earned a reputation as a hard-liner when it came to crime, yet remained relatively inexperienced in other affairs, deferring frequently to committees and advisors. Seeing a diamond in the rough, the *Council of Industry* backed Zardona's candidacy, thinking that if they groomed him well enough, he might one day reach a higher office and be able to repay the Council in kind with plentiful political favors.

After the Bloody Monday riots, the city was in ruins. A stunned Mayor and City Council sat staring at the smoke

plumes wondering how things had gotten this bad. Once the entire Mayor's office and City Council were shown the door, the Council of Industry became the *de facto* power in Century Station, and had little difficulty placing candidate Zardona in the Mayor's chair.

Zardona took his oath of office amid a firestorm of trouble. Chief among the problems was the need to rebuild the city, get a hold on crime, and satisfy a Federal edict requiring the city to make substantial improvements in reestablishing law and order or face Federal occupation in five years (the end of Zardona's first term). Mayor Zardona took all of this very seriously, and dove in head first, naming a small but powerful City Council that had sweeping emergency powers which would extend for the duration of the next five years. While Mayor Zardona initiated a number of projects that directly benefited some of the companies on the Council of Industry, he did little to pay back his benefactors for their long-time support, much to their chagrin. To Mayor Zardona, there would be time enough for patronage and kickbacks *after* the city got on its feet again.

In the meantime, the Mayor acts much like a benevolent dictator, starting grand projects by decree and with little to no outside consultation. Over the last few years, he has learned a great deal about leadership and has found a kind of confidence he never used to have. He has proven to be an expert in procuring additional funding for the cash-strapped city from the Federal government, international, and private investors. So far, he has managed to hold things together, and has done a surprisingly good job of "stopping the bleeding" from the wounds of the Daedalus collapse. Now he must fully heal the city, so it can reclaim its rightful position as one of the proudest and most magnificent cities in the world.



they were present, would probably drop his ratings to below 33% and deal Operation Overlord a crippling blow. Perhaps the biggest strike against him is that he would rather see unsanctioned vigilantes in jail than fighting crime on their own. Until Operation Overlord proves that CHIMERA can police the city, there will be plenty of people who question the wisdom of going after people who bend the law to help the downtrodden and innocent.

Assuming his tenure in Century Station goes well, Mayor Zardona will likely run for Senate or even the Oval Office someday, using his remarkable achievements in Century Station as the cornerstone of his resume.

Physical Appearance: Mayor Zardonna is an average-looking (if a bit overweight), middle-aged man who is just beginning to show signs of hair loss. He wears a goatee and has squinty, stern eyes.

Alignment: Scrupulous

Attributes: I.Q. 15, M.E. 15, M.A. 15, P.S. 13, P.P. 11, P.E. 13, P.B. 15, Spd 8 (low because of an old football knee injury).

Age: 43

Hit Points: 45; **S.D.C.:** 18

Equivalent Level of Experience: 8th level Politician, 3rd level Soldier (served in the National Guard).

Skills of Note: Business & Finance (95%), Computer Operation (98%), Art (95%), Law (General) (85%), Research (98%), Writing (85%), Pilot Boats: Sail-Type (98%), Pilot Airplane (98%), Hunting, Land Navigation (64%), Track Animals (55%), W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifle.

The City Council

The City Council is to Mayor Zardona what the U.S. Congress is to the President. While Mayor Zardona has the power to make sweeping changes under his own authority, he still must consult with the City Council on affairs regarding the changing of any laws, tax structure, or widespread zoning changes. The City Council also has the authority to hold a vote of "no confidence" on the Mayor, a measure which is unheard of in many other metropolises. If the City Council finds the Mayor derelict in his duties or woefully inadequate for his position, it can issue a formal notice of no confidence, wherein the Mayor has three weeks to straighten up or else the Council will vote on whether or not to eject him, appoint an interim mayor from the Council, and hold new general elections within 60 days. This power was instituted after Bloody Monday as a means of getting rid of ineffectual civic leaders before they could lead the city into ruin. So far, the City Council has been fairly happy with Mayor Zardona and has no plans to issue a no confidence warning in the foreseeable future.

That is not to say that Mayor Zardona has the Council in his back pocket, however. Of the 25 Council members, at least 10 disapprove of the Mayor's heavy-handed tactics and grumble incessantly about the way he handles things. Of these, maybe five think his actions are worthy of a no confidence vote, while the others think that the Mayor is a little over-the-top but not so much as to consider removing him. However, if the Mayor were to seriously drop the ball, the faction against him would gain a lot of

Whether or not this will ever happen remains to be seen. With just around a year left in his first term, Mayor Zardona has stepped up his reconstruction and revitalization projects incredibly, as well as launching the city's all-out effort to eradicate crime. While **Operation Overlord** is a risky but sound idea (Century Station has few other options to control its crime problem), the truth is, the Mayor instigated this operation as much for his own political career as for the city's betterment. While no megalomaniac, Mayor Zardona has grown accustomed to his take-charge way of running the city, and he is convinced that if the Federal government comes in and takes over before he is finished here (which will require at least another term), then they will strangle the city in red tape. With Operation Overlord in place, he figures the "Feds," as he likes to call them, will not take over for fear of upsetting the anti-crime campaign. With any luck, this will buy him and the city some time. Of course, if his plans fail, by the next election, there could be tanks in the streets, enforcing law and order at the end of a 105 mm cannon.

Currently, the Mayor's ratings are at a solid 76%, which is fairly remarkable considering the strife suffered by the bulk of the city's citizens. Despite his rough way of handling things, and allegations of abuse of power, the majority of people think Mayor Zardona is doing what must be done to save the city, and they respect him for it. One thing in his favor is that his office is squeaky clean and free from personal scandal or corruption, things which if

steam overnight, and he could easily find himself out of a job.

The City Council has openly voiced its concern over the timing of Operation Overlord and its uncomfortably narrow chance of success. To mollify his critics, Mayor Zardona gives them weekly briefings on the operation, offering full disclosure of all information he has, good and bad. Over the last few months, he has convinced the City Council that Operation Overlord is the only way to keep the Federal government out of Century Station, and at last, the Council is beginning to agree. However, those few arch-enemies of his are unlikely to go along with *anything* he proposes, largely because they wish to gain the Mayor's seat for themselves.

The Council of Industry

Although it has seen better days, the Council of Industry (CI) remains the single most powerful group of non-governmental entities in the city. Founded during the Project Daedalus glory days, the CI was basically a trade guild designed to organize the collective political power of the city's major industrial powers and use them to pressure the Mayor's office to put through pro-industry legislation, like further tax shelter status, easier zoning restrictions, overturning environmental decisions, and so on.

The Council of Industry has shrunk in size quite a bit since so many of the high-tech companies that formed the group have either left or gone under. Nowadays, the Board consists of: **Advanced Transportation Technologies, Helion Light & Power, Overlund Earth Energies, Triton Industries, Korashi Technics, Genesys, Orion Robotics, Xander Financial Group, Integrated Thinking Systems, and Daedalus Industries.**

Currently, the Council of Industry's chairman is **Maximillian Valentine**, CEO of the sinister *Genesys*. Since Valentine's shady ascension to the top of the Council of Industry, he has become a tyrant, demanding complete agreement from all member companies on every initiative the CI wishes to put through. Failure to comply means expulsion from the organization and the loss of the many perks it provides its members, such as a special tax buffer it arranged nearly 10 years ago to spare it from paying any future tax increases.

To make matters worse, Valentine has become very confrontational with Mayor Zardona, demanding that the city agree to a long list of demands by the Council of Industry (actually by Valentine, but the other CI members were railroaded into signing it). This would give the organization the equivalent of 10 seats on the City Council. Mayor Zardona has laughed off the demand, but Valentine will not be dissuaded, and is threatening to have all CI companies go on strike or even pull up stakes and leave the city unless it agrees to give in to its broad political demands. Mayor Zardona still remains resolute against this, and now many people within and without the conflict are beginning to think it is all just a ploy by Valentine to make the Mayor think the big industrialists of the city can still pull

the Mayor's strings when they want to. The ploy is *not* working, and more than a few CI companies are considering ways to depose Valentine and get somebody a little more reasonable in the Chairman's seat.

Until then, the CI will continue aggressively pursuing ridiculously pro-industry laws, regulations and perks, which are turning the bulk of the city's population against it. Given the rate of joblessness in the District of Century Station, many feel that the CI's greed, as exhibited by their political lobbying and mayoral harassment, is simply disgusting.

Avtran — Advanced Transportation Technologies

The Advanced Transportation Technologies company, better known as Avtran, was one of the first high-tech industrial leaders to set up shop in Century Station. Although originally lured to the community by when Project Daedalus got underway, even when things got bad, Avtran refused to go, citing that it had invested too much in the city to pull up stakes. It also noted that it employed over 10,000 people locally, and to leave them all high and dry would be "a criminal act of corporate greed in the face of humble necessity." For this move, Avtran was awarded a key to the city by a very grateful Mayor's office, as well as worldwide recognition as a major industrial manufacturer with an uncommon concern for the little people who work for it.

Avtran specializes in aerospace technology, having produced numerous components for the Space Shuttle program, the International Space Station, a number of secret military projects, and its very own "space-plane" program, which it intends to fully develop with or without NASA endorsement. Avtran senior executives believe that there will be a massive market for space-plane technology within the next 20 years, and it has fully dedicated itself to being in the forefront of that industry when it finally gets off the ground.

On a more immediate front, Avtran has been producing commercially viable personal aircraft that are cheaper and easier to pilot than many conventional fixed-wing aircraft. Using a system of high-powered directional turbfans, Avtran's air vehicles feature vertical takeoff and landing (VTOL) capability matched with high speed and fuel efficiency. To pilot an Avtran air vehicle, one needs both the *Pilot Automobiles* skill and the *Pilot Airplane* skill. The skill ratio for handling one of these vehicles is the average between the two skills. Thus, if a character has Pilot Auto at 98% and Pilot Airplane at 66%, his Avtran piloting success ratio is 82%.

Avtran currently has three personal vehicles in limited production, the **Aircar**, the **Hovertruck** and the **Skybike**. The Pentagon is looking into using these vehicles for military use in all of its branches, which could result in a huge contract for Avtran, and a major shot in the arm to Century Station's economy, since the company would have to hire at least another 10,000 workers to keep up with the added demand. Already the Century Station Police Department uses modified Hovertrucks as tactical support craft as well as Skybikes, and with great success.

Avtran Aircar

Crew: One driver/pilot and up to three passengers.

A.R.: 5

S.D.C. by Location:

Main Body — 200 S.D.C.

Jets (4) — 100 S.D.C. each

Tail — 75 S.D.C.

Speed: 300 mph (480 kph).

Range: 400 miles (640 km).

Length: 12 feet (3.6 m).

Weight: 1,500 lbs (675 kg).

Cost: \$190,000-\$250,000 depending on the bells and whistles.

Avtran Hovertruck

Crew: One driver/pilot, up to three passengers and up to 10,000 lbs (5 tons/4,500 kg) in cargo.

A.R.: 6

S.D.C. by Location:

Main Body — 280 S.D.C.

Jets (4) — 120 S.D.C. each

Tail — 120 S.D.C.

Speed: 300 mph (480 km).

Range: 300 miles (480 km).

Length: 25 feet (7.6 m).

Weight: 8,000 lbs (4 tons/3,600).

Cost: \$300,000-\$350,000 depending on the number of options.

Avtran Skybike

Crew: One driver/pilot and one passenger.

A.R.: 5

S.D.C. by Location:

Main Body — 100 S.D.C.

Jet Engine — 100 S.D.C.

Tail — 50 S.D.C.

Speed: 400 mph (640 km).

Range: 600 miles (960 km).

Length: 6 feet (1.83 m).

Weight: 500 lbs (225 kg).

Cost: \$160,000-\$180,000 depending on the number of options.

Helion Light & Power

Helion is an odd fusion of R&D lab and traditional utility company. It got its start along with so many others during the Daedalus boom, developing advanced models of E-Clips, power packs, and micro-power plants, among other things. When the city fell on hard times, Helion was tapped to help pick up some of the city's electrical generation needs. Buying an old plant from a departing company, Helion reluctantly got into the electricity generation and distribution business. Discovering it had a knack for this sort of thing, it also got into the water business, building a desalinization plant on what is now known as Iron Beach and piping the fresh water throughout the city.

Helion has at least three other competitors, which forces the power giant to keep a sharp eye on its bottom line. One way in which it does this is by cracking down on water and power piracy, which is rampant in the Dreadzones, where folks can't afford food much less power. To cut down on this, Helion routinely assembles

teams of mercenaries, security guards, ex-cops, and even the occasional agent with super abilities to patrol the Dreadzones in search of water and power pirates. Rumor has it they are instructed to shoot to kill, but the law limits them to firing only in self-defense. Their standing orders are "officially" to make citizens' arrests upon W&P violators and deliver energy pirates into police custody. Although the amount of money Helion loses each year from piracy is well beneath what the utility giant can afford, it pursues each violation to the fullest extent of the law, typically resulting in a one year jail sentence and a \$10,000 fine. Considering how impoverished the people who are forced to pirate energy are in the first place, these draconian crackdowns ruin families and shatter people's lives, since they will work for years to get out from under the fine.

For stats on Helion W&P patrollers, simply use the ones for a standard *Century Station police officer* and substitute weapons, armor and equipment as deemed necessary. Due to their work with cheap energy sources, it is likely that Helion troopers will make extensive use of energy weapons, preferably those provided by Triton Industries.

Overlund Earth Energies

Overlund is a startup company and the most recent inductee to the Council of Industry. This firm's primary business is developing environment-friendly technologies such as a new generation of super-solar engines (for use by vehicles, cyborgs and most notably, robots), environmental remediation technology (Overlund has discovered a biodegradable enzyme that dissolves oil instantly but has no harmful side effects, the perfect tool for cleaning oil spills) and providing consulting services (such as to the Century Station Sanitation Department, which faces massive remediation costs in the near future if it does not change how it is storing and disposing of waste material).

Overlund was founded by the *late Dr. Halley Chisolm*, a brilliant scientist and a woman of great passion for the natural world. After founding a worldwide network of game preserves and bioparks, she came to Century Station thinking that if the city's stampede towards a more technologically advanced future could not be stopped, then perhaps it could be persuaded to take a path that was more beneficial to the planet. To that end, she tirelessly funded research efforts to develop the kinds of technologies that she felt would help usher humanity into a smarter, cleaner, safer and more productive future. Although she died several years ago, her work lives on in the many projects of her company.

Needless to say, more conventional energy companies such as Helion do not like Overlund very much, and consider them to be meddlesome idealists who are just a few steps away from environmental terrorists. While Overlund staffers enjoy such denunciations (they find it all very humorous), the truth is a lot of companies are hesitant to adopt Overlund policies for fear of being labeled as too Earth-friendly, which the Council of Industry generally takes as codespeak for "anti-industrial." Be that as it may, being "green" is a label Overlund does not mind having. There are far worse stigmas to endure.

Triton Industries

Based on an original concept

by Kevin Siembieda & Wayne Breaux

Triton Industries is a developer and manufacturer of military, law enforcement and civilian weapons, ammunition, body armor and survival equipment. Headquartered in *Elko, Nevada*, this rapidly growing mega-corporation has offices and facilities nationwide, including a large office and production facility in Century Station.

For much of its history, Triton Industries has been a struggling arms manufacturer, but seven years ago the company began making remarkable (and unexplained, some say) breakthroughs in laser technology. This has propelled Triton to the upper echelon of weapons and armor development. Its breakthroughs have enabled the company to continuously score lucrative contracts with various nations, private security firms, and numerous law enforcement agencies, including the Century Station Police Department.

Triton's founder and CEO, *Arthur Harding*, is an outspoken supporter of both **Project Tyche** and the **Operation Overlord** initiative of Century Station. It is said that the only reason why he supports either is because his company stands to profit immensely from both. It has long been rumored that Project Tyche runs secret *wetworking teams* that capture recently landed aliens and steals their technology which could be conveniently incorporated into new weapons designs, for instance. It also comes as no surprise that Harding supports both CHIMERA and Operation Overlord in Century Station, since it was his company that landed the blockbuster contract to supply the **CSPD** and **SECTOR 10** with weapons and body armor.

Indeed, that Triton saved itself from financial ruin with the timely design of some very profitable breakthrough laser technology is also a little too coincidental for people to swallow. But, there is no hard evidence that proves Triton to be anything but on the level, and the company's crack public relations team has managed to portray both Harding and Triton as hard-working and visionary. Any talk of connecting Triton with alien technology is brushed off as conspiracy theory rubbish, despite the efforts of groups like Skywatch and S.H.O.C.K. to prove otherwise.

So far, Triton has managed to conceal the secret of its success, that the company really *is* in league with aliens, a race of evil arms dealers and slavers known as the **Darclons**, and it made its laser technology breakthroughs by pirating alien technology recovered from a crash site! Nobody outside the company knows this (yet), and even at Triton, only a precious few are in the know, leaving most of the company's work force to labor in blissful ignorance. To keep this quiet, Triton has adopted a culture where everything is secret, and all workers are responsible for maintaining their project's security. While this makes Triton facilities a bit Orwellian, it also makes the insanely tight security of the company look ordinary and not worthy of further investigation. (**Note:** For the full story on Triton Industries, Arthur Harding, and their unholy alliance with the Darclons, please refer to the **Revised Aliens Unlimited™** sourcebook.)

Triton Strike Teams

After his initial breakthroughs with duplicating alien technology, Harding realized that if he could acquire additional alien items, he could pirate them too and make a bigger fortune. To this end, he has secretly forged an alliance with the covert wing of **Project Tyche**, the infamous alien-hunters. This alliance insures Project Tyche shares its alien database with Triton, and in turn, Triton has its own field teams (Triton Strike Teams, or "TSTs") tracking down aliens, confiscating their technology and turning it over to the government. Of course, the TSTs always give Triton scientists a chance to examine all stolen technology before giving it to Project Tyche or the Feds. So far, Project Tyche seems to have either overlooked this, or knows what Triton is doing and looks the other way. Exactly which is the case is difficult to say.

Triton Industries maintains six Tactical Strike Teams (TSTs) throughout the world, with two in Century Station alone, since the city seems to be a nexus for alien activity. These squads are very similar in make-up and tactics to the *Lock Down Teams* of **Project Secure**, Project Tyche's arch-rival. (The skinny on Project Secure and its Lock Down Teams can be found later in this section.) The TSTs are always on call, ready to respond at a moment's notice. They are frequently deployed to investigate situations that Project Tyche is unable to explore because the lead is too flimsy or because the investigation has been turned over to another agency, like Project Secure. The TSTs also investigate leads of their own, which they usually only share with Project Tyche long after Triton has learned all it can from the situation. To develop its own leads, Triton maintains a sizeable research staff with access to numerous on-line databases, wire services, and government and civilian UFO groups. Whenever a promising lead comes up, a TST is notified and immediately goes into the field to beat any government teams (especially Project Tyche) to the site. Any aliens that are found are killed without question and then cremated. (On very rare occasions, aliens may be captured instead and compelled to work for Triton by joining one of its TSTs. Usually, this only involves aliens that the Darclons have befriended or enslaved.) Any alien technology or artifacts are confiscated and taken to a field lab where they are analyzed and duplicated (if possible) before they are cataloged and Harding is notified of the mission's success. Only then does Triton contact Project Tyche and arrange for the delivery of the alien technology.

A standard TST field team consists of six or eight operatives divided into two squads. TST members are usually (01-75% chance) superhumans (**01-25%: Alien, 26-50%: Experiment, 51-75%: Mutant, 76-00%: Psionic**).

Those who are not still often have extraordinary abilities or extensive **cybernetics** (**01-33%: Hardware, 34-66%: Physical Training, 67-00%: Bionics**), making them formidable adversaries. Bionic operatives typically have amplified hearing, some form of vision enhancement, radar, surveillance "bug" detectors, wide band radio receivers and transmitters, and 1D4 bionic weapon systems. Additional bionics may be added at the G.M.'s discretion.

The few operatives who do not possess super abilities are usually ex-military or law enforcement personnel with

remarkable records and a penchant for what Triton likes to call "moral flexibility." These operatives typically go into action wearing a suit of Triton Industries power armor and pack TI energy weaponry.

Game Masters are encouraged to roll up their own superhuman TST operatives or to use pre-created characters from the Who's Who section of this book or from the **Aliens Unlimited™**, **Villains Unlimited™** or **Heroes Unlimited™ G.M.'s Guide** sourcebooks. For non-powered "grunts," please refer to the stats given for a standard Century Station Police Officer, and substitute weapons and equipment where appropriate.

The Harlequin

Triton Industries' facility in Century Station resides in a magnificent 60-story skyscraper named "The Harlequin," after the ex-hero turned entrepreneur who originally built it. The Harlequin stands in the heart of Silver City, almost lost among a forest of equally large buildings near the massive industrial arcology that dominates the landscape there. TI chose not to build into the arcology because they felt that sharing a building with any other operation might compromise its security. After all, this company has some major skeletons in its closet.

The Century Station Triton Industries complex has ordinary office building security for the first 10 floors (unarmed security guards at receptionist areas, passcard locks on doors, the standard video surveillance), but for 45 floors above that, security becomes incredibly tight. All visitors must be cleared specifically by a project director and be issued a special passcard to access the upper floors by elevator or stairwell. Once on a restricted floor, visitors will be escorted to their destination by a pair of heavily armed, exoskeleton-wearing security guards. Once at their destination, visitors are locked in and cannot move to another part of the complex without armed escort. In addition, multi-optic video surveillance and motion detector coverage is constant in every nook and cranny of the restricted areas. There is no opportunity for personal privacy here. Everywhere you go is being watched and recorded (even the rest rooms), and all external communications go through a series of firewalls for monitoring, censoring, and lockout. Not that it matters much, but very few workstations even have outside communications access, and those that do must be swiped by a top-level access card. Only four of those cards are in existence, reserved for the top project leaders of the complex.

The 55th floor is the topmost restricted area. Access to this is offered only to the top four project leaders of the complex and their designated guests. Special passcards possessed only by the project leaders will afford entry. There is no human guard presence here. Instead, automated laser turrets (5D6 per shot, single shot or burst fire, unlimited payload, +3 to strike) are present on every corner and are linked to multi-optics surveillance equipment. These setups constantly scan for recognized bio-signatures, the final security measure of this floor. The bio-sigs of the top project managers are locked into the security computers. Temporary guests have their bio-sig temporarily entered into the computer for up to 36 hours. Anyone with a bio-signature that does not match those registered

into the security computers will be automatically fired upon by every laser turret encountered. A silent alarm will also be initiated, and the top floor will lock down entirely, with vault doors (600 S.D.C.) lowering over all exits, windows and ventilation shafts. One minute (four melee rounds) later, knockout gas will flood the floor through microvents embedded in the woodwork and ceiling. Upon initial contact with this stuff, all victims must save vs non-lethal poison (16 or higher) or fall unconscious for 2D10 minutes. Additional saving throws must be made each minute unless one does not need to breathe, or has artificial respiration of some kind, lung filtration, immunity to poisons, etc. After 10 minutes of gas exposure, air scrubbers will kick in and the gas will be sucked out of the floor and neutralized. The vault doors will retract, the laser guns will shut off momentarily, and a security detachment from a lower level will take the incapacitated intruders to the building's security detainment center in the deepest sub-basement for interrogation and probable execution. Triton Industries does not like loose ends. Passage from this floor to the detainment center is through a special express elevator that goes directly from this level to the sub-basement.

(Infiltrator note: The basement is considered the "soft underbelly" of the facility and probably can be breached more easily than elsewhere. But even then, one must burrow deep underground, perhaps into the water table and back out again, to assault the underside of the building.)

The reason for all the security is because on the top floor, TI keeps its top-secret data banks and new prototypes. Ultra-secure communications stations are also here, so project managers may report directly to Arthur Harding. Although the databanks are extremely well encrypted (-30% on all hacking attempts), they are worth the risk. The information they contain includes schematics of all TI products and full evidence linking TI to its alien benefactors, the Darclons. This information is worth a fortune to whoever steals it and manages to stay alive long enough to sell it on the black market, to rival technology companies, supervillains, or whoever. Triton Industries has only had one break-in attempt so far (most people do not even know about this floor's special security or contents, only that it is off-limits). Those burglars never made it past the first laser turret. Two were fried by the guns and the other two succumbed to the gas. Subsequent interrogation revealed they were TI employees who decided to hit their employer and run. Bad career move.

The 55th through 60th floors are "dummy floors" made to look like ordinary offices, much like the first 10 floors of the building. On the roof is a fully functioning skyport capable of accommodating nearly any kind of helicopter, light VTOL airplane, air car, or hovertruck. Only TI VIPs or specially designated guests may use the skyport. Unauthorized landers will be asked to leave. Those who do not comply will be reported to the CSPD, which has been duped into believing that Triton Industries is a respectable technology company. (TI has also taken great pains to make sure that any investigations into its business get lost in the shuffle or put on permanent back burners. Since TI has managed to keep a squeaky clean appearance and record in Century Station, the CSPD has no reason to look into their activities.)

Triton Industries Organization Statistics

Total Points: 346

- A. Outfits:** #4 Specialty Clothing: 10 points
- B. Equipment:** #4 Electronic Supplies: 10 points
- C. Weapons:** #5 The Arsenal: 30 points
- D. Bionics and Robotics:** #3 Cyber Agents: 25 points
- E. Vehicles:** #4 Specialty Vehicles: 40 points
- F. Communications:** #4 Computerized: 15 points
- G. Offices, Hideouts, Distribution:** #4 National: 15 points
- H. Military Power:** #4 Private Army: 30 points
- I. Super Powered Operatives:** #3 A Few Regulars: 20 points
- J. Sponsorship:** #3 Private Industry: 6 points
- K. Special Budget:** #5 Big Bucks: 35 points
- L. Administrative Control:** #2 Loose Laws: 5 points
- M. Internal Security:** #4 Iron Clad: 25 points
- N. External Infiltration:** #3 Information Source: 10 points
- O. Research and Information Gathering:** #5 Superior Connections: 30 points
- P. Agency Credentials:** #4 Known: 10 points
- Q. Agency Salary:** #5 Excellent: 30 points

Triton Industries

Armor & Weapons of Note

Triton Industries has developed a number of advanced energy weapons and high-tech ammunition, body armor and equipment. The items are "knock-offs" from alien sources. As a result, damage and data are often referred to as alien equivalents found in the equipment section of this book or items found in **Heroes Unlimited™**.

Body Armor

TI Riot Body Armors: Triton produces armors identical to those in *Heroes Unlimited™* but because of alien technology, all have an Armor Rating (AR) one higher (+1) and an additional 10% S.D.C. than those listed. Cost is 25% higher too.

All Weather Armored Environmental Suit (A.W.A.E.S.): Identical to the H.E.A.S. except it has an A.R. of 13 and S.D.C. of 300. Cost: \$25,000.

Fanning Recoil Diminisher Exoskeleton MK-III (FRDE, a.k.a. Freddie): This power armor is a combination of a hydraulic leveling and recoil absorbing system built into a suit of protective body armor. The overall effect of the system is the near negation of recoil from automatic weapons. **Bonuses:** It also provides the wearer with +2 to P.S. and Spd. as well as basic body armor protection with an A.R.: 14 and 160 S.D.C. points. The wearer is +2 to strike when burst firing and +1 to strike when spraying/firing wild (See Modern Weapon Proficiency section). **Weight:** 100 lbs (45 kg) plus weapon and equipment weight. **Note:** This suit is not an EVA system. **Cost:** \$90,000-\$120,000 for a human-sized Freddie; double for giant characters.

The FRDE is currently a very hot commodity in the security and mercenary fields. Costs are high due to high demand and moderate production.

FRDE MK-IV-Super (a.k.a. Super Freddie): This is an advanced suit of power armor with the same systems as

the MK-III, but has enhanced robotic augmentation, laser targeting (4,000 feet/1,219 m range), and laser wrist blasters (3D6 damage, 2000 feet/610 m range). **A.R.:** 15, **S.D.C.:** 200. **Bonuses:** +4 to P.S. (and considered Super-human) and +10 to Spd.; can leap 10 feet (3 m) lengthwise or up, +1 on initiative, +3 to strike with lasers, +2 to strike when firing bursts and +1 to strike when spraying/firing wild, and +1 to dodge. **Penalties:** -15% to prowl. **Weight:** 200 pounds (90 kg) plus weapon and equipment weight. **Note:** This suit is not an EVA system. **Cost:** \$500,000 and up for a human-sized Super Freddie; double for giant characters. This is an experimental prototype.

BSEVA-1: This all-environment (EVA) alien riot armor is produced in limited numbers by Triton Industries for use by its own operatives. It is NOT available on the open market to *anyone*. **A.R.:** 15. **S.D.C.:** 230. **Features:** Built-in oxygen/S.C.U.B.A. apparatus, gas filters, air purge and circulation system (can breathe the same air for 2D4 days before it goes stale), long-range radio, laser targeting, radiation detector, and jet pack (90 mph/144 km). **Weight:** 30 lbs. (13.6 kg). **Cost:** Not applicable, available only to special TI operatives. On the open market it would sell for at least \$650,000-\$900,000.

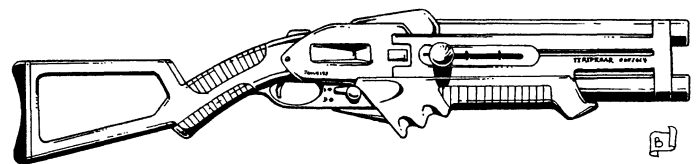
Weapons & Ammunition

Armor Piercing Ammunition: \$275 per 100 rounds.

Flechette Ammunition: These rounds are composed of hundreds of small, razor-sharp blades. Their penetration value is low (add +2 to target's A.R.), but damage is high (6D6). They can only be used in shotguns. \$150 per 100.

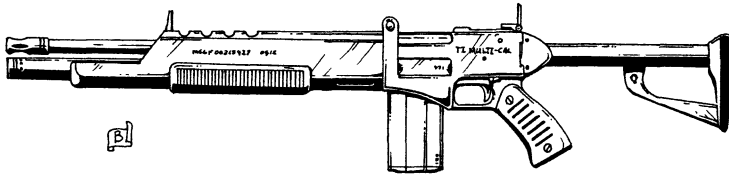
Shotgun Sabot Ammunition: These are advanced slugs for shotguns. Their design doubles the normal range for shotgun slugs. Cost: \$80 per 100.

TKO .50 Caliber: **Range:** 610 feet (186 m); **Damage:** 1D4x10 normal, 1D6x10 microjets or explosive. **Rate of Fire:** Single shot only. **Payload:** One shot. Fire and reload, fire and reload. **Note:** This break-open handgun is a knockoff of a popular alien weapon used throughout the galaxy. **Cost:** \$750.

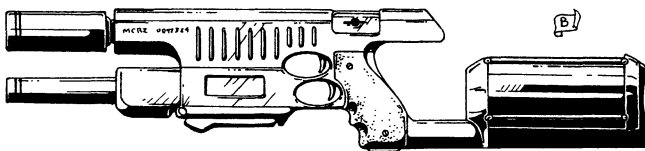


TI Riproar: **Range:** 40 feet (12 m) with stun balls, 100 feet (30.5 m) with normal cartridges or explosive, 130 feet (39.6 m) with microjets. **Damage:** 2D6 plus victim is -6 to initiative, strike, parry and dodge for 1D4 melee rounds unless save vs poison (stun ball), 6D6 (conventional) or 1D6x10 (microjets or explosives). **Rate of Fire:** Single shot or both barrels (double damage). **Payload:** Six round tubular magazine. **Note:** This weapon resembles a short shotgun with two massive, over-and-under barrels fed by a single tubular magazine. It is a knockoff of a common alien slug thrower design found throughout the galaxy. **Cost:** \$1,000.

TI .50 ACE: This handgun is basically a .45 caliber or 9 mm pistol modified to inflict 6D6 damage. **Cost:** Base price of normal .45 or 9 mm handgun +\$1,000.



TI Multi-Cal Rifle: Triton Industries' triumph in assault rifle technology is the Multi-Cal rifle. It is a dual purpose weapon designed for S.W.A.T. and other tactical uses. The rifle has an over-under dual barrel assembly. The top barrel can fire a variety of rifle cartridges, including the 7 mm, 7.5 mm, 7.62 and 7.65 mm. The bottom is a 12 gauge shotgun. Both barrels are fed by clips. The 7.62 mm is fully automatic, while the shotgun is semi-automatic (it can fire single aimed shots or rapid-fire short bursts). Range: Rifle: 1,300 feet (396 m). Shotgun: 100 feet (30.5 m). Damage: Rifle as per caliber of bullet (typically 5D6). Shotgun 5D6 for solid slugs or 4D6 for buckshot per round. Rate of fire: Aimed, burst, and wild; see Modern Weapon Proficiencies. Payload: 50 round magazine (rifle), 6 round tubular magazine (shotgun). **Cost:** \$6,500.

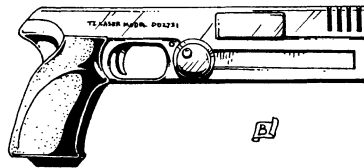


TI MCR2: This weapon, developed exclusively for C-SWAT, represents the next evolution in the company's hybrid firearms line. Like the Multi-Cal, this weapon combines weapon features, in this case, machinegun and shotgun firepower. Only this model is reconfigured to pack more punch in a small body for use in tight quarters and for greater concealability. The gun itself is roughly the size of a sub-machinegun such as the H&K MP-5 used by the CSPD District Patrol officers. The small size makes it ideal for better concealment and ease of use than a full-sized rifle. The weapon's non-retractable stock comes off the bottom of the handgrip, and within the stock is the weapon's specially designed helical magazine, the same as those used on weapons like the M950 Calico machine pistol. The 12-gauge shotgun is a clip-fed weapon attached to the underside of the MCR2. Range: SMG is 1,000 feet (305 m), 100 feet (30.5 m) for the shotgun. Damage: SMG: 3D6, or shotgun: 4D6 (buckshot), 5D6 (solid slug), 6D6 (flechette). Rate of Fire: Single shot or burst firing for both components. Payload: 50 round helical magazine (SMG), 6 round box magazine (shotgun). Cost: \$10,000. Note: This weapon has only been deployed to a few C-SWAT units on a trial basis to field test the weapon. Pending satisfactory field results, the MCR2 will become C-SWAT standard issue over the next 4 years as the units are phased into use.

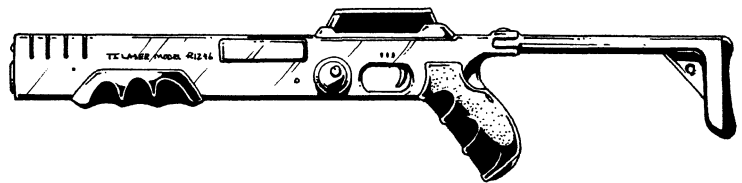
TI Energy Weapons

None of these energy weapons are legally available for sale to the general public. They are reserved for military, police and experimental use only. Most are considered to be experimental weapons.

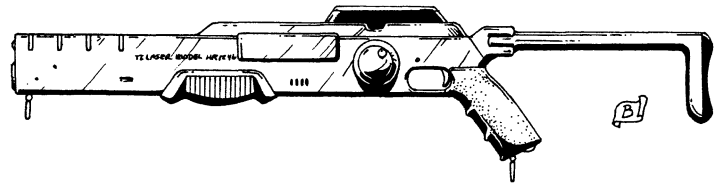
TI Mini-Laser: Either a small pistol or a flashlight-like rod. These are common emergency weapons or tools. Most of the rod types have a low setting that allows them to be used as a cutting or soldering tool. Range: 50 feet (15.2 m). Damage (3 settings): 1D4, 1D6 and 2D6. Payload: 8 shot energy clip. Rate of Fire: Single shot. Cost: \$50,000. E-Clips generally cost \$1,000 per recharge and can be recharged by hooking them up to any fusion or super-solar reactor. Conventional electrical sources will also recharge an E-Clip, but at five times the typical recharge time of one hour per charge. This rule applies to all laser weapons produced by TI and can be used as a rule of thumb for the E-clips used by most energy weapons in Century Station.



TI Laser Pistol: The standard, pistol-size sidearm. Range: 800 feet (244 m). Damage: 4D6. Payload: 20 shot energy clip. Rate of Fire: Single shot. Cost: \$80,000.

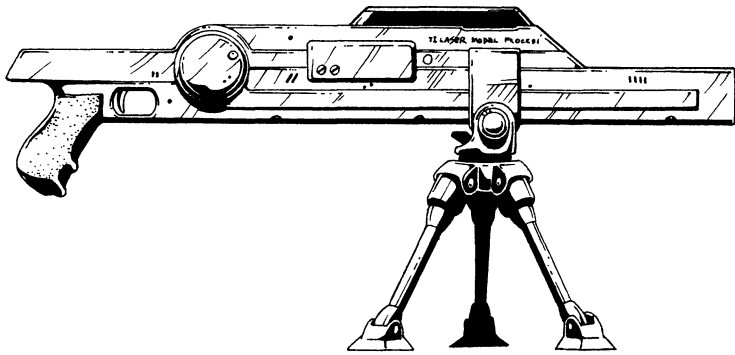


TI Laser Rifle: The standard energy rifle version of the laser pistol. Range: 4,000 feet (1,219 m). Damage: 5D6. Payload: 20 shot energy clip. Rate of Fire: Single shot. Cost: \$168,000.

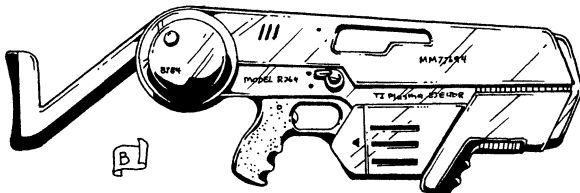


TI Heavy Laser Rifle: A heavy assault rifle-styled laser weapon. Like the TI Laser Field Cannon below, C-SWAT is field testing a few of these while they consider upgrading the weaponry of the average C-SWAT trooper. Range: 5,000 feet (1524 m). Damage: 1D4x10. Payload: 15 shot energy clip. Rate of Fire: Single shot. Cost: \$250,000, but exclusively reserved for TI special agents.

TI Laser Wristband or Gauntlets: A pair of lightweight laser weapons worn on the arms or hands. Weight: One pound (0.45 kg) plus a 10 pound (4.5 kg) hip or backpack generator. Damage: 3D6 or 6D6 for a simultaneous double-handed shot (one from each gauntlet) at the same target. Rate of Fire: Single or two-handed shot only. Effective Range: 800 feet (244 m). Payload: Two shots per each wristband or gauntlet per melee round, self-regenerating energy pack. Cost: \$800,000. Considered new and experimental.



TI Laser Field Cannon: A heavy, infantry weapon normally used for anti-vehicle purposes. At 60 inches (1.5 m) long and 65 lbs (29 kg), it is suitable only as a tripod or mounted weapon. Even characters with Extraordinary or Superhuman Strength will find this cannon bulky as a personal weapon (-2 to strike; those with Supernatural Strength have no problem). C-SWAT currently has two of these units on a trial basis for use against supercriminals and armored vehicles. Range 8,000 feet (2,438 m). Damage: 2D4x10. Payload: 40 shot energy battery (weighs 16 pounds/7.2 kg). Rate of Fire: Single shot. Cost: \$1.2 million.



TI Plasma Ejector: One of the few Earth companies capable of producing a plasma weapon is Triton Industries. This weapon is only in the experimental stages of field testing and currently used exclusively by secret TI operatives. Weight: 15 pounds (6.8 kg) plus a 20 pound (9 kg) backpack generator. Damage: 5D6+10. Rate of Fire: Single shot only. Effective Range: 1,000 feet (305 m). Payload: 10 shot energy clip. Cost: \$800,000. Plasma backpack generators cost \$125,000.

Korashi Technics

Founded by Hideki Korashi, this export technologies firm is a broker for shipping high-tech devices and components around the world. It buys from and sells to every major manufacturer and retailer in Century Station, warehouses product and has it sent to its final destination. Navigating some of the tricky laws concerning the international transport of advanced weapons, defense and computer technology outside of the U.S. has made Korashi an expert in international trade laws. It is one of those marvelous companies in town that makes a mint purely by selling its expertise.

Unbeknownst to the rest of the city, Korashi's top management and an elite scientific R&D team has been working on a breakthrough technology of its own, using parts and intellectual property it has skimmed off its clients for years. Korashi Technics is secretly conducting temporal manipulation research, and after long, hard and sometimes dangerous work, believes it has finally built a prototype time machine that really works! This device is

completely experimental and is very likely to have bugs and flaws the technicians know nothing about yet.

The Korashi Time Platform is a raised circular platform 15 feet (4.6 m) in diameter, capable of sending people and objects back in time as well as returning them to the present. The platform can not be used to travel into the future. It can transport as many people or as much equipment as can fit entirely on the platform. There are no weight restrictions, but nothing may be on the platform taller than 15 feet (4.6 m) or wider than 10 feet (3 m) on the outward bound or return trip.

The platform is located in a secret facility deep in the bowels of Korashi's skyscraper headquarters, where it is hooked up to a vast array of computers, temporal monitors, and the all-important calibration station where the platform is actually operated by an outside technician. When activated, an operator outside the machine sets the time to send the occupants to and hits the charging sequence. If there is only one person present, this should give enough time to hit the switch and dash to the machine before it opens a time/space portal. However, the risk in doing this is you never know who might come in and change the time destination while you are waiting through the final countdown. It also renders the rider vulnerable to malfunctions in the device which can also send the occupant to other dimensions, hurtling, lost, through the Megaverse.

Once the initiation sequence is started, 30 seconds before the machine opens a time/space portal, a force field (600 S.D.C.) generates around the platform, making sure nothing else gets on board or hops off at a critical moment. At this point, there is only one melee round to get in or out of the machine (i.e., breach the force field) before the machine pierces space-time and sends its travelers on their way. When the machine actually breaches space-time, it creates a wormhole-like passage to its destination that lasts less than a nanosecond, during which time the riders whisk from point A to point B. Theoretically, the platform can send its riders as far back as the Big Bang, but nobody would dare try that (or would they?). Likewise, the platform can be calibrated to send its riders to any location on the planet, although going very far back in time is tricky because a tectonic reconstruction of the planet must be made, or else the riders risk arriving in water or a lava pit.

The tricky part about time travel is that one must calibrate the machine *exactly* to send the occupants to the target time. Thus, a successful Read Sensory Equipment skill roll with a -25% penalty must be made when calibrating the machine. A successful roll means the machine is set properly and the technician(s) will know where and when the occupants were sent. A failed roll means the machine was not calibrated properly, and the occupants were sent to the wrong place and/or time! G.M.s, as a general rule of thumb, the margin of error should correspond somewhat to how much the technician missed the roll by. A real close roll might only mean a wrong destination time equal to 1D6 years per percentage point over the success ratio (i.e., a roll off by only 5% might mean the riders are only 5D6 years off their destination time). A really flubbed roll might put our travelers off-course by 1D6

decades or hundreds, thousands or even millions of years per percentage point.

Typically, time travel missions are set up so that the travelers have a predetermined rendezvous time and place. So long as they are within 100 feet (30.5 m) of the rendezvous spot (typically the exact place where they entered their past time), the travelers will all be plucked instantly from the past and deposited back to the present. However, there are two catches.

First, for this to work, the time travelers must have a temporal homing beacon within the group. The beacon is what makes it possible for the retrieval technicians in the present to make an exact fix on the travelers and port them back home. Without the beacon, retrieval is impossible. The beacon module is about the size of a wristwatch face (S.D.C. 10), and can be easily hidden on one's person.

The second catch is that *if* the time travelers all get to the retrieval site, and *if* they have their temporal homing beacon with them, then when the retrieval team opens up space-time, *everything* within a 10 foot (3 m) diameter of the beacon will be transported home. That means a thin layer of the dirt beneath the travelers and items and even parts of buildings or vehicles they are close to. Yes, this can include stray animals, insects and people from the past who step within the retrieval radius.

If the time platform technicians properly calibrated the device on the "outward bound" trip back through time, then the travelers will be easy to home in on and retrieve. However, if the travelers were deposited to the wrong time, then the technicians have only a 1% chance (plus bonuses only for I.Q.) of retracing the trip and locating where the travelers were actually sent. Unless they are found, they are lost in the past. Technicians with the Astrophysics skill may add +5% to this chance, as can characters with Advanced Math (possessing both skills confers a +10% total bonus and possible I.Q. bonus). The technician may make only three attempts at this. After the third failure, the search is called off. This makes time travel extremely dangerous, and in fact, Korashi has already lost three research teams to faulty calculations. That aside, two other teams *have* successfully jumped back in time, and they brought back the evidence to prove it — gold ingots from a Spanish treasure galleon, and a rare (but virtually forgotten) Rembrandt drawing. Clearly, it seems Korashi has less-than-noble intentions for its wondrous device.

The Korashi time platform requires 2D4+8 hours to recharge between uses, and each time it is used, there is a 01% chance (roll percentile dice) of the device having a complete systems failure and exploding! This will inflict 3D6x100 damage to everything within 1D10x100 feet (1D10x30.5 m) and strand any time travelers in the past with little hope of ever being retrieved. Since all data and calibrations of the time machine are lost, even when another one is built, the operators will not know "when" or where the time travelers are.

Korashi has invested billions of dollars in this project, and it has big plans for it, nearly all of them involving larceny of some sort or trying to rewrite history to suit their purposes. Of course, exactly how travelers from the Time Platform can affect the past is unknown, so there is no tell-

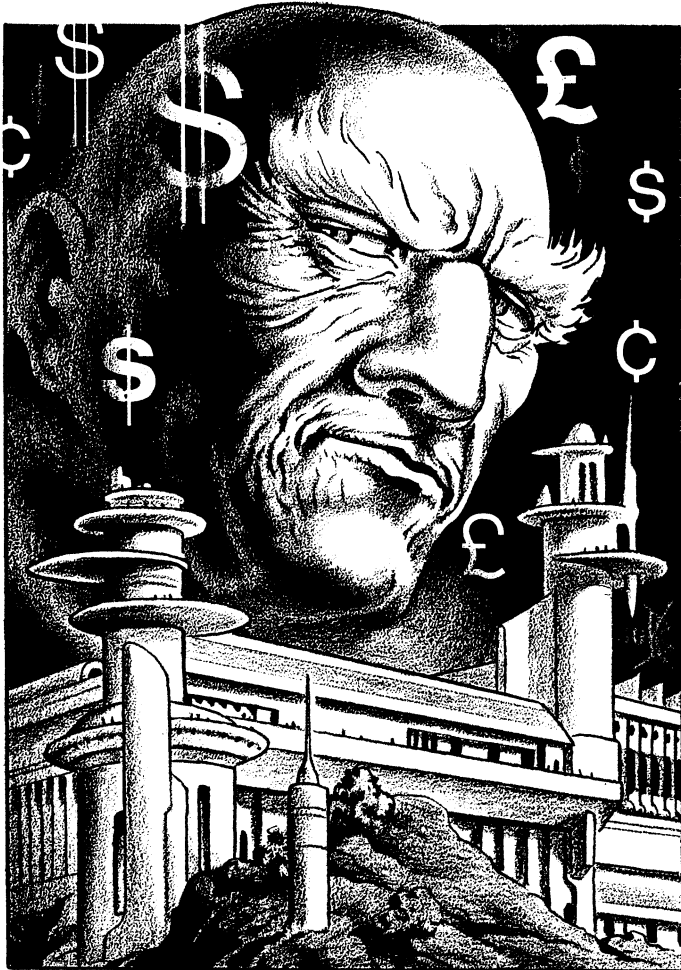
ing what kind of damage to the space/time continuum Korashi's time travelers may inflict. Although not likely, maybe they have already massively rewritten history and nobody knows it because their memories of it have all been rewritten, too! After all, how can one be really sure of their timestream unless they go back and check it themselves?

Genesys

Run by the brilliant but sinister industrialist Maximillian Valentine, Genesys specializes in biotechnology and genetic manipulation. For years the company has worked on genetically modifying food, tweaking vegetables and fruits to be bigger, more prolific, and more resistant to insects. However, the company has also worked to "install" terminator technology into all of its modified stock so that the genetically altered plants will bear fruit once, and then have sterile seeds, so consumers would have to keep buying seeds afresh each year rather than using seeds from their last year's crop. Genesys secretly hopes to cross-germinate its genetically modified crops with non-modified crops so its terminator gene will spread throughout the world's food supplies, making them the sole provider of seeds on the planet. Evil? You bet. Realistic? No way. Terminator technology is being developed by a number of other pharmaceutical and biotech companies, and together, their efforts to ruin world crop self-production have sparked such massive outrage in Europe and Asia that many companies have abandoned the notion altogether. Also, the U.S. government as well as the United Nations have warned Genesys that if its modified crops are found "wild" anywhere in the world, the company will be held responsible.

Thankfully, the dressing down seems to have worked on CEO Valentine enough for him to abandon that project in favor of another one: Mutating laboratory animals into more intelligent humanoid versions of themselves, like the kinds of creatures playable in the Mutants section of the **Heroes Unlimited™** rule book. Genesys has only military applications in mind for this technology, hoping to supply armies and security companies with cheap and "disposable" troops for use in hazardous situations. So far, the company has only produced two batches of test subjects. The first was a team of rain forest animals that ultimately learned of their creator's plans and tried to escape. Of that group, only **Kincave the Fighting Parrot** made it to freedom, where he lives as one of the city's super-powered heroes. The second group used extracted dinosaur DNA, and created the superhero team known as the **Dynosaurs**. (Note: For rules on using dinosaurs as mutant animals, check out Erick Wujick's excellent Palladium sourcebook, **Transdimensional Teenage Mutant Ninja Turtles®**. It also has a wealth of ideas for time travel campaigns.) The Dynosaurs currently handle security for Genesys, but they are applying for authorization from CHIMERA to become super-crimefighters. However, this is not a charitable offering on Genesys' part. They only wish to let their team of uplifted dinosaurs out in a combat zone to see how well they do, and to act as living advertisements for Genesys. **Note:** Although treated well and given a tremendous amount of personal freedom, Genesys and

similar companies consider their “animal creations” to be their “property.” The argument being that these genetically altered creatures are still animals, like a well trained dog or ape, and as such, have no “human rights.” This is a topic that has generated tremendous controversy and strong emotion. Opponents of this line of genetic development insist that the scientists are creating a new intelligent life form that has the same rights as humans, and that to claim otherwise would mean a return to the days of slavery.



Maximillian Valentine NPC Quick Stats

Mr. Valentine is an evil industrialist super-genius who is always cooking up insane schemes to control the city, country, or the world through dirty politics and illegal business practices. He is extraordinarily wealthy, but he still reaches for as much power as he can have, just for the thrill of it. Usually, his sinister schemes are foiled by law-makers, and sometimes superheroes (for the bigger or more dangerous plots the old coot has hatched over the years), but he always engineers things so some lackey takes the fall for him.

Flat out, Valentine is one of the most evil people in town. He is the current chairman of the Council of Industry, and he is hell-bent on getting the city government to grant the CI sweeping political powers. Actually, Valentine does not want this for the Council, he merely wants more ways in which he can meddle in the affairs of city government and control the “little people” of this city, for whom he has no small amount of disdain.

Alignment: Diabolic

Attributes: I.Q. 24, M.E. 17, M.A. 20, P.S. 4, P.P. 3, P.E. 5, P.B. 9, Spd 3.

Age: 79

Hit Points: 63; **S.D.C.:** 9.

Equivalent Level of Experience: 13th

Skills of Note: Business & Finance (98%), Art (98%), Basic Mathematics (98%), Law (General) (98%), Research (98%), Computer Operation (98%), Advanced Mathematics (98%), Chemistry (98%), Analytical Chemistry (98%), Biology (98%), and Botany (98%).

Orion Robotics

Orion Robotics, an otherwise respected manufacturer of high-end robotics parts and assemblies, is one of the more prominent front companies operated by the supervillain organization **Fabricators, Inc.**, which is present in many cities around the world. For years, the superheroes of Century Station fought villains and thugs armed with high-tech Fabricators equipment, never knowing where it came from. It all came to a head during a police sting operation aimed at seizing a shipment of illegally manufactured assault robots being held on Orion property. When the police were discovered, an Orion VP (who was later framed for the whole thing to shunt blame off of the company as a whole, and thus prevented its possible discovery as a Fabricators front) put all of the assault robots into a rampage mode where they would destroy as much of the city as possible before they themselves were taken out of commission. Thankfully the heroic police robot jock, **Jason Stickley**, was on hand, and transferred his consciousness into one of the prototype Orion robots. Using his considerable skills and the robot’s amazing networking capabilities, he slaved all of the other robots to his command, and simultaneously stopped the rampage and apprehended the Orion VP thought to be behind the whole thing.

The city court was enraged by the lack of internal controls at the company, Orion was found criminally negligent and required to pay the city over \$250 million in various fines and fees. As further punishment, the company can only develop technologies approved by the city. As such, it has now become best known for providing *CHIMERA* with the *Juggerman Cybersystems* it uses to bring criminals to justice. In the meantime, 60% of the company’s common stock was also ordered sold, to get some additional leadership into the company. Jason Stickley, among others, bought into Orion, and now keeps it on a relatively straight and narrow path.

Robotics characters building their robot out of Orion parts enjoy a 15% discount on their total cost. However, they will become, to a small degree, an unwitting pawn of Fabricators, Inc., something which will eventually come back to haunt any hero or free agent.

Xander Financial Group

Century Station remains a major tax shelter, rivaling the Cayman Islands and Switzerland as one of the most attractive places for companies and individuals to hoard vast sums of money without having to pay their local taxman

for it. As a result, a number of powerful financial companies have grown up within the city, all competing fiercely for a slice of this financial market, despite the crime and violence.

Over the last few years, the Xander Financial Group has entered into a hyper-aggressive merger and acquisition strategy that has resulted in its gobbling up nearly 90% of its competition within the city. Xander had already been the biggest financial services firm in Century Station, but now that it has assimilated most of its competition, it reigns as the undisputed lord of banking and portfolio services in the metro area. Each year, the company makes untold billions just on the interest of its cash holdings and the performance of its dozens of mutual funds. It is said that with just a tiny fraction of its wealth, Xander could easily buy Century Station out of its troubles, but it chooses not to. Why? Because the founder and CEO of Xander, *Mason Blodgett*, is in a neck and neck race with Genesys CEO Maximillian Valentine for the position of the most heartless S.O.B. in Century Station, that's why.

Blodgett was born into wealth and aside from running a financial empire that has an amazing ability to run itself, has never had to put in a full day's work in his life. Yet, that does not stop him from thinking that he is a self-made man, a hard worker who has pulled himself up by his bootstraps, and owes nothing to the world. While his self-assessment is creative at best and a flat-out lie at worst, the fact remains that Blodgett actually finds it amusing to withhold money from a city that so desperately needs it. He figures the city's problems will never reach him, living in the palatial luxury of a penthouse at the top of the Silver Hill arcology (just one of a dozen residences throughout the world), so why should he care if there are entire neighborhoods wallowing in filth, poverty and anarchy? That's *their* problem, not his. And as long as that remains the case, he shall never give one dime to the city.

It is interesting to note, however, that Blodgett's beautiful young daughter, Cassandra, has a heart as big as Texas, and upon her father's death, plans to give half of her father's fortune to various charities, take over as CEO, and take the company into a new direction. Considering how badly the man takes care of himself, his death may not be too far off. However, Blodgett has learned of his daughter's plans. Cassy has always been a disappointment to him, so he is not surprised. He plans on cutting her out of his will, leaving her a stipend of only one million dollars. His wife is dead, so he *plans* to leave control of his estate divided among three of his most trusted (and nearly as evil) henchmen, his younger brother Jason, Sam "Mickey" Eisner, and Brock Lukasewics. However, he is so busy with his other machinations that he hasn't gotten around to changing his will. Currently, in the event of his death, Cassandra inherits 60%, with the rest going to her uncle, Jason Blodgett.

Mason Blodgett NPC Quick Stats

Alignment: Miscreant

Attributes: I.Q. 18, M.E. 12, M.A. 17, P.S. 9, P.P. 5, P.E. 8, P.B. 10, Spd 10.

Age: 50, but a heavy drinker who, uses recreational drugs, and smokes cigars.

Hit Points: 53, **S.D.C.:** 15.

Equivalent Level of Experience: 11th level.

Skills of Note: Basic Mathematics, Business & Finance, Computer Operation, Law (General), Research, Horsemanship, Pilot Boat: Sail-Type, Pilot Airplane, Pilot Jet, and speaks and reads French and Japanese, all at 98%. W.P. Pistol and Bolt-Action Rifle at 8th level proficiency (target shooting).

Cassandra Blodgett NPC Quick Stats

Cassy is the exact opposite of her father. She is a compassionate and highly moral person who cares deeply about people, the environment and making the world a better place. She has no idea how corrupt and sinister her father's "empire" really is and she will face great opposition by many power-hungry and evil, ruthless people should she take over the business. The most dangerous of which is her own Uncle Jason.

Alignment: Principled.

Attributes: I.Q. 19, M.E. 15, M.A. 22, P.S. 10, P.P. 8, P.E. 10, P.B. 12, Spd 9.

Age: 26, healthy and athletic.

Hit Points: 26, **S.D.C.:** 23.

Equivalent Level of Experience: 4th level.

Skills of Note: Basic Mathematics (98%), Business & Finance (88%), Computer Operation (93%), Law (General) (75%), Research (75%), Art (88%), Photography (88%), Horsemanship (88%), Pilot Boat: Sail-Type (83%), Pilot Airplane (78%), and French (83%). She is highly educated.



Integrated Thinking Systems (ITS)

The Kahrain family has long been a major player in the world of computer technology. When Tariq Kahrain moved his family's production facilities from Tehran, Iran, just before the 1979 revolution, he brought it all to Century Station, where he hoped to capitalize on the Project Daedalus technology boom. Luckily for him, when the Daedalus scandal rocked the city, his company had not yet sunk huge amounts of money into local production facilities and figuring out how to compete with the other computer makers in town. Thus able to ride out the financial downturn that the scandal caused, Tariq had the leverage to reinvent his company as the leading provider of personal computing technology in the city. Integrated Thinking Systems was born.

Long before ITS had actually come to Century Station, the company was active there, being the main architect of the CityNet project. Once ITS moved in, it took over CityNet maintenance and upgrades, a contract that pretty much secured the company's financial well-being forever. Good fortune didn't stop there. Since ITS has always done a great job handling the CityNet (thanks in large part to Tariq's programming and engineering genius), ITS was also given the task of designing a powerful but cheap portable notebook computer for use by the city's children. At last, this was the project Tariq had dreamt of, and he took it on with relish. Within months, he had designed the Abacus notebook series of computers. The Abacus is an extremely potent little machine, featuring a clamshell case made of titanium alloy, so the darn things are virtually impossible to break while dropping or banging them around (each unit has 150 S.D.C.). They also have a huge hard drive, fast processor speed, and can support wireless connections to the CityNet, the Internet and other communications networks. The best part is ITS has been able to provide these to the city at a unit cost of just \$1,000. Considering the power of this technology, \$1,000 a pop is a song!

With these highly profitable projects to continue for the foreseeable future, ITS has been able to invest in numerous other research fields, namely artificial intelligence. So far, ITS advances have yielded AI packages equal to anything featured in the **HU2** rule book, but at a whopping 25% less than the list price. Moreover, rumor has it that ITS is working on a top secret project headed by Tariq himself that involves a massive AI development that will produce the world's first commercially viable, fully intelligent computer. Word around town is the military is extremely interested in this, as are numerous other well-heeled parties. Indeed, the sun has a long time still to shine on CEO Tariq Kahrain, thanks to his brilliance and hard work.

Tariq Kahrain (ITS CEO) NPC Quick Stats

Alignment: Principled

Attributes: I.Q. 24, M.E. 20, M.A. 15, P.S. 13, P.P. 14, P.E. 13, P.B. 16, Spd 15.

Age: 45

Hit Points: 59; **S.D.C.:** 25.

Equivalent Level of Experience: 9th level.

Skills of Note: Computer Operations (98%), Computer Programming (98%), Computer Repairs (98%), Advanced Mathematics (98%), Business & Finance (98%), Research (98%), Basic Electronics (98%), and Robot Electronics (98%).

Daedalus Industries

This sad company is all that is left of the once-mighty Project Daedalus. When Dr. Leopold Sarnhoff was taken into custody and escorted off the planet, the massive research and development company left behind was parceled out to various other high-tech companies in town, with just a shell left over. The members of the Council of Industry all have equal shares of ownership in Daedalus, and keep it alive mostly to administrate the company's ongoing patent royalties, and handle the last of its remaining debts. The actual staff here is a paltry 20 people, and the company really has no scientific goals any longer. It is little more than a modest office operation with painful dreams of a glorious past, and dim reminders of an entropic future.

CHIMERA

The **Citywide Highly Integrated Metropolitan Emergency Response Agency**, also known as **CHIMERA**, is a purely administrative effort that analyzes and coordinates the city's crime situation and the efforts to combat it. Like the three-headed mythical beast from which it takes its name, CHIMERA's field operations consist of three departments: **The Century Station Police Department (CSPD)**, the government spy-turned law enforcement agency **Sector 10**, and the top superhuman law enforcement group in the city, **The Centurions**. While CHIMERA still is very new and untested, it insists that it is ready to "hit the beaches" in the war on crime. But, the reality is it could still use a lot more time and resources. Ironically the first battle for the agency is to succeed at its job, which will be difficult because it is so inexperienced and underfunded. To break this vicious cycle, CHIMERA must pick its targets and operations very carefully. It can not afford any bad publicity, or the effort will never get all the support it needs. And while some claim that CHIMERA's Directors are only interested in saving their jobs, in truth, they are worried more about the city should they fail. After all, this agency was created after Bloody Monday as a way of placating the President and keeping Federal troops from locking down the city. In many ways, CHIMERA's success or failure will determine the course of the Century Station's future.

CHIMERA acts by delegating investigations and interventions to the appropriate departments and by coordinating interdepartmental efforts. The agency assigns "conventional" crime and lightweight supercrime to the **Century Station Police Department (CSPD)**. Inter-jurisdictional conventional crime and low level to moderate supercrime go to **Sector 10**. Serious and unusual supercrime goes almost exclusively to **The Centu-**

rions. This arrangement works nicely for all three groups, since it allows them to focus on their specialties without other departments getting in the way. It also lets them work together more easily without each group feeling threatened or upstaged. CHIMERA understands that Operation Overlord is a team effort, and if you want to win, you have to have as little internal conflict as possible. To ensure that things run smoothly, the CSPD, Sector 10 and the Centurions all work closely with CHIMERA liaisons who are the official bridge between the troops in the trenches and the generals giving the orders from far away.

CHIMERA is also the public face of Century Station's law enforcement. All press junkets and spin control are done through the Agency, thereby taking the heat off its people in the field. The Agency does this with a healthy legal defense fund and some of the best publicity people in the business. All of whom work overtime to make sure both the citizenry and the city government feel that their protectors are doing a fair and just job.

The agency's top objective is applying an aggressive "decapitation strategy" to the upper echelons of the city's underworld — chop off the head and the body dies. If CHIMERA tried to eliminate all the petty crime in town, it would make no difference, since there are many more criminals than there are police, special agents and superbeings. However, since the most devastating crimes are tied to the unusually high numbers of Criminal Masterminds, Supervillains and Syndicates, CHIMERA hopes to target them intensively, thereby removing the leaders and leaving their underlings in a state of disarray (and therefore easier to deal with). Hopefully, this start at the top approach will cause a downward ripple effect that will deter the lower echelon criminals from further activity and more importantly, deter others from entering the criminal world at all. The plan is that by killing the crime problem at the root, CHIMERA can sow the seeds of a more orderly and safer tomorrow.

Again, all of this is pure theory at this point. The reconstructed Police Department is just getting on its legs, as are Sector 10 and The Centurions. Many people openly doubt if CHIMERA will work at all, since such an ambitious anti-crime project has never been undertaken. Some feel that by adding another layer of bureaucracy into the law enforcement process, CHIMERA merely slows things down. After all, on the surface it makes little sense to call CHIMERA with a problem and wait for them to funnel it to the right people, doesn't it? Why not just lump all these agents and superhumans into the Police Department and simply let them handle everything? This was considered shortly after Bloody Monday, but the logistics of creating such a wildly diversified Police Department under a single command structure just did not seem like the right answer. After all, the regular police, special government agents and independent superbeings each have very distinct cultures and crimefighting methods. Forcing them all into a single group would be a disaster because nobody would want to work together, and the department would spend more time sorting out its differences than taking down bad guys. By adding an additional layer of command, the city has all three forces at its disposal, acting both independently *and* in concert. In addition, with CHIMERA handling

all of the calls for help, it can send the right law officers to fit the right crime. Before, ordinary police often found themselves helplessly outmatched when responding to a supercrime, but without any superhuman backup (other than what heroes might show up on their own). They had no choice but to show up and get thrashed. Thanks to CHIMERA, cops, Federal agents and superbeings all get sent to the kinds of situations they can handle best, allowing the agency to use what little resources it has to the best of its ability. CHIMERA staffers like to point out that their job is very much like fighting a guerilla war. Compared to the forces of crime out there, the city's law enforcement agencies are very small and outgunned. Since they can not smother their enemies with sheer numbers or firepower, the city's protectors must be ultra-efficient at what they do through superior organization and planning. CHIMERA provides that in spades.

The other major concern is that if CHIMERA does work, will it trample the rights of others in the process? To prevent itself from becoming a Gestapo, CHIMERA also handles a complex oversight process that answers directly to the city government. Each wing of the Agency has multiple liaisons who handle any and all reports of misconduct, such as using excessive force, bribery, negligence, etc. CHIMERA handles all internal investigations and handles any disciplinary action. If a member deserves civil or criminal punishment, then the case is kicked up to the **CHIMERA Oversight Committee**, a wing of the Mayor's Office. The Oversight Committee also has the power to handle internal misconduct investigations in the face of a substantial public outcry over a particular issue. CHIMERA knows, however, how dicey its future is. If the City Council really wanted to, it could disband CHIMERA overnight and ask the Federal government to come in and clean house. To prevent that, the agency is extremely strict on its own people, cracking down on them harshly for the slightest indiscretion. The agency maintains the right to disavow any CHIMERA affiliate, be it a police officer, Sector Agent, member of the Centurions or CHIMERA staffer. In fact, since CHIMERA's formation, it has expelled over 35 members from its ranks for varying offenses in its first year alone. After that, the number of expulsions dropped significantly and have stayed low to this day. While this might seem a bit too harsh, CHIMERA Director, *Anja Balisong*, considers it a fair price for public confidence. CHIMERA currently has a 76% approval rating, but the agency's spin doctors know that could change at any second, and are ever watchful for a dip in the ratings so they can spring into action and restore the taxpayers' faith in the system.

To date, CHIMERA has had a nearly flawless record of operation, with no casualties, and an impressive arrest and conviction rate, as well as incredibly low numbers of misconduct complaints. However, CHIMERA has yet to pass any of its real tests, like taking down the top Syndicates and Masterminds in the city, battling the more powerful evil superbeings, or pacifying lawless communities like The Labyrinth. Until the Agency does that, only then can it claim a lasting victory in Operation Overlord. So far, the agency is hesitant to commit itself to taking any of those super-tough objectives for fear it can not yet do so. It would rather only take on the fights it knows it can win.

Unfortunately, time is running out, and pretty soon, like it or not, CHIMERA will have to tackle the big guns and deliver positive results. Exactly what will happen when CHIMERA enters Operation Overlord is anybody's guess. And with the future of law and order in Century Station up for grabs, the weight of the city lies on CHIMERA's shoulders.

CHIMERA Organization Statistics

- A. Outfits:** Open Wardrobe (5 points)
- B. Equipment:** None (0 points)
- C. Weapons:** None (0 points)
- D. Bionics & Robotics:** None (0 points)
- E. Vehicles:** Fleet Vehicles (10 points)
- F. Communications:** Computerized (15 points)
- G. Offices, Hideouts, & Distribution:** Urban (5 points)
- H. Military Power:** None (0 points)
- I. Super Powered Operatives:** None (0 points)
- J. Sponsorship:** Government (0 points)
- K. Special Budget:** Big Bucks (35 points)
- L. Administrative Control:** Rigid Laws (0 points)
- M. Internal Security:** Tight (10 points)
- N. External Infiltration:** None (0 points)
- O. Research and Information Gathering:** Excellent Connections (20 points)
- P. Agency Credentials:** Recognized (30 points)
- Q. Agency Salary:** Pittance (2 points)
- Total Agency Points:** 132

Note: These statistics do not include the three Departments that make up CHIMERA's field agents: the Century Station Police Department, Sector 10, and The Centurions, or any of its various Cavaliers. These each have their own infrastructure and organization.

Anja Balisong, Director of CHIMERA

NPC Quick Stats

A no-nonsense supercop and spymaster, Anja Balisong grew up in Indonesia, where the government's strong-arm tactics for keeping the peace made a lasting impression on her. When she moved to Century Station, she joined the Police Department and served for 10 years, earning several medals for valor in the line of duty. She rose through the ranks quickly and retired from police work to accept a position on the Mayor's staff as head of a special anti-crime unit. Balisong watched in horror as her beloved adopted home descended into chaos following the Daedalus Scandal and Bloody Monday. She had long believed the city had all the right elements to fight crime, they just weren't being used correctly. If only they could be organized efficiently, she believed, then crime could be contained without having to convert Century Station into a virtual police state.

When the Mayor approached Balisong regarding how to handle crime, she pitched the concept of CHIMERA to him, a beast with three heads (police, Federal government, independent superhumans) capable of winning Operation Overlord once and for all. With few other options to consider and having the utmost faith and confidence in Balisong, the Mayor gave CHIMERA the green light and got the City Council to do the same. She assumed the role of Director and has three Lieutenant Directors who report directly to her. Each "LD" oversees a branch of CHIMERA,

and has a number of supervisors, liaisons and administrators answering to them.

Personally, Director Balisong is a quiet and introspective woman of Principled alignment. She lost most of her family during the Bloody Monday rioting when a sniper opened fire in her neighborhood. Since then, she has devoted herself almost entirely to addressing the city's crime crisis. For her, fighting crime is the only way of putting to rest her beloved husband and two daughters. She has received numerous death threats since founding CHIMERA, but she shrugs them off, partly because she genuinely believes that no criminal actually has the courage to try taking her out, but more importantly, she feels that to show fear in the face of her enemy is to concede a kind of defeat. Her convictions and dedication have earned the Director the respect of all she works with, as well as much of the city government. Even those who disagree with her strategies and methods admit that her dedication is beyond reproach, as is her personal character.

Director Balisong has a Master's Degree in Criminal Science as well as an extensive law enforcement background. She is also a skilled martial artist, having been a lifelong student of Kali, Silat, and more recently, Escrima. (For game purposes, she fights with Hand to Hand: Martial Arts at 10th level, and has W.P. Blunt and W.P. Knife.) She is also an ace marksman, having won numerous police shooting competitions, so she gets an additional +2 to strike with any pistol, regardless of the circumstances.

Physically, Balisong is a late middle-aged woman with a sinewy frame and obvious Asian heritage. She wears her jet black hair pulled back into a tight bun. She rarely smiles, and deep creases are beginning to form on her face.

Alignment: Principled

Attributes: I.Q. 19, M.E. 19, M.A. 19, P.S. 14, P.P. 16, P.E. 14, P.B. 9, Spd. 11.

Age: 50

Hit Points: 43; **S.D.C.:** 35

Equivalent Level of Experience: 10th level

Skills of Note: Criminal Science and Forensics (98%), Law (General) (98%), Research (98%), Writing (98%), Cooking (Professional) (98%), Pilot Airplane (98%), Pilot Water Scooter (98%), Hand to Hand: Martial Arts, W.P. Blunt (+4 to strike and parry, +2 to throw), W.P. Knife (+4 to strike, parry and throw), W.P. Automatic Pistol, and W.P. Revolver.

Century Station Police Department

The CSPD consists of a number of different bureaus: **Patrol Services**, **Criminal Justice**, **Detective**, and **Organized Crime Control**. There used to be a *Housing Authority* to provide police protection to those living in city housing, but that unit was disbanded due to budgetary constraints. Likewise, *Internal Affairs* was merged into CHIMERA and now monitors the CSPD, Sector 10 and the Centurions.

The CSPD has nearly 20,000 personnel, consisting of roughly 12,000 patrol officers, 3,000 investigators, and

5,000 support staff members. While this may seem like a veritable army, keep in mind this force must police a population of seven million people in a crime ridden environment complicated with superhumans! That means the ratio of citizens to patrol officers and investigators is roughly 467:1. In addition, the CSPD is on par with the police departments of other large cities. For instance, the New York City Police Department, one of the largest and most diverse in the world, has roughly 40,000 full-time officers and another 9,000 civilian members. The Chicago Police, which appears small in comparison to New York, is a formidable department with nearly 17,000 members. The Los Angeles Police Department has nearly 13,000.

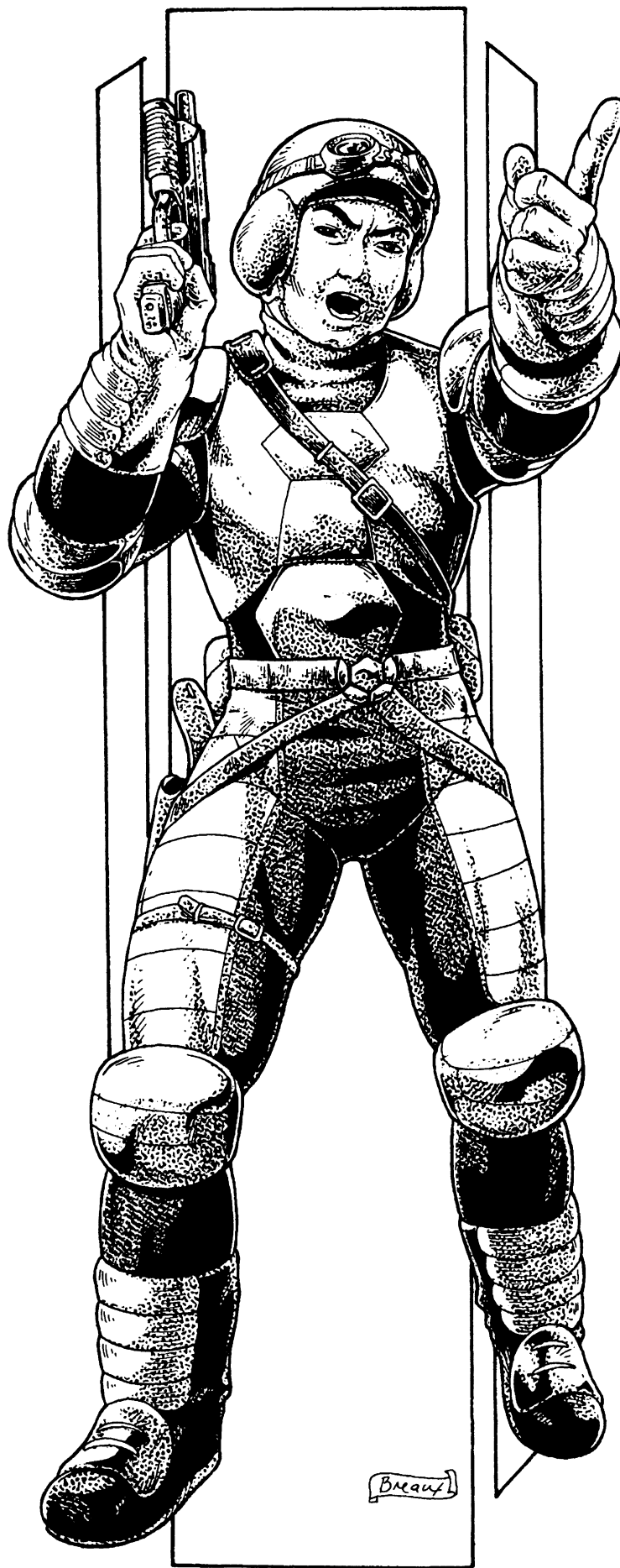
Despite the numbers, the reality is the CSPD does not have nearly enough manpower and resources to effectively reduce crime in Century Station. The officers of this Department are brave, tough, and resourceful, but they are simply overwhelmed by the huge surge in both conventional crime and supercrime. Hopefully, now that the Department has been restructured, the Mayor will find the funds to expand it considerably in the coming years. However, despite the Mayor's optimism, most officers realize they are fighting an uphill battle, and any cease-fire in Operation Overlord is a long way off, if it ever comes at all.

Patrol Services Bureau

This is the Department's front-line, the brave souls who go out on the mean streets every day and bring law to the lawless. Patrol cops are charged with protecting life and property, reducing crime and improving the quality of life by their presence, while treating all citizens with courtesy, professionalism and respect. Not an easy job when you consider that the average life expectancy of a CSPD patrol cop is much worse than in other American cities. The average district patrol cop has a 10% chance of dying on the job during his first two years on the force. Thereafter, the likelihood drops to about 5% a year. What is worse is that these figures are expected to rise dramatically with the launch of Operation Overlord. Even with SWAT-level weapons and training, patrol cops are subjected to incredible danger every day, just one more detail underscoring how brave these diligent peacekeepers really are.

The Patrol Services bureau is divided into six divisions: **District Patrol, Highway Patrol, Traffic Control, Mounted Patrol, Special Operations, and Auxiliary Police.**

The **District Patrol Division** handles all daily patrol work in the city. These officers are the most visible part of the police force, and are the foundation of the city's forces in Operation Overlord. Each borough in Century Station has its own patrol division assigned to it, and each subdistrict is further divided into four precincts, North, South, East and West. So, the District Patrol for the southern end of the Waingroh District technically would be called Brisby Flats-Waingroh District-Waingroh South. However, the patrol officers would probably just refer to their post as "Waingroh South." There are four Borough Divisions in Century Station — *Society Hill, Midtown, Brisby Flats and the Suburbs*. Together, these four divisions are split into 38 Districts. At four Precincts a District, that makes for a grand total of 152 separate Precincts. Each has its own



problems and success stories, heroes and troubles. Each is its own little front of the city's war on crime, and no two days are ever the same.

The average patrol cop in this city is the equivalent of a Special Weapons and Tactics (SWAT) team member in any other city. While this makes for a superior body of patrol officers, the high cost of such a force also makes for a much smaller group of personnel. The reason behind making a smaller, more intense corps of patrol officers was so that the most basic cops would be able to handle almost any type of criminal situation they encountered, including low- to medium-power superbeings.

As a result of their extensive training, District Patrol officers handle a wide variety of duties, including basic patrols so that they are seen (these cops are rather impressive to look at, and their presence is an effective deterrent), responding to emergency calls of any kind, and acting on behalf of other departments and bureaus who need street-level intervention or support. District Patrol officers also cover the city's mass transit lines, which had been policed by a separate Division until budget cuts forced the Division's retirement.

District Patrol teams consist of two patrol officers in full gear and either a single patrol car or a pair of motorcycles. If the city ever finds the money, they would like to maintain four-officer patrol units for greater safety, firepower, and deterrence factor.

Century Station District Patrol Officer NPC

Note: These stats can be used for just about any police officer in this city, as well as for especially well trained private security guards and detectives working for select companies and individuals.

Typical Alignments: 40% Principled, 30% Scrupulous, 10% Unprincipled, 10% Anarchist, 5% Miscreant, 5% Aberrant.

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

Typical Experience Level: Generally, one experience level for every two years on the force. Most district patrol cops are 1st to 4th level. Stats below are given for a 1st level cop, so adjust upward for more experienced patrolmen.

Average Hit Points: 16 (P.E. number +1D6 per level of experience).

Average S.D.C.: 30

Combat Training: Hand to Hand: Basic

Typical Number of Attacks: 4

Bonuses: +1 on initiative, +2 to roll with punch/fall/impact, +2 to pull punch, and +2 to save vs Horror Factor, in addition to the usual attribute, skill, and hand to hand bonuses.

Other Combat Info:

Education Level and Skills of Note: Trade School

Law Enforcement: Radio: Basic (60%), Criminal Science (50%), Law (General) (40%), Intelligence (47%), Surveillance Systems (45%), Streetwise (35%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Shotgun, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles, W.P. Heavy Weapons.

Standard Weapons & Equipment

H&K MP-5 9 mm Sub-Machinegun: Range: 660 feet (201 m). Damage: 3D6. Rate of Fire: Single shot or burst firing. Payload: 30 rounds. Note: CSPD MP-5s have flashlights mounted at the end of the foregrip as well as laser targeting sights, which add +1 to strike.

Model 3000 Police Smith & Wesson 12 Gauge Shotgun: Range: 150 feet (45.7 m). Damage: 4D6 (buckshot) or 5D6 (solid slug). Rate of Fire: Single shot. Payload: 8 rounds. Note: This weapon is typically kept in patrol cars and used as additional on-the-scene firepower, and for hard entries (i.e., shooting out door hinges). Because it is a "long arm," patrol officers do not carry shotguns on their person, as they are considered more frightening to civilians than the smaller (although considerably more lethal) MP-5.

Beretta Model 92 9 mm Automatic Pistol: Range: 180 feet (55 m). Damage: 3D6. Rate of Fire: Single shot or burst firing. Payload: 15 rounds. Note: This is the standard side arm for all CSPD officers. The CSPD allows Detectives to carry their own side arms in addition to, or in place of, the Beretta Model 92, although it is not suggested.

Mace/Pepper Spray: A stinging chemical spray that blinds one's opponent. Victims are -6 to strike, parry and dodge. Range: 6 feet (1.83 m), Duration: 4D4 melee rounds, Payload: 20 shots.

Spring-Loaded, Collapsible Billy Club: Damage: 1D6 Note: This weapon provides an additional +2 to damage if it is "extended" into an opponent. It also gives a +1 bonus to parry.

Vehicles and Other Equipment:

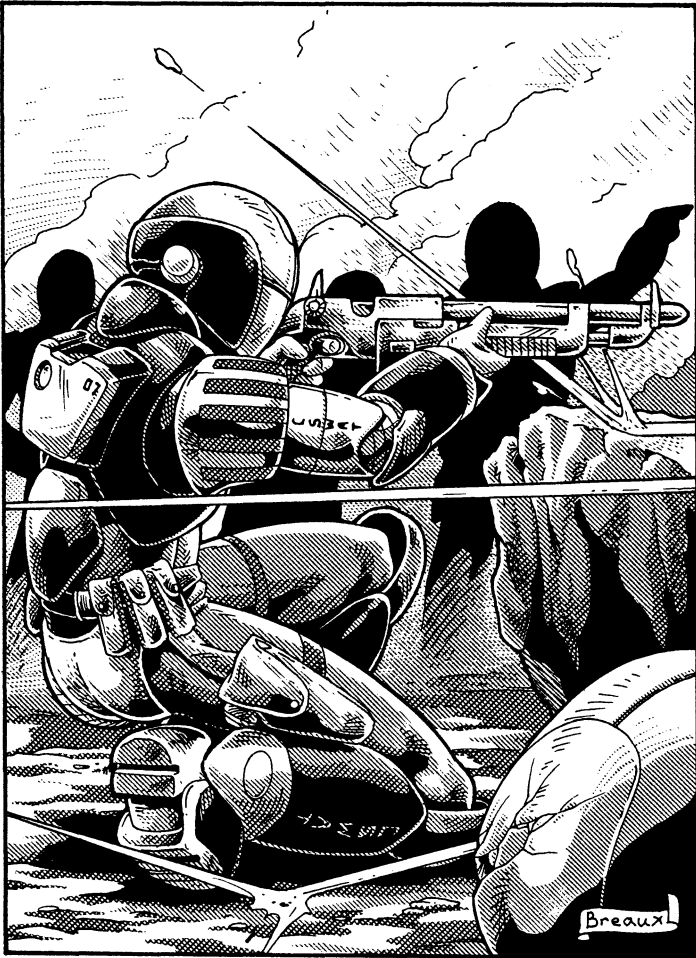
Point Blank Armor: A.R.: 13, S.D.C.: 120. Note: This consists of an armored vest, helmet with shatter-resistant goggles, knee and elbow guards, padded leggings and sleeves, and heavy-duty combat boots.

District Patrol Cruiser: Patrol cruisers are four-door mid-sized sedans that have been specially modified for Century Station police work. First, they have all been armored with reinforced chassis and bulletproof windows. Second, they have been fitted with a prisoner restraint compartment in the back seat. The rear doors can not be opened from the inside, and the rear compartment is blocked off from the front compartment by a pane of bulletproof plexiglass (A.R. 19, 150 S.D.C.). Third, they have been turbocharged and outfitted with special enhancements to make them easier to handle at high speeds (add +15% to any driving roll when over 60 mph/96 km). In addition, all patrol units are equipped with nudge bumpers to push disabled vehicles off the road and out of the flow of traffic. Most patrol units are marked and have sirens and "flash bars" mounted on the roof. Approximately 20% of CSPD patrol cars are unmarked for use in speed traps and for surveillance. A.R.: 13 (chassis), 16 (windows). S.D.C.: 600 (chassis), 200 (windows). **Speed:** 180 mph (288 km). Range: 300 miles (480 km).

Patrol Motorcycles: The most distinctive vehicles of the District Patrol are its motorcycles. The CSPD has approximately 180 motorcycles equipped with lights, sirens, and two-way radios. These motorcycles are used year

round depending upon weather conditions and assignments. They are most useful in conducting escorts (whether for dignitaries or for ambulances and other emergency vehicles), and for responding to emergency conditions in heavy traffic. **A.R.:** 12 (Bike only; the rider and passenger have no protection). **S.D.C.:** 150. **Speed:** 180 mph/288 km. **Range:** 350 miles/560 km.

Aircars & Skybikes: Two dozen of each have been donated "to the cause" by Avtran as part of a public relations campaign. The chassis of Patrol Aircars have been modified to be similar to the conventional patrol car with bulletproof glass, etc., but their speed and flying capabilities remain unchanged.



C-SWAT

The only sub-unit within District Patrol is **Special Weapons and Tactics**, better known as SWAT. The CSPD SWAT (nicknamed "C-SWAT" for short) is designed for handling supercrimes almost exclusively, since regular District Patrol officers are as well trained and equipped as SWAT officers in other cities. As a result, C-SWAT remains in station unless called upon, unlike other Patrol Units. They specialize in rapid response and armed intervention, and easily have the most dangerous job of any unit in the CSPD. C-SWAT is a relatively small group, consisting of 250 officers (who work in 8 hour shifts, so generally, one third of them are available at any given time) and 750 support staff. Since most C-SWAT officers rely on energy weapons and robot exoskeletons, nearly all of their

support staff are engineers, mechanics, and other technicians required to keep C-SWAT's equipment in top form.

C-SWAT has two wings: ground and air forces. Ground forces consist of tactical officers in ultra-light powered exoskeletons which are deployed by armored personnel carrier to the site of a crisis. Ground Forces also employ self-styled "robot jocks" who drive heavier exoskeletons specially designed for taking on heavyweight supercriminals. Air forces consist of armed helicopters and armed hovertrucks nicknamed "Snowballs," both of which are used to transport C-SWAT officers to crisis sites as well as to provide air support. Although C-SWAT air support can throw down frightful amounts of firepower, they tend to rely on lasers and special autocannons that provide pinpoint accuracy, minimizing collateral damage. (For stats on these vehicles, please refer to the *Special Operations Division*, later in this section.)

There is one C-SWAT station house per district. To reduce the risk of terrorism, C-SWAT station houses are at least one mile from any precinct houses, so that a single bomb can not take out both buildings.

Typical C-SWAT Officer NPC

Common Alignments: 50% Principled, 40% Scrupulous, 5% Unprincipled and 5% Aberrant (the latter are extremists on the force embittered by crime and willing to do whatever it takes to destroy it).

Average Attributes: I.Q.: 10, M.E.: 12, M.A.: 11, P.S.: 18, P.P.: 14, P.E.: 14, P.B.: 10, Spd: 17.

Average Experience Level: Generally, one experience level for every two years on the force. Most C-SWAT cops are 2nd to 5th level. Stats below are given for a 1st level cop, so adjust upwardly for more experienced patrolmen.

Average Hit Points: 18 (P.E. number +1D6 per level of experience).

S.D.C.: 40

Combat Training: Hand to Hand: Expert

Number of Attacks: 4

Bonuses: +2 on initiative, +2 to roll with punch/fall/impact, +2 to pull punch, and +4 to save vs Horror Factor, in addition to the usual attribute, skill, and hand to hand bonuses.

Education Level and Skills: Trade School/Special Police Training.

Law Enforcement: Radio: Basic (65%), Surveillance Systems & Tailing (50%), Streetwise (35%), Criminal Science (55%), Law (General; 45%), and Intelligence (52%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Shotgun, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Weapons.

Standard Weapons & Equipment

Laser Rifle: Range: 1,800 feet (548.6 m). **Damage:** 5D6. **Rate of Fire:** Single shot or burst firing. **E-Clip Capacity:** 20 shots. **Note:** This weapon is the standard issue for C-SWAT for its great range, damage, and pinpoint accuracy. Thanks to ongoing contracts with the makers of this line of energy weapon, C-SWAT station houses all have rechargers where they can replenish their E-Clips for free. As a result, C-SWAT officers have no qualms about

firing full auto if they feel they need it. In addition, 33% of all C-SWAT laser rifles are fitted with an M-203 grenade launcher attached under the foregrip. Grenade Damage: Varies with type (range 1150 feet/350 m). Explosive grenade damage is 2D4x10 to a 20 foot (6 m) area, but can also fire tear gas, smoke or flash grenade to *incapacitate* rather than kill.

M-16 5.56 m Assault Rifle: Range: 1,320 feet (402 m). Damage: 4D6. Rate of Fire: Single shot or burst firing. Payload: 30 rounds. Note: These weapons are used when laser rifles can not be had. Half are equipped with an M-203 grenade launcher attached to the underside of the foregrip, same as laser rifle above.

M-203 40 mm Grenade Launcher: Range: 1,150 feet (350 m). Damage: 2D4x10 (high explosive), 1D4x10 plus lose initiative and two melee attacks (riot slug; no blast radius), or 1D6x10 (flechette; three foot/ 0.9 m blast radius, acts like buckshot). Rate of Fire: Single shot only. Blast Radius: 20 feet (6 m). Note: These are used most often to fire smoke, tear gas, or riot slugs (spongy slugs meant to take a person down without killing them).

Beretta Model 92 9 mm Automatic Pistol: Range: 180 feet (55 m). Damage: 3D6. Rate of Fire: Single shot or burst firing. Payload: 15 rounds.

Additional Note: C-SWAT will also make use of H&K MP-5s and S&W Model 3000 12 Gauge Shotguns if the need arises.

Vehicles and Other Equipment: Most officers wear a suit of Maximillian Light Combat Armor in the field, but

C-SWAT maintains a fleet of 48 *Juggerman Cybersystems* and a handful of others reserved for critical operations where heavy firepower is needed. Officers must be specifically trained to run a Juggerman. Such officers typically refer to themselves as "robot jocks."

JG-76 "Juggerman" Cybersystem

Type: Exoskeleton

Body Frame: Large Humanoid.

Dimensions: 12 feet (3.7 m).

Power Supply: Micro-Fusion.

Legs: Speed: 88 (60 mph/96 km).

Propulsion Systems: Leaping Servos (can leap 12 feet/3.7 m), Detachable Jet Pack (Top Speed: 250 mph/400 km, Range: 350 miles/560 km, +2 to dodge in flight).

Arms & Hands: +26 to P.S. (typically, this boosts PS to 38-45 and is the equivalent of Superhuman Strength).

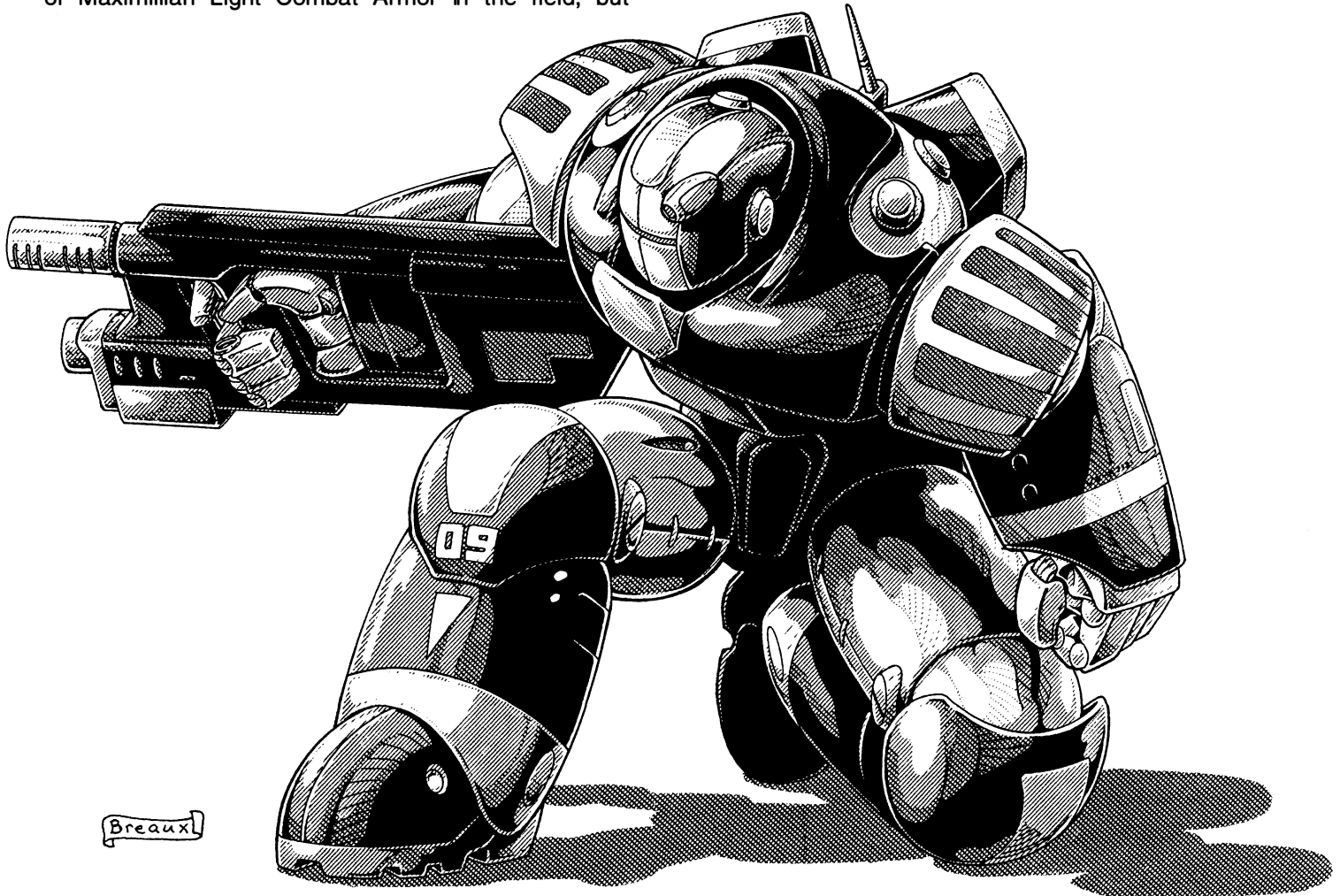
Audio Systems: Advanced Robot Audio System.

Optics: Advanced Robot Optics.

Sensors: Bio-Scan, Combat Computer, Motion Detector and Warning System, and Micro-Radar.

Weapons:

.50 Caliber Assault Rifle: Range: 6,000 feet (1,830 m). Damage: 7D6. Rate of Fire: Standard machinegun. Payload: 800 round ammo drum (enough for 10 full melee bursts, 20 long bursts, or 40 short bursts) plus 2 extra



ammo drums. Note: This oversized assault rifle can only be used by a robot or humanoid at least 12 ft./3.66 m tall and with at least Superhuman P.S. Note also that this assault rifle has a giant-sized grenade launcher attached underneath the foregrip, as described below.

40 mm Grenade Launcher: Range: 3,000 feet (914 m). Damage: 2D4x10 (explosive), 2D4x10 (flechette), smoke or tear gas. Blast Radius: 20 feet (6 m; explosive only). Rate of Fire: Twice per melee round. Payload: 20 shot ammo drum.

Armor Rating (A.R.): 15

S.D.C.: 600

Pilot-Oriented Systems: Pressurized Cabin, Underwater Capabilities.

Miscellaneous: None

Cumulative Robot Bonuses: +4 to initiative, +3 to strike, +4 to parry and dodge, and +1 melee attack.

Total Cost: \$15 million, but 48 of these have been donated to C-SWAT by Orion Robotics, for the same reasons why they have donated the fleet of Maximillian units.

MX-9 "Maximillian" Light Combat Armor

Type: Exoskeleton

Body Frame: Basic Human

Dimensions: 6 feet (1.83 m) tall, 200 lbs (90 kg).

Power Supply: Micro-Fusion Power Supply.

Legs: **Speed:** 88 (60 mph/96 kph).

Propulsion Systems: Leaping Servos (can leap 12 feet/3 m), Detachable Jet Pack (**Top Speed:** 250 mph/400 km, **Range:** 350 miles/560 km, +2 to dodge in flight).

Arms & Hands: +6 to user's P.S. (typically, this boosts it to 20-26 and the equivalent of Superhuman).

Audio Systems: Advanced Robot Audio System.

Optics: Advanced Robot Optics.

Sensors: None

Weapons: None

Armor Rating (A.R.): 12

S.D.C.: 200

Pilot-Oriented Systems: Pressurized Cabin, and Underwater Capabilities up to depths of 400 feet (122 m).

Miscellaneous: None

Cumulative Robot Bonuses: +2 to strike, parry and dodge, +1 attack per melee, and +1 to initiative.

Total Cost: \$10 million each. However, 64 Maximillian suits have been donated to C-SWAT by Orion Robotics, which claims to be field testing the units. Officially, Orion plans to mass produce the Maximillian for worldwide law enforcement and military use, but, since Orion also is a front company for the supervillain group *Fabricators, Inc.*, chances are those plans will somehow be scrubbed and the units will end up being sold to underworld figures, mercenaries, and supervillains. That Orion is getting C-SWAT to field test units it will probably have to go up against one day is a mind game the villains behind the company are particularly proud of.

C-15 "Land Shark" C-SWAT APC

Crew: One driver, one gunner, up to 12 normal passengers or up to six passengers wearing Maximillian Armor.

A.R.: 14

S.D.C. by Location:

Main Body — 600 S.D.C.

Tires — 100 S.D.C.

Cockpit Windows — 200 S.D.C.

Rear Bay Door — 300 S.D.C.

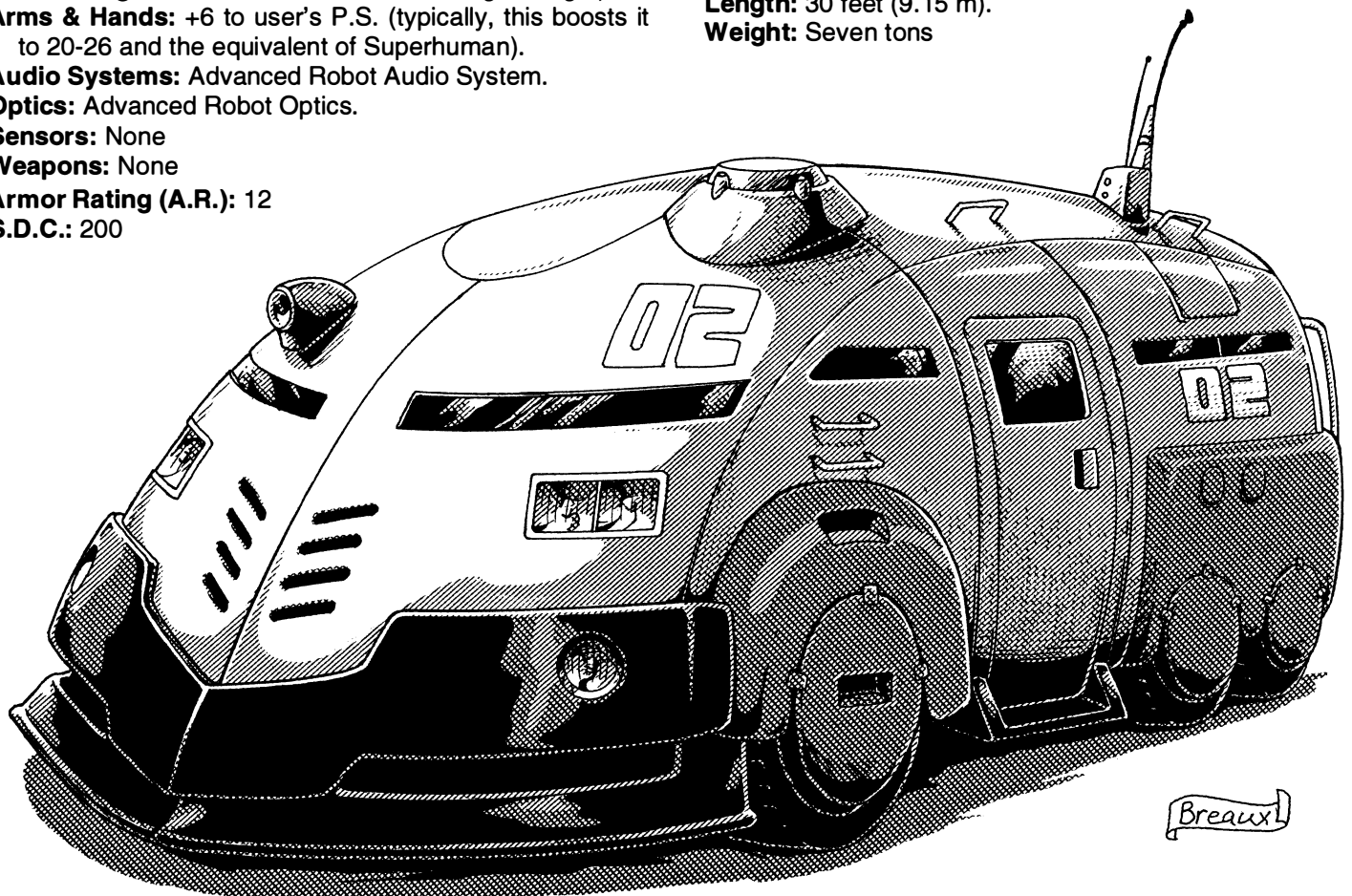
Upper Hatches (2) — 200 S.D.C.

Speed: 60 mph (96 km).

Range: 300 miles (480 km).

Length: 30 feet (9.15 m).

Weight: Seven tons



Total Vehicular Bonuses: Driver: +2 to initiative; Gunner: +1 to initiative and +1 to strike.

Weapons: Varies. This vehicle has a single turret hardpoint that can accommodate nearly any kind of heavy weapon, from water cannon or light machineguns to automatic grenade launchers, recoilless rifles, and heavy energy weapons. Pending this design's successful deployment in Century Station, it might see mass production for urban pacification and military use worldwide.

Special Equipment:

Radio: Range: 200 miles (320 km).

Encrypted Burst Transmitter/Radio Scrambler: Range: 200 miles (320 km).

Maxi-Radar: Range: 50 miles (80 km).

Combat Computer w/ Heads-Up Display (HUD)

Multi-Optics Periscope and HUD

Radiation Shielding

Pressurized Cabin & Amphibious Capability (Max. water speed: 10 mph/16 kph)

Note: 10 of these have been donated to C-SWAT.

Highway Patrol Division

Century Station covers nearly 310 square miles (806 square kilometers), and is linked by an extensive network of limited-access highways. The primary duty of the Highway Patrol's 400 members (including supervisors, detectives and patrol officers) is to ensure the safe and expeditious movement of traffic along these busy and vital roads. This work is a lot more dangerous than it would first appear, since routine traffic stops are a major source of felony arrests. It's true! Many felons and fugitives get caught by being pulled over for an ordinary traffic violation. Then, when their license or car is run through the police computers, their status comes up, and an arrest is warranted. For this reason, lots of convicts will shoot first and ask questions later when pulled over, making the Highway Patrol one of the likeliest duties for a police officer to get shot on the job.

Every member of the Highway Patrol is trained to operate both automobiles and motorcycles in order to be available for assignment as needed. Typically, an officer is assigned to patrol a section of highway located within the geographical area of the specific Highway Patrol command to which the officer is assigned. Besides enforcing speed laws, Highway Patrol officers respond to accidents, stranded or disabled motorists, problems associated with debris or injured animals, or problems with the road itself. Highway officers provide escorts to the President of the United States and to other dignitaries and heads of state when they visit Century Station. They also administer all DWI tests for drivers arrested anywhere in the city for driving under the influence of alcohol or drugs. And, the Highway Patrol responds to and investigates all accidents anywhere in the city which involve death or potentially fatal injuries, so that appropriate criminal charges may be filed, if necessary.

In addition to the standard stats and equipment found in most CSPD vehicles, the vehicles of the Highway Patrol are specially equipped to include:

- **Radar Devices:** The two kinds of radar devices that the Highway Patrol uses for measuring the speed of vehicles are hand-held radar guns and vehicle-mounted pursuit radar. Both work in the same way, with the device "bouncing" a signal off of a moving vehicle. By translating a slight frequency change in the beam, between the time of transmission and the time of reception (the Doppler effect), the device can then determine the vehicle's speed.
- **Laser Devices:** The newest tool in the Highway officer's arsenal for combating speeding violations is comparable to radar devices, but uses a beam of light instead of a radar signal. Laser devices allow a narrower focus, and make it indisputable which vehicle was the one determined to be speeding.
- **Alco-sensor:** This is a portable breath-testing device used in the field to determine an alcohol-impaired motorist's level of intoxication. The results of the alco-sensor test along with the officer's observations are the basis for a driver's arrest for driving while ability impaired or intoxicated.
- **Accident Investigation Section (A.I.S.) Kit:** The A.I.S. kit contains items useful in investigating the causes, contributing factors, and results of vehicle accidents. Among the items in the kit are a 35 mm camera (for recording the accident scene and the visible damage to vehicles involved), a decelerometer (a device that measures the efficiency of a vehicle's breaks), an alco-sensor (described above), a 100 foot (30.5 m) measuring tape, a rolling measuring device for taking measurements while walking, a depth finder (a hand-held optical device for measuring the distance of objects which are difficult to reach), a three foot (0.9 m) striped pole for reference in photographs, and all the required forms necessary for conducting accident investigations.

Note: Highway Division cops get specialized driving training, which gives a special bonus of +10% to all automobile and motorcycle skill rolls.

Traffic Control Division

This division is charged with minimizing motor vehicle accidents, injuries, and deaths while maintaining and improving mobility on the city's streets and thoroughfares. In large part, this division handles the same kind of work that the Highway Patrol does, but the chances of stopping a felon are far smaller, as is the occupational risk. For this reason, officers from the Highway Patrol refer to Traffic Control as their "little brother," a jibe which has caused no small amount of rivalry between the two divisions. Traffic Control comprises nearly 1,000 police officers and just over 2,000 civilian members. Most of the civilian members are uniformed Traffic Enforcement Agents (TEA's) who handle low-intensity traffic enforcement, like writing parking tickets. In general, Traffic Control is considered one of the Force's easier assignments, because most of the work involves manning a radar gun, scoping out streetlights and the like. Occasionally a Traffic Control cop runs into trouble (this *is* Century Station, after all), but rather than take things on themselves, they are required to call in a stan-

dard District Patrol for help — just one more reason why the Highway Patrol rags on them for not being “real” police officers.

Mounted Patrol Division

The Mounted Patrol is primarily assigned to patrol the streets and parks of the city, where it handles traffic control, crowd control, and prevention of street crime. Mounted Patrol officers are used most often for crowd control, where it is said that one Mounted Patrol officer on horseback has the effect of ten officers on foot, depending on the demeanor of the crowd. For this reason, they are used extensively at concerts, demonstrations, strikes, entertainment events, public celebrations, and other public gatherings. On a single day, members of the unit may be assigned at such diverse locations as Century Park, City Hall, the outer plazas of the Millions Pavilion, and Jessup Stadium. One of the Mounted Patrol’s special fortes is public relations. Rarely does the CSPD get more positive attention than when its officers appear in public on horseback. Mounted Patrol officers also are expert equestrians (all have the Pilot: Horsemanship skill at +15% in addition to any other bonuses).

Assignment to the Mounted Patrol is voluntary and there is always a lengthy list of applicants. Applicants are expected to have at least five years patrol experience and possess exceptional service, disciplinary, and attendance records. Mounted Patrol officers must also successfully complete 12 weeks of training at the Divisional “Remount” Facility, which is located at the edge of Century Park in Society Hill. The Mounted Patrol’s resources are deployed in six “troops” housed in different police stables around the City and are supported by a varied civilian staff including hostlers (who handle the “maintenance” of the horses) and farriers (who handle the shoeing and re-shoeing of the horses).

The Mounted Patrol maintains approximately 70 horses; all are gelded males ranging from 6 to 20 years of age. Mounted Patrol horses are kept at 6 police stables throughout the city, mostly within the Society Hill and Center City areas. Transport carriers for the horses are also kept at the stables.

It is a long-standing tradition that the Mounted Patrol’s horses are donated by private interests. Despite the city’s rough times, the Mounted Patrol has never had much difficulty getting new horses donated, largely because of the patrol’s high popularity. After a horse is acquired by the Mounted Unit, it goes through training conducted by the Remount Unit, which trains both new mounts and police officers.

Once a horse is accepted by the CSPD, it must be certified within 90 days. After certification, the horse will patrol as an unnamed probationary mount under the close scrutiny of Remount instructors and supervisors. If the horse accepts the myriad of city distractions, it becomes a disciplined police mount. This transition to full duty status is marked by the formal naming of the horse. Most horses are now named after deceased members of the CSPD (A list that sadly gets longer each year), although some have names that commemorate their donors. Below is a sample

list of some of the Mounted Patrol’s horses, and the origin of each horse’s name:

- Observer I through V: Named after the *Century Station Observer*, which donates a horse every year.
- Xander: Named after the Xander Financial Group, the horse’s donor.
- Hammerjack: This horse was previously named Flapjack but was renamed after it mule-kicked the supervillain Hammerjack into unconsciousness. The Horse was named after its vanquished opponent upon his sentencing.
- Prince: Named after the **Prince of Century Station**, a major contributor to various Police Foundation functions.
- Danang: Named after the first officer of the Mounted Patrol, Ng Danang.
- Jadelis: Named after a popular retired farrier, Madine Jadelis.

The highly visible public work of the CSPD Mounted Unit is supported quietly and efficiently behind the scenes by the unit’s civilian members. Two of these members are the unit’s administrative assistants, who perform clerical and administrative duties similar to those performed in police station houses and offices anywhere in the country. The majority, however, have specialized skills which qualify them for some of the most unusual job titles to be found in police work anywhere: hostler and farrier.

A horse is not a car, and cannot be put into a garage and ignored until the next time it is used. Horses must be properly sheltered and fed, groomed, and their stables must be kept sanitary. The tack provided with veterinary health care (that is, saddles, bridles, etc.) must also be properly stored and serviced. These duties are the responsibilities of the Mounted Unit’s hostlers. At least one hostler may be found on duty through every hour of the day and night at each of the Mounted Patrol’s stables. Most of the Department’s hostlers have a background working with thoroughbred race horses or exhibition horses. Likewise, the Mounted Patrol maintains a complement of three farriers to care for the unit’s 70 horses. The job of a CSPD farrier is an extremely demanding task since on average, each horse is re-shod every 6 weeks.

Typical Police Horse

Size: A typical CSPD Mounted Patrol horse is a chestnut or bay gelding of approximately 16 hands (5.3 feet/1.6 m) at the shoulder.

Weight: 1,100 to 1,300 lbs. (495 to 585 kg)

Hit Points: 42

S.D.C.: 45

Attacks Per Melee: 3

Damage: Front Kick: 2D6, Rear Kick: 3D6, Bite: 1D6.

Bonuses: +2 to initiative, +2 to strike, and +4 to dodge.

Natural Abilities: Swim 50%, Jump five feet (1.5 m) high and 10 feet (3 m) long; carries up to 500 lbs (225 kg), and can pull up to 1,000 lbs (450 kg).

Speed: 50 (35 mph/56 km) with bursts of up to 66 (45 mph/72 mph), but these bursts can only be maintained for 1D4+1 minutes.

Special Operations Division

The Special Operations Division (S.O.D.) is to support, coordinate, monitor and record the activities of its six sub-units. It provides additional resources, support and staff, enabling them to accomplish their respective missions. The S.O.D. executive staff responds to critical and emergency situations to insure that all units concerned work together to resolve such incidents safely and efficiently.

The Aviation Unit provides rapid airborne response to crisis situations, as well as aerial observation capabilities. This unit also handles all air traffic control responsibilities, as well as tactical air support when required. For ordinary surveillance, traffic control, and coordinated search and rescue with the Harbor Unit, the Aviation Unit employs a fleet of 10 specially equipped Huey Blackhawks. For tactical air support, it uses a fleet of five "Snowballs" — specially outfitted hovertrucks donated by the Avtran Corporation.

C-61 "Peregrine"

C-SWAT Tactical/Surveillance Helicopter

Crew: One pilot/gunner, up to seven passengers or up to four passengers wearing Maximillian Armor.

A.R.: 12

S.D.C. by Location:

Main Body — 400 S.D.C.

Rotor — 100 S.D.C.

Tail — 100 S.D.C.

Cockpit Windows — 200 S.D.C.

Speed: 138 mph (221 km).

Range: 360 mile (576 km).

Length: 53 feet (16 m).

Weight: 8,000 lbs (4 tons/3,600 kg).

Weapons: None, but the Peregrine could accommodate up to one heavy weapon package in a nose turret (to be controlled by the pilot), two weapons pylons with one turret hardpoint each, and one door gun on either side of the vehicle. While some insist that police choppers can no longer afford to fly unarmed, CHIMERA and CSPD brass both feel that it is bad enough for citizens to hear the police choppers rotoring overhead all the time. Knowing that they have rocket launchers and machineguns might be too much for the people to bear. Besides, if armed airborne intervention is really needed, then the job is better left to a Snowball (described below).

Special Equipment:

Radio: Range: 200 miles (320 km).

Encrypted Burst Transmitter/Radio Scrambler: Range: 200 miles (320 km).

Maxi-Radar: Range: 50 miles (80 km).

Combat Computer w/ Heads-Up Display (HUD): Confers +3 to dodge.

Multi-Optics Periscope and HUD

C-80 "Snowball" C-SWAT

Tactical Support Aircraft

Crew: One pilot, one gunner. No room for passengers.

A.R.: 16

S.D.C. by Location:

Main Body — 600 S.D.C.

Cockpit Windows — 300 S.D.C.

Speed: 600 mph (960 km).

Range: 600 miles (960 km).

Length: 40 feet (12.2 m).

Weight: Six tons

Total Vehicular Bonuses: Pilot: +5 to dodge, +2 to initiative, +1 to strike (Nose Gun Array); Gunner (Track Gun Array): +1 to initiative, and +4 to strike.

Weapons: Each Snowball has two XM-134 7.62 mm Mini-guns, one mounted on the nose of the craft and one on a ball turret that is itself attached to a moveable track that encircles the vehicle's midsection, giving it a firing solution from any angle.

XM-134 Mini-gun: Range: 2,500 feet (762 m). Damage: 5D6 per round. Rate of Fire: Long and full melee bursts only. This weapon's rate of fire is so fast that a long burst counts as only one attack and a full melee burst counts as only two attacks. Payload: 4,000 rounds, enough for 8 long bursts, or four full melee bursts.

Special Equipment:

Zero Emissions Out-Take: The specially modified engine makes no sound while running, nor does it give off any ambient energy making it very difficult to hear approaching or to lock on with a man-portable surface-to-air weapon.

V/L Thruster Package: The Snowball has extremely sophisticated vertical and lateral controls, so it can stop on a dime and shuffle in any direction at a moment's notice. This gives it superb vertical takeoff and landing ability. It also gives the pilot a +6 to dodge.

Radio: Range: 200 miles (320 km).

Encrypted Burst Transmitter/Radio Scrambler: Range: 200 miles (320 km).

Maxi-Radar: Range: 50 miles (80 km).

Combat Computer w/Heads-Up Display (HUD)

Multi-Optics Periscope and HUD

Radiation Shielding

Pressurized Cabin

ESU Emergency

The *Emergency Service Unit* consists of CSPD paramedic squads and professional K-9 units. Century Station's K-9 unit is one of the best in the country, with a long and distinguished service record.

K-9 units are used as guard dogs, and regrettably, as "expendable" units sent into highly dangerous areas to flush out armed criminals. The CSPD does not like to do this, since it often results in the death of the dogs, and besides being costly to raise and train, many handlers grow attached to them and will not callously send them into certain death.

District patrols sometimes recruit the help of a K-9 unit as a great means of apprehending fleeing suspects. No matter who you are, you are going to have a tough time outrunning a trained police dog, much less outfighting it hand-to-hand.

CSPD K-9

Size: Body: 4.5 feet (1.4 m); Tail: 19 inches (48 cm).

Weight: 60 lbs (27 kg).

Hit Points: 16

S.D.C.: 20

Attacks Per Melee: 3

Damage: Bite: 2D4+2; Claws do one point of damage.

Bonuses: +3 to initiative, +4 to strike, +2 to dodge, and +3 vs Horror Factor.

Natural Abilities: Nightvision (30 feet/9 m), Prowl 45%, Track by smell: 80%, Swim 65%, Leap 4 feet (1.2 m) high and 6 feet (1.8 m) long. Sensitive to magic and the supernatural and can sense (and smell and locate) the presence of invisible supernatural creatures.

Speed: 50 (35 mph/56 kph) with bursts of up to 55 (37.5 mph/60 km).

Armor: K-9 dogs wear specially crafted bulletproof vests (A.R.: 10, S.D.C.: 50) since they often lead breaching teams into hostile rooms and buildings.

Note: These dogs are known for their high intelligence, fierce loyalty, and controlled viciousness.

Harbor Unit

The *Harbor Unit* responds to waterborne incidents with high-speed patrol boats, SCUBA divers, and specialized search and rescue (S&R) teams. When necessary, the Harbor Unit will coordinate with the Airborne Unit for S&R operations. The Harbor Unit is on call 24 hours a day, seven days a week. The sharp rise in criminal activity within the Archipelago area has led to the sinking of several Harbor Unit vessels over the last few years, prompting the CSPD to consider arming its patrol craft with light machineguns and/or grenade launchers. Until a decision on that is reached, all police watercraft do not have mounted weapons, and are defended only by the weapons carried by their crew members. That isn't to say that enterprising Hardware characters could not mount retractable weapons on them, as has been suggested by recent internal affairs investigations.

CSPD Waterscooter

Crew: 1 driver and 1 passenger.

A.R.: 5

S.D.C. by Location:

* Air jets (2; rear) — 50 each

* Headlights (2) — 15 each

** Main Body — 130

Note: Items marked with a single asterisk are small and/or difficult targets to strike. Attackers must make a called shot and even then are at -3 to strike. This penalty also applies to hitting the pilot of the craft, but not the passenger. Depleting the S.D.C. of the main body destroys the craft. Destroying one of the air jets reduces the craft's speed by half and imposes a -2 penalty to dodge. Destroying both jets renders the craft immobile, but it could be salvaged and repaired.

Speed: 110 mph (176 km/94.6 knots), maximum. Cruising speed is considered to be 40 to 60 mph (64 to 96 km/approximately 44 knots).

Range: 200 miles (320 km).

Length: 4 feet (1.2 m).

Weight: 600 lbs (270 kg).

Total Vehicular Bonuses: +4 to initiative and +1 to dodge.

Weapons: None, but it could be fitted with two fixed weapons, such as mini-torpedo launchers. When used for armed interventions, a police gunner sits in the passenger seat manning his personal weapon.

Special Equipment:

Radio: Range: 200 miles (320 km).

Encrypted Burst Transmitter/Radio Scrambler: Range: 200 miles (320 km).

Maxi-Radar: Range: 50 miles (80 km).

Combat Computer w/ Heads-Up Display (HUD)

CSPD Patrol Boat

Crew: One captain, one mate/sensors operator, one gunner and up to three patrol officers. (**Note:** In emergency situations, this vessel can accommodate up to another ten people.)

A.R.: 7

S.D.C. by Location:

Bridge — 105

Deck Weapons Mount — 60

* Radar/Communications Array — 70

** Main Body — 300

Note: Hitting the Radar/Communications array requires a called shot at -2. Depleting the S.D.C. of the main body will cause the boat to sink in 1D4 minutes. There is a single inflatable raft (50 S.D.C.) stored in the deck compartment that is capable of holding six people and can be deployed in less than a minute.

Speed: 55 mph (88 km/47.3 knots), maximum.

Range: 200 miles (320 km).

Length: 16 feet (4.8 m).

Weight: 30 tons (13.6 kt).

Total Vehicular Bonuses: +4 to initiative and +1 to parry.

Weapons: None, but there is a single deck turret mount which could accommodate a machinegun, grenade launcher, or other heavy weapon.

Special Equipment:

Radio: Range: 200 miles (320 km).

Encrypted Burst Transmitter/Radio Scrambler: Range: 200 miles (320 km).

Maxi-Radar: Range: 50 miles (80 km).

Combat Computer w/ Heads-Up Display (HUD)

Multi-Optics Periscope and HUD

Other CSPD Units

The Homeless Outreach Unit assists the homeless population in getting services and helps them find shelter. Given that violent crime against homeless people is on the rise, this unit works with a special sense of urgency.

The Anti-Graffiti Vandalism Unit curtails the destruction and vandalism of public and private property. Within a year, this unit will likely be disbanded and its responsibilities will be formally assigned to District Patrol, which essentially does the brunt of this unit's job anyway.

The Street Crime Unit is a plain-clothes anti-crime unit operating in every area of the city. In particular, Street Crime is working to reduce the number of illegal guns on the streets of Century Station. Although its track record is

not yet stellar, this is a new department with a lot of promise. One of its new programs is an amnesty drive where people can turn in guns to the department, no questions asked. The trouble with this is how to screen against criminals simply looking to dispose of dirty weapons.

Auxiliary Police: Auxiliary Police provide extra eyes and ears for the Department. They are trained to observe and report conditions requiring the services of the regular police members. Wherever possible, they assist in non-enforcement and non-hazardous duties. The following are areas in which the Auxiliary Police have assisted the Department:

- Additional uniformed presence at parks, playgrounds, pools, street fairs, flea markets, block parties, shopping areas, subway entrances and exits, and school/church crossings.
- Assisting with vehicular/pedestrian traffic at parades, marathons, concerts, intersections with broken traffic lights, and accident, and fire scenes.

Assisting in Precinct Identification Programs such as the Anti-Auto Theft Program, the Bicycle ID Program, Operation ID Program, ChildWatch Program, and VIN (Vehicle Identification Number) Etching Program.

Detective Bureau

Century Station's detectives are renowned as tenacious and skilled investigators, combining old-fashioned leg work, meticulous collection of physical evidence, and other traditional interrogation skills with the latest in communications and computer technology.

Each precinct has its own Detective unit supported by specialized squads working out of the CSPD headquarters in Silver City. The Detective Bureau's seven divisions (*Central Investigation and Resources, Forensic Investigation, Fugitive Enforcement, Intelligence, Special Investigations, Internal Investigations, and Hate Crimes*) provide investigators in the field with a vast and diverse array of technical expertise. Most of these seven divisions further break down into a number of specialized units, making the Detective Bureau one of the most diversified Bureaus in the entire Police Department.

Central Investigation and Resources Division: The *Homicide Analysis Unit* produces statistical analyses on homicides. The *Photographic Unit* takes mug shots and maintains criminal photo files. The *Hostage Negotiation Unit* responds to hostage/barricaded gunman situations, typically in tandem with District Patrol and/or SWAT. Hostage Negotiations also trains Department detectives in negotiation techniques for crisis situations. It also coordinates activities of the Detective Bureau's criminal profiler, an extensive database of known criminals and convicts used to identify suspects for recently committed crimes. The *Special Victims Liaison Unit* uses specially trained female detectives to answer the Department's Sex Crimes Report Hotline, 24 hours, seven days a week. Special Victims also arranges sexual assault awareness and prevention lectures. The *Sex Offenders Monitoring Unit* collects, analyzes, exchanges and distributes information on sex offenders in accordance with Century Sta-

tion's Sex Offender Registration Act. The Act requires convicted sex offenders to alert their neighbors to their criminal past upon any change of address. It also requires them to alert prospective employers of their criminal past.

Forensic Investigation Division: This unit also maintains various specialized units for assisting in the Department's forensic work. The *Bomb Squad* responds to scenes of suspected explosive devices, hazardous chemicals and fireworks seized in the city and deactivates the devices if necessary. The *Police Laboratory* scientifically examines physical evidence to assist in investigations and prosecutions. The *Ballistics Unit* examines firearms and ballistics evidence to assist in investigations and prosecutions. It also verifies the operability of firearms confiscated from criminals or taken from crime scenes. The *Crime Scene Unit* collects and analyzes evidence obtained at crime scenes. The *Latent Print Unit* identifies suspects through latent fingerprints recovered at crime scenes. It also creates composite drawings to aid in investigations and identifications. The Police Laboratory, Ballistics Unit and Crime Scene Unit all provide expert court testimony for the City Prosecutor's office when required.

Fugitive Enforcement Division: The *Cold Case Squad* investigates open homicides and serious shootings more than six months old. Cases may involve known suspects who have evaded capture or investigations in which a perpetrator has yet to be identified. *Juvenile Crime Squads* are responsible for enhancing cases typically begun by the Detective Bureau or District Patrol. This includes conducting juvenile lineups, interviewing juveniles under arrest, locating witnesses/complainants and identifying and arresting accomplices. Because of the skyrocketing gang crime in the city, the "Juvie Squads" are increasingly busy these days. The *Warrant Section* apprehends persons wanted on felony bench warrants, indictment warrants and arrest warrants. This section works closely with investigators from other state and federal law enforcement agencies such as State Parole Boards, the U.S. Marshals and the FBI.

The Intelligence Division, which does not consist of various sub-units, gathers and analyzes information concerning major criminal activity and public safety concerns. It provides security for City Hall, the Mayor's Mansion and selected city officials. It also recommends protective measures for dignitaries. Periodically, it participates in joint training sessions with Sector 10, and guest detachments from the FBI and the Secret Service.

Special Investigations Division: The *Major Case Squad* investigates high-profile crimes that deserve special treatment because of their magnitude or because they denote the presence of highly skilled and/or professional criminals or superbeings. Typically, these include kidnappings as directed by the Chief of Detectives, thefts of art objects from museums or galleries, truck hijackings and burglaries or larcenies from trucks in excess of \$100,000, commercial burglaries in excess of \$100,000, bank robberies and larcenies by extortion, burglaries involving safes or vaults, and illegal construction coalition activity (which usually denotes Syndicate activity).

The *Special Frauds Squad* investigates crimes involving securities, forgeries, airline tickets, and credit cards. It

also covers crimes involving pickpockets or confidence games, as well as communications fraud, such as running scams over the CityNet or telephone.

As its name suggests, the *Missing Persons Squad* investigates cases of missing persons, but it also handles instances in which deceased individuals have not been identified or had next of kin notified. In addition, Missing Persons fields a medical examiner's liaison unit responsible for fingerprinting deceased persons brought to city morgues.

The *Arson/Explosion Squad* investigates all explosions and designated incidents of arson, as well as any coordinated investigations with the Bureau of Fire Investigation. In a similar vein, the *Arson Task Force* investigates arson for profit and insurance fraud.

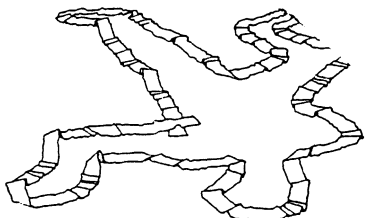
The *Surveillance/Apprehension Squad* provides surveillance, counter-surveillance, and apprehension assistance to the rest of the Special Investigations Division, as well as the entire Detective Bureau upon request.

The *Joint Terrorist Task Force* investigates terrorist activity directed specifically at the Century Station metropolitan area. It also provides assistance to Sector 10 when investigating international terrorism that somehow involves Century Station (such as apprehending internationally wanted suspects within Century Station, gathering evidence located in the city limits, etc.).

The *Joint Bank Robbery Task Force* handles armed bank robberies, bank burglaries, and armored car robberies. It also investigates all kidnappings not handled by the Major Case Squad (often parental kidnappings). The *Joint Robbery Apprehension Team* specifically handles "push-in" residential robberies, where thugs rob people's homes while they are still occupied (sometimes known in Century Station lingo as "home invasions" or "housejacking"). And finally, the *Computer Investigation and Technology Unit* investigates crimes involving computers, the Century Station CityNet, and internet crime originating in Century Station.

The **Internal Investigations Division** is a relatively small unit dedicated to investigating charges of corruption or misconduct involving city employees and persons/organizations that do business with or receive benefits from the city of Century Station.

Likewise, the **Hate Crimes Division** is another small unit, as well as a young one. It is dedicated to apprehending perpetrators of hate crimes, unlawful acts committed against persons, groups or places targeted because of their race, religion, ethnicity, sexual orientation or disability. As the socioeconomic situation in the city deteriorates, the number of hate crimes has risen dramatically, prompting the formation of this division. Still, to handle the rising tide of hate crimes in the city, this division needs many more officers and additional resources if it hopes to prevent race rioting in the not-too-distant future.



Criminal Justice Bureau

The Criminal Justice Bureau is a purely administrative bureau handling operational liaison between the CSPD and criminal justice agencies, including CHIMERA, the Century Station District Attorney's Office, the Century Station Office of Court Administration, the city's Division of Criminal Justice Services, and the Mayor's Criminal Justice Coordinator's Office.

Criminal Justice is a budgetary watchdog primarily concerned with making sure that the CSPD does not bill excessive overtime. It also monitors arrest records and cross-checks them against court appearances to ensure that suspects are not detained for unreasonably long periods of time before arraignment.

Organized Crime Control Bureau

The OCCB was established to centralize all organized crime investigations in order to minimize the chance of corruption. "Organized Crime" includes any criminal conduct relating to narcotics, vice, organized auto theft, traditional organized crime (e.g., Syndicate or Colorpunk activity) and non-traditional organized crime (e.g., contract crime carried out for parties outside of Century Station). The OCCB works in "Investigative Modules" that consist of a Sergeant who oversees six investigative officers and two undercover officers working in the field. The Module concept has made great progress in reducing corruption, which previously had been epidemic in units investigating organized crime. It has also been praised for the sharp increase in arrests, and more importantly, in convictions of participants in organized crime. The OCCB consists of six Divisions: *Vice Enforcement*, *Investigative Support*, *Investigations*, *Auto Crime*, *Organized Crime Investigation*, and *Narcotics*. The Narcotics Division in particular plays an especially large role in OCCB operations. In fact, nearly 90% of all OCCB personnel and resources are dedicated to the Narcotics Division.

The **Vice Enforcement Division** works to suppress illicit vice operations, such as illegal numbers rackets, bookmaking, illegal electronic gambling devices, illegal casinos, "inside" prostitution (such as escort services), violations of the city's liquor laws, the use of fireworks, sexual exploitation of children, ticket scalping, and loan sharking. Note that Vice Enforcement does not suppress "street" prostitution, as that responsibility has been given over to District Patrol. Vice Enforcement maintains a squad in each district of the city. Recently, Vice set up a special coordinated task force with the Computer Investigation and Technology Unit of the Detective Bureau's Special Investigations Division. The task force's mission is to crack down on sexual exploitation of children involving the use of computers, the Century Station CityNet, and the Internet from within the city.

The **Auto Crime Unit** investigates organized vehicle theft, insurance fraud, counterfeit motor vehicle docu-

ments and other auto related crimes. The unit was formed in response to the growing number of vehicle thefts in the last 20 years. More importantly, it was to combat the elements of organized crime which had become entrenched in the illegal enterprises of vehicle theft, such as chop shops, insurance fraud, exporting stolen vehicles and tagging operations.

The Organized Crime Investigation Division gathers and analyzes all intelligence information for organized crime that requires further investigation. The OCID works closely with numerous other law enforcement agencies, such as Sector 10, the Federal Bureau of Investigation (FBI), Drug Enforcement Agency (DEA), Bureau of Alcohol, Tobacco & Firearms (BATF), US Customs (USC), Internal Revenue Service (IRS), Immigration and Naturalization Service (INS), and Housing and Urban Development (HUD).

The mission of the **Narcotics Division** is to identify and arrest those who illegally manufacture and distribute controlled substances. Secondly, it investigates citizen complaints regarding personal narcotic violations. The Narcotics Division frequently works with Sector 10, the FBI and the DEA regarding inter-jurisdictional drug trafficking. Recently, Narcotics has recently developed special task forces to focus specifically on the city's airports and sea lanes. Both are major entry routes for drug smugglers.

Personnel Bureau

This Bureau is the formal name for the Police Academy and Recruiting Operations. Although money is tight for the Police Force, it currently is undergoing a hiring boom, thanks to a fresh infusion of funds from the Federal government and private industry to hire more police officers. Those who apply and pass preliminary written tests, psychological exams and background checks are sent to the Police Academy, where they undergo a rigorous one-year course of instruction focusing on law and law enforcement theory, weapons, equipment and combat training, physical fitness, and tactical response. Those who wish to enter the Auxiliary Police Force need only attend a 13 week course that focuses mostly on law and procedure.

Century Station Police Department

- A. Outfits:** Specialty Clothing (10 points)
- B. Equipment:** Cheap Gear (2 points)
- C. Weapons:** Armed Agents (5 points)
- D. Bionics & Robotics:** Robot Arsenal (35 points)
- E. Vehicles:** Fleet Vehicles (10 points)
- F. Communications:** Computerized (15 points)
- G. Offices, Hideouts, & Distribution:** Urban (5 points)
- H. Military Power:** Major Strategic Force (50 points)
- I. Super Powered Operatives:** None (0 points)
- J. Sponsorship:** Government (10 points)
- K. Special Budget:** Small Potatoes (15 points)
- L. Administrative Control:** Rigid Laws (0 points)
- M. Internal Security:** Lax (5 points)
- N. External Infiltration:** Information Source (10 points)
- O. Research and Information Gathering:** Excellent Connections (20 points)
- P. Agency Credentials:** Known (10 points)
- Q. Agency Salary:** Pittance (2 points)
- Total Agency Points:** 204

Sector 10

Sub-unit of The Sector

The U.S. Federal government has always needed an ultra-covert organization ready, willing and able to carry out quasi-military actions throughout the world, usually without the approval of Capitol Hill or the direct knowledge of the White House. Typically, the President knew of The Sector and what it could do, but for political reasons never dealt directly with it or was allowed to know the full scope of its operations.

The Sector has carried out dozens of assassinations, covert wars, and acts of political, industrial and domestic espionage all in the name of advancing U.S. national policies. Most of the time, The Sector's actions were by themselves, horrifying and reprehensible, but always for a good and noble cause. Where this placed Sector 10 on a moral scale was a tricky decision few affiliated with the organization chose to make.

The Sector is a massive organization that dwarfs both the Central Intelligence Agency (CIA) and the National Security Agency (NSA) in terms of size and resources. A great deal of its funding comes from various "black budgets" in the military — slush money set aside for off-the-record operations. After all, the Pentagon doesn't *really* pay \$500 for a toilet seat and \$2,000 for a wrench.

The thing is, nobody knows exactly how big The Sector is, or the full extent to which it involves itself in world affairs. According to some, The Sector has the power of a small government itself, answers to nobody and helps the U.S. only because its interests match those of The Sector's. According to others, The Sector is a fairly small, elite group that likes to keep secret and spreads rumors that it is an incredibly huge and impenetrable agency just so it gets a good image. The truth probably lies somewhere in the middle, but this much is true: The Sector has enough firepower to wage a small war. It can and has brought down entire governments and economies, and its personnel are stationed in every country in the world, involved in dozens of extremely delicate operations at any given time. To get its jobs done, The Sector maintains a powerful force of field agents, military firepower, cutting-edge technology, and recruited superbeings.

Several years ago, one of The Sector's super-agents, a super-soldier code-named **Prodigal** (for full stats, see the *Who's Who* section of this book), botched a mission in France that resulted in a massive gunfight in downtown Paris. By the time the smoke had cleared, over 20 people lost their lives, and another 100 were injured. The collateral damage was caused both by Prodigal's hair-trigger behavior as well as the fact that he was sold out to enemy operatives by a double agent within The Sector. The incident generated so much media attention worldwide, heads rolled by the dozen back in Washington. The Paris incident was a huge blight on not only The Sector's credibility and effectiveness, but that of the entire U.S. intelligence community. To placate the French and U.S. public, leaders of The Sector were brought before a grand jury and required to disclose as much about its scope of operations as they could without jeopardizing national security. Out-

raged by its lack of regard for international law and the U.S. Constitution, The Sector was ordered to reduce operations by half and dramatically reorganize. Its active field units were to be given over to the CIA, who would either continue those operations or disband them at its discretion. It is widely believed that The Sector ignored these orders, offering only a token number of cases and agents to the CIA and changed names and words to placate the government rather than its actual scope of operations. After all, how could anyone enforce a ruling upon an agency nobody seems to completely know about? How could you tell if it was obedient or not?

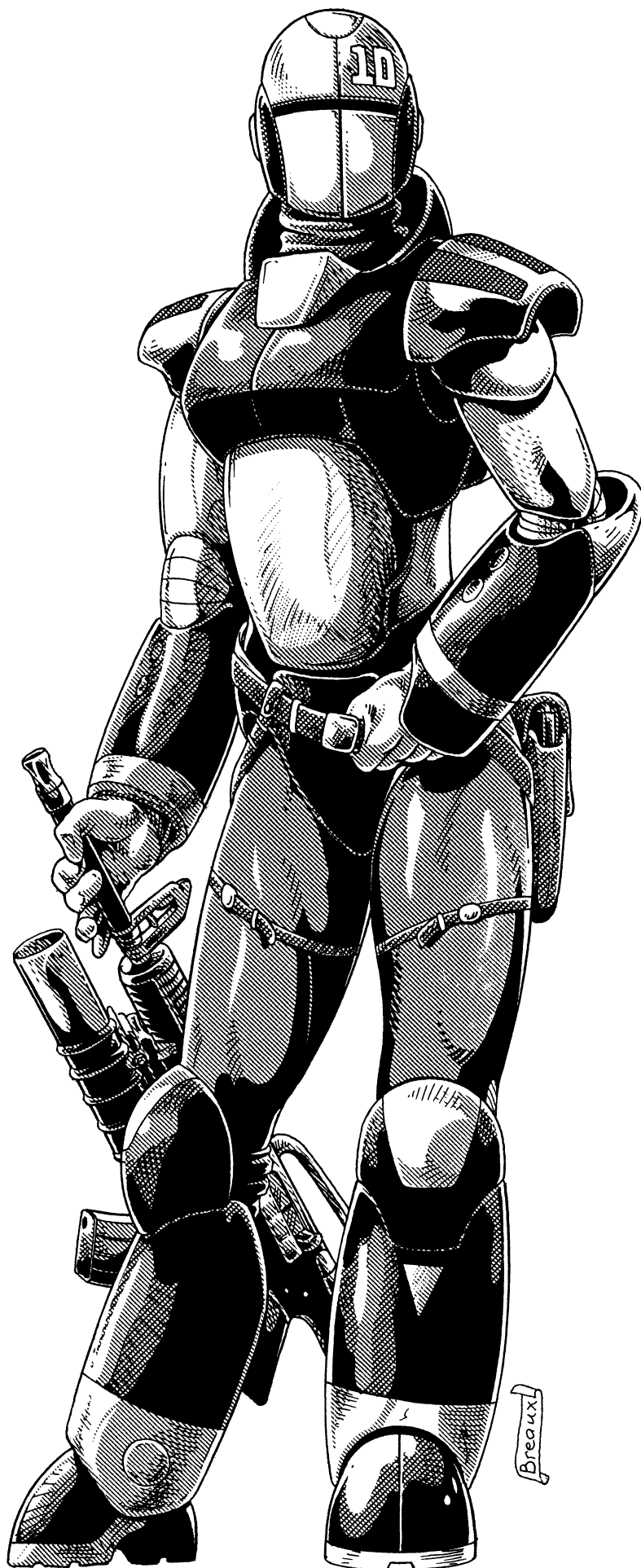
The one thing Congress did manage to accomplish was to get The Sector to form and fund a special Federal crime-fighting force dedicated to addressing inter-jurisdictional crimes committed by criminal masterminds, terrorists and superbeings. The Sector complied, forming **Sector 10**, its only department of field agents that operates in plain view of the public eye, and often in conjunction with other agencies, such as the Century Station Police Department, the FBI and the DEA. Typically, *interjurisdictional* crime is handled by the FBI, but Sector 10 also specializes in supercrime, which is where the FBI draws the line. Occasionally, Sector 10 works with the CIA and NSA when it has uncovered intelligence it believes is of national strategic or defensive value.

Sector 10

Sector 10's field personnel consist primarily of operatives nicknamed **Golems** and **Wraiths**. Sector 10 "Golems" are outfitted identically to C-SWAT specifications, only there are far fewer of them. There are only 100 basic Golems, and 10 "robot jocks." An estimated 10% of Golems possess psionic powers or minor super abilities.

Sector 10 "Wraiths" mimic the CSPD Detective Bureau, acting essentially like plainclothes or undercover officers. Wraiths often spend months or years undercover, gathering information and channeling it to the CSPD, FBI, or other appropriate law enforcement agencies. It is said that the Wraith who does his or her job best is the one who pulls an entire career and is never suspected of being a Sector agent, not even by his own friends and family. Consequently, Wraiths tend to have "immersion" problems, where they get so deeply undercover that they have extreme difficulty pulling out when they need to. Sector Command refers to this as "deep sixing," and it helps explain why Wraiths almost never get married, or if they do, suffer a whopping 70% divorce rate. **Note:** An estimated 20% of the Wraiths are believed to have some level of psionic ability from minor to master psychic. Another 15-20% are said to possess super abilities, presumably those with powers to turn invisible, intangible, change their appearance and other powers ideal for undercover work.

There is a small third unit of special operatives called "Fire-eaters." Approximately 30, hand-picked superbeings, including Master Psychics, Mutants and those who possess an impressive level of super abilities (lesser superbeings are assigned as Golems or Wraiths). They are called Fire-eaters because they "fight fire with fire," i.e. superbeings who hunt down, capture and/or terminate other dangerous superbeings, particularly criminals, aliens



and those deemed to be insane, a serious risk to national security or the public at large. Fire-eaters can work alone, in pairs or small groups of 3-10.

There have been some questions raised as to where The Sector “recruits” these superhuman agents, particularly since most of these superbeings have never been heard of prior to their employment by Sector 10. A few highly placed CIA and NSA leaders, and super-agents of their own, have heard whispered rumors about something called **The Nursery** allegedly a top secret, rogue cell of the government where superbeings are “home-grown” and “conditioned” to be special government agents. No other details or leads are known, and nobody has questioned The Sector or Sector 10 for fear of tipping them off. At this time those with the power to investigate are debating whether or not they should, and the best way to do so. The unspoken fear is, if this is a cell of The Sector, how far have they gone and how can they be stopped? Likewise, how do any government agencies avoid having their investigations blocked or sidetracked, or worse, agents killed? Moreover, how will The Sector respond and is Sector 10 involved? Will there be deadly acts of retribution if such an investigation is discovered? More and more officials in the know feel The Sector needs to be completely dismantled before it is too late. The real question is, is it already too late?

Typical Sector 10 Field Agent NPC

Real Name: Classified

Occupation: CHIMERA and Sector 10 Field Agent. Most have fairly loose ties with *The Sector* and know little about it.

Typical Alignment: 20% Principled, 20% Scrupulous, 20% Unprincipled, 10% Anarchist, 10% Aberrant, 10% Miscreant, and 10% Diabolic.

Average Attributes: I.Q.: 13, M.E.: 12, M.A.: 10, P.S.: 22, P.P.: 17, P.E.: 18, P.B.: 11, Spd: 25.

Average Age: 20-30.

Average Sex: 60% male, 40% female.

Average Height: 6 feet (1.83 m) for Male Agents, 5 feet, 9 inches (1.75 m) for Female Agents.

Average Weight: 180-200 lbs (81-90 kg) for Male Agents and 130-150 lbs (58.5 to 67.5 kg) for Female Agents.

Average Experience Level: Sector agents typically have one level of experience for every two years of service; average is 3rd-6th level (1D4+2). These stats are for first level agents; adjust upward for more experienced NPCs.

Average Hit Points: 28 (P.E. number +1D6 per level).

S.D.C.: 50 — rigorous physical training and conditioning (includes typical skill bonuses).

Typical Power Category: Special Training — Secret Operative. Those with psionic powers or super abilities use the appropriate power category for that power. Typically: Psionic, Experiment or Mutant.

Combat Training: Hand to Hand: Martial Arts

Typical Number of Attacks: 5

Agent Bonuses: +2 to initiative, +1 to strike, parry, and dodge, +2 to damage, +1 to roll with punch/fall/impact, +4 to pull punch, and +4 to save vs Horror Factor. These are in addition to possible bonuses from attributes, skills, or power category.

Saving Throws: +1 vs magic and poison and +4% vs coma/death.

Other Combat Info: Karate Punch 1D6, Karate-style kick 2D4.

Education Level and Skills: Special

Common and General Skills: Pilot Automobile (70%), Pilot Jetpack (52%), Pilot Airplane (60%), Basic Mathematics (60%), Speak two additional languages (G.M.'s choice, but usually Spanish, Chinese, Russian, French, Farsi or German; 70%).

Military Program (Special): Boxing, Running, Climbing (60%/50%), Military Etiquette (45%), Radio: Basic (65%)

Espionage Program: Intelligence (52%), Wilderness Survival (40%), Sniper, Escape Artist (45%), Cryptography (40%)

Rogue Program: Find Contraband (46%), Pick Pockets (45%), Seduction (40%), Streetwise (34%), Pick Locks (40%), Prowl (35%)

Weapon Proficiencies: W.P. Pistol, W.P. Automatic and Semiautomatic Rifles or W.P. Sub-Machinegun, W.P. Heavy Weapons, W.P. Energy Pistol, and W.P. Energy Rifle.

Note: If the agent possesses Psionics or Super Abilities reduce the number of W.P.s and Rogue skills by half, and Agent Bonuses by half (e.g. +2 becomes +1, and eliminate any bonuses that are +1).

Weapons & Armor: Sector 10 Field Agents typically carry different weapons depending on their mission parameters.

Golems: Golems are equipped identically to C-SWAT. About half carry a standard issue C-SWAT laser rifle and the other half carry an M-16 assault rifle with an M-203 grenade launcher. All wear Maximillian armor. Sector 10 also maintains two dozen of its own Juggerman Cybersystems, which all Golems are trained to use. These robot units are used only on special occasions.

Wraiths: Wraiths will be armed like a CSPD patrol officer, carrying a Beretta Model 92 or some other kind of pistol on their person. (**Note:** Unlike CPSPD police officers, Wraiths are encouraged to use whatever personal weaponry they are most comfortable with, since they often go undercover with it, and it looks bad to carry a “cop piece.”) For added firepower, Wraiths typically keep an H&K MP-5 sub-machinegun or a Smith & Wesson Model 3000 12 Gauge shotgun nearby. Wraiths sometimes will use Concealed Armor (A.R.: 10, S.D.C.: 50) as occasion permits and many use the TI Mini-Laser, and about 10% use the TI Laser Wristbands.

Vehicles and Other Equipment: Air cars, typical stuff used by CSPD.

Headquarters: Sector 10 is headquartered in the Silver City Industrial Arcology, just like any other large business. The Sector 10 offices encompass roughly the same amount of space as a 15-story skyscraper, much of that being computers and data management stations, and has multiple points for skyport access. Security at Sector 10 HQ is pretty tight, consisting of many redundant fingerprint, voice ID and retinal scan checks

throughout the premises. In addition, most areas are locked and can only be accessed by a station guard and a Sector 10 Agent using their keys simultaneously. The reason for all of this secrecy is to protect its many Wraiths, who if uncovered would most likely lose their lives, as well as informants and a large range of delicate information about the superbeings (heroes and villains), crimelords and syndicates operating in the District. A downside to all this security is that Sector 10 has a reputation for being less than cooperative with the CSPD and CHIMERA Cavaliers, especially when it comes to sharing information. Old habits, it seems, die hard.

Sector 10 Organization Statistics

- A. Outfits:** Specialty Clothing (10 points)
- B. Equipment:** Cheap Gear and Electronic Supplies (12 points)
- C. Weapons:** Armed Agents (5 points)
- D. Bionics & Robotics:** Robot Arsenal (35 points)
- E. Vehicles:** Fleet Vehicles (10 points)
- F. Communications:** Computerized (15 points)
- G. Offices, Hideouts, & Distribution:** Urban (5 points)
- H. Military Power:** None (0 points)
- I. Super Powered Operatives:** A Few Regulars (20 points)
- J. Sponsorship:** Government (10 points)
- K. Special Budget:** Large Loans (25 points)
- L. Administrative Control:** Rigid Laws (0 points)
- M. Internal Security:** Iron-Clad (25 points)
- N. External Infiltration:** General Infiltration (25 points)
- O. Research and Information Gathering:** Superior Connections (30 points)
- P. Agency Credentials:** Known (10 points)
- Q. Agency Salary:** Good (20 points)
- Total Agency Points:** 257 points

Note: These statistics are just for Sector 10, the small branch of The Sector that works in Century Station. The larger organization is rumored to be an incredibly huge and well-financed operation with close to maximum scores for each statistic.

The Squad — a.k.a. The Sector Squad

Despite the extraordinary efforts of its anonymous field personnel, Sector 10 is best known for one of its small teams of Fire-Eaters, the superbeings who operate as **Sector Squad**. This team consists of the legendary mega-hero **Apex** (who pulls double duty as the leader of The Squad and of the premier superhero group in town, **The Centurions**) as well as **Dragonel**, **Manticore** and **Pegasus**, all described in the following pages.

The Centurions

Other than **The Squad** and other *Fire-eaters* of Sector 10, The Centurions are Century Station's one and only "officially" sanctioned supergroup. All members of the Centurions are cleared for membership by CHIMERA, and are authorized to act under their own authority as deputized members of the city's law enforcement community. They are described in the following pages.

The News Media

This town is a reporter's dream come true, what with so much going on. In any big city, there is *always* something newsworthy happening, but in Century Station, front-page stuff happens so fast and furiously, that sometimes even Pulitzer prize-hungry reporters have trouble keeping up.

The media is not just about reporting information objectively to the people. It is a universal truth that all journalism, no matter how objective it tries to be, betrays some kind of bias or hidden agenda. Usually, this reflects the personal beliefs of the editors or owners. For a real-world example of this, take legendary media mogul *Randolph Hearst*, who was fond of using his nationwide network of newspapers and radio stations to destroy the reputations of people he didn't like, such as actor/director Orson Welles, whose legendary movie *Citizen Kane* was as much a slam on Hearst's character and business practices as it was a gem of cinematic storytelling. Things are not much different in Century Station. While many reporters (especially rookies, or "cubs") might genuinely try to report the truth, their editors and publishers will gladly edit, rewrite and sometimes, flat-out fabricate whatever they need to boost sales and to satisfy their personal agendas. Revolting, isn't it? Welcome to the big business of journalism, Century Station style. The saying goes that working this town behind a reporter's press card is a bit like running through a swamp — you can't avoid drudging up muck, no matter how hard you try, and in the end, you either get out, or get covered in mud yourself. And if one is not careful, end up drowning in it.

WCTV, Channel 9

This is Century Station's oldest and most prestigious local television station, dating all the way back to the early 1950s. While other local stations try every ratings gimmick in the book to compete with the "grandfather of Century Station television," WCTV remains the most watched channel in the metro area.

The flagship program is *News 9*, the daily news program, broadcasting every weekday at 7 a.m., 12 p.m., 9 p.m. ("News 9 at Nine!") and 11 p.m. The morning show is a little casual and light-hearted while the afternoon and evening programs are more serious. News 9 is probably the most responsible television media source in the area, usually reporting stories with a sense of restraint and fairness that is hard to find in T.V. media anywhere. News 9 does tend to favor the city and CHIMERA, however, so stories covering the gallantry of local law enforcement tend to overshadow stories of alleged misconduct or snafus.

News 9's program director is *Wendell W. Holmes*, a crusty old newshound who has covered this city as a reporter, editor or director for the better part of 30 years. There is no part of television news broadcasting Wendell is not familiar with, and if he had to, he could hit the streets to sniff out a hot story on his own with a relentlessness and ingenuity that would put most other reporters to shame. Wendell won his first Pulitzer prize (the highest honor in journalism) covering the 1962 police strike, which

was a pretty courageous move, considering both his *African-American* heritage and the CSPD's blatant racism back then. He won his second Pulitzer covering the Project Daedalus scandal. Since then, he has effectively retired from reporting, and focuses on running News 9 from behind the scenes.

Wendell is as tough as they come, brushing off death threats and actual attacks on his person numerous times in his career. He has an uncanny sense of what is going on in town, especially crime-wise, and it is said that he has a closer ear to the street than most so called "superheroes." If you need to find out a bit of hard-to-find information but don't want to consult an illicit source for it, then Wendell Holmes is your man. However, he is no stooge, and any favors he does for the super-community are to be paid back in kind when he chooses. It is an unwritten law in Century Station that if you do business with Wendell, you hold to the agreement. Even though he has never retaliated against those who have welched on him, it's common knowledge that if he wanted to, Wendell could find out *anybody's* deep, dark secrets and use them to destroy their reputation or career. Thankfully, Wendell is a better person than that, even if he likes to get people to think otherwise. "If people think you're a monster," Wendell is often quoted as saying, "then they're gonna help you out, whether they want to or not. I like that."

Aside from Wendell Holmes, News 9 employs a crack team of award-winning journalists, all of whom are fixtures on local T.V. and instantly recognizable by the average guy on the street.

Wendell Holmes NPC Quick Stats

Alignment: Scrupulous

Attributes: I.Q. 19, M.E. 18, M.A. 18, P.S. 8, P.P. 6, P.E. 6, P.B. 10, Spd. 6.

Age: 64

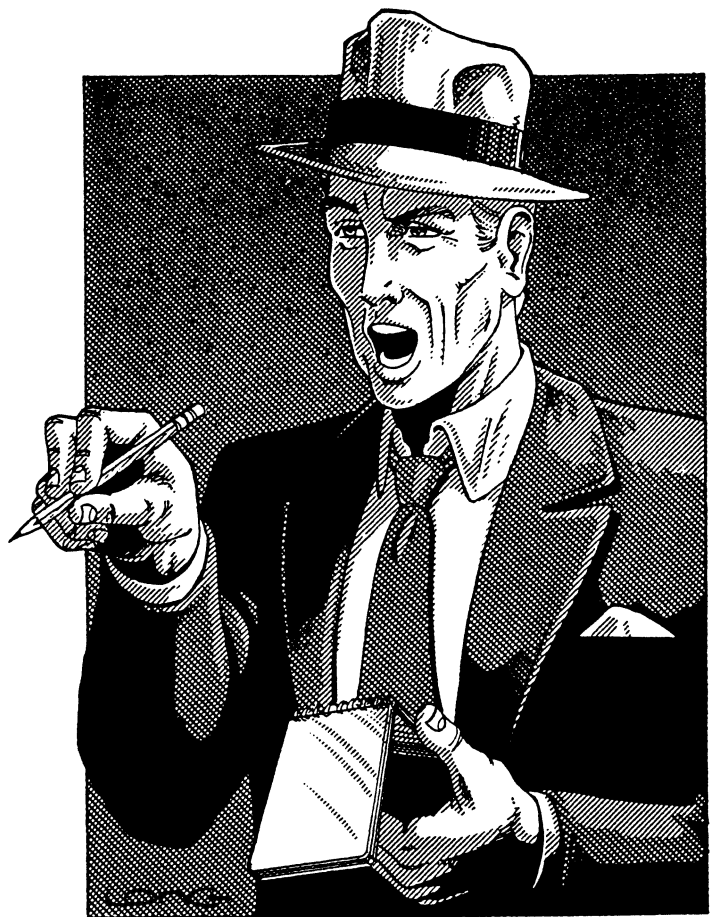
Hit Points: 51; **S.D.C.:** 12

Equivalent Level of Experience: 13th

Skills of Note: Computer Operation (98%), Research (98%), Photography (98%), Surveillance Systems (98%), Writing (Journalistic Style; 98%), Radio: Basic (98%), Radio: Scrambler (98%), T.V. & Video (94%), Streetwise (98%), Law (General; 98%)

The Century Station Observer

This paper is the print counterpart to WCTV, only it has been around for much longer, having been founded in 1870. Since then, it has been a staple of every morning commuter's train or bus ride, providing excellent news coverage and opinion pieces with a fine balance of style and substance. Several of the cartoons printed in this paper are syndicated worldwide, including *Papa Chocks*, *Peachy Keen and Bell Bottoms*, and *Waiter! There's a Fly in My Soup!* Also nationally syndicated are the paper's three most popular regular columns, *Kevin's Korner* (scathingly opinionated but hilariously well written coverage of obscure current events), *Ask Maryann* (she will answer, or at least try to, *any* question sent to her), and *The World According to LARP* (an anonymously authored article on games of all sorts, including role-playing games, which are incredibly popular in Century Station).



In its news coverage, **The Observer** tends to take an anti-government, anti-superhero slant to things, catering to those who think that the city's problems would be better solved by funneling less resources into law enforcement and more money into civil development, jobs programs and education. While the paper has toned down its diatribes somewhat (it got pretty radical during the 1960s and early 1970s), its bent is quite noticeable. Politics aside, *The Observer* is a highly respected news source read around the world, on par with other prestigious publications like the *Wall Street Journal*, *Washington Post* and the *New York Times*.

The Observer has a large and talented pool of reporters, writers and editors, but the so-called "flavor of the month" (the reporter who currently is the hottest talent on staff) is **Sheila Macintosh**, a ferociously successful young reporter who has only been in the journalism business for five years, but is already making a name for herself as a top rising talent in the journalism industry. If she were not already working for one of the premier newspapers in the U.S., she certainly would be recruited by one.

Sheila's articles tend to be a little friendlier towards superbeings and self-styled heroes than what one would otherwise read in *The Observer*, due to the fact that she was saved by the Centurion *Apex* two years ago in a hostage situation at Xenophon Stadium. Ever since, she has downplayed negative news towards superhumans, those sanctioned by CHIMERA in particular. However, she does not care for the hardball tactics of some vigilantes and can be quite harsh in her reports on them. Meanwhile, she discreetly feeds leads and street rumors (without anybody knowing it) to a few heroes she knows and trusts, like

Apex. So far, she has been able to balance her news stories sufficiently that her pro-hero bias hasn't discredited her, but there is a large and growing number of rival writers and reporters who would love to catch Sheila off guard so that she might fall off her pedestal and they can take her place. Such is the way in the cutthroat world of reporting the news in Century Station.

Sheila Macintosh NPC Quick Stats

Alignment: Scrupulous

Attributes: I.Q. 17, M.E. 15, M.A. 15, P.S. 12, P.P. 12, P.E. 12, P.B. 13, Spd. 13.

Age: 30

Hit Points: 28, **S.D.C.:** 15.

Equivalent Level of Experience: 5th level.

Skills of Note: Computer Operation (83%), Research (93%), Photography (78%), Writing (Journalistic Style; 68%), Radio: Basic (88%), Radio: Scrambler (78%), Streetwise (59%), Seduction (55%) Law (General; 68%), Computer Hacking (73%), Pick Pockets (73%), and Palming (63%).

Everyman

This second-rate paper struggles for market share along with "rags" like the **News-Herald**, the **Silver Hill Sentinel**, and the **Evening Call**. With the rising price of newsprint and the falling readership of daily newspapers nationwide, **Everyman** found itself dangerously close to bankruptcy a few years ago and decided to throw even-handed journalism out the window in favor of flashier, more tabloid-style sensationalism. The gambit paid off at the cost of the paper's respectability. Readership is way up (while the other papers are considering going out of business or consolidating), but at the same time, nobody likes to admit that they actually *buy* this tripe. It is the kind of paper people like to read while waiting in line to buy their groceries, but if they actually picked up an issue, it would somehow leave a nasty residue on their fingers.

The writers and editors of **Everyman** do not mind the bad rap because they are making a mint while their competitors barely have two nickels to rub together. However, many of the superheroes in town have been covered unflatteringly by the tabloid at some time in their career. In fact, doing sensational stories and exposes, and trash-talking vigilantes and so-called superheroes has become something of a tradition. On the other hand, until one has had his face splashed on the front page of *Everyman*, you are not *really* a Century Station hero yet.

On a more ominous note, **Everyman** has exhausted many of its leads on the superhero beat and is turning to shadier and shadier sources for information, including pure rumor and innuendo. One source is **S.H.O.C.K.**, which several **Everyman** reporters have taken a liking to, and will sometimes provide some free good press to. With hate groups like this getting any degree of positive public exposure (no matter how rancid the provider), they only become stronger. As it is, Century Station has enough troubles. It does not need a paper as disreputable as this one enhancing the public status of a violent hate group like **S.H.O.C.K.**

The current editor and publisher of **Everyman** is **Aldo Wassergass**, an ex-nightclub owner who bought the paper from Gloria Taub, known in some sections of town as "the most vicious drunk of Century Station." The transaction was reportedly for one dollar, which means Taub must have owed Wassergass a huge debt. Nobody really knows what the circumstances of the deal were, only that they might have involved the untimely death of Wassergass' ex-mistress and her boyfriend, an enforcer for a local Syndicate. The Syndicate is now dissolved, since its Crime Boss mysteriously fell on a knife 22 times and spontaneously combusted. Rumor has it this Boss might have been involved in a certain presidential assassination some decades ago, but nobody's talking. The CSPD will not further investigate the matter because all of their sources keep dying, and they simply do not have a case. On the surface, this might just be a web of sleaze balls doing each other in. But on a deeper level, these characters might be tied into larger webs of organized crime, supercrime, and conspiracies which have gone uncovered for the last few decades. And strangely enough, the last two reporters who looked into all of this turned up dead; one fell down an open elevator shaft and the other died of a heart attack, even though he had been given a perfect bill of health by his physician only a few weeks earlier.

Off the Record (OTR)

The CityNet and the Internet have given the world some incredible things in terms of communication, knowledge, and transmitting information.

Off the Record is not one of them.

This is the only publication with fewer credentials than *Everyman*, in large part because it is just one guy working out of his apartment. The creator, **Samson Delilah** (almost certainly a pseudonym to protect his privacy) runs OTR as a "virtual newspaper," in that it is posted on the CityNet and Internet, but is not "printed" anywhere. People can download the latest issue for free because Delilah makes all of his money from selling advertisement space on his Net site.

Off The Record specializes in "front-line journalism," which means Delilah cultivates relationships with reporters from dozens of newspapers worldwide and gets them to leak him stories the night before they go to press. (Reporters are willing to do this because it might give their own story some advance publicity, boosting the circulation of their publication, as well as an exchange of information.) Alternatively, Delilah has been known to hack into newspaper databases and steal stories outright. He also printed unsubstantiated hearsay, rumors, and has even flat-out fabricated news items from time to time to fill space. ("Never let the truth get in the way of a good story," is one of Delilah's favorite sayings.) Delilah takes his stories (often with no editing or spell checking) and slaps them on his page within 2D6 hours. So while his publication is always the first to break stories, he is only accurate about 66% of the time, which in journalism means you are a complete fake. Still, Delilah gets away with it because the times he is right, it invariably involves a story so hot the public is just *dying* to read about it. So, day after day,

people log on to Off the Record and then check their other news sources for more reliable information. **A curious side note:** There are dozens of gambling pools set up in the city on how accurate the latest edition of Off The Record's "big story" will be. Rumor has it that somewhere, there is a single Syndicate that handles all of the OTR betting, and that it is willing to pay big bucks to anybody who can provide them with Delilah's real name and address. It seems the Syndicate would like to do a little bet fixing of its own.

Delilah's troubles do not end there. Apparently, he published some photos taken during a CHIMERA surveillance operation, and CHIMERA is very interested in finding out how he got them and from whom. As it turns out, an undercover Sector 10 agent was identified in one of the photos and was *killed* because of it. A fact that has been kept from both the media and the public. So, without his knowing it, Delilah is wanted as an accessory to murder, along with a few other nasty charges. Needless to say, CHIMERA is willing to pay a *handsome* reward to whoever delivers the from-the-hip cyber-journalist into their custody, so they can avenge their fallen comrade. A comrade killed as much by Delilah's reckless disregard for journalistic credibility as by the triggerman who capped him off.

Political Groups

Not all of the power in Century Station resides with the Mayor, the Council of Industry and the City Council. On the ground level, there are dozens of smaller political action and citizens' groups who grab headlines every day and often manage to bend the ears of people in power who can affect changes on their behalf. Many of these groups form to protest something — a particular city government policy or a recent event involving alleged police brutality — and in so doing, promote some kind of change or constructive action. As with anything, there are a few rotten apples in the bunch, groups formed by mean-spirited rabble-rousers who wish only to gain fame and fortune for themselves rather than help the city or its people, or to grab the spotlight for their own personal cause or agenda. Thankfully, these groups and people are few and far between when compared to the vast body of action groups currently in Century Station. While a comprehensive catalog of these groups would be impossible because so many of them rise and fall after their 15 minutes of fame is up, there are a few lasting ones who remain prominent among the city's movers and shakers.

- **The Century Station Renewal Committee:** This is a large citizens' group that has scored some major financial backing from some of the larger companies in town. The group is dedicated to promoting unity and healing among the people of the city, as well as obtaining Federal funding to rebuild parts of the city and getting the city government more involved with helping out the little guy on the street. They are also trying to encourage employers within and without the metro area to further invest in the city by establishing new and expanded fa-

cilities there, creating jobs and generating more taxes for city services. So far, the Renewal Committee has raised over \$10 million in funds for the city, with plenty more on the way. The Committee has shown little political inclinations, so they seem genuinely interested in just making the city a better place rather than forwarding a specific political agenda. Some of the Renewal Committee's more prominent contributors include *The Centurions*, *Korashi Technics*, and *Carter Downright*, a wealthy man about town.

- **Stand Straight:** While many groups in the city mean well, this one does not. It is a strident bunch of ultra-uptight individuals who vehemently oppose the inclusion of women and "minorities" (a term they never define but is thought to mean any non-Caucasian people, which means at least half of the city's population, if not more) in any branch of civil service, including law enforcement. Needless to say, the appointment of *Anja Balisong* to head CHIMERA tops their list of atrocities for which they believe the city's citizens are due recompense.

This group would be laughed out of the public spotlight but for two things. The first is that Stand Straight routinely files multi-billion dollar class action lawsuits against the city government, CHIMERA, and any individual who speaks out against them. These people must then hire defense counsel to defend themselves, even if the case only goes as far as its first court date, at which point the judge simply dismisses it as a frivolous lawsuit. For the city, this is a constant annoyance, but for the average guy who gets caught in Stand Straight's crosshairs, those legal fees can be crushing. The second thing with these troublemakers is that they encourage hate crimes through a pattern of thinly veiled "pep talks" which they routinely give in public places every week. They always get permits for these talks, and they always draw a crowd. Lately, known bands of neo-Nazi Colorpunks such as the *Jackboots*, the *Fourth Reich* and *Blitzkrieg* have begun attending these talks, which has added an unpredictable and violent component into the mix. CHIMERA has Stand Straight in its Watch File, but it fears that as long as they keep playing by the rules, by the time they do something (or incite somebody to do something) criminal, it will be too late to stop them.

- **People First** is the foremost anti-superhero group in town. It began as a pro-police movement founded in the aftermath of the Bloody Monday riots, and it has turned into an ongoing crusade to outlaw all superhuman activity and to file lawsuits against any hero who hurts a bystander or causes collateral damage in the course of their actions. They don't sue supervillains because you really can't sue a fugitive from justice. Likewise, they cannot sue any *Cavalier heroes* because they are protected by the limited liability statutes signed by Mayor Zardona in order to shield the city from litigation involving law enforcement activities. So, they file suits against vigilantes in the hopes that if these people are ever caught, they will not only serve jail time but face a hefty civil judgement against them as well.

People First is currently run by **Ethel Glanz**, a desk clerk at the Century Station Department of Motor Vehicles who reportedly got hit by a piece of flying debris during a superbrawl that erupted near her. There are rumors that Ethel got hurt only because she tried getting closer to the action so she could take a few snapshots (ostensibly to sell them to *Everyman*) when she got hit and sued the vigilante in question, *Kid Silver*. Unfortunately, Kid Silver died shortly thereafter in another superbrawl, and Ethel's lawsuit fizzled. Angry and convinced the world owed her something, she formed People First and has been a major thorn in the side of independent crimefighters ever since.

- On the flip side, **The Fellowship of Champions** is a rabidly pro-superhuman/hero/vigilante group that thinks the only real solution to solving the city's crime crisis is to get as many heroic superbeings in town as possible and just let them wage their own version of Operation Overlord. For the most part, this group is made up of angry citizens who are tired of seeing their neighborhoods terrorized and have had some kind of positive superbeing experience. Where this group gets into trouble is when it runs "street defense" seminars that are nothing more than vigilante training camps. Over the last year, the CSPD has arrested four members of The Fellowship on murder charges stemming from their vigilante activities. In two of the cases, the vigilante shoot-outs either killed a wrongly accused individual or an innocent bystander. To this group, such things are acceptable losses from "friendly fire," which is inevitable. Hey, this is a war, right?
- The *Reverend Joaquim Grader* runs the **Holistic Mission**, a new age group dedicated to peace, love and unity. Despite its hippie-style approach to things, it has done a lot to get entire neighborhoods to come together. He typically promotes group solutions to their problems, such as organizing neighborhood crime patrols, getting the kids to all play in a central location monitored by shifts of adults (to prevent predators from hurting the little ones), and encouraging the people to invest in hiring demolition teams to take down derelict buildings where criminals conduct their vile businesses. The Holistic Mission is a completely pacifist group that espouses peace through understanding and love. As such, it frowns on the concept of Operation Overlord, which is billed as the "greatest preventable humanitarian crisis the city has ever known."
- **GunStop** is another group working hard to improve the quality of life in the city. Simply put, it takes monetary donations from whatever sources it can cultivate in order to buy firearms from pawn shops and street dealers. It then turns the guns over to the CSPD, which run the guns through their computers for possible links to outstanding crimes before sending the guns to the city's incinerators. Mayor Zardona is working to get a fund created to give GunStop a monetary "buy back" for the guns it turns over to the CSPD so it can buy more guns for future deliveries. At present, GunStop has done such an excellent job that the CSPD evidence depository had to set up a specific depot for GunStop weapons to be stored while they await checks through the

computer. Currently, there is a 90 day backlog for guns from when they enter the depot to when they visit the incinerator. More than one enterprising thief has tried burglarizing this depot for the arsenal it contains, prompting the CSPD to set up increased security at this and its other evidence depots, all of which contain millions of dollars in confiscated merchandise, illegal substances, weapons and cash. Meanwhile GunStop has stepped up its efforts, and has begun procuring heavier weapons, such as machineguns, rocket launchers, and even a stray energy weapon or two being sold at bargain basement prices.

- **The United Earth** group claims that all aliens in the city are here purely to conquer the planet and enslave humanity. Consequently, they must all be deported at once! Even heroic aliens, such as the noble Alpha Prime are not to be trusted and constitute a grave danger to metropolitan, national and global defense. Considered a noisy but harmless crackpot group, Sector 10 has recently received word that United Earth is receiving huge cash donations from other countries and is planning something very big. Exactly what, they can not say, but they fear it will be either an assassination attempt on an alien hero's life, or the engineering and release of a biological weapon designed to attack alien DNA.
- **There are literally dozens of other citizens groups** active in the city, each representing a particular industry, labor union, political or cultural viewpoint, parents' groups, etc. The harsh conditions of Century Station make it an extremely dynamic political environment — lots of people want the local government to get involved on their behalf, and since the government has limited time and even more limited resources, the number of people it can listen to on any given day is small, so groups must constantly jockey and compete for their shot to be heard. Thus, it is not uncommon for political groups in town to stage vast publicity stunts or junkets to get some public notice and thereby guarantee an audience with the powers that be. Somehow, superhuman heroes and villains get themselves mixed up in these things far more than one might imagine.

Alien Watch Groups Project Tyche

Project Tyche is the current incarnation of the Air Force's UFO investigation operations. The name comes from an old goddess of good fortune who was supposedly beautiful, yet an outsider in her own pantheon. It was chosen because the government considers aliens to be potential godsend of good fortune, but most are definitely mysterious outsiders with unknown or questionable motives. Thanks to Century Station's unfortunate history with alien visitors, Project Tyche has decided to set up shop in the city in case more interstellar travelers show up there (the place is a magnet for aliens, superbeings and strangeness). It is also interested in investigating the presence of any other aliens who might be hiding among the

populace, just as the alien posing as Dr. Leopold Sarnhoff did for so many years.

To the general public, Project Tyche is a high profile endeavor by the U.S. military to keep the people safe from hostile aliens. This is only partly true. While Project members do work to keep aliens from harming U.S. citizens, their real agenda is to hunt down aliens and steal their technology in the name of national security. Project Tyche does not discriminate; it hunts down *all* aliens it can find with equal tenacity, regardless of the visitor's alignment, culture or intentions. Any aliens caught by Project Tyche are imprisoned, examined and interrogated. Despite this grim activity, the Project manages to maintain a squeaky clean appearance in the public eye, projecting an image of a champion agency protecting innocent humans from marauding alien monsters.

A great deal of the organization's time is spent on research and collating data. A low profile segment of Project Tyche quietly collects reports about UFO sightings, abductions, and strange phenomena (especially concerning strange animals and so-called mutants and superbeings) from newspapers, magazines, the Internet, wire services, and military and FBI reports. They also monitor rumors, allegations, and underground activities across the country, as well as comments and criticisms about Project Tyche and who said them (these guys have absolutely no sense of humor and brook no dissent). When signs of alien activity are confirmed, Tyche field agents are sent into action.

Tyche field agents, however, are rarely seen in public and do not make public statements. Some, especially superhuman agents, are not even recognized by the agency as official investigators. They are the detectives and special investigators assigned to track down and "neutralize" alien invaders, predators and threats. Unfortunately, they exercise extreme prejudice, use deadly force and tend to jump to conclusions. Most, but not all, tend to shoot first and ask questions later. These secret operatives primarily monitor and secure areas of alleged UFO landings, crashes and alien activity, as well as securing (concealing from the public) physical evidence of alien life forms, their spacecraft, technology and activities. They may work as independent Project Tyche investigators or in cooperation with the FBI, National Security Agency (NSA) or the military. They tend to use force and strong-arm tactics to intimidate, persuade, and get results, disregarding little things like civil rights, due process, and local, state, and Federal laws. ("Hey," a T-Agent might respond, "You can't make an omelet without breaking some heads, you see what I mean? Besides, if we let some wimpy, liberal lawmakers keep us from doing our job, then there might not be anybody left for those laws to protect, right?").

In addition, Project Tyche's secret operatives are charged with ferreting out any signs of aliens hiding in society, a task they execute with ruthless diligence. This search, seize and "neutralization" procedure is the extent of Project Tyche's responsibilities. Once an alien or evidence of an alien is acquired, it is turned over to *Project Secure*, the NSA, the military or other top secret government agencies.

The strong-arm tactics Tyche field agents are so fond of put the pressure on the Project's Public Relations staff,

who must clean up the messes the networkers leave behind. So, whenever somebody witnesses a Project Tyche takedown, or an operation causes some kind of collateral damage, Public Relations steps in to reassure the public that nothing shady is going on and that the situation (if there even is one, plausible deny-ability is a favored tactic) is well under control. Those who insist that Project Tyche is lying often find their credibility ruined by a vicious public relations smear campaign, which might involve anonymous tips to tabloid newspapers, fabricated criminal records, and other forms of character assassination. When not putting out fires, Public Relations busies itself with a full schedule of press announcements, conferences, and details regarding current investigations, military involvement/actions, alleged sightings, the reliability of witnesses, and general security. The actual agents are highly skilled investigators and researchers, many of whom have a background in the military, FBI, CIA or law enforcement. They have gotten additional training in psychology, parapsychology, surveillance and sociology to help them deal with both people and aliens.

For more information on Project Tyche, please refer to the **Aliens Unlimited™** sourcebook.

Typical Project Tyche Field Agent NPC

Typical Alignments: 25% Scrupulous, 20% Unprincipled, 25% Anarchist, 10% Aberrant, 15% Miscreant, and 5% Diabolic. **Note:** Field agents of good alignment typically are patriots who have let their devotion to their country overcome their good judgement, which is why they would carry out the Project's cold-hearted hatchet work.

Typical Attributes: I.Q.: 1D6+8, M.E.: 1D6+8, M.A.: 1D6+8, P.S.: 2D6+10, P.P.: 1D6+11, P.E.: 1D6+11, P.B.: 2D6+6, Spd: 2D6+10.

Experience Level: On average, a Project Tyche Field Agent has one experience level for every two years of service. Most Tyche Field agents range from 2nd to 5th level (1D4+1). The stats here are for *2nd level agents*, so adjust upward for more powerful NPCs.

Hit Points: 23 (P.E. number +1D6 per level of experience).

S.D.C.: 40

Combat Training: Hand to Hand: Martial Arts

Average Number of Attacks: 4

Bonuses: +3 on initiative, +1 to strike, +2 to parry, +2 to dodge, +4 to damage, +2 to disarm, +2 to roll with punch/fall/impact, +2 to pull punch, and +5 to save vs Horror Factor, in addition to the usual attribute, skill, and hand to hand bonuses.

Other Combat Info: Punch: 1D4+1, Kick: 1D6+1

Education Level and Skills: Trade School

Espionage: Detect Ambush (50%), Intelligence (51%), Wilderness Survival (50%), Tracking (45%), Interrogation (60%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Shotgun, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles.

The basic High School skills & eight Secondary Skills.

Note: Approximately 5% possess psionic powers and 4% super abilities. Use the appropriate Power Category to determine special powers and skills (the Espionage and

W.P. Skills above are still common among these agents). The most common Power Categories are Psionics, Experiment, Mutant or Alien.

Weapons: Project Tyche uses a wide variety of weaponry, but for operations in the metropolitan Century Station area, it will usually use only the weapons described below, in part because they are also used by local law enforcement (and criminals), increasing the deny-ability of any strikes discovered by the public. However, they normally use **Triton Industries'** energy weapons and exoskeletons, and will do so in Century Station if the situation requires it.

H&K MP-5, 9 mm Sub-Machinegun: Range: 660 feet (201 m). Damage: 3D6. Rate of Fire: Single shot or burst firing. Payload: 30 rounds. Note: These weapons have laser targeting sights, which add +1 to strike. Additional Note: The MP-5 is the primary weapon of choice for Project Tyche field operatives. When heavier firepower is required, they will instead use an M-16 with an attached M-203 grenade launcher, as described below.

M-16 5.56 mm Assault Rifle: Range: 1,320 feet (402 m). Damage: 4D6. Rate of Fire: Single shot or burst firing. Payload: 30 rounds. Note: These weapons are used when laser rifles can not be had. Equipped with an M-203 Grenade launcher attached to the underside of the foregrip.

M-203 40 mm Grenade Launcher: Range: 1,150 feet (350 m). Damage: 2D4x10 (high explosive), 1D4x10 plus lose initiative and two melee attacks (riot slug; no blast radius), 1D6x10 (flechette; no blast radius, but acts like buckshot). Rate of Fire: Single shot only. Blast Radius: 20 feet (6 m). Note: These are used most often to fire smoke, tear gas, or riot slugs (spongy slugs meant to take a person down without killing them).

Beretta Model 92, 9 mm Automatic Pistol: Range 180 feet (55 m). Damage: 3D6. Rate of Fire: Single shot or burst firing. Payload: 15 rounds. Note: This is the standard sidearm for all Project Tyche operatives.

Other Equipment of Note: Point Blank Vest: A.R.: 12. S.D.C.: 120; binoculars, two pairs of handcuffs, black jack, pocket knife, and small flashlight, as well as video and surveillance equipment, passive nightvision goggles, thermo-imaging and other police and surveillance type equipment as needed.

Project Tyche Agency Statistics

The first set of numbers for each category are for the public relations section of Project Tyche. The second set of numbers are for the covert, alien-hunting side of the organization. Both can be considered separate organizations under the same umbrella title and which work together.

- A. Outfits:** #2 Utility Outfits (Uniforms): 2 points / #5 Gim-mick Clothing: 30 points.
- B. Equipment:** #4 Electronic Supplies: 10 points / #6 Unlimited Equipment: 50 points.
- C. Weapons:** #3 Armed Agents: 5 points / #6 Unlimited Weapons: 50 points.
- D. Bionics & Robotics:** #2 Basic Systems: 10 points / #3 Cyber Agents: 25 points; but is considering building a robot arsenal too.

E. Vehicles: #5 Specialty Vehicles, including a fleet of ground vehicles and aircraft: 40 points / Same.

F. Communications: #4 Computerized: 15 points / #5 Satellite Network (military): 30 points.

G. Offices, Hideouts, & Distribution: #3 National: 15 points / Same.

H. Military Power: #3 Militia: 15 points / #5 Strike Force: 40 points; includes psychics, cyborgs and superspies.

I. Super Powered Operatives: #2 Freelance: 10 points / #4 Super Strike Force: 40 points; eight super powered beings (may be divided into smaller teams of four).

J. Sponsorship: #2 Military: 4 points / #4 Government: 10 points.

K. Special Budget: #4 Large Loans: 25 points / #5 Big Bucks: 35 points.

L. Administrative Control: #3 Free Hand: 15 points / #5 Licensed to Kill: 35 points.

M. Internal Security: #3 Tight: 10 points / #5 Paranoid: 25 points.

N. External Infiltration: #2 Rare Minor Traitor: 5 points / #3 Information Source: 10 points

O. Research and Information Gathering: #4 Excellent Connections: 20 points/Same.

P. Agency Credentials: #5 Recognized: 30 points / #3 Faceless: 5 points.

Q. Agency Salary: #4 Good: 20 points / Same.

Total Points: 251 for the public relations "front" agency and 480 for the covert arm of this organization.

Project Secure

This is a special government agency loosely affiliated with the NSA and FBI, and closely affiliated with Project Tyche. The agency picks up where Project Tyche or other agencies leave off. When the Air Force or Project Tyche has identified, located and contained or "neutralized" personnel or situations dealing with aliens or alien technology, Project Secure is brought in to take over. The sites of alien involvement are sealed using Project Secure agents and armed government agents or soldiers. The only people allowed to examine and remove physical evidence or alien captives are Project Secure's own.

Under Project Secure's supervision, all physical evidence is meticulously cataloged, photographed, removed and transported to a "secured" (and secret) government research and quarantine facility; among them, Area 51. Aliens and artifacts are quarantined for decontamination and top medical and scientific personnel are brought in to investigate, analyze and interrogate. Again, these doctors, chemists, physicists, pathologists, engineers, interrogators and other operatives are government agents, or people working for the government and screened and authorized by Project Secure. Specimens are subjected to countless tests to determine as much as possible as quickly as possible. Linguists, cryptographers, and scientists attempt to translate instructions and the function of alien mechanisms under controlled conditions and the ever watchful eye of agents. Functioning items are subjected to intense scrutiny with an eye toward copying the technology for integration into military weapons and defensive systems. These items are sometimes given to Projects Tyche and Secure for field testing.

Live aliens are usually handled with care and kindness by Project Secure. Scientists usually try to determine whether or not the alien will be stable and strong enough to survive physical and psychological tests and examinations. They are treated humanely and given modest but nice living quarters. In some instances, though, pressure from the top brass sometimes leads to rushed and botched research as well as occasional mistreatment, death or escape.

Getting live subjects is a rarity. Director Fores and the folks at Project Tyche have a nasty habit of “neutralizing” (e.g., terminating) aliens, which are usually determined to be hostile, requiring deadly force. However, Project Secure has acquired over a dozen “live” alien subjects over the last two decades.

If the alien does not speak or understand a known Earth language, translators will use computers and psychics to establish communication. The next step is to establish the alien’s intentions on Earth and whether they threaten national (or global) security. Ideally, they want to build a relationship with friendly aliens in hopes of exchanging technology, information and services.

Depending on the physical appearance of the alien character, his natural and superhuman abilities, personality and level of cooperation, the being may be allowed to work for the government for the rest of his life. A few may even be allowed into human society, but will always be under government scrutiny.

The Alien Acclimation Program (some would say, indoctrination) and the surveillance of alien operatives is the responsibility of Project Secure. Project Tyche may also engage in *unauthorized* surveillance of the AAP and may intervene if an alien goes AWOL or “turns bad.” This often turns into a race between the two agencies to see who can find the alien first. Project Secure will capture, question and try to “acclimate” the alien to the benefit of the nation and national security. Project Tyche typically perceives the alien as a dangerous monster or renegade that must be neutralized.

The typical Alien Acclimation Program (AAP) lasts 1D4 years before it is determined whether the alien can be allowed to function in human society, even under strict military rules and observation. The period is governed by the friendliness and cooperation of the alien and how quick the being becomes acclimated to Earth society, civilization and the law. Those that successfully complete the AAP process are encouraged to join *S.C.R.E.T.* (Superbeing Control, Retrieval & Elimination Teams; see **Villains Unlimited™** for details), *Project Secure*, *Project Tyche*, the *FBI*, *NSA*, *CIA*, *military* or other *government agency*. Many will accept the offers simply to live a reasonably free life. Those who refuse to cooperate, exhibit hostility or treachery, or simply cannot acclimate to human society, are imprisoned at secret bases and periodically studied.

So far, no Earth governments have been approached by representatives from another world with a request to join an interstellar federation or to engage in any sort of trade. The aliens who have been captured are independent operatives, explorers, refugees, would-be heroes, criminals, madmen, monsters and would-be world conquerors. Sadly, dangerous aliens have far outweighed the

number of friendly, peaceful alien visitors, which fuels the flames of paranoia and gives Project Tyche more political clout and credibility than Project Secure, under the administration of Director Sinder.

Game Master’s Note: The vast variety of skilled personnel involved in the alien investigation and processing procedures under both Project Tyche and Project Secure provides a great environment to get a group of player characters together, human and alien, superspies and those with super abilities. The conflicts between agencies *Tyche* and *Secure* are also excellent vehicles for subplots, espionage, intrigue, treachery and battle. Likewise, player groups who have an alien, or suspected alien may be placed under surveillance by one or both groups. At some point, Project Tyche or Project Secure may question the characters, arrest/capture the suspected alien(s), ask him or her to undergo AAP, make them work for them, or be “neutralized.” Any hero(s) who try to protect or hide the alien threat, especially mutants, other aliens, and vigilantes, will be regarded as criminals, traitors, spies or a threat to national security. They may be hunted, attacked, placed under arrest, imprisoned, interrogated, indoctrinated and/or “neutralized!”

Heck, these two agencies can give a Game Master the basis for an entire campaign. Our heroes could be hounded by them, designated as dangerous criminals or subversives, work for them as project operators or freelance superheroes or secretly drawn into conflicts involving aliens. If nothing else, the agencies can be a reoccurring story element and sub-plot; friend, enemy, or both.

If the Game Master wishes the player characters to work for *Project Secure* or *Tyche* (the latter would agree in order to keep a close eye on “supposedly” acclimated alien agents), the corresponding agency and its director would be in control of their assignments, jurisdiction and activities. Director Sinder would be open, understanding and offer as much freedom as he reasonably could. Director Fores would be suspicious, restrictive and tend to play favorites. He will appreciate AAP aliens and other characters who enjoy hunting and killing aliens on the loose, which may be appealing to evil characters, and other aliens.

For more information on *Project Secure*, please refer to the **Aliens Unlimited™** sourcebook.

Typical Project Secure Field Agent NPC

Typical Alignments: 20% Principled, 30% Scrupulous, 20% Unprincipled, 15% Anarchist, 10% Aberrant and 5% Miscreant.

Typical Attributes: I.Q.: 1D6+8, M.E.: 1D6+8, M.A.: 1D6+8, P.S.: 2D6+10, P.P.: 1D6+11, P.E.: 1D6+11, P.B.: 2D6+6, Spd: 2D6+10

Experience Level: On average, a Project Secure Field Agent has one experience level for every two years of service. Most Project Secure Field agents range from 2nd to 7th level (1D6+1). The stats here are for *2nd level agents*, so adjust upward for more powerful NPCs. About 10% possess some measure of super abilities.

Hit Points: 24 (P.E. number +1D6 per level of experience).

S.D.C.: 35

Combat Training: Hand to Hand: Martial Arts

Average Number of Attacks: 4

Bonuses: +2 on initiative, +1 to strike, +2 to parry, +2 to dodge, +4 to damage, +2 to disarm, +2 to roll with punch/fall/impact, +4 to pull punch, and +4 to save vs Horror Factor, in addition to the usual attribute, skill, and hand to hand bonuses.

Other Combat Info: Punch: 1D4+1, Kick: 1D6+1

Education Level and Skills: Military Specialist

Military Program: Running, Climbing (65%/59%), Military Etiquette (60%), Radio: Basic (70%), W.P. Bolt-Action Rifle.

Espionage: Detect Ambush (55%), Intelligence (55%), Wilderness Survival (55%), Tracking (50%), Interrogation (55%), and Surveillance Systems/Tailing (55%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Shotgun, W.P. Automatic and Semiautomatic Rifles and W.P. Energy Rifle.

The basic High School skills & eight Secondary Skills: Three of which are Basic Electronics (35%), Basic Math (50%) and Pilot Automobile (62%).

Note: Approximately 3% are Bionic, 2% possess Psionics, 2% are aliens with super abilities and 4% are Earthlings with super abilities. Use the appropriate Power Category to determine special powers and skills (the Espionage and W.P. Skills above are still common among these agents). The most common Power Categories for those with special powers are Psionics, Experiment, Mutant and Alien.

Weapons: Project Secure uses a wide variety of weaponry, including energy rifles and stun weapons as well as conventional ones (basically the same as Sector 10 or C-SWAT).

Project Secure Agency Statistics

A. Outfits: #4 Specialty Clothing: 10 points

B. Equipment: #6 Unlimited Equipment: 50 points

C. Weapons: #5 The Arsenal: 30 points

D. Bionics & Robotics: #5 Bionic Arsenal: 50 points

E. Vehicles: #6 Unlimited Vehicles: 60 points

F. Communications: #5 Satellite Network: 30 points

G. Offices, Hideouts, & Distribution: #4 Regional: 25 points

H. Military Power: #4 Private Army: 30 points

I. Super Powered Operatives: #5 Super Army: 50 points

J. Sponsorship: #4 Government: 10 points

K. Special Budget: #5 Big Bucks: 35 points

L. Administrative Control: #4 Agency Protection: 25 points

M. Internal Security: #5 Paranoid: 30 points

N. External Infiltration: #4 General Infiltration: 25 points (this includes moles inside of Project Tyche, the FBI, NSA and Congress).

O. Research and Information Gathering: #6 Unlimited Connections: 50 points

P. Agency Credentials: #3 Faceless (to the public, but authorities will treat them as #5 Recognized): 15 points

Q. Agency Salary: #5 Excellent: 30 points

Total Points: 555

Project Secure:

Lock Down Teams

“Lock Down” is the code name for Project Secure’s Super Response Teams (SRT). These agents are specially recruited and trained for the capture, restraint, and if necessary, termination of alien fugitives, mutants and monsters. Lock Down is dispatched after any alien who exhibits extreme destructive, antisocial or psychopathic behavior. Likewise, they pursue escapees from Project Secure and subjects who represent a serious danger to innocent lives or national security. They may also face humans, foreign operatives, superhumans and super villains suspected of protecting, harboring, kidnapping or working with alien terrorists, criminals and other dangerous rogues. The primary goal of Lock Down is to capture the alien and secure the situation. Its secondary goal is to protect civilians, property, national security and the lives of Lock Down agents. Their third directive is to protect and preserve alien visitors and their technology. In most cases, Lock Down can use lethal force at their discretion, unless direct orders demand otherwise. Lock Down teams are seldom sent on seek and destroy missions, but they are authorized to kill an alien if it proves to be highly destructive or murderous.

There are currently four active Lock Down teams. As the number of qualified recruits grows, new “teams” may be added. Current teams are designated **Alpha**, **Beta**, **Delta**, and **Epsilon**. Abbreviated references are LDA, LDB, LDD and LDE. **Alpha** team is stationed in New Jersey, just west of New York. **Beta** is located in California near Death Valley. **Delta** members are stationed in southern Arkansas close to Texarkana, and **Epsilon** is found in Bismarck, North Dakota. All of them are quartered in secret safe houses on or near an Air Force base or airfield where they wait for a call to action. They spend much of their active duty time investigating reports of UFO landings and abductions, tracking down and capturing suspected aliens, mutants and monsters, and assisting Project Secure in any way necessary. They are generally ready to go at a moment’s notice. **Note:** Lock Down “teams” are small squads of 4-10 superhuman agents with very specialized training. In addition to them are independent agents with super abilities, psionics or bionics who can be assigned to assist in other operations as lone individuals or in pairs.

Currently, there is no Lock Down team assigned to **Century Station**, in large part because Project Tyche has managed to undermine Project Secure’s efforts in this regard. The two agencies have a long-standing hatred for one another, and Project Tyche feels that as soon as Project Secure gets set up in this town, all Tyche operations will come to a halt. So, the best thing to do is to bribe, intimidate, and cajole *anybody* affiliated with Project Secure’s budgeting departments to give them reasons why setting up shop in Century Station is a bad idea. One such argument is that Project Tyche is already on the job, along with CHIMERA and local law enforcement agencies. As long as this effort continues working, Project Secure, much less any new Lock Down teams, are likely to remain far from Century Station’s borders — officially, that is. Despite its efforts, Project Tyche keeps hearing reports of

Project Secure agents (including a few superhumans) sneaking about Century Station, looking for signs of either Project Tyche's wrongdoing, or alien activity which would merit a Project Secure presence, regardless of its budgetary restraints.

For more information on Project Secure, please refer to the **Aliens Unlimited™** sourcebook.

Skywatch

Skywatch is a small terrorist organization dedicated to opposing the efforts of Project Tyche in and around Century Station. The group was founded by *Gerard Obermueller*, a wealthy businessman whose family got caught in the crossfire of a Project Tyche hit-and-run operation. When Obermueller made noise about the rampaging government "hit squad," the Tyche Public Relations machine went into high gear and conducted a vicious smear campaign to discredit him. Within months, he was ruined professionally as well as shattered personally. Deserted by most of his friends, family and colleagues, Obermueller turned his anger inward and began plotting revenge. Thus, Skywatch was born.

Skywatch is a rabidly *pro-alien group* largely because it helps place it on the opposite end of the spectrum as Project Tyche. Originally, Obermueller didn't intend to take a stand on aliens in human society, but as he recruited his members, he found the ones most easily persuaded to join were people willing to commit acts of violence on behalf of oppressed aliens on this planet.

Obermueller staffs his organization through the many *underworld* contacts he has made in the years since his family's death. Using his considerable wealth and power, Obermueller has been able to buy off Project Tyche agents willing to play both sides of the fence (it's amazing how well a fat Swiss bank account can shatter even the most loyal resolve). This way, he gets Project Tyche intelligence at the same time they do, so he knows where and when the group will strike next.

Skywatch's standard operating procedure is to spy on Project Tyche's activities, try to get to an alien site first to spirit the alien(s) away, and then lay an ambush for Project Tyche. The problem with this strategy is that Triton Industries strike teams have also been racing to the sites of alien landings, and Skywatch has no inclination to fight *them*. So, the group is shifting its focus from straight-out battles to lower acts of sabotage and assassination. Hitting Project Tyche members in their homes is a particularly useful tactic, since the agents' personal security is never as good as it is at work. Skywatch members also have, on several occasions, infiltrated Project Tyche and sabotaged key vehicles and equipment. This is actually done to test their ability to sneak into Tyche facilities so one day they might plant a very large explosive device there and take out the entire local presence in a single, shattering blow.

This group currently consists of Obermueller and about 20 covert operatives. All of these people have forsaken their day jobs and now live in Obermueller's mansion compound, located some 50 miles (80 km) outside of town on

a remote and fenced off patch of wilderness. There, they plan and train in relative secrecy. In addition to his corps of followers, Obermueller also has hired supervillains, free agents and thugs from time to time to do his dirty work. This includes a few dozen "sympathizers" who send money, offer advice and report rumors and suspicious activity, but are not actively involved in or truly aware of Obermueller's real activities.

Skywatch operatives come from all walks of life, ex-military or law enforcement, students, housewives, etc. Since joining this group, they have all had extensive weapons and combat training, putting them on par with the average Century Station police officer. As for weapons and equipment, this group often uses captured CSPD uniforms and equipment as disguises, which enables them to move within the city unnoticed and well armed. Obermueller currently plans to buy a substantial shipment of advanced small arms and body armor from Triton Industries through a front company of his. Should this deal go through, his group will become considerably stronger and more destructive. Likewise, Obermueller has also made contact with the villain hardware group, **Fabricators, Inc.**, and is negotiating to purchase a variety of super-weapons, armor and equipment that will put his ragtag band of terrorists on par with a supervillain group in terms of power and the threat they pose to public safety in Century Station. This group has caused dozens of civilian casualties over the years and not shed a single tear over it. Furthermore, Skywatch takes a very "us and them" approach to things. One is either for Skywatch or one is against it. Those who are against it are no better than Project Tyche's flunkies, and deserve to die, too.

Gerard Obermueller NPC Quick Stats

Alignment: Aberrant

Attributes: I.Q. 15, M.E. 11, M.A. 13, P.S. 14, P.P. 6, P.E. 8, P.B. 12, Spd. 12.

Age: 44

Hit Points: 44; **S.D.C.:** 15

Equivalent Level of Experience: 8th level.

Skills of Note: Business & Finance (90%), Computer Operation (95%), Law (General; 80%), Streetwise (68%), Intelligence (75%), Interrogation (90%), Speak/Literacy French (98%/80%), Speak/Literacy Chinese (98%/80%), Speak/Literacy Vietnamese (98%/80%), Speak/Literacy German (98%/80%)

Reach Up

Based on an original idea by Wayne Breaux

This civilian group of alien watchers and UFOlogists comes from all walks of life to see that aliens are given a fair chance on Earth. Most of them believe the government is a menacing organization that grabs up aliens as soon as they come to Earth and spirits them away for dissection and study. Reach Up, therefore, is dedicated to keeping alien visitors out of the government's hands (not that they have ever had the opportunity to help any real alien visitors). They use the telephone, Internet, delivery services, clipping services and firsthand reports collected by field agents to gather and distribute information to its members.

Communication is mainly by the telephone, encrypted e-mail and the occasional ham radio operator. Important/secret information may be delivered by hand from one member to another.

Most participants of Reach Up have never met each other and only a dozen serve as field agents who go out to conduct physical investigations. Few can afford to jump on a plane to cross the country, so they call each other until someone in the area of the alien or UFO sighting can respond. If an alien is ever rescued, they have plans for a sort of alien underground composed of volunteers who will help hide, house, feed, care for and transport the extraterrestrial. These people have little access to equipment or resources, but they make up for it with determination and courage.

Because of the alien scandal surrounding the defunct Daedalus Project, and because of the unusually high concentration of super-powered individuals in Century Station, Reach Up has its highest concentration of members here. Still, no member knows the name or home address of any other member in the city, since the group's regulations strictly prohibit members revealing such information to each other. Hey, you never can tell when the government will be listening in, you know.

Reach Up's biggest impact in town has been their relentless campaign to counter the general feelings of fear and distrust towards aliens. Reach Up routinely papers sections of town, runs pirate television and radio broadcasts, hosts web pages, and even appears anonymously on local talk shows to promote the cause of giving aliens an even break. Although most folks in Century Station view Reach Up as a misguided bunch of quirky activists, their message is beginning to be heard through the back-ground chatter of paranoia and suspicion. One day, if aliens are indeed welcomed back into the city, visitors from other worlds will have Reach Up to thank for it.

For more information on Reach Up, please refer to the **Aliens Unlimited™** sourcebook.

Reach Up Organization Statistics

- A. Outfits:** None
- B. Equipment:** #2 Cheap Gear: 2 points
- C. Weapons:** None; operatives must purchase their own weapons.
- D. Bionics & Robotics:** None
- E. Vehicles:** None; only what each member has of his own.
- F. Communications:** #2 Basic Service (including public computer networks): 2 points
- G. Offices, Hideouts, & Distribution:** #4 Regional: 25 points (people's homes)
- H. Military Power:** None
- I. Super Powered Operatives:** None
- J. Sponsorship:** #6 Agent Sponsored: 50 points
- K. Special Budget:** Nickel and Dime: 5 points
- L. Administrative Control:** Rigid Laws: No points
- M. Internal Security:** None
- N. External Infiltration:** #2 Rare Minor Traitor: 5 points (members that work for the government and news agencies).
- O. Research and Information Gathering:** Cheap Resources: 2 points

P. Agency Credentials: #3 Faceless: 5 points

Q. Agency Salary: None; all are volunteers.

Total Points: 96

S.H.O.C.K.

(Super-Human Observation & Control Knights)

Based on an original concept

by Wayne Breaux & Kevin Siembieda

The Super Human Observation and Control Knights (S.H.O.C.K.) are a fanatic army of human supremacists who operate as a political organization. They believe anyone who is not fully human, including mutants, cyborgs, people with psionics, and those with super abilities, are a potential threat to "natural man." Since S.H.O.C.K. considers science, nature and knowledge to be legitimate, characters from the Robot, Hardware, Physical Training, Special Training, and Magic categories have little to fear from this organization. Androids who act like machines are fine, but those that act like humans are to be destroyed! Likewise, S.H.O.C.K. will target anyone seen fraternizing with or defending any "inhuman." In fact, these "traitors" are sometimes dealt with more harshly than the freaks and monsters they are consorting with. To S.H.O.C.K.'s twisted vision, the only thing worse than the enemies of natural man are natural men who would betray their own kind.

S.H.O.C.K. keeps a lengthy "hit list" of its enemies and periodically carries out "Campaigns of Purity," which is a euphemism for a spree of terrorism and genocide in which the group's armored goons ambush as many super-powered individuals (and their friends, families and loved ones) as they can before the authorities break things up.

Most S.H.O.C.K. agents appear to try to cooperate with the law. They never resist arrest, never endanger law enforcement officers or innocent (human) bystanders and, unlike many so-called super heroes and vigilantes, gladly remove any disguises, helmets, or masks to *proudly* reveal who they are. Like most fanatics, the typical S.H.O.C.K. activist knows the law well and twists it to protect himself and further their cause. Their standard tactic is to locate and identify an "abnormal" person and make an appearance in their imposing armor. A warning shot is fired very close (within inches/centimeters) of the target. A camera in the armor records the shot to prove that it was not an attack, so that when the target retaliates using *unnatural* powers, S.H.O.C.K. can claim the person was a dangerous non-human villain, and attack with deadly force. If the target of the assault does not attack, S.H.O.C.K. will take him or her into custody, transport the person to a safehouse and brainwash him or her into forgetting he has unnatural powers (S.H.O.C.K. has mages with spells specifically designed for this task). An implanted suggestion will make the person call S.H.O.C.K. for help if he ever accidentally finds his powers again.

Thanks to savvy marketing and impeccable timing, S.H.O.C.K. has been very successful in gathering support

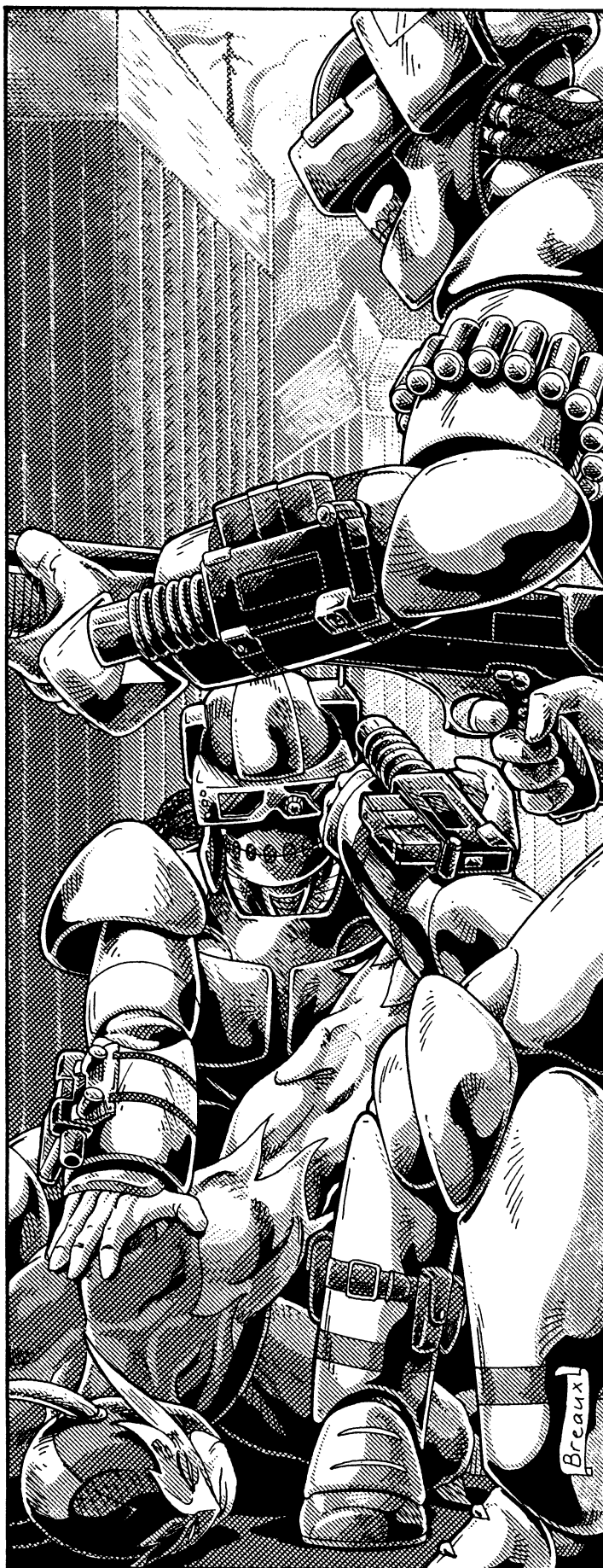
for its sinister cause. At the scene of a crisis, S.H.O.C.K. agents will mysteriously appear, saving terrorized humans from rampaging nonhumans, all the while spreading hate and misinformation about who the *real* villain is. During quieter moments, they preach subtle versions of their beliefs, publish propaganda, conduct charities and make political contacts. In some parts of the country, S.H.O.C.K. enjoys an almost “above the law” status as a people’s militia ready to protect humanity against monsters and mutants while the government stands by idly. Of course, this is all just an illusion, but for the moment, the general public does not know any different. All the while, S.H.O.C.K. adds to its body count by killing and brainwashing heroes and villains alike in their never-ending campaign to rid the world of everybody who dares to be different from themselves.

Because S.H.O.C.K. has managed to tap into the primal fears of many people, the group enjoys support from all walks of life, from farmers to CEOs (the richer members, of course, help fund the organization through generous monetary donations). S.H.O.C.K. claims to have the support of millions of Americans, but in reality, they only have about 400 *active* core members. These dangerous fanatics conduct all of the group’s field surveillance and assaults. Outside of that, the group has about 60,000 supporters among the U.S. population. These generally are not evil folk, just ignorant, afraid, and easily taken in by the slickly packaged hatemongering that S.H.O.C.K. has gotten so good at. Most supporters honestly believe that S.H.O.C.K.’s efforts are making the world a better place — all the greater the tragedy.

S.H.O.C.K. considers **Century Station** a cesspool filled to the brim with inhuman freaks and the traitorous human scum who support them. Like most supremacists, the members of S.H.O.C.K. are cowardly bullies who have no intention of ever challenging anybody to a fair fight. That is why they have stayed away from the City for as long as they have. They know full well that the moment they start trouble there, they could easily get trounced by the sheer weight of numbers the super-powered community represents. However, the pure hatred that drives this group won’t let a little thing like cowardice stand in their way, so they have targeted Century Station anyway for some kind of action. What that will be, they don’t know yet.

For the time being, S.H.O.C.K. has placed a single field unit within the city to monitor inhuman activity and report back to S.H.O.C.K.’s leader and founder, Ander Michaels. The leader of the unit is a S.H.O.C.K. field trooper named **Ellis MacCrae**, who has served this vile organization for nearly four years. He has participated in six Campaigns of Purity thus far, and is responsible for the deaths of the superheroes *Wavelength*, *Marionette*, *Raggedy Man*, and *Gadgeteer*. He also murdered three supervillains, *The Drifter*, *Mistress Misery*, and the southern folk villain *Hopping John*. The only thing keeping him from being at the top of the chain of command is during his last campaign (in which he slew *Wavelength* and *Raggedy Man*), he also took out a school bus full of innocent children. S.H.O.C.K. managed to get clear of the incident, but that brush with death, publicity-wise, enraged Ander Michaels, who subsequently made sure Ellis paid for his indiscretion.

That was two years ago. In the interim, Ellis has pulled nothing but surveillance watches, gathering data for other



field units to use on Purity Crusades. Reasonably convinced that Ellis has learned his lesson, Ander is giving him a second chance by letting him run the surveillance operation in Century Station, which he promises will lay the groundwork for the most glorious Crusade in the organization's history. To further show his restored faith in Ellis, Ander has equipped him with two armored vans and six suits of S.H.O.C.K. armor, but with the strict orders that it is to be used only when Ander gives the go ahead. That means NO unauthorized Campaigns of Purity!

This is Ellis' real test — whether or not he can observe a city so repellent to his racist sensibilities and still refrain from the urge to cause widespread mayhem. If Ellis can do that, then Ander will fully reinstate him as a S.H.O.C.K. field trooper. If not, then Ellis will be discredited and cut off forever.

Ander really does have some dark plan for Century Station, but nobody, not even his most trusted lieutenants, knows what it is. But whatever his designs, surely they involve his constantly growing database of superhumans, good and evil.

For more details on S.H.O.C.K., including its leader Ander Michaels, please refer to the **Aliens Unlimited™** sourcebook.

S.H.O.C.K. Organization Statistics

- A. Outfits:** None (0 points)
- B. Equipment:** Gimmicked Equipment (30 points; includes their armor)
- C. Weapons:** The Arsenal (except for energy weapons; 30 points)
- D. Bionics & Robotics:** Basic Systems (10 points)
- E. Vehicles:** Spy Cars (25 points)
- F. Communications:** Computerized (15 points)
- G. Offices, Hideouts, & Distribution:** National (15 points)
- H. Military Power:** Militia/Armed Members (15 points)
- I. Super Powered Operatives:** None (0 points)
- J. Sponsorship:** Agent Sponsored (50 points)
- K. Special Budget:** Nickels and Dimes (5 points)
- L. Administrative Control:** Free Hand (15 points)
- M. Internal Security:** Paranoid (30 points)
- N. External Infiltration:** Rare Minor Traitor (5 points)
- O. Research and Information Gathering:** Excellent Connections (20 points)
- P. Agency Credentials:** Faceless (5 points)
- Q. Agency Salary:** None — these fanatics do it for the good of mankind. (0 points)
- Total points:** 270

Ellis MacCrae NPC Quick Stats

A dark and violent man, Ellis has been in the business of hating other people all his life. Morbidly fascinated with the Holocaust and other acts of genocide, he became a Neo-Nazi at an early age and did a brief prison stint after assaulting an elderly shopkeeper. When his time was done, he reentered society an unreformed man, eager to continue his old ways (Certainly, the crew of white supremacists he hung out with in the big house only made things worse.).

Nearly a year after his release, he was among a crowd of witnesses in Los Angeles who saw the superheroine

Starchild defeat *Der Kommandant*, a super-powered Nazi war criminal who had been on the run since the fall of Berlin, and made the fatal error of attacking a mosque in broad daylight. No sooner had the Kommandant launched his first few mini-missiles at the holy building did Starchild swoop down and engage the villain. In the brief fight that followed, Ellis watched in horror as the superheroine made short work of the Nazi, who committed suicide rather than be taken in by the authorities. From that day forth, Ellis devoted himself to the eradication of all superhuman "heroes." A hatred which under the careful manipulation of Ander Michaels, turned into a hatred of all "nonhumans." (For joining S.H.O.C.K., Ander employed a hacker to delete Ellis' criminal records from all government files, so if he is caught, his criminal past can not be made to taint S.H.O.C.K.'s squeaky-clean public image.)

Ellis is always on the verge of flying into a racist rage, but he so values his involvement with S.H.O.C.K. that he dares not do anything that would encourage Ander to kick him out permanently. He feels no remorse for the busload of school children he accidentally killed ("What can I say? Friendly fire. Friendly fire."), but he does openly fear being expelled from S.H.O.C.K. So to that end, he is on his best behavior. However, living in Century Station is wearing on him, and every day, he nudges closer and closer to his limit of restraint. If left here indefinitely, he would eventually lose it one day, suit up, and blast away at the first superbeing, hero or villain, he could find. The flunkies Ellis commands will follow his every order, so if he goes into combat, so will they. However, if Ander makes his move within the next year, Ellis *should* be able to maintain control and will be more than ready to spring into action.

Ellis' base of operations is in a small waterfront warehouse that S.H.O.C.K. has purchased as its Century Station safehouse. The warehouse is fenced off, equipped with motion detectors and surveillance cameras. Inside is a nerve center always manned by one of Ellis' soldiers, who monitors the cameras for any sign of trouble. If the warehouse is assaulted, Ellis will drop all pretenses of subtlety and order everybody to suit up and prepare for war.

Ellis has a considerable array of hardware at his command, including six suits of S.H.O.C.K. armor, two mobile Headquarters, and approximately \$250,000 in conventional weapons (mostly assault rifles, sub-machineguns and pistols), armor and equipment. Ellis also receives a monthly financing stipend of \$25,000 from the S.H.O.C.K. coffers.

Ellis is missing the outside of his left ear, which was bitten off during a battle with the late supervillain *Iron Mike*. His chest, back and upper arms are also covered with Neo-Nazi and hatemongering tattoos, which he is in the process of having removed at Ander's request.

Real Name: Ellis MacCrae

Other Aliases: Edgar McDonald, Ed Holmes

Alignment: Diabolic

Attributes: I.Q. 10, M.E. 9, M.A. 11, P.S. 17, P.P. 16, P.E. 16, P.B. 6, Spd 10.

Age: 29

Hit Points: 47, **S.D.C.:** 30

Equivalent Level of Experience: 6th level.

Skills of Note: Pilot Jet Pack (77%), Boxing, Wrestling, all modern weapons W.P.s, including energy weapons.

S.H.O.C.K. Armor

Designed to be imposing yet functional, S.H.O.C.K. armor is a suit of Class 4 Hard Armor with a variety of integrated robot systems.

Type: Heavily Modified Body Armor & Exoskeleton

Model: S.H.O.C.K. A4

A.R.: 17

S.D.C.: 300

Speed: Running: Same as the wearer's natural speed.

Flying: 85 mph (136 km) for up to 45 minutes. Maximum altitude: 1000 feet (305 m).

Jet Pack S.D.C.: 100.

Weight: Entire suit: 100 pounds (45 kg).

Bonuses: +1 on initiative, +1 to strike (+2 with long-range weapons), +1 to parry and dodge (+2 in flight), +2 to roll with impact or fall. Punch damage: 2D6 plus P.S. bonus.

Sensors: Infrared (1600 feet/488 m), thermo-imager (1600 feet/488 m), targeting sight, telescopic optics (up to 2 miles/3.2 km).

Cost: \$140,000

Weapons Systems:

Gas dispensers (left arm): Tear gas for crowd dispersement and disorientation. Targets are -6 to strike, parry, and dodge. No saving throw. See page 341 of **Heroes Unlimited™** or riot control gases and grenades in the **Compendium of Contemporary Weapons™**, page 32.

40 mm grenade launcher (left arm): Range: 1,100 feet (335 m). Damage: 2D4x10. Blast Radius: 20 feet (6.1 m). Feed: Single shot. Payload: 4 grenades (takes 2 actions to reload a single shell). Note: Used for anti-vehicle and anti-structure purposes, it is also used to knock invulnerable people off their feet (88% chance).

Automatic 9 mm SMG type mount (right arm): Range: 550 feet (168 m). Damage: 3D6 or by special bullet. Rate of Fire: Single shot or burst firing. Payload: 30 round box magazine. Two extra clips are usually carried.

Dart Launcher (right arm): Range: 110 feet (34 m). Damage: Save vs non-lethal toxins or be rendered unconscious for 3D4 minutes. Rate of Fire: Single shot; up to two darts per melee. Payload: 4 darts.

Stun Blaster (left arm): Range: 100 feet (30 m). Damage: Save vs non-lethal toxins or -6 to strike, parry, dodge for 2D4 melees. Rate of Fire: Up to five per melee. Payload: 10 charges.

Optional Hand Held Weapons: Armored S.H.O.C.K. troopers can pick up and use additional hand-held weaponry, but they rarely do so in favor of their suit's weapon systems.

S.H.O.C.K. Mobile Headquarters

Two-ton (1800 kg) moving vans are the usual choices for these mobile HQs. The S.H.O.C.K. Prime is their elite unit that uses an eighteen-wheel semi with box trailer for its Mobile Headquarters. The trucks are all armored. Each headquarters is manned by 2-4 technicians and equipped with surveillance, filming, recording and communications equipment.

A.R.: 10

S.D.C.: 400 for vans, 950 for semi-truck and trailer combined.

Speed: Maximum speed: 120 mph (192 km), cruising speed: 40 mph (64 km).

Weapon Systems: Typically none, but the occupants of the vehicle may be armed, and one is usually clad in S.H.O.C.K. Armor to protect the vehicle and its agents.

Other Systems:

1. Advanced Audio Surveillance System: Range 600 to 800 feet (183 to 244 m). Includes shotgun and contact microphones (turns one wall of the van into an eight by ten foot (2.4 by 3.0 m) sounding board for recording and eavesdropping, and high and low frequency receivers.

2. Wide Band Radio Receivers and Transmitters: Range 60 miles (96 km). Can pick up and send out on nearly any wavelength, including citizen and police bands. Has a built-in scrambler system.

3. Multi-Media Recording Capabilities: Includes audio, video, laser disc, tape, and CD.

4. Sound Analyzing, Sorting, and Filing Programs: Part of the mainframe computer, this system is used to categorize voices, vehicle sounds, a specific individual's energy powers being used, and for hundreds of other purposes.

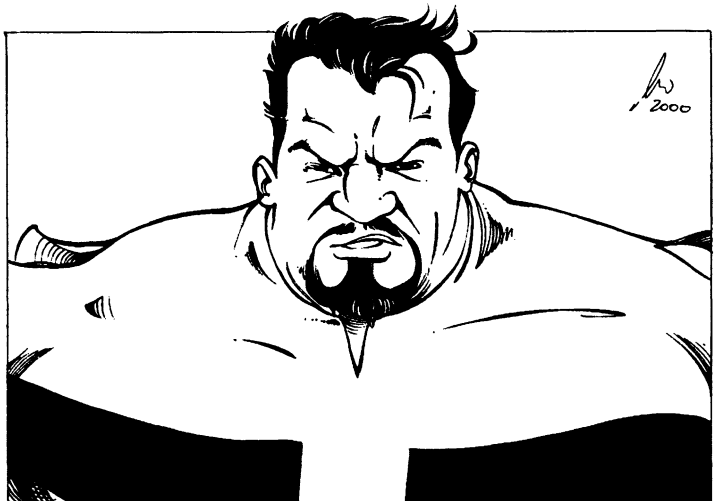
5. Advanced Optic System: Includes color and black and white filming, as well as low-light and starlight optics, infrared, ultraviolet, and thermo-imaging capabilities. Sensor extends above the van and has 360 degree rotation.

6. Motion Detectors: A last line of defense against those super powered entities who can slide past the other sensors. Range: 75 feet (23 m).

7. Other Sensors: All of the truck's sensory, optical data, communications and other audio-visual transmissions can be sent to any suit of S.H.O.C.K. Armor within four miles (6.4 km). These are all real-time signals with no lag time.

8. Medical: Most Mobile Headquarters also have medical equipment equal to a paramedic.

9. Optional: 150 S.D.C. worth of armor can be added to vans and small trucks or 400 S.D.C. to a semi and trailer, but maximum speed is reduced by 10 mph (16 kph) and handling is reduced (-10% on piloting skills).



The Superhumans

Below is a catalog of nearly half of the superhumans known to live and operate within Century Station. These are individuals with extraordinary powers like those in the pages of comic books. As a general group they are known as “costumed heroes,” “crusaders,” “cavaliers,” “parahumans,” “superhumans,” “superbeings,” “superheroes,” “heroes,” “villains,” “supervillains,” “supercriminals” and just plain “supers,” among others (Sentinels of Justice, etc.). They are often distinguished by how they got their super abilities or how they manifest themselves, and are sometimes looked down upon because of it — Mutant, Freak, Genefreak, Alien, Experiment, Accident, Cyborg, Robot, Psychic/Psionic/Mind Melter, Mystic/Mage/Sorcerer, Super-Soldier, Street-fighter, Vigilante, Monster and even “Demigod.”

Aside from established groups such as **The Centurions** and **The Valkyries**, the bulk of the unknown or little known “independent” superbeings are generally considered to be roguish mystery men, free agents, vigilante crimefighters and supercriminals who are keeping a very low profile or who have not yet been recognized for their exploits.

There are four basic categories of superbeings in Century Station: **Cavaliers** are square-jawed “official” superheroes sanctioned by CHIMERA; **Legionnaires** are outlaw vigilantes who fight crime on their own terms and often bend (if not break) the “law” in the process; **Public Enemies** include superpowered madmen, supervillains, monsters, maniacs and criminal masterminds (in short the super-scum of Century Station); and **Free Agents**, superhumans who may be good or evil, or neither. They can be self-serving, hiring themselves out like mercenaries, private eyes, bodyguards and gunslingers. Many of these “free agents” have yet to choose a side in *Operation Overlord*. Currently each plans to follow their own agenda through Operation Overlord, and each will have a particular role to play in the city’s ever-developing drama.

Cavaliers

Cavaliers are superbeings who are official CHIMERA crimefighting operatives and deputized law enforcement officials. Although they ultimately must answer to CHIMERA’s director, Anja Balisong, **CHIMERA Cavaliers** have a great deal of freedom in how they operate and what crises to tackle. Very rarely does CHIMERA issue orders to its Cavaliers, because they tend to be go-getters who need no prodding. They constantly search for superfoes, villain activity or city crises and address them with full force. Most of the time, Cavaliers simply report their status to CHIMERA as a formality and continue unhindered in their work. Because they are “officially” recognized by the city, Cavaliers have the advantage of full cooperation from **Sector 10**, the **CSPD**, and any Federal

law enforcement agencies present within the city. They also are the most public of the heroes, and tend to be widely hailed as champions and crusaders for life, liberty and the pursuit of (crime free) happiness. The heroes are usually greeted by cheering or awestruck citizens wherever they go. At present, the only active Cavaliers are *The Centurions*, Century Station’s premier superteam, and *The Squad*, a team of paranormals working exclusively with Sector 10. CHIMERA hopes that as time goes on, additional superbeings will wish to join their ranks, whether to form other Cavalier teams or go solo. To that end, CHIMERA is launching a major-league recruiting push to boost its ranks before the first casualties from Operation Overlord arrive.

All of this official recognition comes at a cost, however. One of the biggest barriers is revealing their true identities. CHIMERA (and most government agencies) do not care if a supercop conceals his identity to the public, but the agency itself *must* know the character’s true identity, complete with fingerprints and photo identification (sometimes including retinal and DNA scans). Many heroes are not willing to reveal their true identity for fear it will eventually compromise them or those they care about and come back to haunt them. Many a hero balks and turns away from this request. They understand the reasoning, they just can not bring themselves to do it.

Cavaliers are expected to uphold the law to the fullest. This can be difficult for heroes who have been functioning “outside the law” for any length of time. Furthermore, any infraction, no matter how slight, becomes a very big deal to CHIMERA’s Directors. CHIMERA feels it can not afford any negative publicity now that Operation Overlord is beginning, and the prospect of its Cavaliers being seen as “above the law” is not pretty. So, it cracks down on Cavaliers who bend or break the rules quickly and very harshly. One infraction usually results in permanent probation. A second results in permanent expulsion and stripping of deputization. Disavowed Cavaliers are instructed to either leave the city or to stop fighting crime as vigilante heroes. Those who refuse are branded outlaws and must contend with the police, Sector 10, and their old teammates.

Furthermore, Cavaliers are expected to crack down on outlaw vigilantes (known as **Legionnaires** or freebooting heroes) just as they would on any other serious criminals. Legionnaires are considered a serious threat to public safety and an affront to *organized* law enforcement. As such, they are a high priority target for CHIMERA, who hopes that by apprehending as many Legionnaires as possible, renegade superhumans will either get with the program and join CHIMERA, or have the sense to stay well out of its way by retiring or skipping town. This complicates things for all heroic superbeings in town, as it turns Operation Overlord into a multiple front situation. No longer is it heroes vs villains, but it is Cavaliers vs Legion-

naires vs villains in a three-way fight for supremacy. The division between official and unofficial superheroes is perhaps the greatest chink in CHIMERA's armor, since villains take advantage of this all the time. How better to keep your foes from coming after you, for example, than by setting them at each other's throats? Plus, as long as Legionnaires and Cavaliers are duking it out or tripping over each other, it makes things that much easier for the bad guys.

Cavaliers recognize this, while CHIMERA does not. As a result, some Cavaliers are fairly reluctant to hunt down Legionnaires who they feel are good, just and valid heroes. This is one of the few points on which some Cavaliers are willing to defy CHIMERA, and more than a few have already been disavowed because of it.

Cavaliers tend to follow an "old school" approach to fighting crime. They use non-lethal methods, almost never resort to common firearms, and always uphold the law (the best they can), even if it means great personal sacrifice, or that a villain may not stay captured for very long. Consequently, they are often regarded as the "Boy Scouts" of the super-community and as "weaklings" by some of the more extreme heroes and criminal elements. For example, a Cavalier who captures a criminal mastermind but has no evidence to hold him, will let him go unless the villain is wanted for previous crimes or there is hard evidence connecting him to some kind of illegal activity. Even if the Cavalier *knows* that the weasel is up to no good, until he can prove otherwise, the "supercop" will treat him as any other presumably law-abiding citizen who is innocent until proven guilty. While this might not be the most prudent move, it gives Cavaliers a moral high ground and adherence to the law that many other heroes don't have. This is one of the big reasons why the city government wants to work with them.

Many people, most notably the news media, insist that the Cavaliers' tactics are too old-fashioned and do not adequately address the criminal problems of today. Cavaliers resent such implications, but have a hard time arguing against them when one points out how many times supervillains are put away, break out of prison, return to crime, and are put away again. With the city in ruins, certainly a more permanent solution seems in order. This is where Cavaliers stand apart from vigilantes. Yes, Cavaliers admit, their methods do not always offer a permanent solution to crime in the city, especially with the same villains rotating back into the mix all the time. However, there are no other options. Simply murdering villains is wrong, pure and simple. They must be caught and subjected to the criminal justice system like anybody else. That society can't seem to build prisons strong enough to hold these fiends is not enough to warrant on-the-spot executions, which certain Legionnaires/vigilantes favor. No. To uphold the law, one must also obey the law. Not take it into one's own hands. While it might hinder the fight against crime, it also keeps the city from becoming a slaughterhouse, and its protectors from devolving into a Gestapo.

The Centurions

This is Century Station's largest and best-known super-group, consisting of *Apex*, *Haven*, *Spartacus*, *Alpha Prime*, *Whiz Kid*, *Psynapse*, *Durandal*, *Iron Lotus*, and *Leviathan*. Founded by Apex a few years ago, The Centurions are supposed to represent the best and brightest heroes that Century Station has to offer. To a large extent, they are exactly that, but the truth is they are "Old School" champions who are willing to tow the line and have proven adept at following orders. This makes The Centurions somewhat suspect in the eyes of some citizens, and certainly to almost all "New Schoolers."

That aside, the Centurions are unquestionably dedicated to fighting crime and upholding law and order in and around Century Station. As large the District is, the team often splits up into two or three squads so it can handle multiple crises at once. The chain of command within the group depends strictly on the order in which the members joined. Apex is the leader, followed by Haven and Spartacus, who fill in as squad leaders when circumstances call for it. Otherwise, there is no real hierarchy within the group.

The Centurions were initially funded by a generous grant from the city, which has since been used to bankroll *Century*, a mutual fund that has grown to nearly \$2 billion. The fund covers all operational expenses, and also makes routine contributions to various charitable causes within Century Station, as well as numerous building projects. Financial regulations proposed and pushed through by the Council of Industry prevent the Centurions from giving more than \$3 million to the city in any given year, as a measure of preventing the super-group from exercising too much financial control over the town. However, the cash-strapped Mayor's office would very much like to see this restriction eased or removed.

The Centurions' headquarters is the *Century Park skyscraper*, deep in the heart of the city's financial district. Due to a supervillain attack last year, all other tenants have been relocated for their own safety, making the entire structure Centurion territory.

Of the Centurions' current lineup, only Apex, Haven, Spartacus and Leviathan are original members, and the group itself is at its lowest numbers since its foundation. Within the last five years, the group has lost five members. Three charter members, *Mr. Komodo*, *Timeline*, and *Gilgamesh* were killed in a plot to destroy the city by the villain group *Sinistry* during the tail end of the Bloody Monday crisis. Charter member *Joan of Arc* was expelled three years ago for undisclosed reasons (and has since disappeared). Just four months ago, charter member *Thaumaturge* retired from hero work and returned to his home dimension (he was said to be over 850 years old, after all). Now that Operation Overlord is kicking into high gear, The Centurions are very much on the lookout for potential new members. **Apex** would prefer that recruits be experienced heroes, but the situation in the city is such that most of the "local talent" are vigilantes who do not wish to join any formal group. As a result, The Centurions have decided to find fresh new talent as it arises and cultivate it to fight crime CHIMERA-style.

Today, the legend of The Centurions continues to grow as they fight their never-ending war against crime and anarchy. For the most part, they are loved and admired by the citizens of Century Station, and they are respected by their fellow Old School heroes. While the *Tomorrow Legion* generally regards these heroes as willing flunkies to the slightly Orwellian CHIMERA, they still give them grudging respect for their power, resourcefulness, and extensive crimefighting history.

Note: All of the heroes that follow can be Non-Player Characters (NPCs) that interact or clash with the player characters, or if allowed by the G.M., adopted as player characters themselves.

Apex

As a corporal in the U.S. Army, young Javier Ortega volunteered to undergo a radical new form of gene therapy designed to make troops impervious to certain chemical and biological weapons. For most of the subjects in the test group it proved ineffective. But for Javier, it tripped off an unknown factor in his cellular structure that initiated a number of physiological changes. Capitalizing on this break, the scientists behind the program ran Javier through a number of additional treatments, increasing his power and augmenting him to the *Mega-Hero* level he is at today.

Shortly after developing his super abilities, Javier was recruited by **The Sector**, a mysterious ultra-covert wing of the U.S. military, for various black-ops work abroad. After a tour of duty as America's number one behind-the-scenes super-soldier, another member of The Sector, code-named **Prodigal**, botched a mission in Paris, France, causing a huge amount of collateral damage (including an incredibly well-publicized automobile accident involving VIPs). The media covering the incident exposed The Sector to the rest of the world, and very soon, the organization found itself before a Congressional Oversight Committee, explaining its usefulness to national security. As a form of penance, The Sector had to undertake some form of highly visible public work. Chagrined but grateful it was still active (and to cover its less savory operations), The Sector created a subdivision it called **Sector 10**, and picked crime-ridden Century Station as its new battleground.

The Sector chose Apex as its "frontman" and sent him into the city with a blank check for establishing anti-crime initiatives. He formed both **The Centurions** and **Sector Squad** (also known simply as "The Squad") teams of fellow super-soldiers and Sector 10 field agents. These two groups, in conjunction with the Century Station Police Department (CSPD), would form the law enforcement super-group known as CHIMERA.

Apex is nearly obsessed with upholding his sworn duty as a soldier and as a superhero, so he spends little time away from his work. Needing little rest and having no family to speak of, he maintains an ever-vigilant watch on Century Station, ready to pounce on trouble wherever he and his fellow crimefighters find it.

Personally, Javier Ortega is an intensely lonely man. His life is consumed by his crimefighting adventures, and

while he truly loves his work, he also yearns for the things most normal people can enjoy — a loved one, family, and friends. Javier's sadness is compounded by the fact that he has developed a unique form of super-cancer that is slowly killing him. Only he knows about this, and he refuses to undergo medical examinations of any sort, lest he be deemed unfit for service. At this point, Javier figures he only has three to five years left (although he doesn't really know), and if he loses his work, he will have absolutely nothing to focus on while he waits to die. This way, at least he can make a difference and, perhaps, die like a hero in the line of duty. Maybe becoming even more of an inspiration to his fellow superhumans in the process.

Despite his relatively stoic personality, Apex is the most highly respected superhuman in Century Station, known for unflinching loyalty, honor, and courage. He has performed more heroic feats and put away more criminals than any other hero in town. Although gravely ill, he shows no signs of stopping or slowing down and remains a shining light of truth and justice for the people of Century Station.

Apex's costume consists of a rubberized body suit sculpted to match his impressive musculature. He wears a combination of goggles and a partial face mask that do little to conceal his appearance, but definitely give him a superheroic look. His costume is dark gray with light gray and white highlights. His jet pack, arm weapons and boots all sport a silvery finish. His visor is tinted very lightly gray. Apex has the body of an Olympic athlete, and is a handsome, square-jawed poster boy for superheroes in general. He is of obvious Hispanic descent, with tan skin, dark hair and dark eyes.

Real Name: Javier Ortega

Occupation: Professional superhero and government operative for Sector 10.

Alignment: Scrupulous.

Attributes: I.Q.: 15, M.E.: 15, M.A.: 15, P.S.: 43 (supernatural), P.P.: 24, P.E.: 33, P.B.: 23, Spd: 35.

Age: 28

Sex: Male

Height: 6 feet (1.83 m)

Weight: 700 lbs (315 kg)

Experience Level: 10th

Hit Points: 73 **S.D.C.:** 500

Power Category: (Super-Soldier).

Side Effects: Increased Mass.

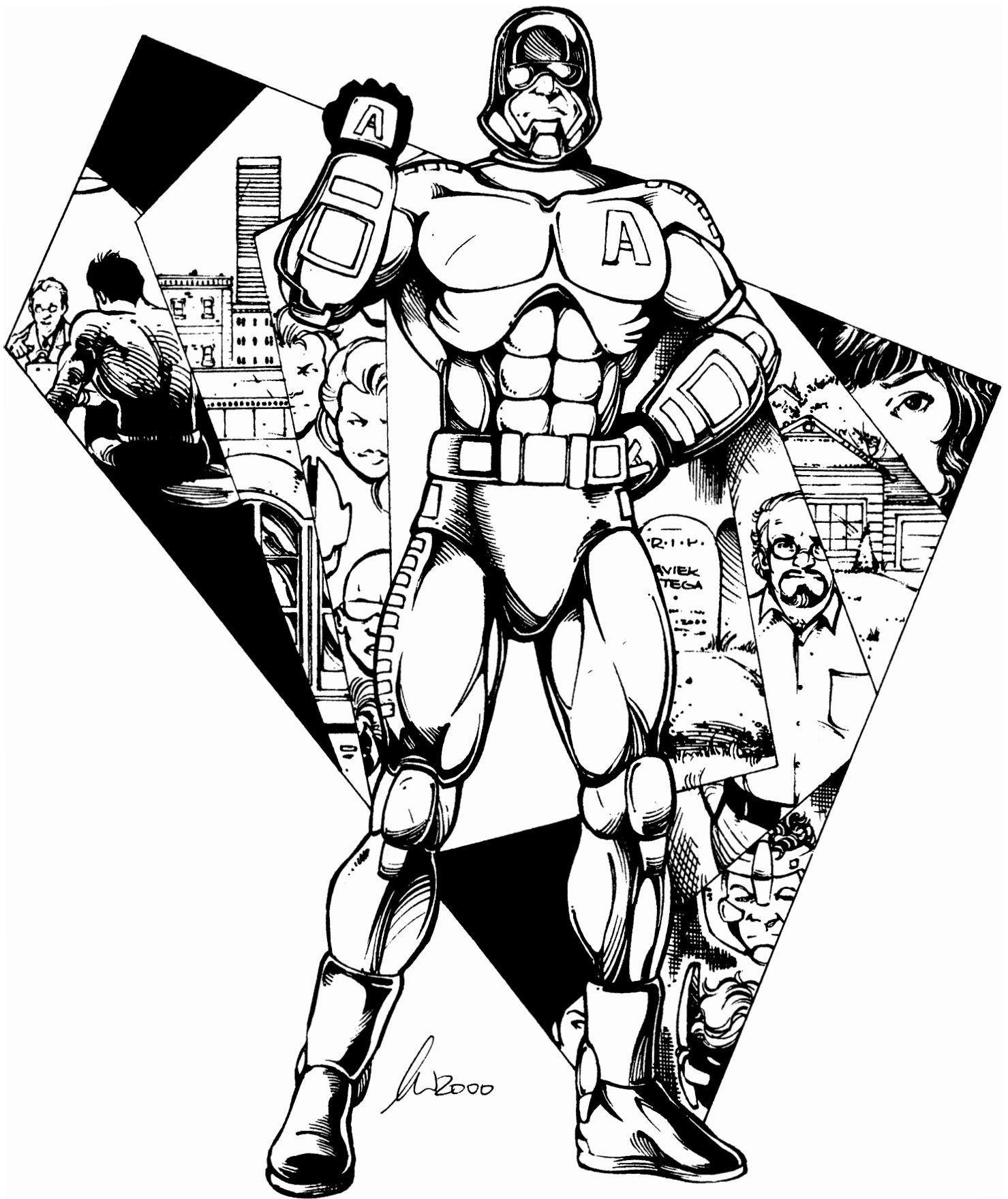
Sponsoring Organization: Sector 10 & The Sector.

Status With Organization: Currently employed by Sector 10 as part of the Century Station "Sector Squad," as well as a charter member of The Centurions. He also bears the honorary rank of Captain within the CSPD.

Mega Super Abilities: All normal Mega-Abilities plus Awe Factor 15.

Minor Super Abilities: Attempted Invulnerability (A.R.: 13), Mind/Body Attunement, Physical Transformation, and Healing Factor.

Achilles' Heel: Accelerated Decrepitude: Within 1D6 years, Apex's powers will fade as his super-cancer takes over. He will die within 4D6 months thereafter. His Healing Factor power has kept him alive this long, but even it cannot cope with this strange malignancy.



Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 8

Bonuses (all): +5 to initiative, +7 to strike, +10 to parry, +10 to dodge, +34 to damage(!), +4 to disarm, +3 to pull punch, +7 to roll with punch/fall/impact, 65% chance to charm and impress.

Saving Throws: -1 vs psionics, +8 to save vs magic and poisons, +30 to save vs coma/death, and +6 to save vs Horror Factor.

Other Combat Info: Restrained Punch: 4D6+34, Full Strength Punch: 1D4x10+34, Power Punch: 2D6x10+34, Snap Kick: 1D6x10+34, Karate Kick:

2D4x10+34, Axe Kick: 2D6x10+34, Roundhouse Kick: 3D6x10+34, Leap Attack, Body Throw/Flip, Knockout on a natural 20.

Education Level and Skills: Four Years of College.

Science Program: Computer Operation (98%), Advanced Mathematics (98%), Chemistry (95%), Chemistry: Analytical (90%), Biology (95%), and Botany (90%).

Technical Program: Law (General; 90%), Photography (98%), and Writing (90%).

Physical Program: Acrobatics, Gymnastics, Wrestling, Boxing.

Secondary Skills: Running, Swimming (95%), SCUBA/Advanced Swimming (95%), Body Building, Climbing (85%/75%), Prowl (70%), Pilot: Jet Pack (78%), Pilot: Horse (86%), Pilot: Motorcycle (88%), Radio: Basic (90%), First Aid (90%), Basic Mechanics (75%), and Auto Mechanics (70%).

Money: Apex draws a salary from Sector 10 in excess of \$300,000 a year. He has quite a bit of it socked away, largely because he has little time or inclination to spend it. That, and most of his personal costs are absorbed by either Sector 10 or the Centurions.

Weapons:

Gauntlet Blasters: Range: 600 feet (183 m). **Damage:** 4D6 per blast, or 8D6 (or 1D4x10+8) per double-fisted blast (counts as two attacks). **Rate of Fire:** 20 shots per hour, maximum. Using them more frequently than that will have a 5% cumulative chance of burning the gloves out. **Payload:** 20 shots; the gloves recharge one shot every three minutes. **Note:** This weapons system is a perfectly designed prototype weapon Sector 10 plans to introduce to U.S. Armed Forces within the next five to ten years, provided their cost goes down.

Microjet Launchers: Range: 1,200 feet (366 m) **Damage:** The standard microjet inflicts 1D4x10 with a blast radius of 10 feet (3 m), but other microjets include solid slugs (1D4x10, no blast radius), flechettes (1D6x10, no blast radius), stun-gel (upon contact with exposed flesh or through a layer or two of clothing, this substance induces paralysis for 1D6 minutes if the target fails to save vs poison), signaling flare (equal in effect to an ordinary flare gun), catchweb (upon impact the microjet explodes into a web of tough, sticky strands equivalent in effect to a magic net spell, except that the strands are non-magical, and will only cover a single normal-sized humanoid, or a similarly sized animal), electroshock (inflicts 4D6 in electrical damage), thermite plasma (1D6x10 plus 3D6 per melee round for 1D6 melee rounds, 75% chance of igniting combustibles), and numerous others. **Rate of Fire:** Single shot or volleys of two, three, or four. **Payload:** 12 microjets per launcher. **Note:** These weapons are built into the same forearm weapons housings that hold Apex's Gauntlet Blasters.

Vehicles and Other Equipment:

Earjack and Subvocal Mike: Centurion wears a radio earjack built into the headpiece of his costume with which he keeps in contact with other team members. His subvocal microphone allows him to directly speak to other radio units. This comm system has a range of 5 miles (8 km).

Jet Pack: **Top Speed:** 140 mph (224 km). The pack can also function underwater, with a top speed of 40 mph (64 km). **Range:** Unlimited, thanks to the pack's micro-fusion power plant. **Maximum Altitude:** Unlimited. **Note:** This unit is only a third as large as normal jet packs, and fits snugly on the back harness of Apex's costume.

Haven

Young Iain Mackenzie was a rich playboy for most of his life, pursuing archaeology as an expensive hobby to pass his ample free time. Developing a fascination for legends and lore involving ancient faerie myths, Mackenzie went on a solo expedition deep into a cave in Northern Scotland in search of an ancient pagan ritual chamber where it was said that shamans of old communed with the faerie folk. Reportedly, these shamans could pledge their allegiance to the faeries and in return, were granted vast magical powers to act as their champions. Of course, Mackenzie did not really believe all this. He was just there for the thrill of discovery and the prospect of landing his name in archaeology journals across the world.

When he stumbled into a previously undiscovered cavern, and was greeted by the Faerie Queene who had been locked away there for the past millennium, Iain suddenly developed an open mind. The Queene told him that she was the last of her particular clan, and that she had waited these many years to find somebody who seemed righteous enough to bear the gifts of the clan. Iain, though a bit spoiled and self-indulgent, fit the Queene's standards, and she bestowed upon him the impressive magical powers he possesses today. As the Queene faded from sight to join the rest of her passed-on brethren, she charged Iain with using his powers for good and to make the world a better place.

Iain has done just that, mastering his newfound abilities and using them to fight crime and injustice wherever he found it. Not long afterward, he was contacted by Apex, who recruited him to be a charter member of The Centurions, a job he accepted with honor.

Haven is one of the more powerful members of the group, but he remains fairly humble and level-headed, a sharp contrast to the flamboyant (although refined, well-spoken and polite) ladies' man he tends to be when in his civilian alter-ego. Over the years, Iain seems to have grown more comfortable in his role as *immortal champion* than pampered playboy, and he spends less and less time reverting to his mortal form. One day, perhaps, he shall simply cease to be Iain Mackenzie altogether and will be known to the world simply as Haven.

Ordinarily, Iain MacKenzie is a healthy (if somewhat frail) elderly man. When transformed, he becomes a towering hulk of pure muscle. His skintight costume is punctuated by thick, studded leather belts around his midsection and crossing over his shoulders like bandoliers. He also wears thick leather wristbands and boots. His mask covers his eyes and cheeks, but nobody would confuse this young hero with the seventy-five year old Iain.

Haven

Real Name: Iain Mackenzie.

Occupation: Archaeologist.



Alignment: Principled.

Attributes: I.Q.: 21, M.E.: 20, M.A.: 21 (20 transformed), P.S.: 9 (83 transformed), P.P.: 9 (18 transformed), P.E.: 8 (14 transformed), P.B.: 14, Spd: 8 (40 transformed).

Age: 75

Sex: Male.

Height: 5 feet, 6 inches (1.67 m) — (7 feet/2.1 m transformed).

Weight: 140 lbs (63.6 kg) — (340 lbs/154.4 kg transformed).

Experience Level: 7th

Hit Points: 35 (115 transformed).

S.D.C.: 20 (450 transformed).

Power Category: Mega-Mystic (Bestowed Abilities).

Mega-Abilities: All normal Mega-Powers plus Tremendous Strength.

Major Super Abilities: Invulnerability, Supernatural P.S.

Achilles' Heel: Cold Iron (does double damage).

Combat Training: Hand to Hand: Basic

Number of Attacks: 6

Bonuses: +1 to initiative, +5 to strike, +6 to parry, +6 to dodge, +70 to damage(!), and +4 to roll with punch/fall/impact, +2 to pull punch, 60% to trust and intimidate.

Saving Throws: +2 vs magic, +5 vs possession, +10 vs Horror Factor, +3 vs psionic attack and insanity, and +20% vs coma/death.

Other Combat Info: Restrained punch: 5D6+10, Full Strength Punch: 2D4x10+70, Karate Kick: 2D6x10+70, Power Punch: 3D6x10+70, Critical Strike on 19-20, Death Blow 16-20 (if desired), Knockout/Stun on Natural 20, Pin/Incapacitate 18-20, and Crush/Squeeze.

Education Level and Skills: Ph.D.

Physical Program: Boxing, Wrestling, Swimming, and Climbing.

Language Program: Speak/Literacy: Gaelic (98%/97%), Speak/Literacy: Middle English (98%/97%), Speak/Literacy: Old English (98%/97%), and Speak/Literacy: Cornish (98%/97%).

Science: Anthropology (87%), Archaeology (87%), Mathematics: Advanced (98%), Computer Operation (98%), Chemistry (97%).

Survival/Wilderness: Wilderness Survival (92%), Hunting, Land Navigation (97%), Track Animals (87%), Skin/Prepare Animal Hides (97%).

Secondary Skills: Play Mandolin (72%), Sing (72%), Dance (67%), Photography (72%), Research (87%), Writing (62%), Art (72%), and First Aid (75%).

Weapon Proficiencies: W.P. Archery/Targeting (Rate of Fire: 6, +140 feet/42 m to range, +4 to strike, +4 to parry) and W.P. Knife (+3 to strike and parry).

Money: \$940 million! As a born nobleman, Mackenzie has never lacked for money. He owns a grand estate back in Scotland, as well as numerous other real estate holdings worldwide. The dividends he receives from the Century fund don't hurt, either.

Weapons: None.

Vehicles and Other Equipment: Haven has access to all Centurion vehicles and equipment, as well as whatever his considerable personal resources can get him.

Spartacus

Jason Stickley was an exoskeleton-driving "robot jock" for the Century Station Police Department until the day he participated in a raid on the Orion Robotics facility in town. Infiltrating the facility's robot hangar, he found an entire fleet of preprogrammed combat robots all waiting to unleash a wave of mayhem upon the city. All they needed were their master's orders. That master, a corrupt Company VP, was busy upstairs eluding the police, so Stickley knew he had little time. Spying a super-advanced prototype robot complete with a consciousness transfer module built in, Stickley engaged it, sending his very consciousness into the high-tech killing machine. As a super-powered cyber-infiltrator, Stickley was able to slave

the other assault drones to his robot body's command core, and thus averted the evil plot the Orion VP had planned. The media dubbed the incident the "Spartacus Revolt," referring to Stickley's brave actions.

Unfortunately, a few straggling Orion hatchet men caught up with Stickley when he was piloting the prototype for the CSPD as part of a training program to see if it could be applied for police duty. While Stickley's mind was in the robot, the Orion hatchet men destroyed his body, forever trapping him in his robotic shell. Stunned by his predicament, Stickley wrestled with the ramifications of what had happened to him for quite some time. Once he managed to get a grip on himself and not go insane, he then had to convince the people closest to him that he was not a monster, but the same old Jason Stickley. This did not work out too well, his fiancée left him, and his family considered him dead and the robot an abomination. Shattered, Stickley abandoned his old self and took on a new persona, that of Spartacus, robot-crimefighter and independent cyber-intelligence.

As part of the CSPD and CHIMERA already, it was simple for Spartacus to join The Centurions, where he resides as a senior member. Although a strong-minded member of the team, during private moments, he sometimes grows despondent and withdrawn. In his own way, he is an intensely lonely person and spends a great deal of time surfing the CityNet and popping into chat rooms (under an assumed name, of course) via his body's wireless modem. He frequently wonders how much longer he can go on like this, cut off from normal human sensation, before he either goes mad or loses some essential part of his humanity.

Note: Spartacus is in full ownership of his robot body. The city provides free maintenance and upgrades to it since he is a Centurion.

Originally, Stickley was a handsome, athletic African-American man with close-cropped hair and a broad smile. His robot form, however, is clearly designed for efficiency rather than subtlety, and there is absolutely no way he could pass for human now.

Spartacus — a.k.a. Jason Stickley Robo-Jock

Real Name: Jason Stickley

Occupation: Professional crimefighter and ex-CSPD.

Alignment: Principled.

Attributes: I.Q.: 15, M.E.: 20, M.A.: 15, P.S.: Special, P.P.: Special, P.E.: Special, P.B.: Special, Spd: Special; see robot stats.

Age: 29

Sex: Male

Height: 6 foot, 5 inches (2 m).

Weight: 7,000 lbs (3,178 kg)!

Experience Level: 8th

Hit Points: None, per se. Stickley's life essence has been fully and irreversibly digitized.

S.D.C.: 900

Power Category: Robot (Transferred Intelligence).

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 8

Bonuses: +3 to strike, +3 to parry, +3 to dodge, +3 to pull punch, +3 to roll with punch/fall/impact, +2 to initiative, +2 to disarm.



Other Combat Info: Restrained Punch: 2D6+15, Full Strength Punch: 4D6+15, Power Punch: 1D4x10+15, Karate Kick: 2D4+15, Crescent Kick: 2D4+17, Axe Kick: 2D6+15, Roundhouse Kick: 3D6+15, and all Jump Kicks, Leap Attack.

Education Level and Skills: Military Specialist.

Basic Military Program: Running, Climbing (95%/85%), Military Etiquette (90%), and Radio: Basic (98%).

Advanced Pilot Programs: Navigation (98%), Read Sensory Equipment (85%), Weapons Systems (95%), Pi-

lot Tanks/APCs (84%), Pilot Jet Packs (90%), Pilot Jet Aircraft (88%), Pilot Hovercraft (98%), Pilot Airplane (98%), Pilot Race Car (95%), Pilot Helicopter (90%), and Pilot Jet Fighter (88%).

Computer Program: Basic Electronics (65%), Computer Operation (75%), Computer Programming (65%), and Radio: Satellite (60%).

Secondary Skills: First Aid (80%), Basic Mechanics (65%), Auto Mechanics (60%), Recognize Weapon Quality (60%), SCUBA/Advanced Swimming (85%), Pilot Motorcycle (88%), and Pilot Truck (68%).

Weapon Proficiencies: W.P. Rifle, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Money: Stickley received a life insurance payment of \$3 million when his physical body died, which he placed into a trust fund used to fund the upkeep and maintenance of his mechanical body. Much of the money he receives from the Century Fund also is for his mechanical operating costs. Spartacus spends little on himself.

Weapons, Vehicles and Other Equipment: Spartacus has access to a veritable arsenal of hardware courtesy of the Centurions, but he generally chooses to rely on his own onboard systems.

Spartacus-Class Combat Robot

Type: Robot, Transferred Intelligence.

Body Frame: Humanoid, Reinforced.

Dimensions: Height: 6 feet, 5 inches (2 m).

Weight: 7,000 lbs (3,178 kg).

Power Supply: Micro-Fusion Power System.

Legs: Two Humanoid. Speed: 240 mph (352 km).

Propulsion Systems: Jump Jets (500 feet/152 m up, 600 feet/183 m across).

Arms & Hands: Two Humanoid; Supernatural P.S.: 30.

Audio Systems: Advanced Audio System, Radar Signal Indicator, Wide-Band Radio Receiver & Transmitter, Radio Signal Scrambler System, Audio Receiver, Loudspeaker, Single Voice Synthesizer

Optics: Advanced Robot Optic System, Laser Targeting System, Telescopic Vision, Thermo-imager, Video Receiver/Transmitter

Sensors: Combat Computer, Micro-Radar

Weapons:

Heavy Laser: Range: 2,000 feet (610 m). Damage: 2D6x10 per blast. Rate of Fire: 6 blasts per melee. Payload: 144 blasts per 24 hours; one blast recharges each 10 minutes. Note: The Spartacus also has energy ports that can feed into most hand-held energy weapons, giving them an effectively unlimited payload.

Armor Rating (A.R.): 16

S.D.C.: 900

Miscellaneous: Underwater Capabilities and Self-Destruct System. Stickley would *never* use the destruct system if it would cause civilian or hero casualties. He probably would not even use it to destroy villains unless they were pure evil. Damage is 1D6x100 to a 20 foot (6 m) radius.

Cumulative Robot Bonuses: +4 to initiative, +3 to strike (ranged weapons), +2 to strike (hand to hand), +2 to parry and dodge.

Total Cost: Classified

Alpha Prime

Little is known about this enigmatic alien avenger from another world. She is a member of an unnamed interstellar peacekeeping force whose only mission is to enforce the sanctity of The Covenant (the tenet that no advanced starfaring culture shall interfere in the matters of a non-starfaring culture). Alpha Prime came to Earth to arrest the fugitive Zere-Tovuxa, who had been masquerading as the benevolent *Dr. Leopold Sarnhoff*. To Alpha

Prime, it mattered not that Sarnhoff/Tovuxa was actually doing a great deal of good on Earth. The fact was he had repeatedly broken the law in the past, was caught red-handed violating The Covenant and had to pay for his sins.

After sending Sarnhoff/Tovuxa away with some of her cohorts, Alpha Prime elected to stand watch on Earth for "a few centuries" until it grew to travel among the stars itself. Here, she would guard as unyielding as a mountain, against any further violations of The Covenant. She accepted an offer to join The Centurions, and has been a dynamic member of that team ever since.

Alpha Prime is rather cold and distant in spite of her intense familiarity with Earth culture. Perhaps it is her inability to bend the rules for any one or anything. Or perhaps she knows that a good portion of the city reviles her as a meddlesome alien invader who was directly responsible for sending Century Station on its downward spiral. Regardless, she seems not to care that she is hardly considered a hero by the public, despite her brave and compassionate actions. If she is bothered, she does a fine job of covering it up.

Alpha Prime is a bluish-white alien known as a *Bhlaze*, which are infamous for possessing great energy-type powers, and for championing the causes of good throughout the galaxy. Like all Bhlazes, Alpha Prime is composed of pure energy, but must take some kind of physical shape to interact with the rest of the world. Thus, she has crafted the form of a beautiful Earth female, an image made unusual by the glowing wave of energy in place of hair, her pupil-less, glowing eyes, and her two-toed feet. For a Bhlaze, she looks quite average, but to a human, she is clearly an alien.

Note: To date, there appear to be no other Bhlazes on Earth, although Alpha Prime suspects that others are on the way, namely a trio of Bhlaze villains she defeated once and who have pledged revenge on her. For more information on the Bhlazes race and other alien superbeings see the *Skrappers™* sourcebook for both *Rifts®* and *Heroes Unlimited™*, 2nd Edition.

Alpha Prime

Real Name: Unpronounceable to humans.

Occupation: Interstellar champion of justice.

Alignment: Principled.

Attributes: I.Q.: 14, M.E.: 17, M.A.: 20, P.S.: 41 (supernatural), P.P.: 20, P.E.: 25 (supernatural), P.B.: 17, Spd: 101

Age: Unknown?

Sex: None, per se, although Alpha Prime assumes a female humanoid form.

Height: 6 feet, 6 inches (2 m).

Weight: 75 lbs (34 kg).

Experience Level: 7th

Hit Points: 127

S.D.C.: 220

Power Category: Mega-Alien.

Familiarity with Earth: Very familiar.

Reason for Coming to Earth: To apprehend the galactic criminal Koguss Zere-Tovuxa, a.k.a. Dr. Leopold Sarnhoff, founder of Project Daedalus. After Sarnhoff's



apprehension, Alpha Prime was invited to join The Centurions and decided to stay. Alpha Prime has made it known that she does not intend on staying permanently, but also has given no indication when she will leave the planet.

Major Super Abilities: Super Energy Expulsion: Energy & Light, Sonic Flight, and Supernatural Strength.

Minor Super Abilities: Resistant to Energy, Bend Light, Control Static Electricity, Energy Absorption, Super Vision (All), Self-Regeneration of Outer Skin, Recreate Outer Skin, Shed Energy Containment Outer Skin, Fly at Light Speed, Reforming After Complete Dissipation

Special Notes: Alpha Prime does not need to breathe, eat or drink. She requires only four hours of rest/meditation per day, and is impervious to normal heat, fire, cold, disease, gases and fumes. Audio communication is done by manipulating energy and radio waves. Alpha Prime understands *all* spoken languages.

In *energy form* (temporarily leaving her physical body), Alpha Prime can hover, fly, discharge energy bolts at 50% greater range, gets an additional +1 attack per melee round, and +2 to initiative. As energy, Alpha Prime can travel through small openings, holes and

cracks as easily as a beam of light. She can also accurately sense the direction of light and trace it back to its source at a base success ratio of 40%.

Weaknesses: Alpha Prime does have a few weaknesses.

a) She is vulnerable to *magic* and *psionics*. Magic spells, weapons, creatures of magic, supernatural beings, and psionic creatures all inflict *full* damage to her.

b) Explosions, punches and attacks from beings with Extraordinary or Supernatural P.S., sonic speed attacks, and tremendous impacts of falls from great heights all do *full*, normal damage.

c) Alpha Prime may be attracted to humans but she can never truly be human and cannot have a physical or sexual relationship with humans or most other mortal beings.

d) As an energy being, Alpha Prime can assume a humanoid shape, but her touch still inflicts 1D6 points of damage to all who come into contact with her.

Combat Training: Hand to Hand: Special.

Number of Attacks: 6 Physical or 7 Energy.

Bonuses: +7 to strike, +7 to parry, +8 to dodge, +43 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch/fall/impact.

Saving Throws: +3 vs Horror Factor, +1 vs psionic attack and insanity, +5 vs magic and poison, and +20% vs coma/death.

Other Combat Info: Restrained Punch: 4D6, Full Strength Punch: 1D6x10, and Power Punch: 2D4x10.

Super Energy Pulse Attacks (1,200 feet/366 m): 6D6+6 (counts as one melee attack), 1D6x10 (counts as two melee attacks), 2D4x10 (counts as three melee attacks), and 2D6x10 (counts as four melee attacks).

Education Level and Skills: Special

Scholastic Skills: Basic and Advanced Mathematics (98%), Intelligence (52%), Navigation (85%), Navigation: Space (75%), Land Navigation (76%), Anthropology (45%), Archaeology (45%), Astronomy (50%), Astrophysics (55%), W.P. Sword (+2 to strike, +2 to parry)

Money, Weapons, Vehicles and Other Equipment: None. Has no particular need for any.

Whiz Kid

At four years old, Damien Latrell had finished reading *Moby Dick* for the second time. At ten, he'd designed a home-grown portable computer. At 15 he turned down a position on the Board of Directors of his alma mater, MIT, in favor of becoming a superhero. Although the prospect of becoming insanely rich in the private sector appealed to him, the allure of becoming a brightly clad costumed hero was ten times stronger. In large part he wanted to become a hero for the thrill of fighting crime and the chance to rub elbows with the "real superbeing" he had idolized for most of his life (Damien doesn't consider himself to be "super"). But he also wanted to enter this extremely hazardous line of work so he could become a positive role model for fellow African-Americans. He figured if youngsters like himself, especially disadvantaged kids in the inner city, could be encouraged to emulate him, then maybe he could make a difference on the streets in more ways than one.

For the next two years, Damien worked and trained intensively to develop his physical skills and to invent an arsenal of crimefighting tools and gimmicks. On his 17th birthday, he left home for Century Station to fight crime and make a name for himself as **Whiz Kid**, super-genius and super-crimefighter. Surprisingly, for somebody that young, Whiz Kid did well, taking out several gangs of punks and even a colorgang by himself. By then, CHIMERA had taken notice of him and brought him into the fold as a trial member. The trial period ran well and when he turned 18, Whiz Kid became a full-fledged Centurion, satisfying his life-long dream of serving society as a hero.

Whiz Kid spends most of his time working in The Centurions' mech shop, developing new weapons and equipment, performing repairs on Spartacus, etc. Sometimes he stays on missions and monitors his teammates' progress through a network of several thousand tiny (about the size of a golf ball) low-altitude satellites he has placed in the skies of Century Station, giving him overhead video surveillance of the entire town, as well as an audio-visual through Spartacus. More than once, having Whiz Kid manning the "crow's nest" has saved the team from destruction. Even though Whiz Kid can access his spy satellites' video feed through his "supershades," he finds that a bit distracting and dangerous when fighting against deadly villains. Better to observe from afar.

Whiz Kid is a bright-eyed and courageous young man with a slender but sinewy build. Perhaps in later years, he will become bulkier as he grows into his role as a superhero. He makes no effort to hide his identity. He and Spartacus have a close friendship, and Damien is one of the few people Spartacus will confide in with regard to his private fears and feelings.

Whiz Kid

Real Name: Damien Latrell

Occupation: Inventor, super-genius and crimefighter.

Alignment: Principled

Attributes: I.Q.: 30, M.E.: 13, M.A.: 9, P.S.: 16, P.P.: 19, P.E.: 18, P.B.: 16, Spd: 25.

Age: 20

Sex: Male

Height: 5 feet, 9 inches (1.75 m).

Weight: 160 lbs (73 kg).

Experience Level: 6th

Hit Points: 48

S.D.C.: 40

Power Category: Hardware: Analytical Genius.

Combat Training: Hand to Hand: Basic.

Number of Attacks: 5

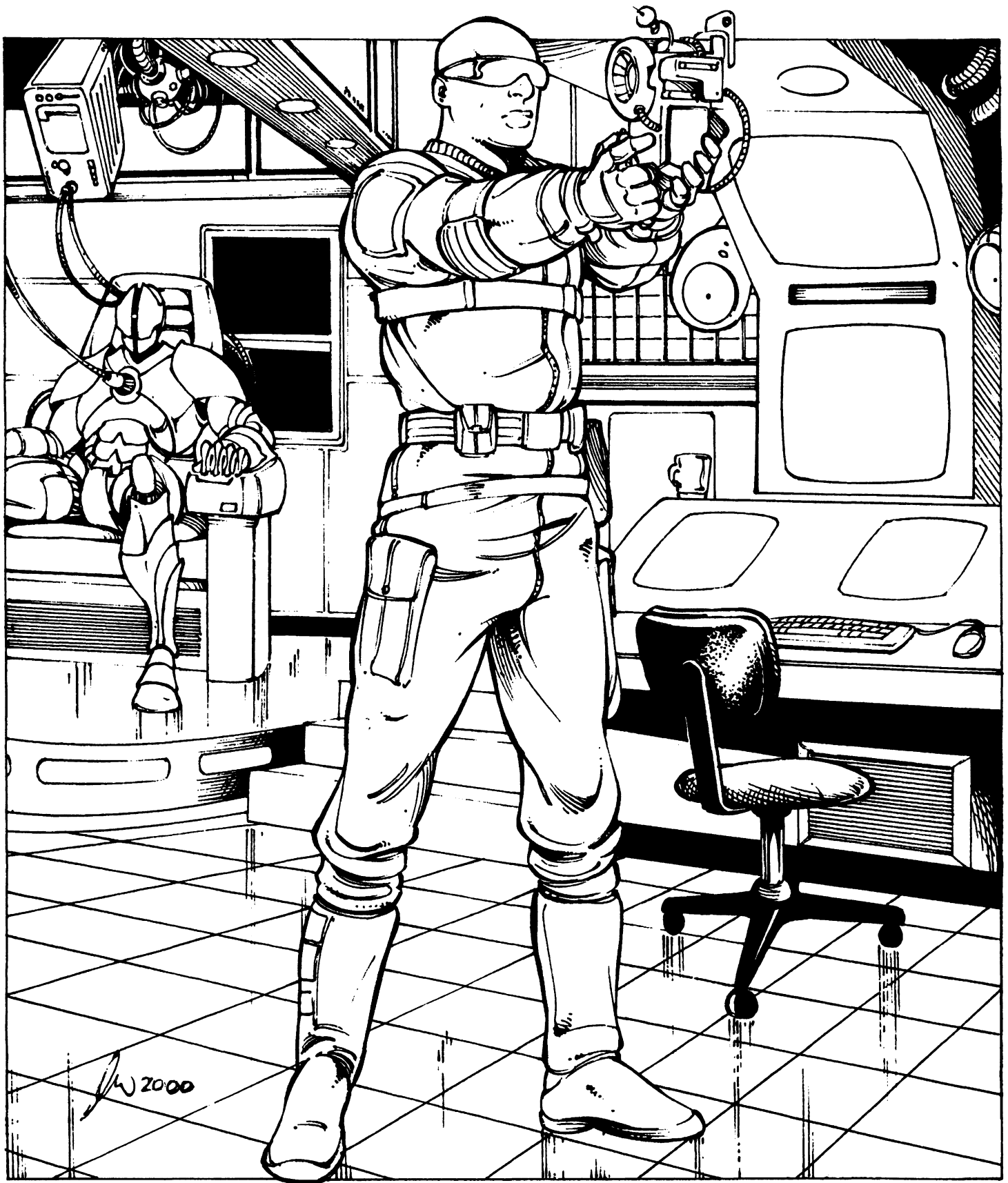
Bonuses: +3 to strike, +5 to parry, +5 to dodge, +1 to damage, +1 to initiative, and +3 to roll with punch/impact/fall, +2 to pull punch, 35% to charm and impress..

Saving Throws: +2 vs magic and poison, and +6% vs coma/death.

Other Combat Info: Punch: 1D6, Kick: 2D4, Critical Strike: 19-20.

Education Level and Skills: Special

Special Analytical Genius Skills: Analyze & Operate Devices (108%), Build/Modify Armor (108%), Communications: Electronic and Countermeasures (98%).



Scholastic Skills: Electrical Engineer (86%), Mechanical Engineer (81%), Weapons Engineer (76%), Robot Mechanics (86%), Robot Electronics (81%), Radio: Basic (98%), Read Sensory Instruments (91%), Chemistry (91%), Chemistry: Analytical (86%), Computer Operation (98%), Computer Programming (81%), Computer Repair (76%), Astrophysics (86%), Art (86%), Anthropology

(71%), Biology (81%), Paramedic (91%), Intelligence (78%), Research (98%), and Advanced Mathematics (98%).

Advanced Pilot Program: Navigation (98%), Read Sensory Equipment (81%), Weapons Systems (91%), Pilot Motorcycle (96%), Pilot Race Car (95%), Pilot Jet Pack (88%), Pilot Jet Fighter (86%).

Secondary Skills: Running, Swimming (75%), Prowl (50%), Climbing (65%/55%), and Athletics (General).

Money: Multi-millionaire (estimated at over \$230 million; not bad for a 20 year old), living off the royalties of several nanotechnology inventions he made early in his career.

Weapons: Whiz Kid has built the following weapons himself using original designs.

Gauss Accelerator: Range: 1,100 feet (335.5 m).

Damage: Special! This weapon fires electromagnetically propelled "microslugs" the size of tiny ball bearings. Due to their unique construction, they hit with the force of a bullet (4D6). However, the rotocannon can be calibrated to fire these slugs at slower velocities, enabling some interesting stunts.

At 75% velocity, the slugs inflict only 3D6 damage, but can be ricocheted off solid objects more easily, allowing for "around the corner" fire suppression. At 50% velocity, the slugs do 2D6 damage, and at 25% they do only 1D6 damage, both of which are good for subduing opponents with minimal tissue damage.

On the other hand, the accelerator can be cranked up to 150% velocity, making the slugs do 6D6 damage, and up 200% velocity so they do 8D6 (or 1D4x10+4), but firing at those ultrahigh speeds runs the risk of the weapon melting down. For each long or full melee burst at 150% velocity, the gun has a 5% cumulative chance of melting down (the unit is ruined and must be rebuilt). For each long or full melee burst at 200% velocity, the weapon has a 10% cumulative chance of melting down. Even if the weapon does not melt down, the unit remains damaged and must be repaired for the accumulated "meltdown" chance to go away.

Rate of Fire: Single shot, burst or spray firing; due to the high rate of fire for this weapon, a long burst or spray counts as only one attack and a full melee burst or spray counts as two attacks! Payload: 1,000 round ammo drum.

Nightmaker Grenades: Each bomb creates a field of absolute blackness that can not be seen through using any kind of technological imaging. Only magic or supervision powers can penetrate the darkness caused. Each grenade has a blast radius of 20 feet (6 m), and the darkness lasts for 1D4 minutes. The bombs are not really explosives but a kind of portable darklight generator that has been modified for anticrime purposes.

Energy Sword: Whiz Kid has modeled this laser sword to resemble those appearing in some of his favorite science fiction movies. He thought about making a double-bladed one, but was advised against it by his teammates. Damage: 5D6. Bonuses: +1 to strike and parry. Note: This sword has a micro-fusion generator in the handle so it has no limit on usage.

Vehicles and Other Equipment: Likewise, all of the equipment mentioned here is of Whiz Kid's original design.

Belt Shield: This portable force field generator can work for up to three hours before needing recharging. The unit requires eight hours of inactivity to recharge for every hour of use. The belt-mounted generator itself has only 20 S.D.C., but generates a force field that covers the wearer with a 200 S.D.C. force field.

Flying Harness: Maximum Speed: 300 mph (482 km S.D.C.: 55. Maximum Altitude: Unlimited. Maximum Weight Allowance: 500 lbs (227 kg).

Grav Skates: These strap-on antigravity skates will lift the wearer one foot (0.3 meters) off the ground and will add +5 to one's Speed attribute. However, when making extremely sharp and fast turns, jumping, or pulling special maneuvers, the wearer must roll to Maintain Balance, or face a wipeout.

Supershades: Basically, a Multi-Optics Helmet miniaturized to fit within an ordinary pair of funky-looking wrap-around sunglasses that Whiz Kid always has on.

Nano-Enhancers: Whiz Kid has also designed a brand of disposable nanomachines that can boost one's abilities for a brief period of time before burning out. These Nano-Enhancers must be custom-made for each user's particular body chemistry and physiological requirements (which can take months or years), so anybody taking these besides Whiz Kid will suffer 1D4x10 damage rather than have beneficial side effects.

Whiz Kid's Nano-Enhancers are injected through a micro-syringe, start working in 1D6 minutes, and stay effective for 24 hours. He has designed four kinds of Nano-Enhancers so far. The first bestows the minor super ability of Extraordinary Strength, the second bestows Extraordinary P.P., the third bestows a Healing Factor, and the fourth bestows Extraordinary Speed.

Note: Whiz Kid can take two Nano-Enhancers at once, but doing so causes him extreme fatigue and cellular stress, so the second they wears off, he must rest for 1D4 days in order to regain his strength (P.S., P.P., P.E. and Spd are all at half until fully rested). He can not take Nano-Enhancers to prevent the "crash," because to do so would probably kill him. Likewise, he tries never to take more than one at a time and tries to avoid taking more than one or two per month. He realizes his Nano-Enhancers are the equivalent of powerful drugs, even though they achieve their effects mechanically and not chemically. And while not addictive, he also understands how one might become addicted to the idea of gaining instant super powers, so he refuses to make them for anybody else. He can handle these devices, but he is not ready to trust others with them.

Psynapse

A corn-fed country boy from Saskatchewan, Canada, Gerry Heinz developed his psionic powers late in his adolescence. When he had become tired and frustrated with living a poor and hard life out on the oil refineries, and his father died in an industrial accident, Gerry was left on his own (his mother had died several years before and he had no other family). The young man moved to Century Station so he could use his powers to make himself rich and earn the kind of easy life he always felt he deserved. His first stop was the city casino where he used his powers to run the card tables and rig the slot machines. A little too greedy, his winnings piled up until casino security found him out and took him into custody. A psychic on staff determined that Gerry had indeed been using psionic powers to "cheat" the establishment. Unfortunately for the country

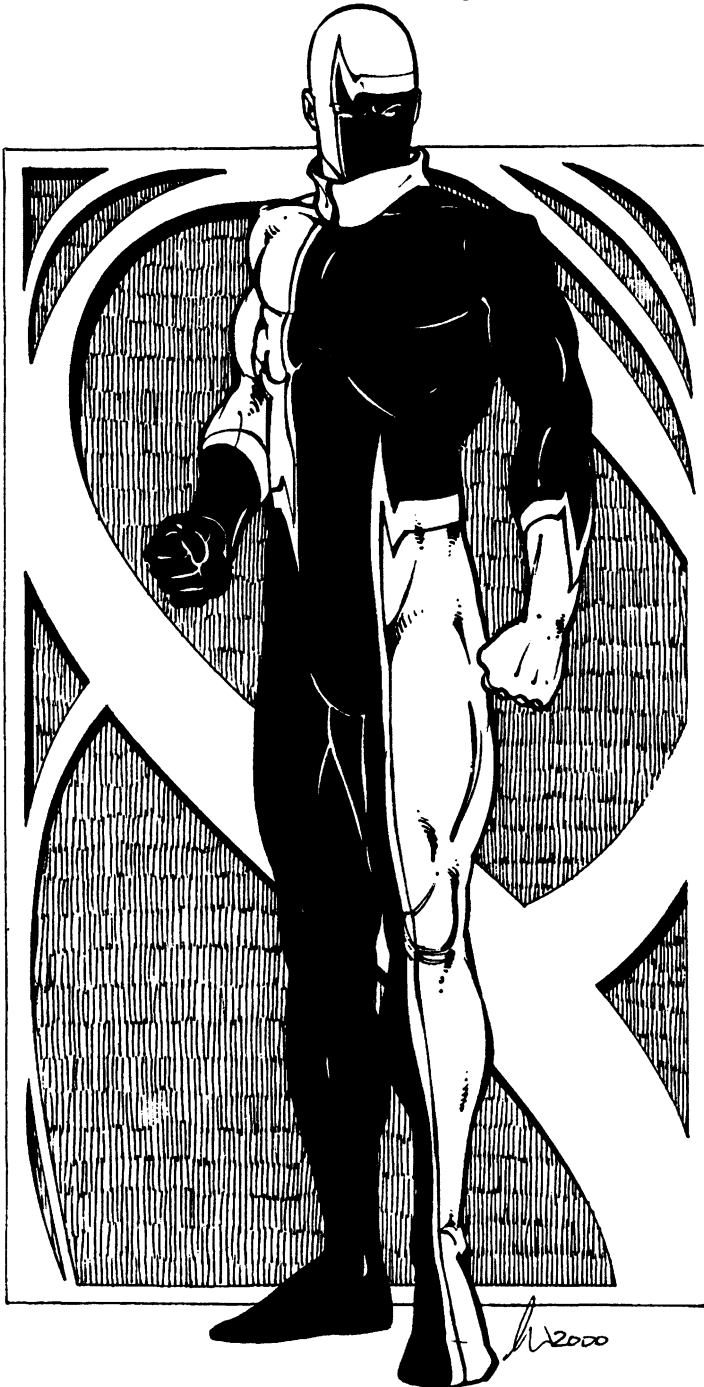
boy, what he didn't know was that such activity was illegal, and after his arrest and speedy trial, he was looking at three years in jail, maybe four. Thoroughly scared, Gerry readily took an alternative offer — join CHIMERA as a deputized law enforcement agent and work with The Centurions to focus his powers and use them exclusively for upholding law and order.

Since then, Heinz has remained the lovable scoundrel of the group. He is thoroughly trustworthy and reliable when the chips are down, but a rascal otherwise. At first, Gerry did not think he could cut it as a hero, but as time goes by and his bond with his new family of superhuman teammates grows, he realizes more and more that this was the only work he was ever truly cut out for.

Psynapse

Real Name: Gerry Heinz

Occupation: Stockbroker and Crimefighter.



Alignment: Unprincipled

Attributes: I.Q.: 17, M.E.: 25, M.A.: 18, P.S.: 11, P.P.: 18, P.E.: 14, P.B.: 17, Spd: 17.

Age: 27

Sex: Male

Height: 5 feet, 9 inches (1.75 m).

Weight: 150 lbs (68 kg).

Experience Level: 7th

I.S.P.: 206

Hit Points: 39

S.D.C.: 35

Power Category: Psionics

Super Psionics: Mind Block Auto-Defense, Mind Bolt, Psi-Shield, Psi-Sword, Telekinesis (Super), and Telekinetic Force Field.

Healing Psionics: Bio-Regeneration (Self), Detect Psionics, Psychic Diagnosis, Psychic Purification, and Psychic Surgery.

Physical Psionics: Alter Aura, Impervious to Cold, Impervious to Fire, Impervious to Poisons/Toxins, Nightvision, Summon Inner Strength, Telekinetic Punch, Telekinetic Leap, and Teleport Object.

Sensitive Psionics: Astral Projection, Clairvoyance, Empathy, Object Read, Presence Sense, See Aura, See the Invisible, Sense Evil, Sixth Sense, and Telepathy.

Combat Training: Hand to Hand: Expert

Number of Attacks: 5 physical or psionic attacks.

Bonuses: +2 to initiative, +4 to strike, +6 to parry, +6 to dodge, +3 to roll with punch/fall/impact, and +2 to pull punch, 35% to charm and impress, 84% to trust and intimidate.

Saving Throws: +5 vs psionics (needs only a modified 10 or higher to save), +8 vs insanity

Other Combat Info: Punch: 1D4, Karate Kick: 2D4, Roundhouse Kick: 3D6, Tripping/Leg Hook, Critical Strike: 18-20, Paired Weapons.

Education Level and Skills: One Year of College.

Business Program: Business & Finance (78%), Computer Operation (83%), Law (General; 68%), and Research (93%).

Criminal Program: Streetwise (57%), Pick Locks (73%), Card Sharp (61%), Palming (63%), and Seduction (51%).

Secondary Skills (+3%): Athletics (General), Swimming (83%), Advanced Mathematics (78%), Pilot: Race Car (75%), Pilot: Motorcycle (87%), and Automotive Mechanics (58%).

Money: Psynapse is moderately wealthy (\$1.3 million) from his career as a day trader in one of Century Station's more prestigious financial firms. He had, at one point, amassed an illegal fortune of nearly \$100 million, but was persuaded, by parties he chooses not to disclose to give it away to charities within the city.

Weapons: Psynapse feels that to use any weapons would demean his psionic abilities, so he chooses not to.

Vehicles and Other Equipment: Psynapse's only serious piece of equipment is a special flexi-steel bodysuit he wears that was designed by Whiz Kid. He hates wearing it, but with his lack of stamina, he really needs it. The suit has an A.R. of 11 and 100 S.D.C. Personally, Heinz owns several high-end sports cars and motorcycles, as well as a series of vintage automobiles he restored himself.



Durandal

Born in Boston, Mass, Phineas Tenpenny was a mousy nerd who, as a lowly assistant, found a long-lost sword buried deep within the acquisitions room of the Boston Museum of Antiquities. This sword was no ordinary antique, it was *Durandal*, the magical sword wielded by the legendary hero *Roland* many centuries ago! For Phineas, this was overwhelming. It was like finding Excalibur, or a

treasure equally as precious. But before he could catalog the item, the sword spoke to him telepathically, explaining that after too long of a slumber, Durandal had awoken and required a new master so it could continue its endless war against wickedness and tyranny.

With more than a little trepidation, Phineas took up the enchanted blade and swore to uphold the quest for justice

placed upon him. After that, all Phineas had to do was hold the sword and speak its name aloud, and in a flash of lightning, he would transform into a rippling demigod-like warrior, brimming with power and radiating the kind of heroic aura that could prompt entire of legions to follow him into battle. Thus empowered, Phineas took on the name of his sword, Durandal, and joined the growing ranks of superheroes the world over. Traveling to Century City, Durandal petitioned The Centurions for membership, which they readily granted after he displayed his power and intentions by bringing with him a couple of criminal masterminds who had been wanted for serious crimes (including the killing of superhumans). Since then, Durandal has taken to the role of eternal hero with great fervor, but chooses to maintain his humble alter ego as well, making his personal life (what little he has) awkward at times when he must excuse himself and fly off into battle.

Durandal

Real Name: Phineas Tenpenny

Occupation: Assistant Curator for the Century Station Museum of Antiquities.

Alignment: Principled.

Attributes: I.Q.: 20, M.E.: 20, M.A.: 15, P.S.: 12 (40 Supernatural transformed), P.P.: 9 (17 transformed), P.E.: 10, P.B.: 11 (30 transformed), Spd: 20.

Age: 35

Sex: Male

Height: 5 feet, 10 inches (1.8 m).

Weight: 220 lbs (99 kg). **Note:** This weight stays constant even after transformation, but Phineas' physique upgrades from dumpy and out of shape to a rippling musculature.

Experience Level: 6

Hit Points: 40

S.D.C.: 20 (650 transformed).

Power Category: Mega-Mystic: Magic Weapon.

Mega Powers: All the common Mega-Powers plus Tremendous S.D.C.

Sword Powers: Healing Touch (3D6), Superhuman P.S., See the Invisible, Words of Truth, Impervious to Fire, Fly (50 mph/80 km), Mystic Shield, See the Invisible, Energy Expulsion: 8D6 (900 feet/275 m), and Extraordinary P.P.

Achilles' Heel: Must transform into inhuman form (heroic demigod) to use powers.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6

Bonuses (all): +2 to initiative, +4 to strike, +5 to parry, +5 to dodge, +3 to auto-dodge, +25 to damage, +2 to disarm, +3 to roll, and +3 to pull, 60% to trust and intimidate, 92% to charm and impress.

Saving Throws: +4 vs magic, +2 vs possession, +3 vs psionics, and +3 vs insanity.

Other Combat Info: Restrained Punch: 3D6+25, Full Strength Punch: 6D6+25, Power Punch: 2D4x10+25, Karate Kick: 2D4x10+25, Crescent Kick: 2D4x10+27, Axe Kick: 2D6x10+25, Tripping/Leg Hook, Backward Sweep, Restrained Sword Swing: 9D6+25, Full Strength Sword Swing: 12D6+25, and Power Sword Swing: 2D4x10+6D6+25

Education Level and Skills: Ph.D.

Technical Program: Research (98%), Writing (86%), Art (96%), Computer Operation (98%).

Language Programs: Speak/Literacy: French (98%), Speak/Literacy: German (98%), Speak/Literacy: Spanish (98%), Speak/Literacy: Italian (98%), Speak/Literacy: Provencal (98%), Speak/Literacy: Portuguese (98%), Speak/Literacy: Catalan (98%).

Survival/Wilderness: Wilderness Survival (86%), Hunting, Track Animals (81%), Identify Plants/Fruits (86%), Land Navigation (92%).

Secondary Skills: Swimming (91%), Prowl (66%), First Aid (76%), Holistic Medicine (51%), Art (61%)

Weapon Proficiencies: W.P. Sword (+2 to strike, +2 to parry).

Money: About \$50,000 in savings and a regular salary from the museum (\$45,000 annually). The Centurions pay for any superheroing expenses and have offered him a stipend of \$100,000 but he has declined the offer saying it doesn't seem right to take money for helping other people.

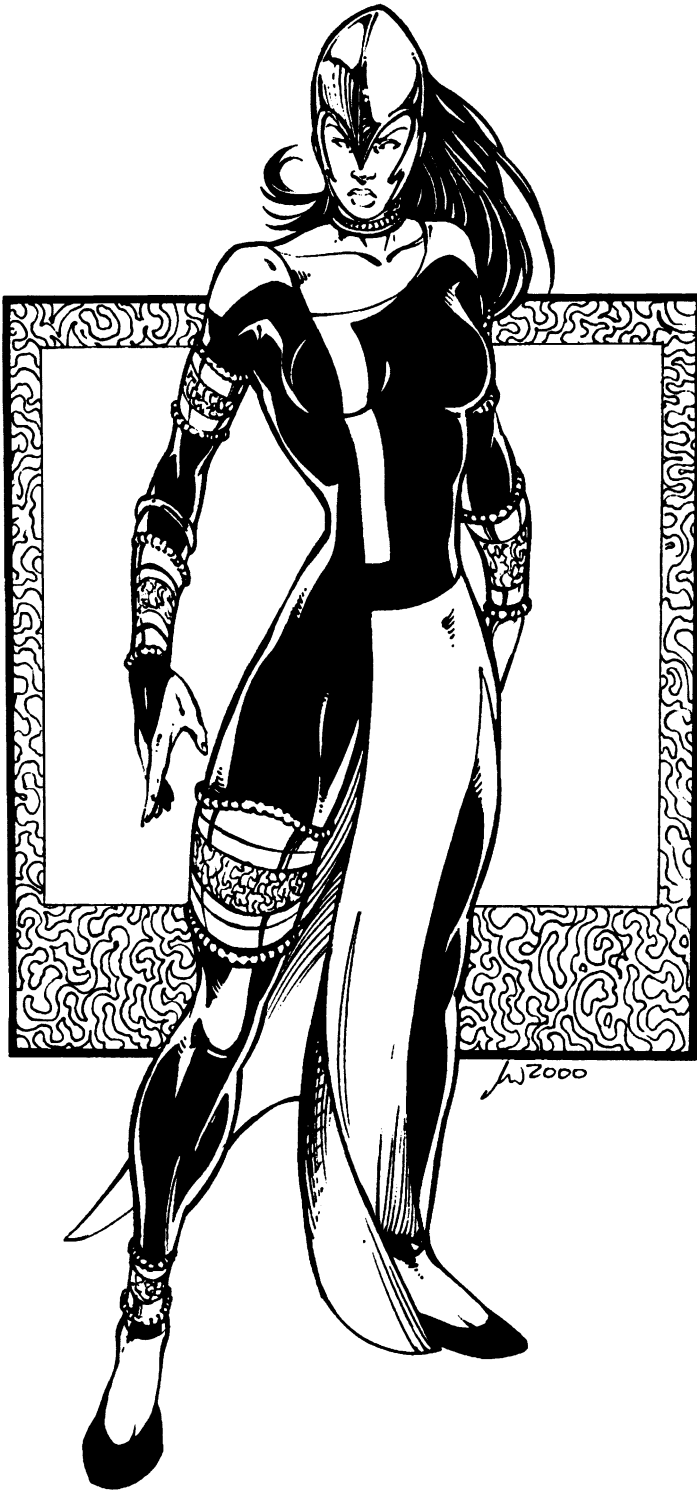
Weapons: Aside from his magical sword, Durandal does not use weapons of any kind, especially modern armaments such as firearms and explosives.

Vehicles and Other Equipment: None, other than that commonly used by The Centurions.

Iron Lotus

Iron Lotus was born in a warrior monastery deep within China, not too far from the Himalayas. Orphaned at birth, this beautiful young girl lived her early life perfecting her physical skills, and learning the ancient and mystical skills her masters had to teach her. In time, she grew to become the champion warrior of her home, able to defeat entire bands of brigands by herself with ease. But, her power was not merely for show; she had been trained for a specific task. As she finally learned upon her 18th birthday. Throughout the land, the sinister wizard, **Xian Long**, ruled with an iron fist, terrifying vast populations and conducting mystic experiments that claimed the lives of dozens of people each month. For centuries, the immortal spell caster had stalked the Earth, never growing older or weaker. It had been said that a special warrior, one of pure heart and flawless intent, would be the one to defeat him and restore peace to the land. Iron Lotus was to be that champion.

Although afraid, she accepted her position with much gratitude and set out to hunt down the foul wizard and bring him to justice. Her first confrontation with him nearly ended in the wizard's death, so badly did he underestimate the martial prowess of the young girl before him. By the time he would meet Iron Lotus again, he had assembled a small army to capture the warrior and subject her to a series of alchemical experiments that granted her immortality so long as "he" also stayed alive. This way, for Iron Lotus to defeat Xian Long once and for all, she would have to kill herself, as well. After that, Xian Long mockingly let her go, eager to meet her again over the many, many years they would have together.



Indeed, the two have clashed ferociously over the centuries, in a perpetual game of cat and mouse. Iron Lotus strives to capture the wizard and strip him of his powers while Xian Long merely wishes to stay free and alive, perhaps to capture Iron Lotus and keep her in a cage somewhere in eternal torment. Now, after having lost track of the wizard for 250 years, Iron Lotus has followed him to Century Station, where he remains hidden from her. Until she finds him, she has pledged to work with The Centurions as their resources might aid her in her search.

Iron Lotus is a stunningly beautiful Chinese girl who appears to be in her early twenties. The truth of it is, she is over 750 years old, but is kept young through her Alchemical Immortality.

Quiet and serene, Iron Lotus possesses a warm heart and a wisdom tinged by the sadness of years of combat and struggle with her eternal enemy. Iron Lotus has never willingly taken a human life, but she is coming to the realization that if she is to stop Xian Long once and for all, killing him may be the only answer.

Iron Lotus

Real Name: Kept unknown for fear that Xian Long may discover it and use it against her.

Occupation: Immortal (sort of) warrior of light.

Alignment: Principled.

Attributes: I.Q.: 13, M.E.: 20, M.A.: 23, P.S.: 23, P.P.: 19, P.E.: 26, P.B.: 25, Spd: 20.

Age: 754 (looks to be in her early 20s).

Sex: Female

Height: 5 feet, 8 inches (1.75 m).

Weight: 140 lbs (64 kg).

Experience Level: 12

Hit Points: 79

S.D.C.: 265

Power Category: Special Training: Ancient Master.

Special Abilities: Feign Death (98%), Cleansing Spirit (98%), Positive Energy, and Channel & Unleash Physical Energy: 3D6+24 (60 feet/18 m).

Minor Super Abilities: Extraordinary P.S. and Healing Factor.

Note: Iron Lotus will not grow any older while her arch-enemy, Xian Long, lives. Unknown to her, she will NOT die upon his death! She will begin aging as a normal person. Her unusual form of immortality is not to be confused with the major super power nor Mega-Power of the same name.

Combat Training: Hand to Hand: Special

Number of Attacks: 11

Bonuses: +10 to initiative, +10 to strike, +10 to parry, +9 to dodge, +6 to automatic dodge, +7 to automatic back flip, +18 to damage, +10 to pull punch, +6 to roll with punch/fall/impact, +7 to disarm.

Saving Throws: +9 vs magic and poison, +6 vs psionics, +3 vs insanity, +8 vs Horror Factor, +7 vs possession, +8 vs mind control, and +62% vs coma/death.

Other Combat Info: Basic Punch: 2D4+18, Basic Kick: 2D6+18, All holds, All kicks (+25 damage), Body Throw: 2D4+25 and lose two melee attacks, Critical Strike from behind, Death Blow 17-20 (if desired), Entangle, Knockout/Stun 18-20, Leap 12 feet (3.6 m) high and 20 feet (6 m across; +30% to distance if running).

Education Level and Skills: Special.

Scholastic Skills: Basic Math (98%), Speak/Write Chinese (98%), Speak/Write English (98%), Biology (98%), Art (Painting, Sculpting) (98%), First Aid (98%), Boxing, Wrestling, Climbing (98%), Acrobatics (+10%), and Gymnastics (+10%).

Secondary Skills: Astronomy (80%), Carpentry (80%), Cook(90%), Holistic Medicine(75%), and Recognize Weapon Quality(80%).

Weapon Proficiencies: Blunt, Chain, Sword, Staff, Knife, and Paired Weapons (All).

Money: Iron Lotus is virtually penniless and likes it that way. She is given room and board at the Centurions' headquarters, where she has a modest apartment, training room, and armory.

Weapons: Iron Lotus has collected dozens of ancient weapons over her centuries of wandering and fighting. She keeps this massive array of hardware in her apartment's weapons vault in the Centurions' Headquarters. For game purposes, she can access any ancient weapon listed in either the **HU2** rule book or the **Heroes Unlimited™ G.M.'s Guide**, only most of her weapons are of exceptional quality, so add another 1D6 to damage, as well as another +2 to strike and parry. Iron Lotus likes fighting bare handed, but if the occasion calls for it, she will most likely arm herself with paired swords, whipping chains or a staff/pole arm.

Vehicles and Other Equipment: None, aside from the hardware accessible to all Centurions.

Leviathan

Born and raised in Belgrade, Serbia, Djole Karamovic always felt the potential of incredible powers stirring within him. When he was a young man, his mutant genetic structure awoke, and his powers manifested themselves for the first time. Initially unable to control his powers of Growth, he became a giant, terrifying the city, and causing a national emergency as he stumbled through the streets, causing massive damage as he crashed through buildings and power lines. Hurt and confused, he made for the ocean and dove to the bottom. There he stayed for a long time until he learned to control his powers and found the courage to return to shore. But when he went home, he discovered that his family had moved far away, wanting nothing more to do with their strange and frightening son.

Djole was shattered and even considered taking his life when he heard a radio report of a ship at sea being attacked by high-tech pirates. Dashing to the water, Djole raced to the scene and easily dispatched the criminals, saving the crew of the ship and steering them home. The thrill of the incident gave Djole a new purpose in life — he would become a superhero. Taking the name Leviathan from what one newspaper called him when it covered the pirate encounter, Djole left Serbia for Century Station, where he figured he could join with others like him. The Centurions, who already had their eye on him for some time, offered him a quickly accepted invitation to join, and the rest is history.

Leviathan's public status suffered considerably when the first wave of anti-alien hysteria hit, catching him in the crossfire, since he looks inhuman (although he is a mutant, not an alien). This has left him feeling cast out and sullen, so he spends much of his time patrolling the waters of the city by himself and responding to emergency calls on land only when requested by Apex and his other teammates. Despite his grumpy demeanor, Leviathan is a noble hero, and loves his crusade against evil more than anything. Like many of his comrades, The Centurions are the only real family he has ever known, and he would never abandon or betray them.

Fascinated by the concept of Atlantis, Leviathan spends much of his free time researching the topic and

visiting the Florida Keys. He is convinced that with further research, the sunken civilization could be found. Some find it interesting that his mutant powers ended up facilitating his lifelong interests. Could it be coincidence, or did his preoccupation actually impact the way in which his latent superpowers manifested themselves? Certain research groups have expressed interest in taking tissue samples from Leviathan for study, but he ardently refuses all such requests for reasons he chooses not to discuss.

Leviathan spends most of his time in the Tank, a massive underwater habitat built for him that interfaces directly with the local waterways, where he enjoys taking long swims out into the open sea. Curiously enough, a number of whaling vessels off the coast of the city have capsized during times when Leviathan was out on his own, the crews of which were brought safely to shore on the backs of dolphins. While nobody has enough proof to even accuse Leviathan, plenty of people figure he must be behind the capsizings. There is just no way to prove it — yet.

Leviathan

Real Name: Karamovic

Occupation: Professional superhero.

Alignment: Unprincipled

Attributes: I.Q.: 13, M.E.: 13, M.A.: 9, P.S.: 16/32 when wet/up to 132 at full size and when wet, P.P.: 16, P.E.: 37, P.B.: 11, Spd: 28/56 at full size/140 in water/280 at full size and in water.

Age: 29

Sex: Male

Height: 6 feet (1.8 m).

Weight: 180 lbs. (82 kg).

Experience Level: 8

Hit Points: 70

S.D.C.: 250 dry, 310 wet.

Power Category: Mutant

Major Super Abilities: Animal Abilities: Fish, Growth (at maximum, +75 feet/23 m, +3,750 lbs/1,688 kg, +75 P.S. Superhuman).

Minor Super Abilities: Underwater Abilities, Extraordinary P.E., Sonar (equal to Radar, but only works underwater and can be fooled by large fields of debris or bubble clouds).

Unusual Characteristics: Light greenish hue to skin and hair, body covered by super-fine scales, continuous mutation (gains another minor super power at levels 12 and 14).

Combat Training: Hand to Hand: Expert

Number of Attacks: 5 when dry/on land, 6 when wet but on land, 7 in water.

Bonuses: +3 to strike (add another +2 when enlarged and another +4 when wet), +4 to parry (add another +2 when enlarged and another +4 when wet), +4 to dodge (subtract -4 when enlarged but add another +6 when wet), +4 to roll with punch/fall/impact, +2 to pull punch, +2 to initiative (add another +4 when wet), +2 to disarm, and +1 to damage (+17 when wet, and up to +117 at full size).

Saving Throws: +8 vs magic and poison, +37% vs coma/death.

Other Combat Info: Punch: 1D4+1, Karate Kick: 2D4+1, Crescent Kick: 2D4+3, Roundhouse Kick: 3D6+1, Body



Flip/Throw, Paired Weapons (All), and Critical Strike;;
18-20.

Education Level and Skills: Trade School.

Mechanical Program: Mechanical Engineer (75%), Basic Electronics (80%), and Computer Operations (90%).

Science Program: Advanced Mathematics (95%), Chemistry (80%), Chemistry: Analytical (75%), Biology (80%), Botany (75%), and Archaeology (70%).

Secondary Skills: Body Building/Weightlifting, Running, Athletics (General), Swimming (98%), SCUBA/Advanced

Swimming (98%), Photography (70%), and Research (85%).

Money: Lives modestly in a special tank in the Centurions' HQ. He is supported by a stipend from the Century fund, but mostly saves it or gives it to worthy causes, such as Greenpeace or other pro-environment groups.

Weapons: None.

Vehicles and Other Equipment: None, other than what is commonly accessible to the other Centurions.

The Sector Squad

Sector 10 was created by the enigmatic covert agency, The Sector, as a counterpart to The Centurions. **Sector 10** handles supercrime that involves Century Station but also has some kind of cross-jurisdictional aspect to it. Typically, this includes crimes of a national and/or an international nature, such as terrorism, drug trafficking, certain acts of industrial espionage, and so forth. The spearhead team for Sector 10 is a superhero group known as **Sector Squad**. Typically, Sector Squad does not go out on patrol, looking for crimes to stop as The Centurions often do. Instead, they train incessantly while awaiting orders from Sector 10 HQ to move into action. After a quick briefing, they are off, sometimes led by the Squad's founder, *Apex*, sometimes on their own.

The Sector Squad's members are all government super-soldiers who volunteered everything they had — even their identities and families — to become part of an elite governmental anti-crime unit. For these agents, their job is their life, and they have virtually no other purpose than to carry out their duty. The bond between all three of them is unbreakable, as if they were kin, and together they have earned a well-deserved reputation for being some of the most intense crimefighters in the city.

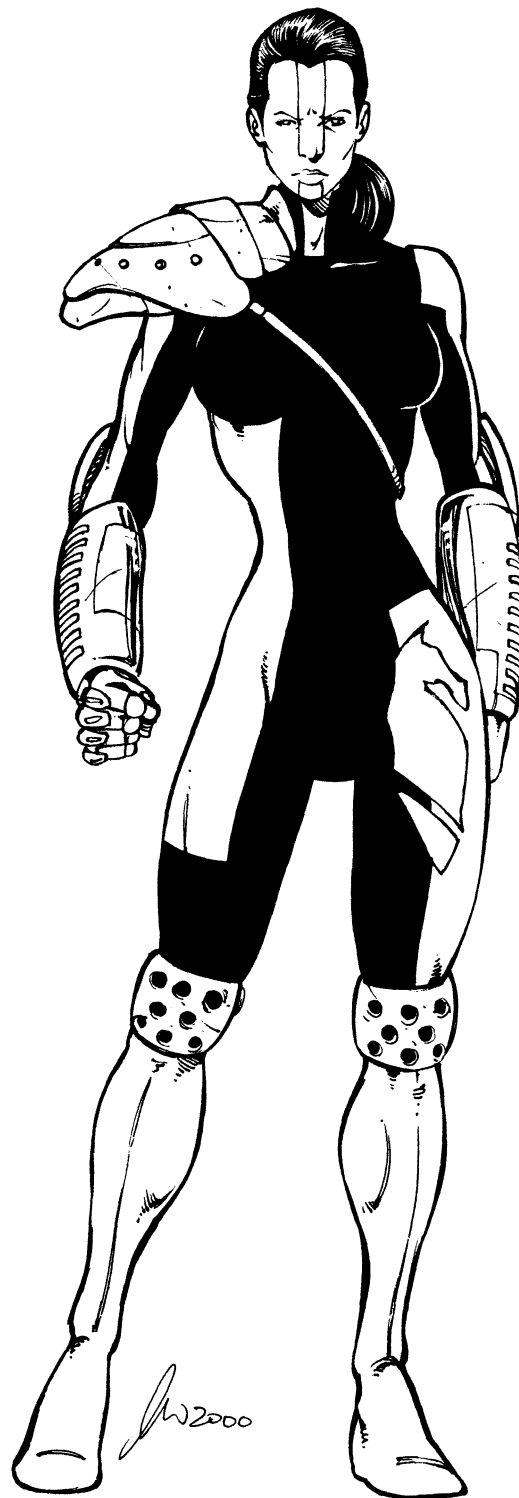
The Sector Squad consists of *Apex* (who also is a leader of the Centurions and sometimes is not around), and three dedicated agents code named *Pegasus*, *Manticore* and *Dragonel*. When *Apex* is not present, the other three team members take rotating shifts as the group leader. There is virtually no friction or animosity among them and they work together like a well-oiled machine. There is no place in their lives for jealousy, anger, suspicion or betrayal. To be distracted by things like that could cost them their lives in the field, so these hardcases simply expel it from their thought processes altogether. However, as a result, they tend to have minimal individual personality. They talk the same, act the same, and are beginning to think the same, too. They behave like any group of hardcore commandos might, full of wiry strength, readiness and intensity, but aside from the pre-operation buildup they constantly exude, there is little else to gauge them as individuals.

Pegasus

Is as sleek, fast and agile as the mythical creature she is named after.

Real Name: Classified; Female.

Occupation: Sector 10 Super-Soldier and CHIMERA Agent.



Alignment: Principled.

Attributes: I.Q.: 15, M.E.: 14, M.A.: 13, P.S.: 30, P.P.: 30, P.E.: 20, P.B.: 14, Spd: 53

Age: 24

Sex: Female

Height: 5 foot, 10 inches (1.78 m).

Weight: 160 lbs (73 kg).

Experience Level: 6th

Hit Points: 45

S.D.C.: 90

Power Category: Experiment (Super-Soldier).

Side Effect: Increased Mass.

Minor Super Abilities: Increased Physical Speed (Leaps 15 feet/4.5 m up and 20 feet/6.1 m across), Mind/Body Attunement, Increased Physical Agility & Dexterity, Ambidextrous, and Extraordinary Physical Prowess.

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 7

Bonuses (all): +7 to initiative, +10 to strike, +11 to parry, +12 to dodge, +3 to auto-dodge, +21 to damage, +4 to roll with punch/fall/impact, +2 to disarm, and +3 to pull punch.

Saving Throws: +4 vs Horror Factor, +2 vs possession, +3 vs magic and poison, and +10% vs coma/death.

Other Combat Info: Punch: 1D4+21, Snap Kick: 1D6+21, Karate Kick: 2D4+21, Crescent Kick: 2D4+23, Axe Kick: 2D6+21, Roundhouse Kick: 3D6+21, All Jump Kicks, and Critical Strike: 18-20.

Education Level and Skills: Military

Military Program (Basic): Running, Climbing (75%/65%), Military Etiquette (70%), and Radio: Basic (70%).

Communications: Basic Electronics (65%), Radio: Scrambler (70%), T.V./Video (55%), and Laser (65%).

Pilot: Advanced (+10%): Navigation (85%), Read Sensory Equipment (65%), Weapon Systems (75%), Pilot: Airplane (80%), Pilot: Water Scooter (85%), Pilot: Warships & Patrol Boats (70%), and Pilot: Helicopter (70%).

Secondary: Mathematics: Advanced (70%), First Aid (70%), T.V. & Video (45%), Basic Mathematics (70%), Pilot: Boats (Sail-Type; 85%), and Pilot: Boats (Motor-Type; 80%).

Weapons Proficiencies: Paired Weapons (all) and W.P. Rifle.

Money: Classified. Suffice it to say that The Sector takes good care of its own.

Weapons: Pegasus wears a pair of high-tech hand weapons, as described below.

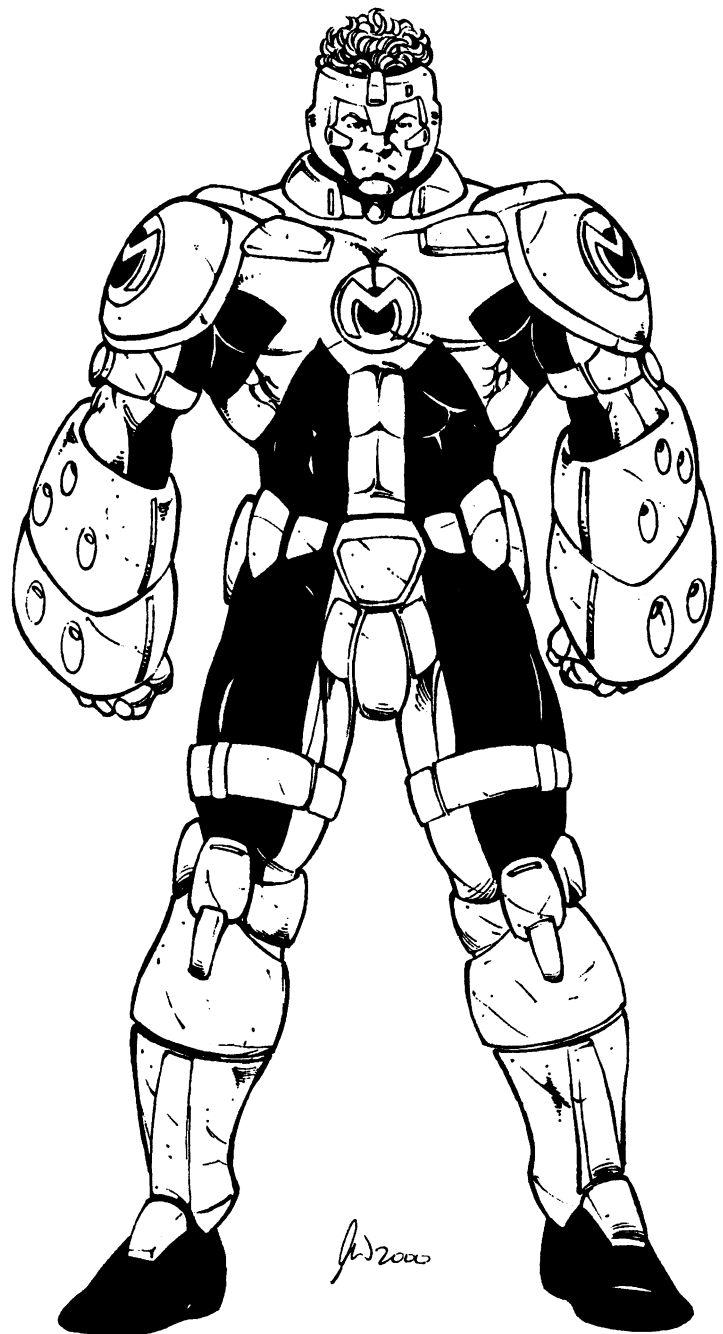
Thunder Punchers: These supercharged knuckle dusters are actually a knockoff of an item invented by the freelance Analytical Genius *Archimedes*, who has been known to sell an odd bit of hardware to Sector 10 now and again. Damage: Pegasus' Thunder Punchers add +2D6 of energy damage to any successful hand strike. She wears one on each hand and each unit has 20 charges before it must be recharged back at headquarters. Note that super-powered individuals with Energy Resistance or similar powers will be resistant to the energy damage doled out by these weapons.

Wrist Blasters: Range: 600 feet (183 m). Damage: 4D6 per blast, or 8D6 per double-fisted blast (counts as two attacks). Rate of Fire: 30 shots per hour, maximum. Using them more frequently than that has a 5% cumulative chance of burning them out. Payload: 30 shots each; the gloves recharge one shot every two minutes. Note: This weapons system is virtually identical to the gauntlet blasters worn by Apex.

Vehicles and Other Equipment:

Hard Armor Vest: A.R.: 12; S.D.C.: 120.

Additional Equipment: For additional hardware, see the gear used by CSPD district patrol officers or C-SWAT troopers.



Manticore

Manticore is the big bruiser of the trio, although he is neither the strongest nor most aggressive. In fact he exhibits great restraint, patience and precision in everything he does.

Real Name: Classified; Male.

Occupation: Sector 10 Super-Soldier and CHIMERA Agent.

Alignment: Scrupulous.

Attributes: I.Q.: 13, M.E.: 15, M.A.: 14, P.S.: 33, P.P.: 24, P.E.: 23, P.B.: 10, Spd: 16.

Age: 26

Sex: Male

Height: 6 feet, 4 inches (1.9 m).

Weight: 410 lbs (185 kg).

Experience Level: 7th

Hit Points: 58

S.D.C.: 100

Power Category: Experiment (Super-Soldier).

Side Effects: Increased Mass.

Minor Super Abilities: Bionic Weapon Systems (see Weapons, below) Uncanny Targeting & Throwing, Increased Physical Agility & Dexterity, and Radar.

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 8

Bonuses: +8 to initiative, +7 to strike, +12 to parry, +12 to dodge, +3 to auto-dodge, +24 to damage, +9 to roll with punch/fall/impact, +4 to disarm, and +3 to pull punch.

Saving Throws: +4 vs magic and poison and +16% vs coma/death.

Other Combat Info: Punch: 1D4+24, Karate Kick: 2D4+24, Crescent Kick: 2D4+26, Axe Kick: 2D6+24, Roundhouse Kick: 3D6+24, Tripping/Leg Hook, All Jump Kicks, Critical Strike: 18-20, dodge/parry projectiles at base roll +2, and +1 to strike on all called shots. Can shoot/throw objects simultaneously at two different targets.

Education Level and Skills: Military

Military Program (Basic): Running, Climbing (80%/70%), Military Etiquette (70%).

Military Demolitions (+10%): Basic Electronics (65%), Basic Mechanics (65%), Demolitions (85%), Demolitions Disposal (85%), and Underwater Demolitions (86%).

Physical: Boxing, Wrestling, Acrobatics, Gymnastics

Secondary: Swimming (75%), SCUBA/Advanced Swimming (75%), Prowl (55%), Wilderness Survival (50%), First Aid (70%), and Streetwise (40%).

Money: Plenty. He's with The Sector, after all. They don't exactly pay minimum wage.

Weapons: Manticore relies exclusively on his Bionic Weapon Systems, implanted directly into his hands and forearms. He has two weapons systems, forearm blades and knuckle spikes.

Retractable Forearm Blades: These nasty slicer-dicers inflict 2D6+24 (including Manticore's P.S. bonus) per strike, and also offer an additional +1 to parry.

Knuckle Spikes: Housed in the back of Manticore's hands and his upper forearms is a spike-launching device that can fire off small spikes by single shot or in volleys of 2, 3, 4, or 8. These spikes have an additional +2 to strike, +2 to disarm and inflict 1D4 each. They are not so much for causing massive damage as they are for precision shooting. Manticore uses them to great effect for shooting guns out of opponent's hands, going for eyes, sensors, weapon barrels, fuel lines, vehicular tires, etc.

Vehicles and Other Equipment:

Hard Armor Vest: A.R.: 12. S.D.C.: 120.

Additional Equipment: For additional hardware (vehicles and equipment, not weapons), see the gear used by CSPD district patrol officers or C-SWAT troopers.

Dragonel

This she-devil is clad in a black costume with silver boots, gloves and strategic plating, accented by her blonde hair. She is tough and capable.

Real Name: Classified; Female.

Occupation: Sector 10 Super-Soldier and CHIMERA Agent.

Alignment: Scrupulous.

Attributes: I.Q.: 20, M.E.: 14, M.A.: 15, P.S.: 29, P.P.: 18, P.E.: 21, P.B.: 14, Spd: 20.

Age: 25

Sex: Female

Height: 5 feet, 10 inches (1.78 m).

Weight: 360 lbs (163 kg).

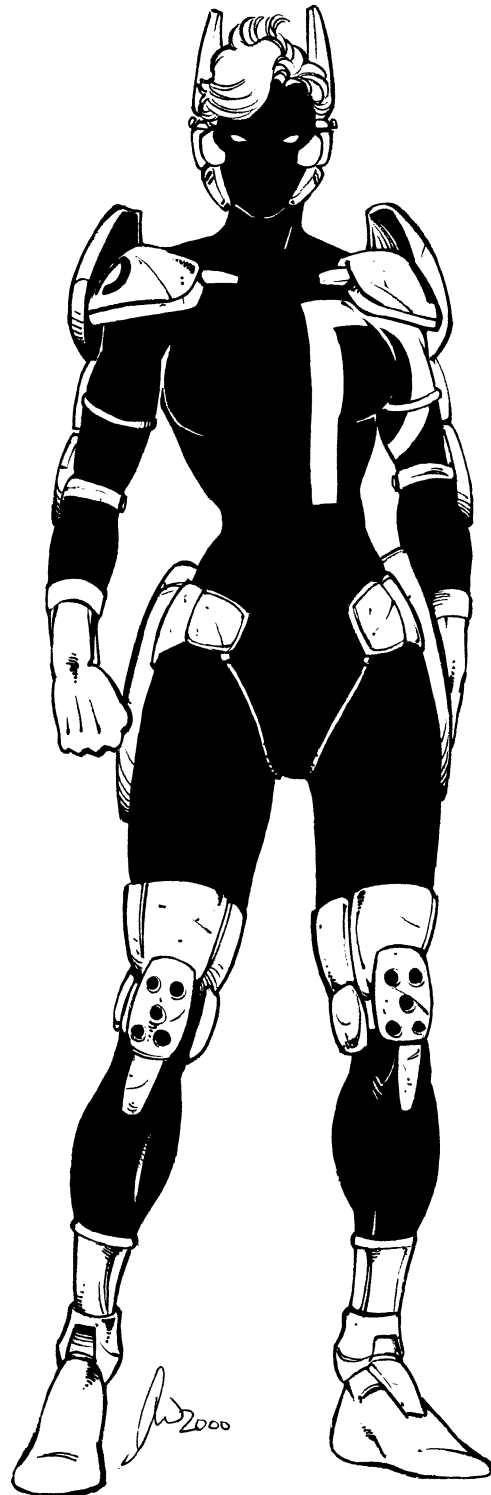
Experience Level: 6th

Hit Points: 53

S.D.C.: 280

Power Category: Experiment (Super-Soldier).

Side Effect: Increased Mass.



Minor Super Abilities: Attempted Invulnerability (Natural A.R.: 13), Mind/Body Attunement, Brain Boost, Energy Expulsion: Fire (8D6, Range: 300 ft/91.5 m, +3 to strike aimed, +1 to strike wild).

Combat Training: Hand to Hand: Expert

Number of Attacks: 6

Bonuses: +4 to initiative, +4 to strike, +5 to parry, +5 to dodge, +20 to damage, +2 to roll with punch/fall/impact, +2 to pull punch.

Saving Throws: +6 vs Horror Factor, +4 vs possession, +1 vs illusions, +3 vs magic and poison, and +12% vs coma/death.

Other Combat Info: Punch: 1D4+20, Karate Kick: 2D4+20, Crescent Kick: 2D4+22, Tripping/Leg Hook, Critical Strike: 18-20.

Education Level and Skills: Military

Military Program (Basic): Running, Climbing (81%/71%), Military Etiquette (76%), and Radio: Basic (86%).

Additional Military Program: Camouflage (61%) Nuclear, Biological & Chemical Warfare (76%), Parachuting

(81%), Trap/Mine Detection (61%), and Demolitions Disposal (91%).

Computer Program: Basic Electronics (71%), Computer Operation (81%), Computer Programming (71%), and Computer Repair (66%).

Secondary Skills (+6%): Wilderness Survival (56%), Swimming (81%), SCUBA/Advanced Swimming (81%), Prowl (56%), Advanced Mathematics (76%), First Aid (76%), and T.V. & Video (51%).

Money: Well paid. She's with The Sector, after all.

Weapons: Dragonel avoids using weapons whenever possible, preferring to rely on her formidable super powers.

Vehicles and Other Equipment: Likewise, Dragonel does not wear armor, thanks to her high natural A.R.

Additional Equipment: For additional hardware (vehicles and equipment, not weapons), see the gear used by CSPD district patrol officers or C-SWAT troopers.

Legionnaires

These superhumans fight crime *without* CHIMERA's approval and outside the confines of the law. Thus, they are considered outlaws. Legionnaires get their name from the *Tomorrow Legion*, a label put upon non-deputized heroes by certain news reporters to make these unsanctioned heroes easier to identify in their stories. The Tomorrow Legion isn't actually a formal group of heroes, just a name to refer to all unofficial superheroes, who in turn are known as Legionnaires. Although the Tomorrow Legion concept never took hold, the Legionnaire tag did, and now it applies to all heroes who act on their own authority. The most noteworthy Legionnaires include *The Valkyries*, the *Iron Brigade*, the *Gridrunners*, *Cyan & Indigo*, and individuals such as *Amazing Grace*, *The Boogeyman*, *Gauntlet*, *Hooligan*, *Kincave the Fighting Parrot*, the *Schwa*, *Speedmetal*, *Troubleshooter*, and the *Victorian*.

Legionnaires significantly outnumber Cavaliers, in large part because so many of the heroes who would be Cavaliers today perished during the Bloody Monday riots, while others left shortly thereafter. And, in part, because most of the "new" heroes in town are Legionnaires — self-styled champions of justice and vigilantes who are tired of seeing villains slip through the system and who do not like CHIMERA's regulations and vaguely sinister authoritarianism.

Many of these men and women are independent, headstrong and self-indulgent. They never have the lavish funding that groups like The Centurions have. And, because they are wanted by CHIMERA, they can't meet in public, either. As a result, Legionnaires' bases tend to resemble hideouts more than headquarters, no matter how well equipped and popular among the people they may be.

Life on the run also makes it more difficult for Legionnaires to do their job. Any public confrontation with crimi-

nals often means these superhuman vigilantes have only a few minutes to do their job and get out before the CSPD, Sector 10, or The Centurions arrive on the scene. More often than not, however, CHIMERA forces show up in the middle of a battle and things get complicated. Usually, the authorities try to work alongside the Legionnaires until the bad guys are out of the picture, and then they try to bring in the independent heroes too (unless the Legionnaires really saved the Cavaliers or CHIMERA troops, in which case they might show some leniency and "let" the Legionnaires "get away"). In confrontations involving Legionnaires who have a history of clashing with CHIMERA or who are mistaken for villains themselves (as often is the case for new heroes who have not yet established a recognizable public image), Cavaliers, Sector agents or the police might take on both the villains and the Legionnaires at once, or assume they are all bad guys, resulting in a complete free-for-all. Fiascos like this are becoming more and more common as CHIMERA improves its response time and keeps dossiers on all Legionnaire activity.

Legionnaires tend to follow a new style of crimefighting, one that makes sure that crooks and villains are unable to victimize society again, regardless of what the justice system has in store for them. These maverick heroes do not typically care about evidence or due process. If they "know" a guy is dirty, they take him down. If a crook won't spill the information a Legionnaire needs, they use threats or slap him around a bit. If they see a gunman ready to mow down a crowd, they don't shoot the gun out of his hands, they use whatever level of force (often deadly) is needed to stop the villain in his tracks, and maybe save the legal system the hassle of processing him ("The city morgue could use the work," some Legionnaires are fond of saying.)

On one hand, citizens *love* this gung-ho approach because it appeals to their desire for vengeance after all of the crime and chaos they have been forced to live through. Most citizens, like Legionnaires, are tired of seeing villains fall through the cracks of a legal system that was never intended to take on this level of crime. On the other hand, the recklessness and severity of Legionnaires can be frightening. And does anybody really want superbeings running around playing judge, jury and executioner, without any true legal authority or due process? One can get a wrongly convicted person out of prison, but dead is dead. It's also common knowledge that a lot of Legionnaires are, paradoxically, more interested in taking out bad guys than protecting society at large. As a result, Legionnaire crimefighters are more likely to risk innocent bystanders or cause significant collateral damage in their adventures and private war against evil than Cavaliers, which explains why they are rarely as popular as heroes who are entirely on the up and up and in the open.

A final note on Legionnaires: These hardball heroes have a place in Century Station now that Operation Overlord is kicking into high gear, because the authorities will tend to look the other way, and because these off-color heroes are low priority. However, once things settle down, the public might very well turn on these vigilantes and anti-heroes, who might have to wage their future campaigns in secret and far from the public eye.

The Valkyries

Dubbed by some as the “bad girls” of Century Station, this all-female superhero team is the most powerful and most widely recognized of the unsanctioned vigilantes working the city. There never has been a reason why the team has no men in it, despite the blizzard of theories offered by investigative reporters, superhero analysts, and pop psychologists. The likely truth of the matter is that they are either friends, family or came together by chance, found that they worked well together, and realized only after the fact that the group was exclusively female. (Funny how nobody questions an all or predominantly male group.) Indeed, it was only after the media dubbed the group the “Valkyries,” that the group officially adopted the name. Anything else the public wishes to infer from its collective gender is their prerogative.

The Valkyries specialize in taking on upscale super-crime, the kinds of plots that involve the potential destruction of the city, the mass murder of civilians, the building of vast criminal empires, etc. As such, the team runs afoul of The Centurions more often than it would care to. Now that Operation Overlord is on, the Valkyries find themselves battling and escaping from CHIMERA as much as they tangle with the very supervillains both they and CHIMERA are trying to put down! “If only both sides of the superhero community could band together,” the Valkyries lament, “then everything would be so much easier.”

The Valkyries consist of six superheroes: *Elite*, *Palladium*, *Bombshell*, *Avatar*, *Heartbreaker*, and *Earth Angel*. The reason for the group's unsanctioned status probably has to do with its leader Elite, and her clear distrust of

CHIMERA and especially Sector 10. Palladium and Bombshell have both been offered clemency by CHIMERA if only they would join The Centurions, but both characters have refused the offer.

Elite

Nobody knows much about this secretive superspy's past, least of all Elite herself. All she knows is that she was trained for high-risk field operations by some kind of superspy organization, that she had a distinguished career with that organization, and that her last mission for them went horribly wrong. She fell a great distance and nearly died from it, spending many months recovering in a secret hospital far from civilization, but run by parties unknown. By the time she was able to walk, she could remember nothing more about her past, save for the code-name by which she now goes by, Elite.

Once fully recovered, Elite was compelled to go to Century Station, a place she found strangely familiar, yet somehow foreign at the same time. She dug up a huge weapons and equipment cache she instinctively knew the location of and begun hunting down a list of supervillains, none of whom she knew, but all of whom had to die. After killing off the last of these deviants, Elite's strange compulsions went away and never returned. That was six years ago.

Since then, she has dedicated herself to continuing her work of cleaning up the mean streets of Century Station. To aid her in this task, she teamed up with fellow vigilantes Palladium and Bombshell, and later with Heartbreaker, Avatar and Earth Angel.

Elite trusts virtually nobody outside of the Valkyries, and she bears a particularly strong contempt for the entire Council of Industry and Sector 10, although she knows not why. Her bloody work, coupled with her disturbingly fractured memory, have made Elite a grim, merciless woman who rarely smiles and is always deadly serious. She radiates an aura of dark intensity, a kind of leadership that intimidates as much as it inspires. If she wanted to, she could probably expand the Valkyries' membership to five times its current numbers, only she prefers to work within small groups. Perhaps one day, the city's Legionnaires will find themselves under a single banner, one held high by the mysterious wetworker known only as Elite.

Real Name: Unknown

Other Aliases: Jennifer St. Claire, Nicole Cirocco, and Gwendolyn Pierce

Alignment: Anarchist

Attributes: I.Q.: 14, M.E.: 17, M.A.: 29, P.S.: 30, P.P.: 17, P.E.: 21, P.B.: 19, Spd: 40

Age: 30

Sex: Female

Height: 6 feet (1.83 m).

Weight: 170 lbs. (77 kg).

Experience Level: 8th

Hit Points: 67

S.D.C.: 142

Power Category: Special Training (Secret Operative).

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6



Bonuses: +2 to initiative, +4 to strike, +6 to parry, +6 to dodge, +15 to damage, +3 to pull punch, +4 to roll with punch/fall/impact, and +4 to disarm, 96% to trust/intimidate, 45% to charm/impress.

Saving Throws: +3 vs magic and poison, +12% vs coma/death, +1 versus psionics and insanity.

Other Combat Info: Punch: 1D4, Snap Kick: 1D6+15, Karate Kick: 2D4+15, Crescent Kick: 2D4+17, Roundhouse Kick: 3D6+15, Backward Sweep, All Jump Kicks, Leap Attack, Knockout/Stun on Natural 20, Critical Strike: 18-20.

Education Level and Skills: Special

Common and General Skills: Pilot Automobile (84%), Pilot Jet Pack (80%), Pilot Helicopter (80%), Basic Mathematics (95%), Speak Russian (98%), and Speak Chinese (+98%).

Military Program (Special): Boxing, Running, Climbing (+95%/85%), Military Etiquette (80%), Radio: Basic (98%).

Espionage Program: Intelligence (80%), Wilderness Survival (75%), Sniper, Escape Artist (80%), and Pick Locks (75%).

Rogue Program: Find Contraband (74%), Pick Pockets (80%), Seduction (61%), Streetwise (62%), Card Sharp (62%), Safecracking (58%).

Secondary Skills: Athletics (General), Body Building, Swimming (85%), SCUBA/Advanced Swimming (85%), Pilot: Motorcycle (88%), Prowl (60%), Pilot: Race Car (75%), Pilot: Water Scooters (85%), Pilot: Truck (68%), Computer Operation (75%), Computer Programming (65%), and T.V. & Video (53%).

Weapon Proficiencies: W.P. Pistol, W.P. Bolt-Action Rifle, W.P. Automatic & Semiautomatic Rifles, W.P. Sub-Machinegun, W.P. Heavy Weapons, and W.P. Energy Pistol.

Money: Elite's finances are unknown, but it is suspected she socked away quite a bit of cash during her earlier days as a freelance spy.

Weapons:

Laser Pulse Pistol: Range: 1,000 feet (305 m). Damage: 2D6 single shot, 6D6 three-shot burst. Rate of Fire: Single shot or three-shot burst. Payload: 24 shot E-Clip.

Laser Pulse Rifle: Range: 4,000 feet (1,219 m). Damage: 3D6 single shot, 1D4x10+10 three-shot burst. Rate of Fire: Single shot or three-shot burst. Payload: 24 shot E-Clip. Note: The E-Clips for Elite's pistol and rifle are interchangeable. Part of Elite's costume is a harness with pouches for 12 extra E-Clips

Micro-Grenades: Damage: 1D6x10. Blast Radius: 20 feet (6.1 m).

Conventional Weapons: Elite is believed to have a reserve stash of pistols, rifles, and weapons with ample ammunition for each. She also has two additional laser pulse pistols, one additional laser pulse rifle, and two generators for recharging E-Clips (along with \$50,000 in cash). All of this gear is her backup equipment; she does not lend this out to anybody.

Vehicles and Other Equipment:

Flexi-Steel Bodysuit: A.R.: 16. S.D.C.: 200. Note: She purchased this from Fabricators, Inc., knowing full well they are a criminal organization. However, she did it with a

wire transfer from a bank account she hacked into that belonged to a Fabricators front company, so the way she sees it, she merely swindled the bad guys out of some fancy technology. This suit is built into the underlayer of her costume and can not be removed separately.

Agrav Harness: Maximum Speed: 300 mph (482 km). S.D.C.: 45. Maximum Altitude: Unlimited. Maximum Weight Allowance: 500 lbs (227 kg). Note: Elite has built this very slender rig into her costume so it can not be removed separately. She special ordered this from Fabricators, Inc. as well, as part of the same deal through which she obtained her Flexi-Steel Bodysuit.

Special Motorcycle: Elite also ordered a conventional motorcycle fitted with numerous Fabricators, Inc. weapons installations and performance upgrades, but the vehicle has not yet arrived, leading her to think that perhaps the villainous inventors have noticed how she was paying for her equipment and cancelled her order. If they know, they may send a "repo-gang."

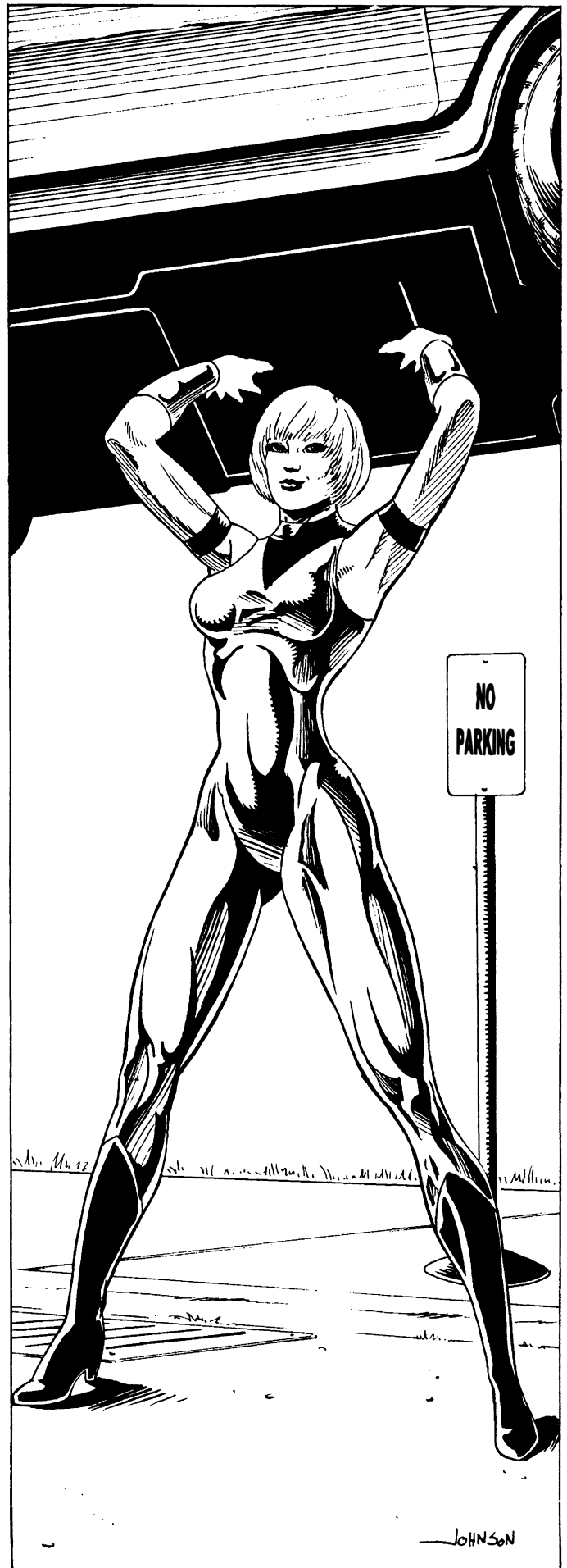
Additional Conventional Spygear: In addition to the gear mentioned above, Elite also has nearly \$125,000 in discretionary funds to acquire whatever other conventional hardware she needs. Whether she has already stocked herself with equipment or has yet to do this is left to the G.M.'s discretion.

Palladium

The youngest of three sisters, this native Los Angeline served as a police officer in the City of Angels for a few years before moving to Century Station and continuing her law enforcement work there. Within a few short years, she established herself as the city's top cop until a colorpunk ambush at an industrial metals depository laid her low. Riddled with bullets from a machinegunner who shot her, Darcy staggered back onto a block of pure Palladium, microscopic particles of which entered her bloodstream through her wounds. The element, when combined with some unknown agent in Darcy's genetic structure, changed in her body, unlocking incredible strength and powers. Miraculously, Darcy recovered from her wounds on the spot! She apprehended the punks who tried to kill her and returned to the stationhouse. Shortly afterward, she learned that the punks were hired by a ring of corrupt cops Darcy had blown the whistle on. Her dirty co-workers could not be connected to the contract they put out on Darcy, so they walked away from the incident free and clear. No dummy herself, Darcy took the hint, accepted a partial disability severance package, and resigned from the force.

Only she decided that if she was going to fight crime, she would do it her way, her style. Donning a silvery bodysuit with dark blue accents, and calling herself **Palladium**, she leapt into battle without a mask. She is a public hero for the entire city to see. Able to shrug off all but the most powerful attacks, she gladly takes on any CSPD or C-SWAT troops foolish enough to try to stop her.

Since teaming up with Elite and the other Valkyries, Palladium has assumed a second-in-command role with the group, letting her natural leadership skills shine, especially in times of crisis. Her team mates view her as the



bedrock of the team, utterly reliable under fire, and an endless source of strength and endurance — a true crusader against crime.

Real Name: Darcy Call

Occupation: Ex-Police Officer and vigilante hero.

Alignment: Scrupulous

Attributes: I.Q.: 14, M.E.: 18, M.A.: 20, P.S.: 38 (Supernatural) or 48 (Supernatural; Force Aura), P.P.: 20, P.E.: 22, P.B.: 17, Spd: 31.

Age: 30

Sex: Female

Height: 5 feet, 8 inches (1.73 m).

Weight: 150 lbs (68 kg).

Experience Level: 9th

Hit Points: 59 (67 Force Aura).

S.D.C.: 240 (540 Force Aura).

Power Category: Mega-Experiment.

Mega Powers: All common Mega-Powers, plus Tremendous P.S.

Achilles' Heel: Vulnerable to radioactivity and she requires constant exposure to the element palladium to retain her powers. If separated from palladium for more than 24 hours, she will slip into a coma! Once comatose, she will die in another 48 hours unless contact with the element is reestablished and maintained. To prevent this, she wears a palladium-alloy ring, metal armbands and stud earrings.

Major Super Abilities: Sonic Flight and Force Aura.

Combat Training: Hand to Hand: Expert

Number of Attacks: 7 (8 in Sonic Flight).

Bonuses: +4 to initiative, +5 to strike, +7 to parry, +7 to dodge, +23 to damage (+33 in Force Aura), +2 disarm, +4 to roll with punch/fall/impact (in Force Aura); +2 to pull punch, 60% to trust/intimidate, 35% to charm/impress.

In-Flight Bonuses: +6 to strike, +9 to parry, +13 to dodge,

Saving Throws: +1 vs magic, +2 vs possession, +2 vs Horror Factor, +1 vs psionic attack, and +2 vs insanity.

Other Combat Info: Restrained Punch: 3D6+23 (4D6+33 in Force Aura), Full Strength Punch: 6D6+23 (1D6x10+33 in Force Aura), Power Punch: 2D4x10 +23 (2D6x10 +33 in Force Aura), Kick: 4D6+23 (5D6+33 in Force Aura), Sonic Flying Punch: 1D4x10+23 (+33 in Force Aura) and 3D6 damage to self, Sonic Flying Body Block: 2D4x10+23 (+33 in force Aura) plus knock-down and lost initiative and 2 melee attacks; 5D6 damage to self. Tripping/Leg Hook, Backward Sweep, Death Blow (if desired): 16-20, Critical Strike: 18-20, Body Throw/Flip

Education Level and Skills: Trade School/On the Job Training.

Law Enforcement: Radio: Basic (98%), Criminal Science (90%), Law (General; 80%), Streetwise (67%), Intelligence (79%), Interrogation (95%), Detect Ambush (85%), Tracking (80%).

Secondary Skills: Athletics (General), Body Building, Prowl (65%), Computer Operation (80%), First Aid (85%), Photography (75%), Research (90%), Swimming (90%), Running, Recognize Weapon Quality (65%), T.V. & Video (57%), Computer Programming (70%), and Writing (65%).

Weapon Proficiencies: W.P. Pistol and W.P. Paired Weapons.

Money: Darcy was receiving a modest pension from her early retirement from police work, until she began her career as a vigilante. The authorities cut off her pension and she is a wanted fugitive. However, most honest law officers look the other way and never make any attempts to arrest her.

She supports herself with the help of the other Valkyries and from loot "confiscated" from criminals. Darcy doesn't own a vehicle, but doesn't feel she needs one, either. She enjoys her tiny apartment and spartan belongings, because she feels a lavish lifestyle would distract her from her real work as a hero.

Weapons: None.

Vehicles and Other Equipment: None. She uses Sonic Flight to get to places, and her Force Aura provides a Natural A.R. of 14 so she wears no armor.

Bombshell

Miranda Ukembe was born and raised in the coastal African nation of Ghana, moved to London to study atomic science and then moved to Century City to work for Project Daedalus. Miranda is not exactly sure how her powers came to her, but she is fairly certain it had something to do with her constant exposure to experimental energy generators while working in the Daedalus Center. Keeping her day job as a nuclear scientist, she superheroes at night and during emergencies, happily leading a very busy double life. While she had always been an attractive woman, her looks improved substantially once her powers came to be. In a fit of whimsy, Palladium dubbed her "Bombshell" in tribute to her statuesque physique and her energy expulsion powers. Although Miranda agreed to the name, it is one she never would have come up with for herself, being rather shy.

Aside from her considerable powers, Bombshell is also the team's resident genius, whose brainpower is put to work whenever the team has some kind of scientific riddle before them.

Bombshell has been offered numerous opportunities to become a "supermodel," but she has turned them all down. As beautiful and graceful as she is, she thinks that spending her life being photographed would be a gross waste of her abilities. Her extremely high public approval has made her a beloved role model for young African-American girls in the city, despite her technical status as an outlaw vigilante.

Real Name: Miranda Ukembe

Occupation: Quantum Physicist and vigilante hero.

Alignment: Scrupulous

Attributes: I.Q.: 22, M.E.: 13, M.A.: 15, P.S.: 17, P.P.: 19, P.E.: 13, P.B.: 28, Spd: 27.

Age: 32

Sex: Female

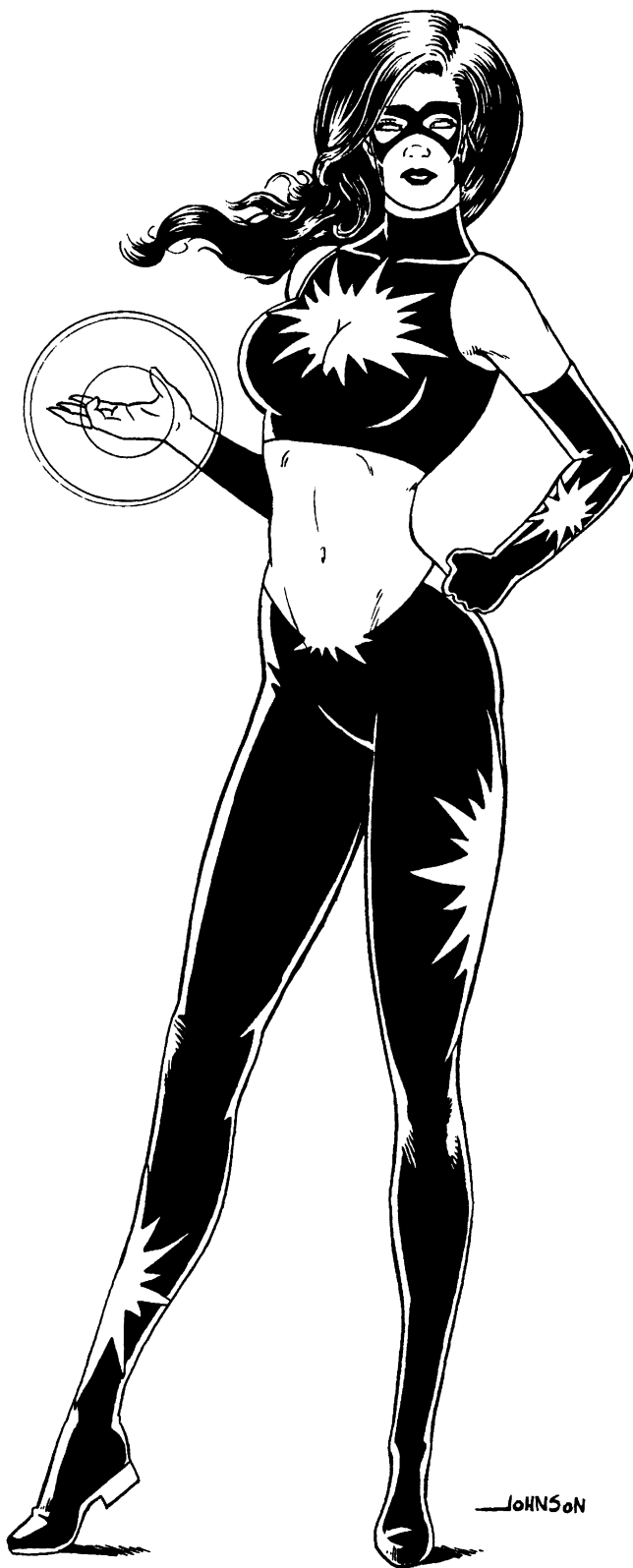
Height: 6 feet, 2 inches (1.85 m).

Weight: 150 lbs (68 kg).

Experience Level: 8th

Hit Points: 45

S.D.C.: 60



Power Category: Experiment.

Major Super Abilities: Create Force Field (26 minute duration, up to 120 sq. feet/36 sq. meters in size), Super Energy Expulsion (Range: 760 feet/232 m, +3 to strike aimed, +1 to strike wild).

Combat Training: Hand to Hand: Expert

Number of Attacks: 5

Bonuses: +2 to initiative, +4 to strike, +6 to parry, +6 to dodge, +2 to damage, +4 to roll with punch/fall/impact, +2 to pull punch, and +2 to disarm, 86% to charm/impress.

Other Combat Info: Punch: 1D4+1, Snap Kick: 1D6+1, Karate Kick: 2D4+1, Roundhouse Kick: 3D6+1, Regular Energy Blast: 1D6x10+6, Super Energy Blast (uses 4 melee attacks): 2D6x10+15 (max. non-critical damage: 138 S.D.C.)

Education Level and Skills: Ph.D.

Science Program: Computer Operations (98%), Advanced Mathematics (98%), Chemistry (98%), Chemistry (Analytical; 94%), Astrophysics (98%), and Biology (98%).

Communications Program: Basic Electronics (98%), Radio: Basic (98%), Radio: Scrambler (98%), T.V. & Video (87%), and Read Sensory Equipment (98%).

Technical Program: Speak/Literacy: French (98%), Speak/Literacy: Dutch (98%), Speak/Literacy: English (98%), and Speak/Literacy: Akan (Ethnic Ghanaian) (98%).

Secondary Skills (includes +8% I.Q. Bonus): Athletics (General), Body Building, Climbing (83%/73%), Swimming (93%), Running, Prowl (68%), SCUBA/Advanced Swimming (93%), and Sing (78%).

Money: Miranda makes roughly \$75,000 annually as a freelance research scientist working for firms in the Dream Garden and elsewhere in the city.

Weapons: None.

Vehicles and Other Equipment: None.

Avatar

Avatar is the superhero alter-ego of Priya Singh, an Indian expatriate currently living in Century Station. Priya left her homeland in the Kashmir region (a much disputed zone of the Himalayas between India and Pakistan) because she grew tired of the intermittent fighting there, and chose to join the rest of her family in the U.S. There she enlisted in the U.S. Army, specializing in field intelligence. After a tour of duty and seeing action in Desert Storm, Priya retired from military service and began her own private security firm in Century Station, providing bodyguard services to the rich and famous. The business primarily consists of herself and three or four army buddies she keeps on staff, and is renowned for being very good and very low key. In many ways, Priya's "day job" offers her the same kind of excitement that being a superhero does, only it's actually a bit more dangerous because she can't use her super powers to protect herself in dangerous situations. Not as long as she wishes to maintain her secret identity, that is.

As a Valkyrie, Avatar is the group's deadly hand to hand specialist, using her armor and body weapon powers to get in close to opponents and rip them to pieces. While killing is frowned upon by Elite and Palladium, mauling bad guys is okay, and something Avatar takes to with a special kind of skill and delight. Those who have faced her often have nasty scars or sliced up weapons and equipment to show for it, which explains the special kind of reverence most punks and low-powered supervillains have for her.

Although she is one of the rougher fighters of the group, Avatar is not a hothead, and takes well to being a team player. She loves being a part of the Valkyries, and



enjoys the opportunities it affords her to make her own mark on the city which she has come to call home.

Real Name: Priya Singh

Occupation: Security Specialist and crimefighter.

Alignment: Anarchist (with leanings toward Unprincipled).

Attributes: I.Q.: 13, M.E.: 19, M.A.: 20, P.S.: 43, P.P.: 17, P.E.: 23, P.B.: 13, Spd: 21.

Age: 24

Sex: Female

Height: 5 feet, 6 inches (1.7 m).

Weight: 125 lbs (57 kg).

Experience Level: 7th

Hit Points: 60

S.D.C.: 105 (445 when in Bio-Armor).

Power Category: Mutant

Unusual Characteristics: Ambidextrous

Major Super Abilities: Bio-Armor (This adds an additional +1D6 to her hand to hand damage on top of her extra Body Weapons Damage).

Minor Super Abilities: Body Weapons; typically adds +3D6 or +4D4 to physical attacks, depending on how she manifests them. Avatar favors growing claws from her hands and feet, or sprouting wavy sword-like blades from her wrists. Superhuman P.S., Healing Factor.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 7

Bonuses: +3 to initiative, +3 to strike, +7 to parry, +6 to dodge, +28 to damage, and +6 to disarm, +9 to roll with punch/fall, +3 to pull punch.

Saving Throws: +7 vs magic and poisons, +5 vs psionic attack, +2 vs insanity, and +36% vs coma/death.

Other Combat Info: Punch: 1D4+28, Karate Kick: 2D4+28, Wheel Kick: 2D6+28, Axe Kick: 2D6+28, Roundhouse Kick: 3D6+28, All Jump Kicks, Critical Strike: 18-20, Half damage from fire and cold, Pin/Incapacitate: 18-20, Crush/Squeeze (If Avatar were more

bloodthirsty, she would crush opponents and then sprout her Body Weapons into them while they were helpless.)

Education Level and Skills: Military Specialist

Basic Military Program: Running, Climbing (90%/80%), Military Etiquette (85%), and Radio: Basic (95%).

Espionage Program: Detect Ambush (80%), Intelligence (76%), Wilderness Survival (95%), and Tracking (75%).

Espionage Program: Prowl (70%), Detect Concealment (70%), Escape Artist (80%), and Interrogation (85%).

Physical Program: Acrobatics, Gymnastics, Boxing, Wrestling.

Weapon Proficiencies: W.P. Rifle, W.P. Pistol, W.P. Sword (+3 to strike and parry), W.P. Chain (+2 to strike, +1 to parry), W.P. Knife (+2 to strike, parry and throw), W.P. Paired Weapons (all).

Secondary Skills of Note: Pilot Motorcycle (84%), Pilot Automobile (70%), and Swimming (85%).

Money: Priya Singh was honorably discharged from the U.S. Army and enjoys a modest pension from her military service. She supplements that as a freelance security expert and bodyguard in Century Station. Ever since foiling an assault on a popular movie star last year, she has become quite popular for the city's movers and shakers to hire (under the table). Her striking appearance and distinctive dress make her easily identifiable in a crowd, which only works to her advantage in her line of work. If Priya did not value her secret identity so much, she would seriously consider going public and using her super abilities in her "day job."

Weapons: As a bodyguard or security expert, Priya Singh sometimes carries a Beretta 9 mm pistol and a small .25 Colt on her. As a superhuman, her Body Weapons are all she needs.

Vehicles and Other Equipment: Avatar's formidable Bio-Armor provides her with all the protection she requires (A.R.: 16).



Heartbreaker

Every team of superheroes has their loose cannon, and Heartbreakers is the Valkyries'. A wild child with a criminal past (mostly petty punk stuff), and also a CHIMERA wash-out (she had briefly worked with The Centurions before quitting because she hated all the rules), Heartbreaker likes to live fast, work hard and play harder. She is never happier than when prowling around the city looking for creeps and crooks to slap around or kicking back in a bar after a particularly good night of crimefighting. Her past is murky at best; clearly it involved an unhappy childhood and a broken home, but beyond that, she won't give any details. Her teammates figure that her miserable youth in the city's various Dreadzones is probably what made her the impulsive daredevil she is today.

As civilian Alyssa Garsen, Heartbreaker manages a "reality fighting" self-defense center where for \$50 a month, students can get a two hour course in street fighting up to five nights a week. Running the center was Elite's idea, since Alyssa needed something to give her life order, direction and to get her to accept a little responsibility. While she never had a problem accepting orders from Elite and Palladium, her recklessness is seen as a danger to the rest of the team, and something has to be done to curb it. So far, Elite's plan has worked out fairly well, since Alyssa realizes that if she imparts her never-say-die mentality on her students, she will only encourage them to seek out dangerous situations that they really can not handle.

When working with the Valkyries, Heartbreaker likes sticking by *Avatar*, whose hand to hand fighting style complements hers nicely. Together, these heroes are an unbeatable pair in open combat, as many a defeated villain have discovered the hard way.

Real Name: Alyssa Garsen

Occupation: Part-time "reality fighting" instructor, superheroine.

Alignment: Anarchist

Attributes: I.Q.: 13, M.E.: 12, M.A.: 12, P.S.: 21, P.P.: 24, P.E.: 18, P.B.: 28, Spd: 46.

Age: 21

Sex: Female

Height: 5 feet, 10 inches (1.79 m).

Weight: 160 lbs (73 kg).

Experience Level: 5th

Hit Points: 43

S.D.C.: 70

Power Category: Mutant

Unusual Characteristics: Alyssa has naturally streaked bluish-green hair with twin shocks of pink up front. She also has unusually large eyes. Together, they lend her an anime-style appearance, something which many younger men find all the more attractive about her. In fact, Alyssa has been approached by modeling agents more times than she cares to recall, many of whom think her unique look would seriously change modeling styles.

Major Super Abilities: Natural Combat Ability.

Minor Super Abilities: Power Channeling, Extraordinary P.P., and Extraordinary P.B.

Combat Training: Hand to Hand: Special

Number of Attacks: 8

Bonuses: +4 to initiative, +5 to strike, +6 to parry, +10 to dodge and auto dodge, +7 to damage, +3 to disarm, +4 to pull punch, +8 to roll with punch/fall/impact, 86% to charm/impress.

Saving Throws: +3 vs Horror Factor, +1 vs possession, +2 vs magic and poison, and +6% vs coma/death.

Other Combat Info: Body Tackle: 1D6+5D4+5, Head Butt: 3D6+5, Judo Flip: 1D4+5 (plus lose initiative and two melee attacks), Punch: 6D6+5, Power Punch: (6D6+5)x2 (counts as four melee attacks), Kick: 7D6+5, Power Kick: (7D6+5)x2 (counts as all melee attacks for the round), Knockout/Stun: 19-20, Backflip: 82%, Maintain Balance: 80%.

Education Level and Skills: Street Schooled

Scholastic Skills: Streetwise (50%), Prowl (70%), Seduction (42%), Pick Locks (50%), Pick Pockets (55%), Dance (60%), Literacy (50%), Photography (55%), Gymnastics, and Acrobatics.

Secondary Skills: Athletics (General), Body Building, Climbing (90%/80%), Running, Swimming (70%), Writing (45%), First Aid (65%), Radio: Basic (65%).

Weapon Proficiencies: W.P. Knife (+2 to strike, parry, and throw), and W.P. Paired Weapons (all).

Money: Alyssa earns a few hundred dollars each month as a part-time "reality fighting" instructor at a local dojo. Mostly, she does it to keep active when not fighting crime.

Weapons: Heartbreaker does not carry any weapons, but during a fight she will gladly pick up whatever is available and use them to her enemies' disadvantage.

Vehicles and Other Equipment: Wrist Grapnels: These miniature spike and towline devices fit on the back of each of Heartbreaker's wrists. She uses them to swing across town and to hook bad guys every once in a while. The grapnels can shoot as far as 300 feet (91.5 m) on their internal spools of super-thin high-test line (capable of supporting up to 1,000 lbs (454 kg)). The grapnel hooks themselves do only 1D4 damage and are not intended as weapons.

Earth Angel

As college student Sandra Durant was driving home one evening, she lost control of her car and crashed into a tree. Mortally injured, she hovered on the edge of death when she was visited by a supernatural entity that introduced itself as a fallen warrior from a celestial dimension, who was being punished for her lack of humility. For her transgression, she had to wander the mortal world, battling tyranny, cruelty and injustice wherever she could find it. But without a mortal body, there was little she could do.

The warrior offered Sandra the opportunity to let her disembodied essence inhabit her body, taking it over and using it for her eternal war of righteousness. Thus, Sandra would live, but her mind and her memories would merge with the alien being that would save her. Their minds and spirits would become one, and neither Sandra nor the alien warrior would ever be themselves wholly again. Fearful of death, Sandra agreed, and let the alien take over her body. Working amazing magicks, the alien extri-



cated Sandra's body from the wrecked car and as the two came together, the process magically healed the girl's terrible injuries — giving her a second chance at life, and the alien who saved her a second chance at the duties she owed to a higher power.

As the **Earth Angel**, Sandra left college and returned to her hometown of Century Station. Here she found herself almost mystically drawn to areas of trouble, where supervillains committed terrible crimes in the light of day and where at night the streets turned into savage fields of anarchy. This she would not stand, and drawing upon her mystical powers, Earth Angel declared war on the streets of Century Station. Gathering a pair of mystic weapons mysteriously left behind for her in a buried chest sunken off Iron Beach, she fights a never-ending battle for the prospect of a brighter tomorrow.

That Earth Angel joined the Valkyries was pure happenstance, since she and the group accidentally crossed paths once while tracking down the same villains. Not ones to fight other heroes unnecessarily, the Valkyries suggested Earth Angel hop on board for a while, which she did. The arrangement worked out well, as her teammates helped give her the human companionship that the mortal part of her still needs, as well as the crusading companionship that her mysterious angelic side desires.

Real Name: Sandra Durant

Occupation: Vigilante hero.

Alignment: Scrupulous

Attributes: I.Q.: 14, M.E.: 15, M.A.: 12, P.S.: 28, P.P.: 9, P.E.: 20, P.B.: 14, Spd: 16.

Age: 410

Sex: Female

Height: 6 feet (1.83 m.).

Weight: 175 lbs (79.5 kg).

Experience Level: 5th

Hit Points: 45

S.D.C.: 65

P.P.E.: 98

Power Category: Alien Mystic (Wizard)

Alien Abilities: Feathered Wings (Flying Speed: 84)

Wizard Abilities: Astral Projection, Familiar Link, Sense Enchantment, Sense Supernatural Evil, Sense Magic, and Magical Lore and Knowledge.

Spell Knowledge: Blinding Flash, Decipher Magic, Globe of Daylight, See the Invisible, Extinguish Fire, Fear/Horror Factor, Mystic Alarm, Turn Dead, Armor of Ithan, Breathe without Air, Impervious to Cold, Impervious to Fire, Invisibility: Simple, Negate Toxin, Paralysis: Lesser, Carpet of Adhesion, Energy Field, Magic Net, Multiple Image, Swim as a Fish, Circle of Flame, Heal Wounds, Call Lightning, Fire Ball, Fire Fist, Magic Pigeon, Constrain Supernatural Being, Dispel Magical Barriers, Negate Magic Shield, and Wisps of Confusion.

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 6 hand to hand or two by magic.

Bonuses: +2 to initiative, +5 to strike, +6 to parry, +6 to dodge, +13 to damage, +6 to roll with punch/fall/impact, +3 to pull punch, and +2 to disarm.

Saving Throws: +3 vs magic and poison, +2 vs Horror Factor, and +1 vs possession, +10% versus coma/death.

Other Combat Info: Punch: 1D4+13, Karate Kick: 2D4+13, Axe Kick: 2D6+13, Backward Sweep, Tripping/Leg Hook, and All Jump Kicks.

Education Level and Skills: General Studies (Alien).

Scholastic Skills: Pilot Jet Aircraft (66%), First Aid (75%), Body Building, Boxing, Wrestling, and Athletics (General).

Secondary Skills: Holistic Medicine (40%), Track Animals (40%), Skin & Prepare Animal Hides (50%), Preserve Food (45%), and Identify Plants & Fruits (45%).

Weapon Proficiencies: W.P. Sword (+3 to strike, +2 to parry, +1 to throw), W.P. Spear (+3 to strike, +3 to parry, +1 to throw), W.P. Shield (+2 to parry, +1 to strike), W.P. Chain (+2 to strike, +1 to parry), W.P. Pole Arms (+2 to strike, +2 to parry, +2 to dodge, +1 to damage), and W.P. Paired Weapons (all).

Money: Earth Angel does not recognize the significance of money, for it is an alien concept in her home dimension. Having no real need for food or worldly belongings, she devotes herself solely to the pursuit of justice.

Weapons: Earth Angel fights with a pair of magical weapons. The first is a magical sword named **Gadleron** that inflicts 1D4x10+23 (including P.S. bonus) per strike. She also fights with a magical shield named **Ciserce** that seems indestructible and confers an additional +4 to parry, and can be used as a bashing weapon for 1D6+23 (including P.S. bonus). In addition, Ciserce can be thrown up to 100 feet (30.5 m) away, and will return automatically to its owner's hand after hitting or missing its target. Earth Angel was given these items long ago by a grateful overlord who rewarded her constant and valorous service. Note that she uses these items as paired weapons, and gains the bonuses that skill provides.

Vehicles and Other Equipment: None; flies.

The Iron Brigade

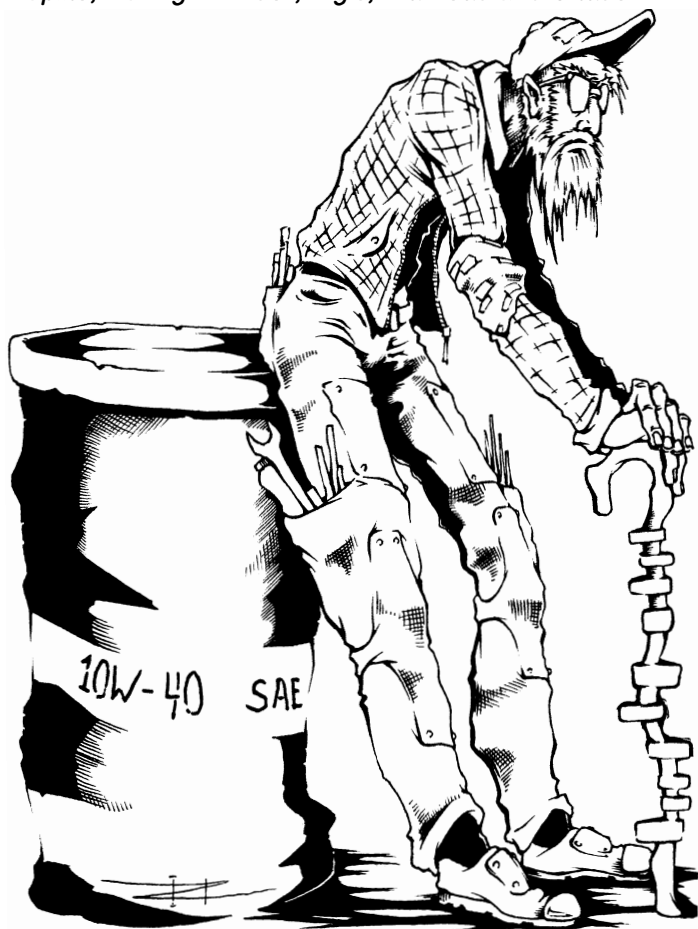
Founded by the retired gadgeteer hero, **Mr. Fixit**, the Iron Brigade is a team of young power armor pilots who have built special suits of combat armor for the purpose of fighting crime. The suits used by the Brigade are largely of Mr. Fixit's design, for he hopes one day to mass produce them, but to what end exactly remains to be seen.

The Brigade is headquartered in a mammoth hangar and aerospace production facility deep in the *Iron Beach* section of town. It is perilously close to the dreaded *Labyrinth subdistrict*, where the worst crime in the city can be found. Mr. Fixit set up his operations here because the police do not generally patrol this part of town, making it much easier for his oversized exoskeletons to enter and leave the facility unnoticed.

Mr. Fixit funds this operation with his personal bank account and the incredibly large royalty checks he gets every month from his various supertech patents from back in Century Station's heyday. He disapproves of the Cavaliers for lacking the guts to fight crime the way he thinks it needs to be fought, but he also dismisses most Legion-

naires as trigger-happy yahoos. The point of the Iron Brigade, aside from cleaning up the city, is to introduce a "new style of hero" to the mix, one that plays hardball, but knows when not to go overboard. Heroes who know when to obey the rules, when to bend them, and when to break them. Heroes who know that this city is in the fight of its life, and if it loses Operation Overlord, it is gone for good. To prevent that from happening, some good people are going to have to lay their lives on the line. Enter the Iron Brigade.

The Brigade consists of five units, each piloted by a young and fairly wet-behind-the-ears robot jock. They are: *Hoplite*, *Rolling Thunder*, *Aegis*, *Warhead* and *Citadel*.



Mr. Fixit

Salty and gruff, this experienced old-timer is quick with a stern word, and slow on compliments or apologies. He did not always used to be like this, but seeing his hometown fall so low has put him in a permanent bad mood. The aggravation of working with "kids" is also not helping. At first, he figured working with fresh youngsters was the way to go, and while it has worked out well for the most part, there still are times when after going over the same rudimentary operational procedures again and again (well, rudimentary to *him*, maybe), he feels like putting his head through a wall.

Still, Mr. Fixit respects the noble bravery of his proteges (with the exception of Citadel, who is becoming quite a little creep), and the enthusiasm of his students has actually rekindled his own sense of wonder and hope. Hope that maybe, just maybe, all of their hard work really is making

a difference. Of course, Mr. Fixit would never let on about this. After being an old grump to them since Day One, it just wouldn't be right if he softened up on them now.

Originally, Mr. Fixit was Principled but underwent a gradual alignment shift down to Scrupulous and then Unprincipled. Since founding the Iron Brigade, he has since gone back up to Scrupulous. Physically, he is an unremarkable, scruffy, white-haired old codger. His face is wrinkled, and he is always seen wearing a pair of reading eyeglasses, often perched on top of his head.

Mr. Fixit

Real Name: Guiseppi Marcon

Occupation: Inventor, crimefighter, and new school mentor.

Alignment: Scrupulous

Attributes: I.Q.: 25, M.E.: 23, M.A.: 11, P.S.: 10, P.P.: 9, P.E.: 16, P.B.: 16, Spd: 5.

Age: 81

Sex: Male

Height: 5 feet, 9 inches (1.75 m).

Weight: 110 lbs (50 kg).

Experience Level: 11th

Hit Points: 59

S.D.C.: 30

Power Category: Hardware: Analytical Genius.

Special Skills: Analyze & Operate Devices (113%), Build & Modify Armor (113%), Communications: Electronic Countermeasures (Jamming) (105%).

Combat Training: Hand to Hand: None! Mr. Fixit's combat skills are long gone due to his advanced age and his lengthy retirement from actual crimefighting.

Number of Attacks: 2

Bonuses: 30% to Charm/Impress, +1 versus magic, +4% versus coma/death, +4 versus psionics, +6 versus insanity.

Other Combat Info: Punch: 1D4

Education Level and Skills: Special

Scholastic Skills: Electrical Engineer (98%), Mechanical Engineer (98%), Weapons Engineer (96%), Robot Mechanics (98%), Robot Electronics (98%), Radio: Basic (98%), Read Sensory Equipment (98%), Chemistry (98%), Chemistry: Analytical (98%), Computer Operation (98%), Computer Programming (96%), Computer Repair (96%), Astrophysics (98%), Art (98%), Anthropology (91%), Biology (98%), Paramedic (98%), Intelligence (93%), Research (98%), Advanced Mathematics (98%).

Communications Program: T.V./Video (98%), Cryptography (98%), Laser (Communications) (98%), Radio: Satellite (98%), Radio: Scrambler (98%), and Surveillance Systems (98%).

Secondary Skills: Astronomy (86%), Recognize Weapon Quality (86%), Card Sharp (plays a wicked hand of Canasta) (76%), Palming (81%), Seduction (the old codger's still got his mojo working after all these years!) (66%), Streetwise (71%), Speak/Literacy: English (98%), Speak/Literacy: Italian (98%), Speak/Literacy Basque (98%), Speak/Literacy: French (98%), Speak/Literacy: Spanish (98%), Speak/Literacy: Russian (98%) (Note: Marcon learned Russian just so he could read all the great works of Russian literature without losing anything in the translation. After he read all the heavyweights, his only re-

view was, "You know, they're even more boring in Russian!").

Money: For years, Mr. Fixit has been making millions of dollars on his dozens of patent royalties ranging from toothpaste to nuclear compressors. Nearly all of this money is routed through Swiss bank accounts so their expenditures can not be traced to him. Much of it has been secretly spent on his Iron Brigade and he is still rumored to be worth \$1.9. billion.

Weapons: None personally. Of course, his workshop is one of the most heavily armed buildings in the city, and he can use a pistol in a pinch (+4 to strike).

Vehicles and Other Equipment: Mr. Fixit has an incredible arsenal of old weapons, armor and equipment he used to use during his younger days. Much of this hardware has been dismantled for scrap, but the designs are sound, and he still has the plans for most of his inventions somewhere in his workshop. Among them are the schematics and chassis for a number of super-vehicles, a homegrown supercomputer (largely obsolete now) with the wireless equivalent of what would now be considered a "T6" line, and trick handguns of every kind.

Hoplite

Jack Angstrom left his hometown of Sitka, Alaska, to come to Century Station so that he might fulfil his lifelong ambition of being a robot jock. When he arrived, he was accepted into the CSPD training program, and fast tracked into robot piloting school. When he graduated, he found himself inside a vaunted Juggerman Cybersystem, ready to rock and roll. However, he soon grew disgusted with CHIMERA's handling of things, and how they seemed to always tie the hands of the police with red tape. Before he had been on the force a year, Jack quit over his constant bickering with CHIMERA liaisons and decided to continue his crimefighting career elsewhere. He tracked down Guiseppi Marcon, a.k.a. Mr. Fixit, and over a few months time, persuaded the old coot to dust off his spectacles and get back to building robots — and so The Iron Brigade was born. Since then, Jack has been the field leader of the group, and is developing into a hero with a strong heart, sharp mind, keen sense of justice, and true commitment.

Real Name: Jack Angstrom

Occupation: Test pilot and power armored crimefighter.

Alignment: Scrupulous

Attributes: I.Q.: 19, M.E.: 15, M.A.: 16, P.S.: 14, P.P.: 18, P.E.: 14, P.B.: 13, Spd: 12.

Age: 23

Sex: Male

Height: 5 feet, 11 inches (1.8 m).

Weight: 150 lbs (68 kg).

Experience Level: 4th

Hit Points: 30

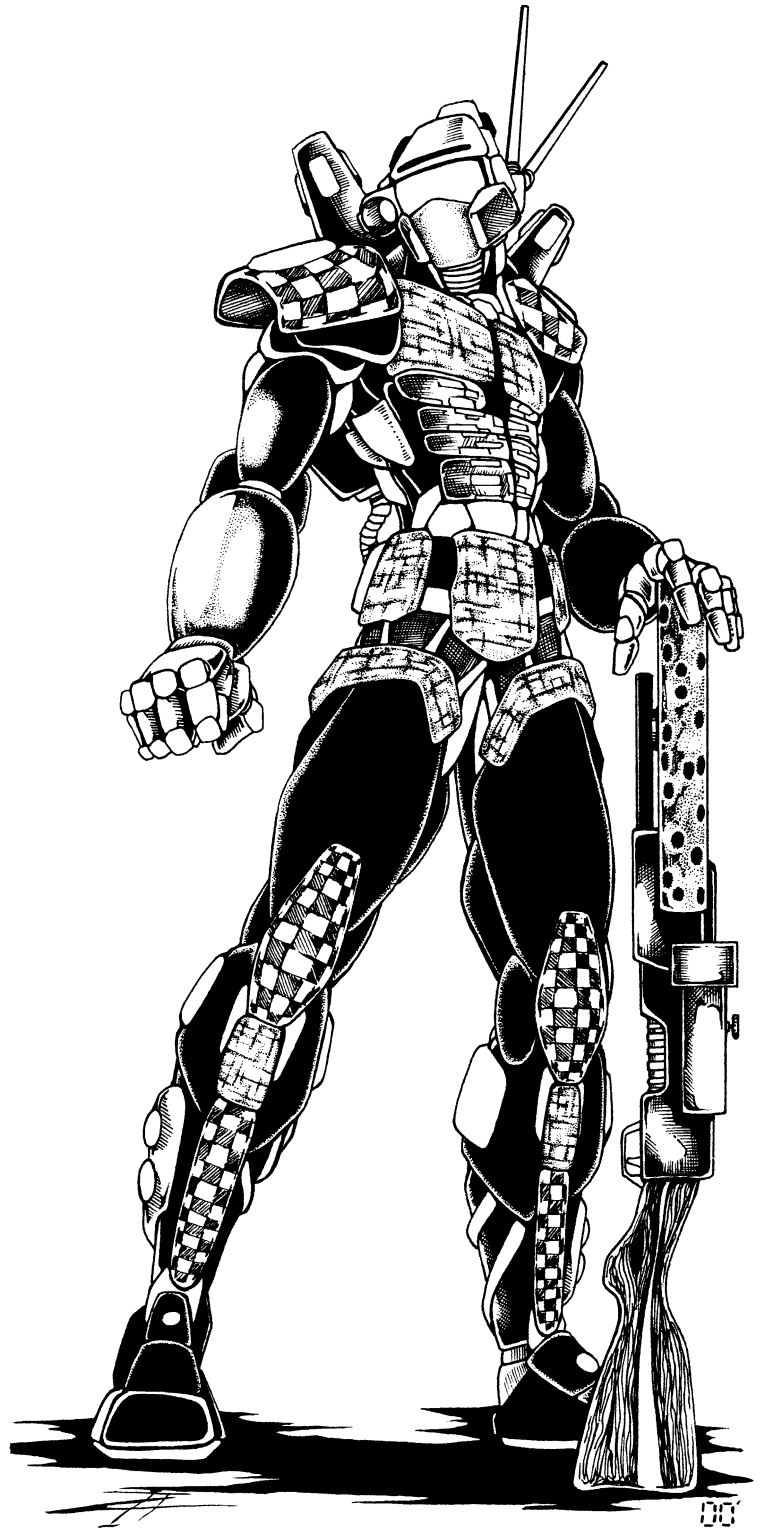
S.D.C.: 40

Power Category: Robot (Exoskeleton).

Special Skills: Pilot Robot Vehicles (81%).

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 5 (7 in Hoplite power armor).



Bonuses: +2 to initiative, +4 to strike, +5 to parry, +5 to dodge, +3 to roll with punch/fall/impact, and +3 to pull punch, 40% to trust/intimidate.

Other Combat Info: Punch: 1D4, Snap Kick: 1D6, Karate Kick: 2D4, Crescent Kick: 2D4+2, Axe Kick: 2D6, and Roundhouse Kick: 3D6.

Education Level and Skills: Special

Computer Program: Basic Electronics (60%), Computer Operations (70%/60%), Computer Programming, Computer Repair.

Pilot: Advanced: Navigation (65%), Read Sensory Equipment (65%), Pilot: Airplane (82%), Pilot: Truck (72%), Pilot: Jet Pack (74%), Weapon Systems (75%).

Robot Program: Robot Electronics (80%), Robot Mechanics (80%)

Secondary Skills of Note (+10%): Basic Mechanics (60%), Auto Mechanics (55%), Radio: Basic (75%), First Aid (75%), Recognize Weapon Quality(55%), Prowl (55%), and Climbing (70%).

Money: Like the rest of the Iron Brigade, Mr. Fixit pays Hoplite a modest salary.

Weapons: None other than his power armor.

Vehicles and Other Equipment: Aside from his armor, he also owns a beaten up aircar and a secondhand motorcycle.

X-19 "Hoplite" Power Armor

Type: Exoskeleton

Body Frame: Basic Humanoid (Reinforced).

Dimensions: 7 feet, 8 inches (2.3 m), 600 lbs (272.4 kg).

Power Supply: Super-Solar Engine.

Legs: Basic Humanoid (Speed: 60).

Propulsion Systems: Hover System Jet Pack (Speed: 100 mph/160 km, Altitude: 500 feet/152.5 m).

Arms & Hands: Basic Human (Supernatural P.S.: 31).

Audio Systems: Advanced Audio System.

Optics: Advanced Robot Optics System, Targeting Sight, Thermo-Imager, and Video Receiver & Transmitter.

Sensors: Bio-Scan, Combat Computer, Motion Detector & Warning System, and Micro-Radar.

Weapons:

Heavy Laser: Range: 2,000 feet (610 m). Damage: 6D6+10. Attacks per melee: 6 maximum. 100 shots every 24 hours.

Other Combat Information: Restrained Punch: 2D6+17, Full Strength Punch: 5D6+15, Power Punch: 1D4x10+15, Snap Kick: 6D6+15, Karate Kick: 1D4x10+15, Crescent Kick: 1D4x10+20, Roundhouse Kick: 1D6x10+15

Armor Rating (A.R.): 15

S.D.C.: 500

Pilot-Oriented Systems: Telemental Helmet, Radiation Shielding, Underwater Capability, and Pressurized Cabin.

Miscellaneous: +2 attacks per melee due to automated reflexes and enhanced speed drivers.

Cumulative Robot Bonuses (In addition to any pilot bonuses): +6 to initiative, +2 to strike with all weapons systems, +4 to parry, and +3 to dodge.

Total Cost: \$10.3 Million.

Rolling Thunder

Kaitlin Warchowski had always been something of a tomboy and a grease monkey, just like her mom and her sisters. (Her dad, a professor of English literature for a local college, knew nothing about machines.) While her sisters moved on to successful careers in the military or private industry, Kaitlin wanted to stay home in Century Station and join the police force as a robot jock. When she graduated from the Police Academy, she was assigned a

Juggerman Cybersystem, the mightiest robotic weapon in the city's arsenal. However, her superior officer, a coward and a sexist, feared Kaitlin's bravery on the street would soon make her a senior officer, so he arranged for her to be assigned to a faulty Juggerman with serious fire control defects. On her next patrol, the system malfunctioned and her weapons systems started triggering automatically at anything that moved. By the time her weapons ran dry and the unit itself was disabled by her partners, 10 civilians lay dead, and over \$3 million in property damage littered the streets.

Kaitlin avoided criminal charges, but was dishonorably discharged for the incident, again, thanks to a frame-up courtesy of her sleazy commander. Disgraced and robbed of her dream of law enforcement, Kaitlin was heartbroken. However, she soon received a call from Mr. Fixit, who knew a bad rap when he saw one, and offered her a position on his newly founded team.

The young woman serves as the heavy weapons expert for the Iron Brigade, as well as a lot of the tech support for the other units. She provides the group with major fire suppression when they need it, but otherwise, she hangs back until called for because her robot causes so much collateral damage.

Kaitlin gets along well with her teammates except for Citadel, who is fast alienating the entire team. She resents *Jack Angstrom's* (Hoplite) high and mighty attitude sometimes, but she resents his voluntary resignation from the CSPD more than anything else. To her, he gave up something she would love to have back, and it rubs a lot of salt in her wounds. It does not help that Jack is clearly falling in love with her, which bothers her all the more. Despite this, Jack's honest charm and persistence are beginning to soften Kaitlin's heart, and she finds herself warming to his advances. In time, the two will most likely develop a deep and fulfilling romance. How this might affect the team dynamics remains to be seen.

Real Name: Warchowski

Occupation: Robot mechanic, giant robot pilot and crimefighter.

Alignment: Scrupulous

Attributes: I.Q.: 19, M.E.: 20, M.A.: 13, P.S.: 13, P.P.: 17, P.E.: 15, P.B.: 16, Spd: 14.

Age: 22

Sex: Female

Height: 5 feet, 7 inches (1.69 m).

Weight: 125 lbs (57 kg).

Experience Level: 4th

Hit Points: 30

S.D.C.: 35

Power Category: Robot (Exoskeleton).

Special Skills: Pilot Robot Vehicles (81%).

Combat Training: Hand to Hand: Expert.

Number of Attacks: 5 (6 in Rolling Thunder power armor).

Bonuses: +1 to initiative, +3 to strike, +4 to parry, +4 to dodge, +2 to roll with punch/fall/impact, and +2 to pull punch, 30% to charm/impress.

Saving Throws: +3 vs psionic attack and insanity.

Other Combat Info: Punch: 1D4, Snap Kick: 1D6, Karate Kick: 2D4.



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Education Level and Skills: Special.

Computer Program: Basic Electronics (60%), Computer Operation (70%), Computer Programming (60%), and Computer Repairs (55%).

Advanced Pilot Program: Navigation (80%), Weapon Systems (70%), Pilot: Motorcycle (87%), Pilot: Race Car (79%), Pilot: Tank/APC (63%), and Pilot: Jet Pack (69%).

Vehicular Mechanics Program: Automotive Mechanics (70%), Aircraft Mechanics (70%), and Weapons Engineer (70%).

Secondary Skills (+5%): Advanced Mathematics (70%), Radio: Basic (70%), Recognize Weapon Quality (50%), Card Sharp (46%), Palming (45%), Seduction (39%), Streetwise (42%), and First Aid (70%).

Money: Like the rest of the Iron Brigade, Mr. Fixit pays Rolling Thunder a modest salary.

Weapons: None, other than her power armor.

Vehicles and Other Equipment: A 5-year-old jeep.

X-93 "Rolling Thunder"

Mobile Fire Suppression Unit

Type: Robot Vehicle.

Body Frame: Large Humanoid (Reinforced).

Dimensions: 24 feet (7.32 m) tall, 8 feet (2.4 m) wide.

Power Supply: Super-Solar Engine.

Legs: Large Humanoid (Speed: 60).

Propulsion Systems: None

Arms & Hands: Large Humanoid (Supernatural P.S.: 48).

Audio Systems: Advanced Audio System.

Optics: Advanced Robot Optics System, Targeting Sight, Telescopic Vision, Thermo-Imager, Video Receiver/Transmitter, Searchlight.

Sensors: Bio-Scan, Combat Computer and Maxi-Radar.

Weapons:

Twin .50 Caliber Heavy Machineguns: Damage: 1D4x10 per round. Range: 2,500 feet (762 m). Rate of Fire: Standard machinegun. Payload: Primary ammo drum of 500 rounds, but each gun has two auxiliary ammo drums of 500 rounds each. Each of these weapons is mounted on one of the Rolling Thunder's shoulders. With a flip of a switch, the ammo feed can be changed from any of the ammo drums for both guns, so firing can continue virtually uninterrupted. The twin .50s are fire-linked (they shoot simultaneously) and typically are trained to hit the same target, for devastating firepower.

Twin XM-134 Mini-guns: Damage: 5D6 per round. Range: 2,500 feet (762 m). Rate of Fire: Fully automatic, long or full melee bursts only. This weapon fires so rapidly that a long burst uses only one attack and a full melee burst uses only two attacks. Payload: 4,000 rounds each (enough for 4 melee rounds of continuous full-melee fire). The Rolling Thunder's pilot can, at the cost of two melee attacks, fire both Mini-guns simultaneously, but only at the same target.

Other Combat Information: Restrained Punch: 4D6+33, Full Strength Punch: 1D6x10+33, Power Punch: 2D4x10+33, Kick: 2D6x10+33.

Armor Rating (A.R.): 17

S.D.C.: 1,600

Pilot-Operated Systems: Telemental Helmet, Underwater Capabilities, Pressurized Cabin, Refrigerator, Electric Grill, Microwave Oven, Provisions Storage, 6-CD Changer (usually filled with rave, and techno and industrial music).

Miscellaneous: 360 Degree Rotating Upper Body, +1 attack per melee due to automated reflexes and enhanced speed drivers.

Cumulative Robot Bonuses: +6 to initiative, +3 to strike with all weapons systems, +3 to parry, and +2 to dodge.

Total Cost: \$11.8 Million.

Note: At some point, Mr. Fixit would like to try replacing one of the Rolling Thunder's arms with a large tank cannon or an electromagnetic rail gun, but such a modification

is a long ways away. Another possible modification involves removing both arms and equipping the unit with a "six-pack" of fire-linked .50s or Miniguns for maximum fire suppression capability.

Aigis

Jane Fairweather is the daughter of Yeoman Fairweather, who used to be the respected superhero *Stickman* until a mastermind robbed him of his powers and forced an early retirement. Stickman and Mr. Fixit were long-time allies, and when Jane came to Fixit looking for a way to follow in her father's footsteps (lacking her father's mutant powers), he agreed to take her on as a robot pilot for his team. She proved a quick study, and in no time at all was handling her crimefighting hardware with the best of them.

As Aigis, Jane is spunky and resourceful, always willing to go the distance for her teammates and so her father can be proud of her. He secretly *disapproves* of her decision to become a crimefighter, but only because he knows how dangerous it can be. He does not want to see her get hurt like he did. Or worse, die like so many other heroes he knew during the Bloody Monday riots. Still, when he turns on the television and sees that his heroic daughter and her friends in action, he beams with pride.

Real Name: Jane Fairweather

Occupation: Vigilante robot pilot.

Alignment: Scrupulous

Attributes: I.Q.: 14, M.E.: 14, M.A.: 14, P.S.: 13, P.P.: 20, P.E.: 18, P.B.: 19, Spd: 21.

Age: 21

Sex: Female.

Height: 6 feet (1.8 m).

Weight: 140 lbs (64 kg).

Experience Level: 3rd

Hit Points: 25

S.D.C.: 30

Power Category: Robot (Exoskeleton).

Special Skills: Pilot Robot Vehicles (76%).

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 5 (6 in Aegis Power Armor)

Bonuses: +2 to initiative, +5 to strike, +6 to parry, +6 to dodge, +3 to roll with punch/fall/impact, and +3 to pull punch.

Saving Throws: +2 vs magic and poison, +6% vs coma/death, 45% to charm/impress.

Other Combat Info: Punch: 1D4, Karate Kick: 2D4, Crescent Kick: 2D4+2, Roundhouse Kick: 3D6, Tripping/Leg Hook, Backward Sweep

Education Level and Skills: Special

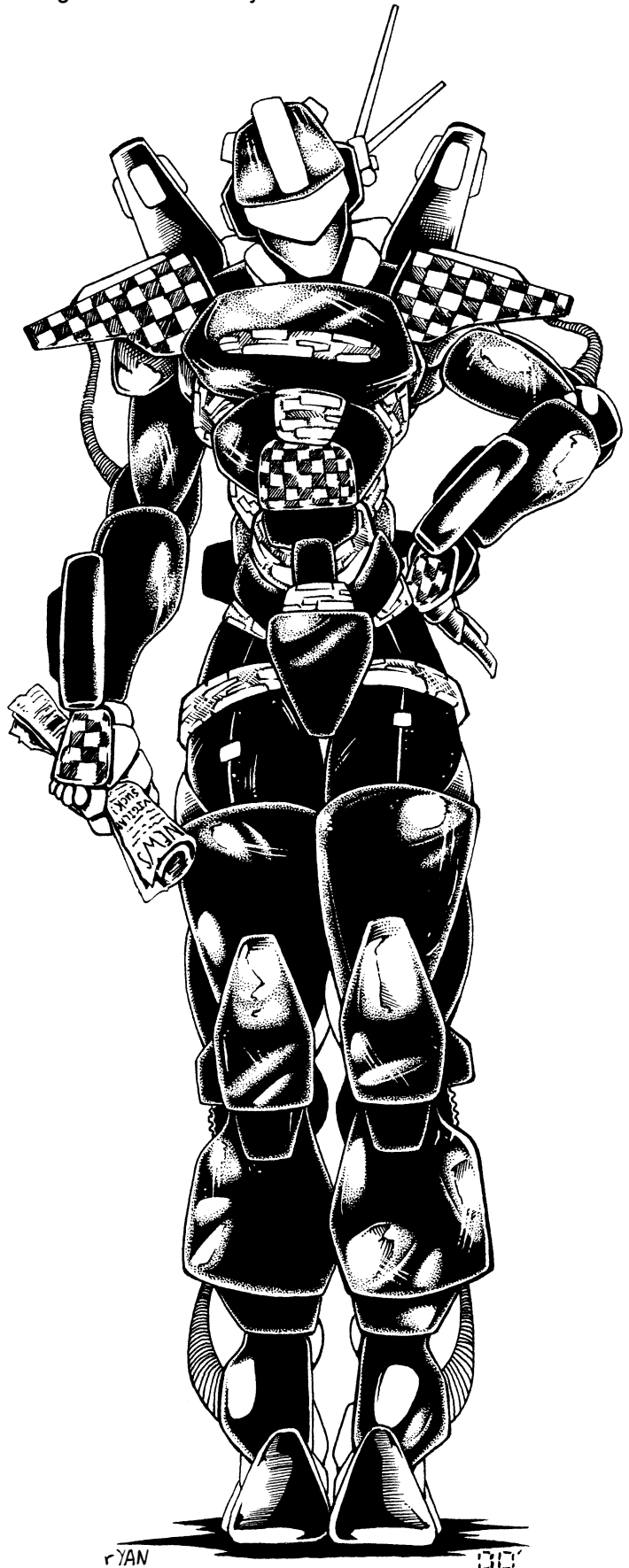
Computer Program: Basic Electronics (40%), Computer Operations (55%), Computer Programming (45%), and Computer Repair (35%).

Advanced Pilot: Navigation (60%), Read Sensory Equipment (40%), Weapons Systems (50%), Pilot: Airplane (58%), Pilot: Motorcycle (68%), Pilot: Jet Pack (50%), and Pilot: Tank/APC (44%).

Criminal: Streetwise (28%), Pick Locks (45%), Safecracking (28%), Computer Hacking (40%), and Find Contraband & Illegal Weapons (34%).

Secondary Skills: Basic Mechanics (40%), Radio: Basic (55%), First Aid (55%), Prowl (35%), T.V./Video (33%), General Repair/Maintenance (45%), and Art(45%).

Money: Like the rest of the Iron Brigade, Mr. Fixit pays Aegis a modest salary.



Weapons: None, other than her power armor.

Vehicles and Other Equipment: None, personally.

X-37 “Aegis” Defensive Combat Exoskeleton

Type: Exoskeleton/power armor.

Body Frame: Basic Humanoid (Reinforced).

Dimensions: 8 feet (2.4 m) tall, 3 feet (0.9 m) wide; 600 lbs (272.4 kg).

Power Supply: Super-Solar Engine.

Legs: Basic Humanoid; Speed: 572 (390 mph/624 km).

Propulsion Systems: Jump Jets (100 feet/30.5 m high, 200 feet/61 m across).

Arms & Hands: Basic Humanoid (Superhuman P.S.: 30).

Audio Systems: Advanced Audio System.

Optics: Advanced Robot Optic System, Targeting System, Thermo-Imager, and Video Receiver & Transmitter.

Sensors: Bio-Scan, Combat Computer, Motion Detector & Warning System, and Micro-Radar.

Weapons:

Retractable Blades: Damage: +3D6 to punching damage.

Other Combat Info: Restrained Punch: 2D6+15, Full Strength Punch: 4D6+15, Power Punch: 1D4x10+15, Snap Kick: 3D6+15, Karate Kick: 5D6+15, and Roundhouse Kick: 6D6+15.

Armor Rating (A.R.): 15

S.D.C.: 300

Pilot-Oriented Systems: Telemental Helmet, Pressurized Cabin, Underwater Capability, and Personal Force Field Generator (**Note:** Theoretically, when activated, this device can soak up unlimited amounts of damage. Unfortunately, the Aegis generator is a somewhat *unreliable prototype*. For each hit the field takes, there is a 30% chance of it collapsing and the generator being unable to restart for one hour. Also, for every 10 points of damage the field successfully absorbs, one percent is added to its failure ratio. Thus, at the beginning of combat, if Aegis gets hit with a bullet for 20 points of damage, the field stands a 30% chance of collapsing. If it stays up, and then takes another hit, its chance of failure is 32%. Those extra two percentage points came from the 20 points of damage it already has soaked up. Damage absorbed by the field requires one full hour to dissipate, so in the previous example, the field's failure ratio would go back down to 30% after an hour of receiving no further damage. When the field fails, there is a base 3% chance that it will be a critical failure, and the generator will explode in a blast equivalent to a standard Robot Self-Destruct System.

Miscellaneous: +1 attack per melee, due to automated reflexes and enhanced speed drivers.

Cumulative Robot Bonuses: +6 to initiative, +1 to strike, +4 to parry, +3 to dodge.

Total Cost: \$12.082 Million.

Warhead

Billy Burkett is a good old-fashioned country boy who joined the Army fresh out of high school, was trained in exoskeleton combat, and chose not to go for another tour of duty. Since his base was just north of Century Station, he had always heard about the constant excitement there, and wanted to be a part of it. He moved to the city and was recruited by Jack Angstrom, who was looking for experienced robot pilots to join Mr. Fixit's new team. Burkett gladly signed on.

Since then, he has enjoyed his stint as a superhero, but as with the military, he finds rules and authority a bother, and enjoys doing his own thing. He also does not see the use in fighting crime sometimes, since it seems that no matter how hard one tries in Century Station, there will always be a lot more crime than there are crimefighters. This bad attitude grates on his teammates' nerves, especially Hoplite, Rolling Thunder and Aegis, but he does not really care.

Warhead has become pretty good friends with Citadel, largely because he feels he does not fit in with the others on the team. Not that he fits in with Citadel, either, but at least with him he does not have to put up with the crabbi-ness of Mr. Fixit, or all the “law and order” talk he hears from stuffed shirts like Hoplite and Rolling Thunder.

Real Name: Billy Burkett

Occupation: Crimefighter

Alignment: Unprincipled

Attributes: I.Q.: 15, M.E.: 15, M.A.: 15, P.S.: 17, P.P.: 17, P.E.: 17, P.B.: 17, Spd: 21.

Age: 23

Sex: Male

Height: 6 feet, 1 inch (1.85 m).

Weight: 180 lbs (82 kg).

Experience Level: 2nd

Hit Points: 27

S.D.C.: 38

Power Category: Robot (Exoskeleton).

Special Skills: Pilot Robot Vehicles (68%).

Combat Training: Hand to Hand: Expert

Number of Attacks: 4

Bonuses: +2 to strike, +5 to parry, +5 to dodge, +2 to damage, +3 to roll with punch/fall/impact, and +2 to pull punch, 35% to charm/impress.

Saving Throws: +1 vs magic and poison and +5% vs coma/death.

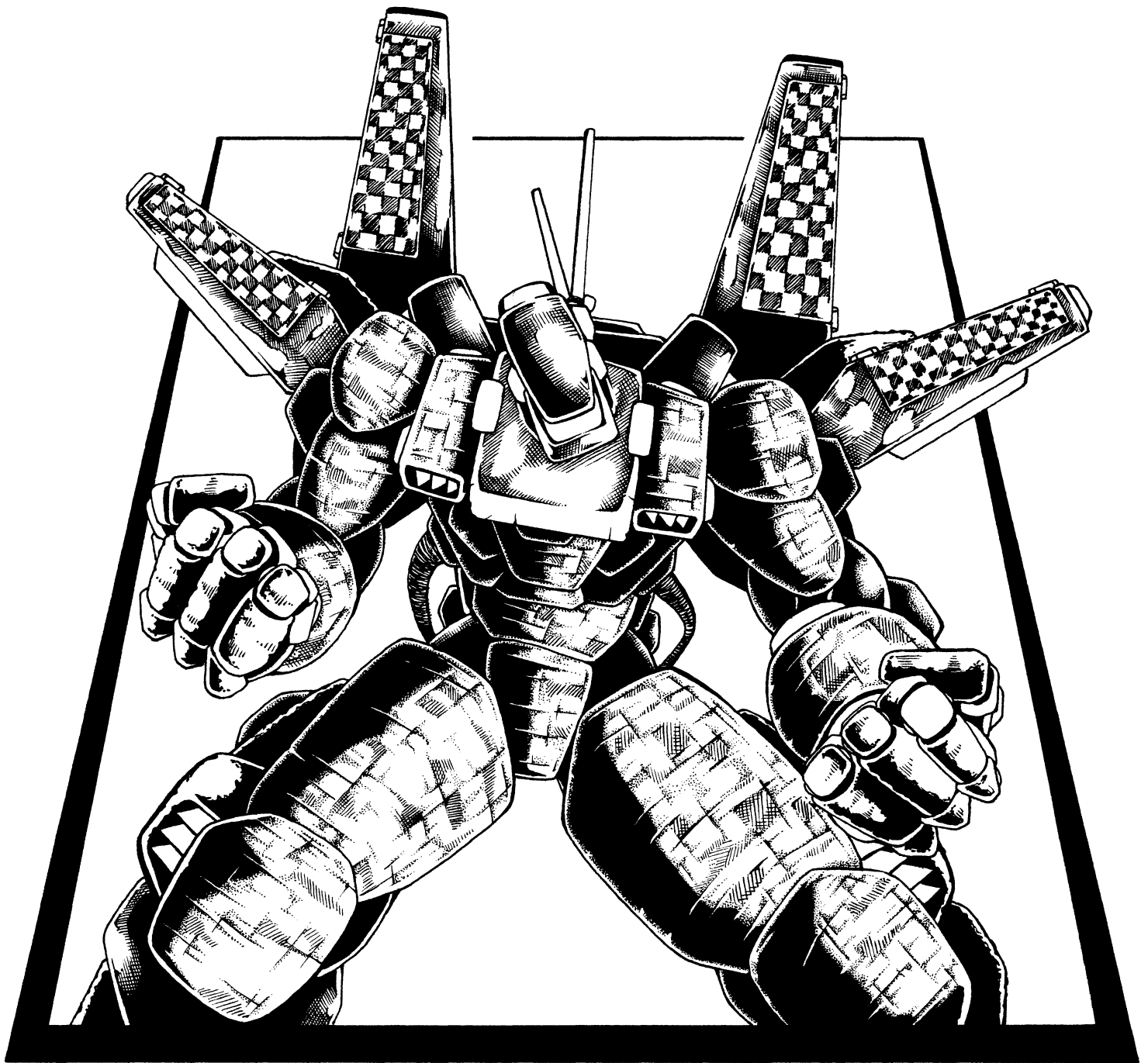
Other Combat Info: Punch: 1D4+1, Kick: 1D6+1.

Education Level and Skills: Special

Computer Program: Basic Electronics (35%), Computer Operations (45%), Computer Programming (35%), and Computer Repair (30%).

Advanced Pilot Program: Navigation (55%), Read Sensory Equipment (35%), Weapon Systems (45%), Pilot: Truck (44%), Pilot: Race Car (58%), Pilot: Horsemanship (54%), and Pilot: Jet Pack (46%).

Wilderness Program: Wilderness Survival (40%), Track Animals (30%), Skin & Prepare Animal Hides (40%), Hunting, and Preserve Food (30%).



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Secondary Skills: Athletics (General), Body Building, Swimming (55%), Astronomy (30%), and Play Musical Instrument (Guitar)(40%).

Weapon Proficiencies: W.P.: Rifle, W.P.: Pistol, W.P.: Shotgun

Money: Like the rest of the Iron Brigade, Mr. Fixit pays Warhead a modest salary.

Weapons: Aside from his power armor, Burkett owns a few pistols, rifles and shotguns, but these are largely for hunting and target shooting, not for crimefighting or personal protection. Unless he is on a hunting trip or a target range, he will not have these personal firearms on his person.

Vehicles and Other Equipment: Burkett owns a brand new SUV as well as a pair of older four-wheel all-terrain vehicles (ATVs) that he likes to ride for fun, even

though he's seriously injured himself on these things twice already.

X-94 "Warhead" Mobile Support Unit

Type: Robot Vehicle.

Body Frame: Large Humanoid (Reinforced).

Dimensions: 24 feet (7.32 m) tall, 8 feet (2.4 m) wide.

Power Supply: Super-Solar Engine.

Legs: Large Humanoid (Speed: 60).

Propulsion Systems: None

Arms & Hands: Large Humanoid (Supernatural P.S.: 48).

Audio Systems: Advanced Audio System.

Optics: Advanced Robot Optics System, Targeting Sight, Telescopic Vision, Thermo-Imager, Video Receiver/Transmitter, Searchlight.

Sensors: Bio-Scan, Combat Computer, and Maxi-Radar.

Weapons: The Warhead unit carries four mini-missile pods, mounted on its upper back and shoulders.

Missile Pods #1, 2 & 3 are each identical: 18 armor piercing mini-missiles. Damage: 1D4x10. Speed: 1,400 mph (2,240 km). Range: One mile (1.6 km). Blast Radius: 3 feet (0.9 m). S.D.C.: 2.

Missile Pod #4: Nine plasma mini-missiles/5 fragmentation mini-missiles/4 smoke mini-missiles. Damage: 1D6x10/5D6/None. Speed: 1,200 mph (1,929 km)/500 mph (804 km)/500 mph (804 km). Range: One mile (1.6 km)/One mile (1.6 km)/One half-mile (0.8 km). Blast Radius: 15 feet (4.6 m)/20 feet (6.1 m)/20 feet (6.1 m). S.D.C.: One each.

Other Combat Info: Restrained Punch: 4D6+33, Full Strength Punch: 1D6x10+33, Power Punch: 2D4x10+33, Kick: 2D6x10+33.

Armor Rating (A.R.): 17

S.D.C.: 1,600

Pilot-Operated Systems: Telemental Helmet, Underwater Capabilities, Pressurized Cabin, Refrigerator, Electric Grill, Microwave Oven, Provisions Storage, 6-CD Changer (usually filled with country, western, and rockabilly music).

Miscellaneous: 360 Degree Rotating Upper Body, +1 attack per melee due to automated reflexes and enhanced speed drivers.

Cumulative Robot Bonuses: +6 to initiative, +3 to strike with all weapons systems, +3 to parry, and +2 to dodge.

Total Cost: \$14.699 Million.

Note: Except for its weapons systems, the Warhead unit is identical in design and appearance to the X-93 Rolling Thunder combat robot. Mr. Fixit initially designed this chassis to accommodate a variety of weapons configurations, including those featuring a massive particle beam cannon, a modified Warhead model featuring larger (and fewer) missiles, and the variants described under the Rolling Thunder description.

Citadel

Jesse Whitehead always had a fondness for robots and possessed a decent talent at piloting them, but never had the means of obtaining one. When he accidentally discovered that Mr. Fixit was building an army of robot super-pilots, he insisted that he join them. He was at first refused, but that night, Whitehead broke into the facility (Mr. Fixit has since upgraded his security measures considerably) and used a prototype exoskeleton in the hangar to go out and fight crime. In a single night, he took out an entire color gang, killing two of them and delivering the rest to the police. Mr. Fixit realized he had a loose cannon on his hands, but figured it would be better to train him into a proper hero than to let him loose on the world. Plus, he figured if he refused Whitehead again, the kid would simply turn the entire operation over to CHIMERA.

Soon thereafter, Jesse was fitted with a new unit and dubbed himself Citadel, a relentless warrior of justice. Of

course, Jesse has other things on his mind than fighting crime nowadays. The heroics business was fun for a while, but he does not like taking orders from anybody, least of all guys like Hoplite and an old man out of step with the times. So, he is planning on taking his armor (even though it belongs to Mr. Fixit) and leaving the Iron Brigade to form his own robot mercenary team in the city. So far, he has all but convinced Warhead to join him, and is debating whether he could get Aegis to come along with him, too. (She would not and would probably blow the whistle on the planned defection.)

The problem with Citadel's entire plan is he has very little discipline or experience, overestimates his own abilities, underestimates his opponents, and most importantly, has *no* means of funding or technical expertise to maintain any sort of vigilante operation (a great example of his going off half-cocked). He would probably end up looting the bad guys and possibly even turning to a life of crime. And should that happen, it would only be a matter of time before Citadel and his buddies faceoff with his old teammates.

Real Name: Jesse Whitehead

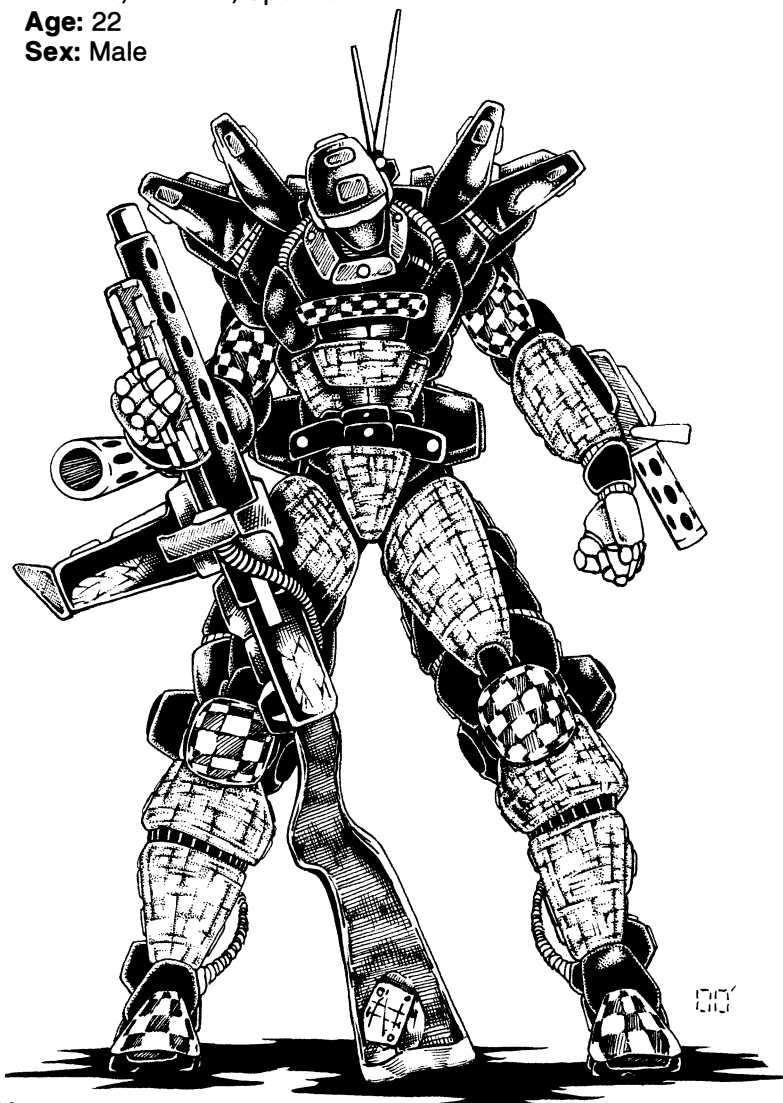
Occupation: Crimefighter, daredevil, and mercenary wannabe.

Alignment: Anarchist (leaning strongly toward Miscreant).

Attributes: I.Q.: 13, M.E.: 9, M.A.: 17, P.S.: 22, P.P.: 17, P.E.: 20, P.B.: 14, Spd: 10

Age: 22

Sex: Male



Height: 6 feet (1.83 m).
Weight: 180 lbs (82 kg).
Experience Level: 2
Hit Points: 25
S.D.C.: 85

Power Category: Robot (Exoskeleton).

Special Skills: Pilot Robot Vehicles: 68%.

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 5 (6 in Citadel power armor).

Bonuses: +2 to initiative, +3 to strike, +6 to parry, +6 to dodge, +7 to damage, +9 to roll with punch/fall/impact, +3 to pull punch, 35% to charm/impress

Saving Throws: +3 vs magic and poison, +10% vs coma/death

Other Combat Info: Punch: 1D4+7, Kick: 1D6+7, Body Block/Tackle: 1D4+7, Pin/Incapacitate: 18-20, Crush/Squeeze, Disarm, and Knockout/Stun on a natural 20.

Education Level and Skills: Special

Computer Program: Basic Electronics (35%), Computer Operations (45%), Computer Programming (35%), and Computer Repairs (30%).

Advanced Pilot Program: Navigation (55%), Read Sensory Equipment (35%), Weapon Systems (45%), Pilot: Water Scooter (55%), Pilot: Motorcycle (64%), Pilot: Race Car (58%), and Pilot: Jet Pack (46%).

Physical Program: Boxing, Wrestling, Acrobatics, Gymnastics

Secondary Skills: Basic Mechanics (35%), Radio: Basic (50%), First Aid (50%), Prowl (40%), Climbing (65%), Business & Finance (40%), and Advanced Mathematics (50%).

Money: Citadel receives a modest salary from Mr. Fixit for being part of the Iron Brigade, but to him, it's not nearly what he deserves. Claiming that all he does is "work and worry" for Mr. Fixit, Citadel is trying to set himself up as a super-powered mercenary, a career move that he thinks will net him millions and millions of dollars, but in fact will most likely ruin him. Citadel has no sense of cash management, and is currently broke and heavily in debt.

Weapons: None, aside from his power armor.

Vehicles and Other Equipment: Somehow, Whitehead has managed to get financing for a *Ferrari Testarossa* sports car, which is driving him deeper into debt. He also has a large and flashy wardrobe of designer clothes, as well as numerous pricey electronic gadgets he really doesn't need, so they sit as very expensive paperweights in his private apartment at Mr. Fixit's warehouse base.

X-68 "Citadel" Stealth Exoskeleton

Type: Exoskeleton/Power Armor.

Body Frame: Basic Humanoid (Reinforced).

Dimensions: 8 feet (2.4 m) tall, 4 feet (1.2 m) wide. 700 lbs (315 kg).

Power Supply: Super-Solar Engine.

Legs: Basic Humanoid; Speed: 60

Propulsion Systems: Hover Jet Pack (Speed: 100 mph/160 km; Altitude: 500 feet/152 m).

Arms & Hands: Basic Humanoid (Supernatural P.S.: 30).

Audio Systems: Advanced Audio System, Wide-band Radio Receiver and Transmitter.

Optics: Advanced Robot Optic System, Targeting Sight, Thermo-Imager, and Video Receiver and Transmitter.

Sensors: Bio-Scan, Combat Computer, and Micro-Radar.

Weapons:

Miniaturized Super-Shotgun Gun Pod: Damage: 1D4x10 for flechette rounds, 1D6x10 for armor-piercing slugs. Range: 300 feet (91.4 m) for flechettes (which spread like buckshot) and 750 feet (229 m) for AP slugs. Rate of Fire: Single shot or three-round burst. Payload: 50 round magazine. Citadel typically carries an extra five magazines in his armor's ammo slots. Note: This gun really is way too big for the Citadel power armor, but Whitehead wants to use it anyway. When firing, all shots are considered wild, and he has a total modifier of -1 to hit. Moreover, when firing three-round bursts, Citadel must really dig in to get sufficient footing so the recoil does not bowl him over. When planted like this, he can not dodge.

Twin 9 mm Caseless Auto-pistols: The Citadel has the equivalent of a high-tech sub-machinegun built into each of the unit's forearms. Damage: 3D6 per round. Range: 150 feet (45.75 m). Rate of Fire: Burst firing only. Payload: 30 round internal magazines. Switching magazines for each weapon requires 2 melee attacks, because of the weapon casings' poor design. (Again, if Mr. Fixit could work on this, he would be able to redesign the casings and reduce ammo switching time to only one melee attack.) Citadel typically carries another three magazines for each auto-pistol in his armor's ammo slots. If Citadel uses three attacks, he can fire both auto-pistols simultaneously at the same target.

Other Combat Info: Restrained Punch: 2D6+15, Full Strength Punch: 4D6+15, Power Punch: 1D4x10+15, Kick: 3D6+15.

Armor Rating (A.R.): 15

S.D.C.: 750

Pilot-Oriented Systems: Telemental Helmet, Underwater Capability, Pressurized Cabin, Radiation Shielding, Stealth Field Generator (**Note:** This field produces effects identical to the Chameleon minor super-power. However, once the robot takes 25 points of damage or more within a 24 hour period, crucial circuits in the Stealth Field Generator will burn out and will require 1D4 hours of repair work.)

Miscellaneous: +1 attack per melee due to automated reflexes and enhanced speed drivers

Cumulative Robot Bonuses: +5 to initiative, +1 to strike (+3 to strike with all ranged weapons systems), +3 to parry, +2 to dodge.

Total Cost: \$12.44 Million

Note: At any given time, this unit has a 25% chance of malfunctioning since it is a relatively untested field prototype. Mr. Fixit has tried to explain to Citadel that with another few months of touch-up designs and proper testing, the unit would work flawlessly, but Citadel doesn't believe it, thinking that Mr. Fixit is really an idiot, and that he (Citadel) can handle the robot's various problems with his Basic Mechanics skill. If Citadel ever does go out on his own, his power armor will probably be a piece of malfunctioning wreckage within 2D4 months due to systems failures and inept repair work.

The Gridrunners

Every city's got its group of "outlaw" heroes, and the **Gridrunners** are one of Century Station's. Even among other Legionnaires, The Gridrunners rank high on CHIMERA's hit list because they stand wrongly accused of killing numerous police officers during the Bloody Monday riots. The truth is these three super-powered misfits did come together during the riots, but to fight the rampaging bad guys and rioters filling the streets, not the police. Unfortunately for them, they were among some of the very few independent heroes to survive that day and were seen fleeing the scene with numerous cops lying dead behind them. Ever since, CSPD and CHIMERA have painted these three as cop killers and general menaces to be turned in at the first opportunity.

Slowly but surely, the public is beginning to think these unlikely heroes got a raw deal, for time and again, they resurface to take on evil superbeings or to avert a public crisis (like the time they pulled citizens from a burning monorail, or when they freed hostages from a bank robbery gone wrong). Each time without showing the least bit of ill will to the people they were helping, or toward the police on the scene.

For the Gridrunners, life on the lam has become old hat, a frustrating if familiar scenario. Despite their dauntless heroism and self-sacrifice, these guys just can not seem to catch a break publicity-wise. If it's not the never-ending smear campaign by CHIMERA and certain news editors, then it is weird twists of fate that keep them colored as villains. If they pull people from a burning building, nobody seems to show up to witness it until the building blows up, which of course, the Gridrunners get blamed for. If the heroes show up to help a pinned down CSPD District Patrol, by the time the media shows up, the cops have died despite the heroes' best efforts, or they are shooting at them as the heroes flee to avoid being taken into custody. Thankfully for them, most Legionnaires believe the group to be tragically misunderstood heroes who can not be guilty of all they are accused of. Still, other crimefighters do like to keep the Gridrunners at arm's length, lest they too are accused of their crimes or get embroiled in their bad luck.

Hardhand

Exactly one year before the Bloody Monday riots, Vanessa Wright manifested a strange disease that slowly transformed her flesh and bones into a bizarre, super strong mystery material that makes her look like an odd kind of organic cyborg. At first labeled a freak, and then a menace to society by alien-fearing paranoids, Vanessa took to the streets, cast out even by her own family. Deeply wounded by this, Vanessa nearly turned to supervillainy to lash back at society, but before things came to that, she discovered two other superhuman misfits with similar stories to tell her – the shapechanger **Scatter** and the movie star wannabe **Gigawatt**. At first, the three banded together for safety's sake, but when the city was turned upside down on Bloody Monday, Vanessa,

the group's natural leader, decided they could not just sit back and watch the city burn, so they all leapt into action. The rest of her career, as they say, is history.

Vanessa's tough and tragic life embittered her but not so much that she has given up hope that one day she and her friends might re-enter society as acceptable people. Until that day comes, she is content merely to stay one step ahead of CHIMERA and make them look like liars by fighting crime and defeating evil. It might not be much of a life, but it is one she is getting used to. In fact, if CHIMERA wiped the slate clean tomorrow and gave the Gridrunners a chance to come out of the cold, it would be difficult for Vanessa to do so. All she knows is how to look over her shoulder and expect danger when it is least likely. Adapting to a life of acceptance and safety might be the most difficult challenge awaiting her yet.

Hardhand

Real Name: Vanessa Wright

Occupation: Street rat, fugitive, and vigilante.

Alignment: Unprincipled.

Attributes: I.Q.: 12, M.E.: 10, M.A.: 17, P.S.: 60 (Supernatural), P.P.: 17, P.E.: 17, P.B.: 12, Spd: 25.

Age: 29

Sex: Female

Height: 5 feet, 10 inches (1.78 m).

Weight: 170 lbs (77 kg).

Experience Level: 3rd

Hit Points: 28

S.D.C.: 45

Power Category: Mutant

Major Super Abilities: Bio-Armor (Partial; see notes below), and Supernatural P.S.

Combat Training: Hand to Hand: Expert

Number of Attacks: 4

Bonuses: +2 to initiative, +3 to strike, +5 to parry, +5 to dodge, +4 to pull punch, +3 to roll with punch/fall/impact, 45% to trust/intimidate.

Saving Throws: +1 vs magic and poison, +5% vs coma/death.

Other Combat Info: Restrained Punch: 6D6+45, Full Strength Punch: 2D4x10+50, Power Punch: 3D6x10+50, and Kick: 1D6x10+50.

Education Level and Skills: High School

Criminal: Streetwise (33%), Pick Locks (50%), Prowl (48%), Palming (35%), Pick Pockets (45%), Safecracking (33%), Find Contraband & Illegal Weapons (39%), and Concealment (33%).

Concealment: Athletics (General), Body Building, Climbing (50%), Running, Recognize Weapon Quality (35%), and Literacy (40%).

Weapon Proficiencies: W.P.: Revolver and W.P.: Pistol.

Money: Hardhand pretty much lives off whatever cash she steals from defeated thugs and villains. If ever confronted about this, she likes to answer by quoting one of her favorite movies, saying, "How do you think we fund this organization? We're not exactly the March of Dimes."

Weapons: None. With cops all over looking for her, getting caught with a firearm on her person will only compound her troubles. Besides, her body provides her with more than enough firepower.

Vehicles and Other Equipment: None, really. Hardhand wears no body armor, but does receive excellent partial protection from her Bio-Armor super power, which is always active, but covers only her shoulders, arms, hands, and upper back. Gradually, her Bio-Armor is growing across her body, like a weird disease. By level 10, her entire body will be covered in Bio-Armor, giving her a somewhat robotic, inhuman appearance. Already, Hardhand must cover herself up with long-sleeved shirts/coats and gloves if she does not want her Bio-Armor to be visible. During the summer, this can be a bit of a hassle, since wearing a long-sleeved shirt or coat in July heat draws about as many stares as Bio-Armor would.

Scatter

This creature's powers make for a skittish and freakish fellow who looks like some kind of claymation mannequin who is fearful of confrontation, despite his high survivability.

Scatter hails from the *Zeta Directive*, an ultra-secret genetic engineering experiment dedicated to creating entirely synthetic super-powered humanoids. Something happened to the lab and the entire test group escaped. Most of them are believed to be at large, but a few have been caught or killed. In general, they are simple individuals with no memory of their origin or their purpose, and only their instincts to go on. The individual known as **Zeta Green**, who remains at large, is now called **Scatter**. He does not know what has become of his fellow Zetans, but he does know of their basic power structures:

Zeta White: Psionics, focus on Healing powers.

Zeta Gray: Psionics, focus on Sensitive powers.

Zeta Black: Psionics, focus on Physical powers.

Zeta Red: Alter Physical Structure: Fire and Plasma.

Zeta Blue: Alter Physical Structure: Water and Ice.

Zeta Yellow: Alter Physical Structure: Electricity and Control Light.

Zeta Orange: Multiple Beings/Selves, Multiple Lives

Zeta Purple: Intangibility, Weight Manipulation

Basically, Scatter wants no part of a superhero's life. He only wants to stay alive and somehow get himself to a safe place where nobody will bother him anymore. He sticks by Hardhand because she has saved his life more than once, and because she always seems to know what to do. Were it not for her guidance, he would have certainly been caught by now. She is also his moral barometer and helps him to do what's right.

Scatter

Real Name: Zeta Green

Occupation: Runaway and reluctant vigilante.

Alignment: Anarchist, with very strong leanings toward Unprincipled. Scatter is an inherently good person whose cowardice and fear of bodily injury (due to past trauma he has since forgotten) routinely override his desire to help others.

Attributes: I.Q.: 14, M.E.: 14, M.A.: 14, P.S.: 14, P.P.: 22, P.E.: 38, P.B.: 6, Spd: 36.

Insanity: Phobia: Own appearance. When confronted with his reflection or a picture of himself, Scatter will look

away, ashamed and horrified by what he sees. If need be, he will run from the mirror, window, billboard, television, etc., that bears his image. If pushed into a Phobic Panic, he will lash out and destroy whatever device or thing he sees himself in.

Age: 3

Sex: Sexless.

Height: 6 feet (1.83 m).

Weight: 200 lbs (91 kg).

Experience Level: 3rd

Hit Points: 78

S.D.C.: 285

Power Category: Experiment

Unusual Characteristics/Side Effects: No Facial Features. Also, Scatter has green skin and his musculature is ultra-defined, almost as if he has no skin covering his muscles.

Major Super Abilities: Stretching.

Minor Super Abilities: Healing Factor, Extraordinary P.E., and Extraordinary P.P.

Combat Training: Hand to Hand: Basic

Number of Attacks: 5

Bonuses: +5 to strike, +8 to parry, +8 to dodge, +3 to auto-dodge, +8 to roll with punch/fall/impact, and +2 to pull punch.

Saving Throws: +11 vs magic and poison, +3 vs psionics, +58% vs coma/death, half damage from heat or cold, half damage from all kinetic damage (i.e., punching, kicking, melee weapons, bullets, falling, etc.).

Other Combat Info: Punch: 1D4 and Kick: 2D4.

Education Level and Skills: No formal schooling of any kind,

Scholastic Skills: Wilderness Survival (54%), Prowl (50%), Palming (40%), Pick Locks (50%), Pick Pockets (50%), Cook (45%), Sewing (50%), Literacy (40%), and General Repair/Maintenance (45%).

Secondary Skills: Basic Math(55%), Carpentry (35%), Radio: Basic (55%), Swimming (60%), Running, Climbing (50%), and Astronomy (35%).

Money: None. Prior to meeting Hardhand, Scatter lived like an animal, scavenging and stealing what he could to survive. Now Hardhand provides him with what he needs from what she takes from fallen criminals.

Weapons: None.

Vehicles and Other Equipment: None.

Gigawatt

Gigawatt was once a superhero known as the *Volt*, only when he tried merchandising his name and image, he got successfully sued by a supervillain of the same name. Penniless and disgraced from the resulting lawsuit, he dropped from public sight a broken man. Flirting with a life of crime, he was on the verge of self-destruction until he found the other hard luck heroes Hardhand and Scatter, and with them formed the Gridrunners.

Gigawatt is the living embodiment of electricity. A mutant who is a living electrical generator. His powers of Alter Physical Structure: Electricity and the ability to control machines make him hell on wheels when he enters a computer and conducts high-powered hacking, up close and

personal. The only problem is that he consumes energy for food and when he's running low, he taps into local utility lines, causing brownouts.

Gigawatt is brash and impulsive, a dashing fellow who knows just a little more than is good for him. He also is a bit too eager to prove himself to be a major league hero, and as such, constantly overestimates what he can do, while underestimating anybody's ability to stop him. He has bitten off more than he can chew a number of times, and only the timely intervention of Scatter and Hardhand have kept him alive this long.

As a living embodiment of electricity, Gigawatt can sometimes be seen streaking across the sky as a living flash of energy, practically daring CHIMERA to try to stop him. He makes himself all too visible and traceable for his teammates' tastes, and using his powers unnecessarily like that is really foolish, considering that it makes him rather hungry and tired. Since he can not eat food, he must nourish himself by tapping into the city's power lines and causing power outages. Still, beneath his brash exterior is a good person who just wants to do good and become world famous in the process.

Also Known As: The Volt

Real Name: Wubba Jones, a.k.a. Johnny Sparks ("Let me get this straight, Sparks, your real name is *Wubba*? No wonder you changed it.")

Occupation: Aspiring actor, medical school washout, and costumed vigilante.

Alignment: Anarchist with leanings toward Unprincipled (He generally leaps to action only when he thinks it will gain him some nice publicity or his teammates need his help.)

Attributes: I.Q.: 11, M.E.: 9, M.A.: 7, P.S.: 13, P.P.: 14, P.E.: 13, P.B.: 19, Spd: 15.

Age: 20

Sex: Male

Height: 5 feet, 10 inches (1.78 m).

Weight: 160 lbs (73 kg).

Experience Level: 4th

Hit Points: 30

S.D.C.: 70

Power Category: Mutant

Major Super Abilities: Alter Physical Structure: Electricity.

Minor Super Abilities: Energy Resistance, Adhesion (Static cling!).

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 5

Bonuses: +2 to initiative, +2 to strike, +3 to parry, +3 to dodge, +3 to roll with punch/fall/impact, +3 to pull punch, +2 to disarm, 45% to charm/impress.

Saving Throws: Half damage from energy-based attacks

Other Combat Info: Punch: 1D4, Snap Kick: 1D6, Karate Kick: 2D4, Crescent Kick: 2D4+2, Axe Kick: 2D6, Roundhouse Kick: 3D6, Electrical Ray: 1D6x10 (160 feet/48.5 m, +2 to strike), Mini-Lightning Bolt: 3D6 (160 feet/48.5 m, +3 to strike), Lightning Bolt: 5D6 (390 feet/118.5 m, +3 to strike), Electric Flight, Body Block/Ram 1D4x10 (+1 to strike).

Education Level and Skills: Trade School Equivalent.

Domestic Program: Sing (65%), Dance (60%), Play Guitar (65%), Play Piano (65%).

Medical Assistant: Basic Math (75%), Business & Finance (65%), Computer Operation (70%), Biology (60%), and Paramedic (70%).

Secondary Skills: Prowl (65%), Radio: Basic (60%), Basic Electronics (45%), Basic Mechanics (45%), and Swimming (65%).

Money: Periodically Johnny Sparks lands a bit acting role which earns him a little cash. Otherwise, he usually has some kind of odd job to keep him afloat. He is still waiting for his big break that will make him a household name, though. Wisely, his teammates are not holding their breath for it.

Weapons: None! He's Gigawatt, after all! He doesn't *need* weapons! He's *that* good!

Vehicles and Other Equipment: None.

Cyan & Indigo

This brother and sister team of Physical Training vigilantes like to use darkness as their weapon, striking like wraiths and fading back from whence they came. They are the terror of the underworld (especially color gangs, syndicates, and the occasional supervillain), heroes of the inner city, and scourge of CHIMERA, which frowns on their flagrant disregard for the law.

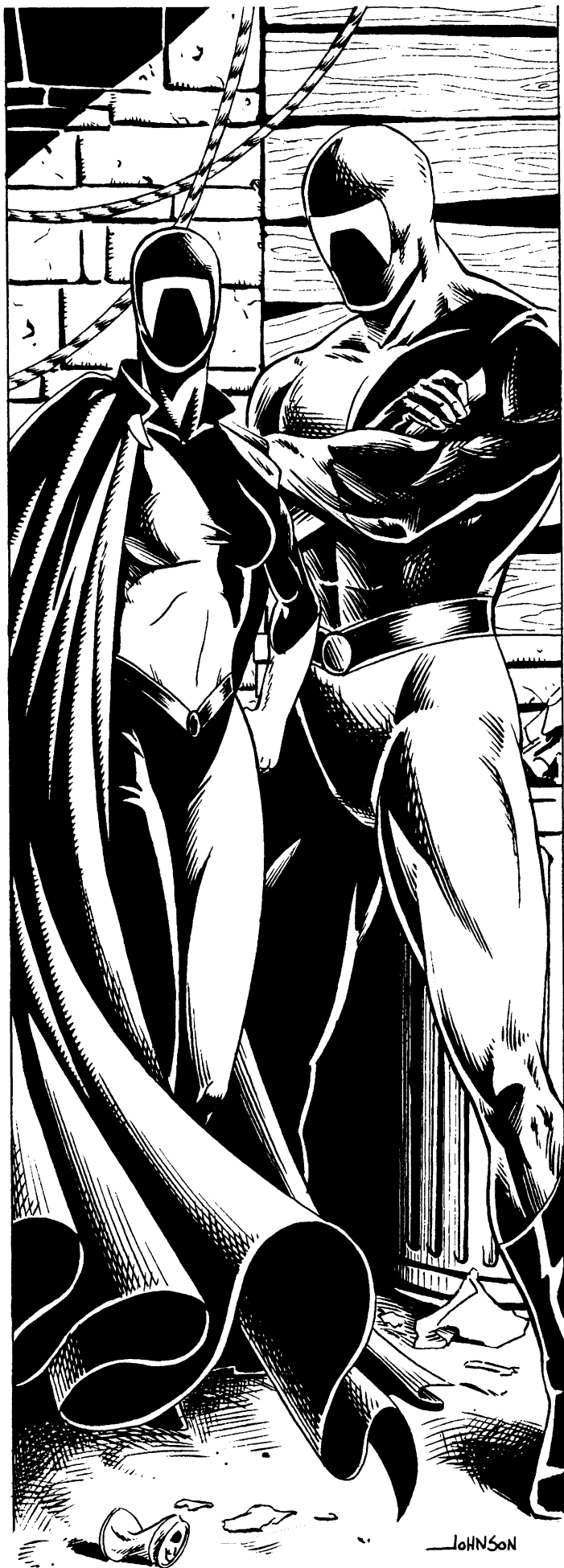
Like other Legionnaire vigilantes, Cyan and Indigo often are courted by the press, largely because they are both photogenic heroes who are popular with the average guy on the street. They also have a knack for offering great quotes and sound bites, as well as using flamboyant fighting styles that make for great still photos and video clips. The CSPD particularly dislikes these two "gloryhounds" and have tried running them in on several occasions. All that happens each time they try is a bunch of District Patrol Officers get sent to the hospital, making the city and CHIMERA look bad, and these unconventional heroes even more popular.

Cyan

Tabitha Stone is a brilliant painter whose work has taken the art world by storm. She works exclusively on the palatial estate on the shoreline of Victoria Beach, where she and her twin brother both live. Despite her art celebrity status, Tabitha is a bit of a recluse. What the world does not know is that she and her brother, an equally successful financial wizard, maintain their fabulous careers as covers for their superheroics — which have been their *real* passion ever since their parents (both wealthy industrialists) were killed in the Bloody Monday riots.

As Cyan, Tabitha is the leader of the duo. When it comes to quick thinking and handling a crisis, Cyan is definitely the stronger of the two, and her brainwork has gotten them out of more than a few tight jams in the past.

Cyan is known for her acrobatic and defensive fighting style that works especially well when dealing with multiple opponents. Her long, flowing cloak moves like silk behind her, adding a wild kind of artistic look to her movement as she leaps and cartwheels around her opponents during combat. Somehow, she has never been tripped up or



caught by her signature cloak, but if she ever was, it is attached to the costume with special breakaway clasps that would keep her from getting stuck or strangled.

Real Name: Tabitha Stone

Occupation: Painter and vigilante crimefighter.

Alignment: Scrupulous

Attributes: I.Q.: 18, M.E.: 15, M.A.: 15, P.S.: 18, P.P.: 26, P.E.: 18, P.B.: 22, Spd: 45.

Age: 28

Sex: Female

Height: 5 feet, 9 inches (1.75 m).

Weight: 135 lbs (61 kg).

Experience Level: 5th

Hit Points: 40

S.D.C.: 85

Power Category: Physical Training (Focus on Agility and Speed).

Special Abilities: Power Punch (Special), Power Kick (Special), and Force of Will.

Minor Super Abilities: Extraordinary P.S.

Combat Training: Hand to Hand: Defensive and Fast Combat

Number of Attacks: 7

Bonuses: +4 to initiative, +8 to strike, +8 to parry, +9 to dodge, +3 to damage, +5 to pull punch, +7 to roll with punch/fall/impact, +3 to disarm, and +2 to body flip/throw (1D4+3 plus lose initiative and one attack), 60% to charm/impress.

Saving Throws: +2 vs magic and poison, +16% vs coma/death.

Other Combat Info: Punch: 2D4+3, Kick: 2D6+3, Disarm, Back Flip, Automatic Back Flip, Critical Body Flip/Throw (x2 damage), and Auto-dodge.

Education Level and Skills: Special

Physical Skills: Body Building, Wrestling, Gymnastics, Acrobatics, Climbing (64%), and Prowl (49%).

Espionage Skills: Tracking (49%), Escape Artist (54%), Pick Locks (54%), and Interrogation (64%).

Technical (+13%): Art (Painting) (72%), Art (Drawing) (72%), Writing (62%), and Photography (72%).

Domestic (+13%): Dance (67%), Sing (72%) and Sewing (77%).

Money: Tabitha Stone is a renowned Sumi-E (Oriental Ink Painting) artist and earns at least as much as her twin brother annually from the sale of her work. Even if she did not make so much money, she would hardly be lacking for it, since her parents were extremely wealthy, and left her and her brother their vast fortune when they died. She is worth at least \$230 million all by herself, and makes \$1D6 million annually from her artwork.

Weapons: None. Like Indigo, she will use melee weapons when they are made available to her in the thick of action, but in general, she prefers using her fists and feet.

Vehicles and Other Equipment: Aside from her armored costume (A.R.: 11, S.D.C. 75), Cyan has no special equipment for crimefighting purposes, other than a black skybike. She owns a new aircar and a new sedan, but those are used in her civilian identity.

Indigo

Although his twin sister Tabitha leads the two of them on their crusade against crime, it was Isaiah Stone's idea for them to become heroes in the first place. The two of them were already lifelong martial arts champions and had long observed that while the city needed plenty more crimefighters, it also needed more *heroes*. Bold, compassionate figures people could look up to and be inspired by, figures who would remind them that hope was not lost and that brave individuals (such as themselves) really did have the power to stand up and make a difference.

Like his sister, Indigo finds his crimefighting work deeply satisfying in contrast to his life as a high-powered financial broker in charge of Stone Associates, the city's most powerful financial services firm. Likewise, he finds little interest in his high-profile civilian life as one of the city's most eligible bachelors and most prominent philanthropists, giving more than \$10 million to charity each year.

Real Name: Isaiah Stone

Occupation: Financier and superhero.

Alignment: Scrupulous

Attributes: I.Q.: 15, M.E.: 15, M.A.: 15, P.S.: 30, P.P.: 18, P.E.: 35, P.B.: 15, S.D.: 21.

Age: 28

Sex: Male

Height: 6 feet, 2 inches (1.88 m).

Weight: 240 lbs (109 kg).

Experience Level: 5th

Hit Points: 61

S.D.C.: 160

Power Category: Physical Training (Focus on Endurance and Strength)

Special Abilities: Power Punch (Special), Power Kick (Special), and Force of Will.

Minor Super Powers: Superhuman P.S.

Combat Training: Hand to Hand: Aggressive and Deadly Combat

Number of Attacks: 6

Bonuses: +3 to initiative, +4 to strike, +4 to parry, +2 to dodge, +15 to damage, +4 to pull punch, +8 to roll with punch/fall/impact, and +2 to disarm.

Saving Throws: +2 vs disease and toxins, +8 vs magic, +10 vs poison, and +55% vs coma/death.

Other Combat Info: Punch: 2D4+15, Kick: 2D6+15, Axe Kick: 2D6+15, Roundhouse Kick: 3D6+15, Tripping/Leg Hook, Backward Sweep, entangle, Body Flip/Throw: 1D4+15 plus lose initiative and one melee attack, Body Block/Tackle: 1D4+15, Arm Hold, Body Hold, Back Flip, and Pin/Incapacitate: 18-20.

Education Level and Skills: Special

Physical Skills: Body Building, Wrestling, Acrobatics, Gymnastics, Climbing (70%), Prowl (55%).

Espionage Skills: Tracking (60%), Detect Ambush (65%), Intelligence (63%), and Interrogation (75%).

Business Program: Basic Mathematics (75%), Business & Finance (65%), Computer Operation (70%), Law (General) (55%), Research (80%).

Computer Program: Basic Electronics (60%), Computer Operation (70%), Computer Programming (60%), and Computer Repairs (55%).

Secondary Skills: Automotive Mechanics (45%), Basic Mathematics (50%), Radio: Basic (65%), First Aid (65%), Speak/Literacy: Japanese (70%/50%), Speak/Literacy: Chinese (70%/50%), Speak/Literacy: Korean (7-/50%), General Repair/Maintenance (55%), and Advanced Mathematics (65%).

Weapon Proficiencies: W.P.: Paired Weapons (all).

Money: Isaiah earns about \$20 million annually from his dealings as an astute international businessman. He is a wizard with the various financial markets, and he has taken full advantage of the strong financial industries present in Century Station. His half of the Stone estate is worth at least \$230 million.

Weapons: None, although in a fight, Indigo will take advantage of dropped or captured melee weapons if the situation calls for it.

Vehicles and Other Equipment: He too uses a black Skybike to get around town quickly and quietly (both bikes acquired through channels that can not be traced back to the Stones). In his civilian life, Isaiah owns two sports cars, a luxury sedan, two aircars, and a medium-sized yacht. As for equipment, he has a sophisticated computer setup and crime lab in his mansion, located on the edge of town, on the shore of Victoria Beach.

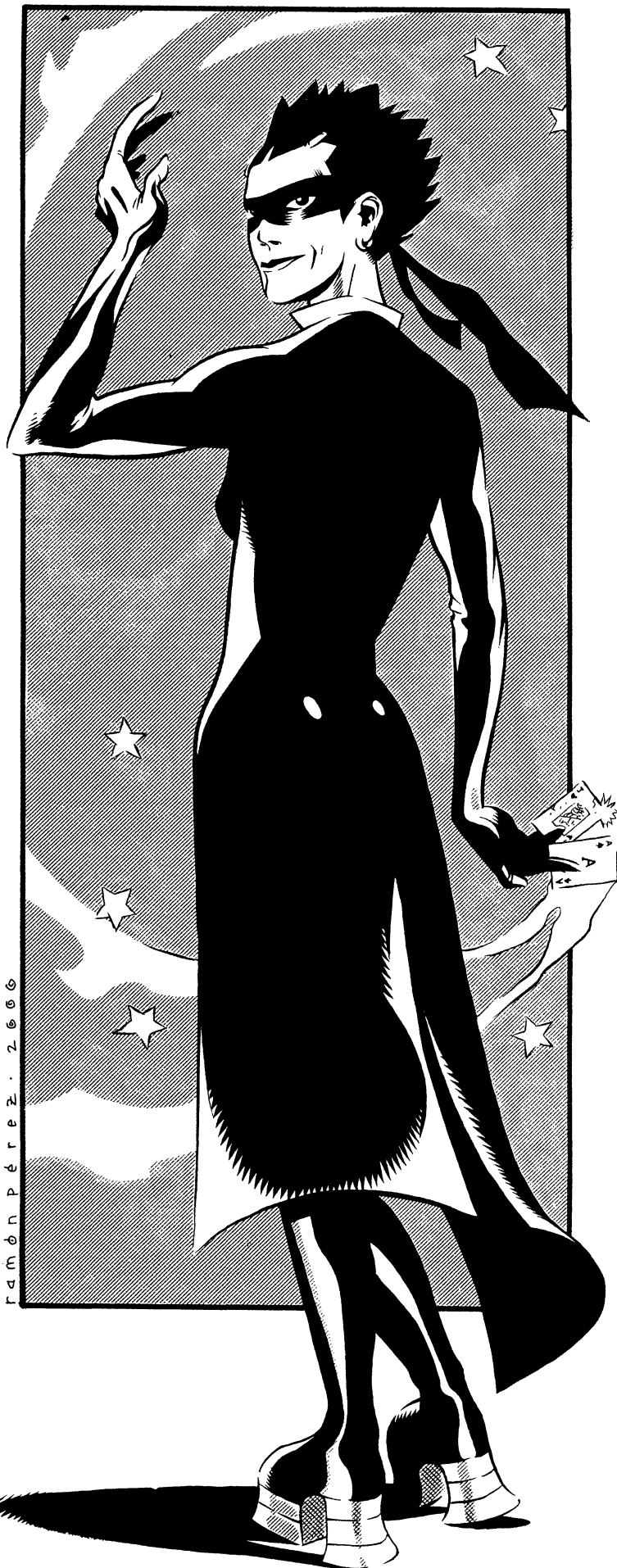
Individual Legionnaires

Many Legionnaires go it alone because they don't work well in a group, prefer adventuring by themselves, or are wanted by the authorities and figure that joining a group will make them much easier to apprehend (or get their buddies in trouble for aiding and abetting a fugitive). Individual Legionnaires of Century Station include: *Amazing Grace*, the *Boogeyman*, the *Gauntlet*, *Hooligan*, *Kincave the Fighting Parrot*, the *Schwa*, *Speedmetal*, *Trouble-shooter*, and *The Victorian*.

Amazing Grace

Nicola Geaucesu's parents came to the U.S. from their homeland of Romania shortly after the communists fell from power. Nicola was just a child then, but when she arrived in Century Station, she adapted quite quickly, growing to love her new home, and to hate those who were destroying it with their criminal deeds.

As a child, she always loved card tricks, and learned quite a bit from her father, an old carnie and stage magician himself. Nicola eventually learned all he had to teach her and she became a professional stage magician, hosting shows throughout the city, and earning enough cash to keep her folks afloat. What they did not know was that at night Nicola would patrol the streets and fight crime in her super alter-ego, *Amazing Grace*, prestidigitator extraordinaire. Using her throwing skills and a pack of razor-edged throwing cards, she has made a mark as a quick-hitting vigilante who leaves street punks at the scene of a crime,



clutching their bleeding wrists, necks and legs. Using her contortionist skills, she can wriggle out of most traps her enemies set for her. In fact, one of her favorite ploys is to let herself get captured and bound up, only to surprise her foes when she escapes and kicks their behinds.

Amazing Grace

Real Name: Nicola

Occupation: Professional magician, contortionist, thief, daredevil, and crimefighter.

Alignment: Unprincipled (with leanings toward Anarchist).

Attributes: I.Q.: 15, M.E.: 15, M.A.: 15, P.S.: 14, P.P.: 18, P.E.: 14, P.B.: 17, Spd: 22

Age: 24

Sex: Female

Height: 5 feet, 8 inches (1.72 m).

Weight: 130 lbs (59 kg).

Experience Level: 4th

Hit Points: 32

S.D.C.: 40

Power Category: Special Training: Stage Magician.

Special Abilities: Sleight of Hand, Contortionist, and Juggling (10 items at once).

Combat Training: Hand to Hand: Basic

Number of Attacks: 5

Bonuses: +4 to strike, +6 to parry, +6 to dodge, +5 to roll with punch/fall/impact, and +2 to pull punch, 35% to charm/impress.

Other Combat Info: Punch: 1D4 and Kick: 2D4.

Education Level and Skills: Special

Scholastic Skills: Pilot: Auto (76%), Pilot: Truck (67%), Basic Mathematics (90%), Speak/Literacy: Romanian (98%), Speak/Literacy: English (98%), Card Sharp (66%), Concealment (62%), Palming (65%), Pick Locks (65%), Pick Pockets (60%), Seduction (39%), Streetwise (39%), Dance (55%), Disguise (60%), and Escape Artist (70%).

Secondary Skills: Prowl (40%), Body Building, Athletics (General), Running, Climbing (55%), Swimming (65%), SCUBA/Advanced Swimming (65%), and First Aid (60%).

Weapon Proficiencies: W.P. Targeting (+3 to throw), W.P. Knife (+1 to strike, +2 to parry, +4 to throw including Targeting bonus), and W.P. Pistol.

Money: Nicola lives well, considering her impoverished beginnings. Today, a combination of the occasional stage show, stealing from villains, and even pulling occasional freelance work for various trusted third parties gives her an annual salary in excess of \$100,000. She likes living a little too well, though, and has begun to overspend her income by about \$50,000. If she doesn't cut back her spending or increase her salary very soon, she is going to run into *serious* cash flow problems.

Gimmick Weapons:

Razor Cards: Range: 40 feet (12.2 m). Damage: 1D6+1. Rate of Fire: Equal to number of melee attacks.

Note: Amazing Grace almost always uses these throwing cards to disable her opponents rather than kill them or knock them out. She likes to make called shots, aiming for weapons, the wrist, sides of the neck, and the inside of the thigh, since cuts at these locations tend to bleed profusely, and opponents hit there will usually stop fighting and try to stop their blood loss (victims roll to save vs Horror Factor/Surprise of 15; usual penalties apply). She also likes

aiming her cards for the bridge of the nose, since a horizontal hit there will embed the card all the way to where the nose meets the skull. It is a nasty, *non-lethal* move she has perfected that is great for shock value. Of course, moves like this permanently do scar her opponents, but the way she figures — they are bad guys. They get what they deserve.

Other gimmicks: Sap gloves (+1D4 to punch damage), blackjack, weighted throwing pins (1D6 damage when used as a club, 1D6+4 when thrown), a pair of concealed throwing knives (1D6 damage), caltrops (for use against feet and tires), smoke grenades (small), flash grenades (small), flash powder, and handful of similar items.

Vehicles and Other Equipment: Amazing Grace has an operating budget of \$50,000. Personally, Nicola owns a one year-old BMW and a nice brownstone in the eastern end of town.

Boogeyman

Also known as *Shady Jack* and the *Body Snatcher*, the Boogeyman is one of those legendary heroes who used to virtually rule the bad parts of towns a long, long time ago, but has since disappeared. Back in his day, he was known as a weapons expert who concealed his movements with a long, dark cloak that seemed to flow off his shoulders like ink. He also was famous for carrying a pair of trick pistols that could fire different kinds of ammunition, most of them non-lethal. Word on the street was that the Boogeyman hung up his spurs on account of his age.

There were some accounts from just a couple years ago that he was back, only he had no pistols. Instead he used powers like Darkness Control, Horror Factor, Body Weapons and Power Channeling to strike terror back into the hearts of criminals everywhere. Could it be somebody has taken up the cause once more? An apprentice, perhaps, carrying on the legacy? Or could this be the same old hero with new methods? Or is it just another newcomer trying to cash in on the old Boogeyman image for some instant street credibility? Whoever, he too has seemed to vanish recently, or has he? Until this character reappears and somebody actually talks to this guy, nobody will ever know.

The Gauntlet

Meet Gareth Colt, mercenary. A freebooter who will take any job. Currently he has been hired by a quirky philanthropist who refuses to reveal his identity or whereabouts. The philanthropist recruited Gareth Colt to field-test a new battlesuit he had created. He was allowed to “put it through its paces” any way he desired, other than in the commission of criminal acts. Sensing an opportunity to make some great money, Gareth decided to use the powerful suit to become the city’s first superpowered bounty hunter. Calling himself **The Gauntlet**, Gareth soon developed a reputation as an efficient, if cold-hearted professional who could be trusted to get a job done. However, after a while, he stopped caring about the money and grew more concerned with just getting the bad guys off the streets, no matter what it cost him.

Maybe that was the philanthropist’s plan all along, to redeem Mr. Colt and turn him into the hero he never was. Whatever his motive, between his freshly discovered good streak and his versatile cybersuit, The Gauntlet has made a major splash on the crimefighting scene, packing the equivalent power of a Mega-Hero, but affiliated with no group. CHIMERA has officially charged him with numerous counts of obstructing justice, endangering the public, assaulting police officers, and other crimes, but is willing to wipe the slate clean if he would just allow them to examine his suit, or maybe agree to work with them for a year or three.

Fat chance, CHIMERA. Try finding somebody else. The Gauntlet fights his own war, and this one’s just getting started.

Also Known As: The Freelancer

Real Name: Gareth Colt

Occupation: Ex-mercenary and vigilante crimefighter.

Alignment: Unprincipled

Attributes: I.Q.: 18, M.E.: 18, M.A.: 23, P.S.: 32, P.P.: 24, P.E.: 26, P.B.: 18, Spd: 32.

Age: 29

Sex: Male

Height: 6 feet, 2 inches (1.88 m).

Weight: 210 lbs (95 kg).

Experience Level: 9th

Hit Points: 66

S.D.C.: 137

Power Category: Special Training (Secret Operative).

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 7

Bonuses: +2 to initiative, +7 to strike, +11 to parry, +11 to dodge, +17 to damage, +7 to roll with punch/fall/impact, +3 to pull punch, and +4 to disarm, 40% to charm/impress, 75% to trust/intimidate.

Saving Throws: +2 vs psionic attack and insanity, +6 vs magic and poison, and +22% vs coma/death.

Other Combat Info: Punch: 1D4+17, Karate Kick: 2D4+17, Axe Kick: 2D6+17, Roundhouse Kick: 3D6+17, Tripping/Leg Hook, Backward Sweep, All Jump Kicks, Leap Attack, Knockout/Stun on a Natural 20, Critical Strike: 18-20.

Education Level and Skills: Special

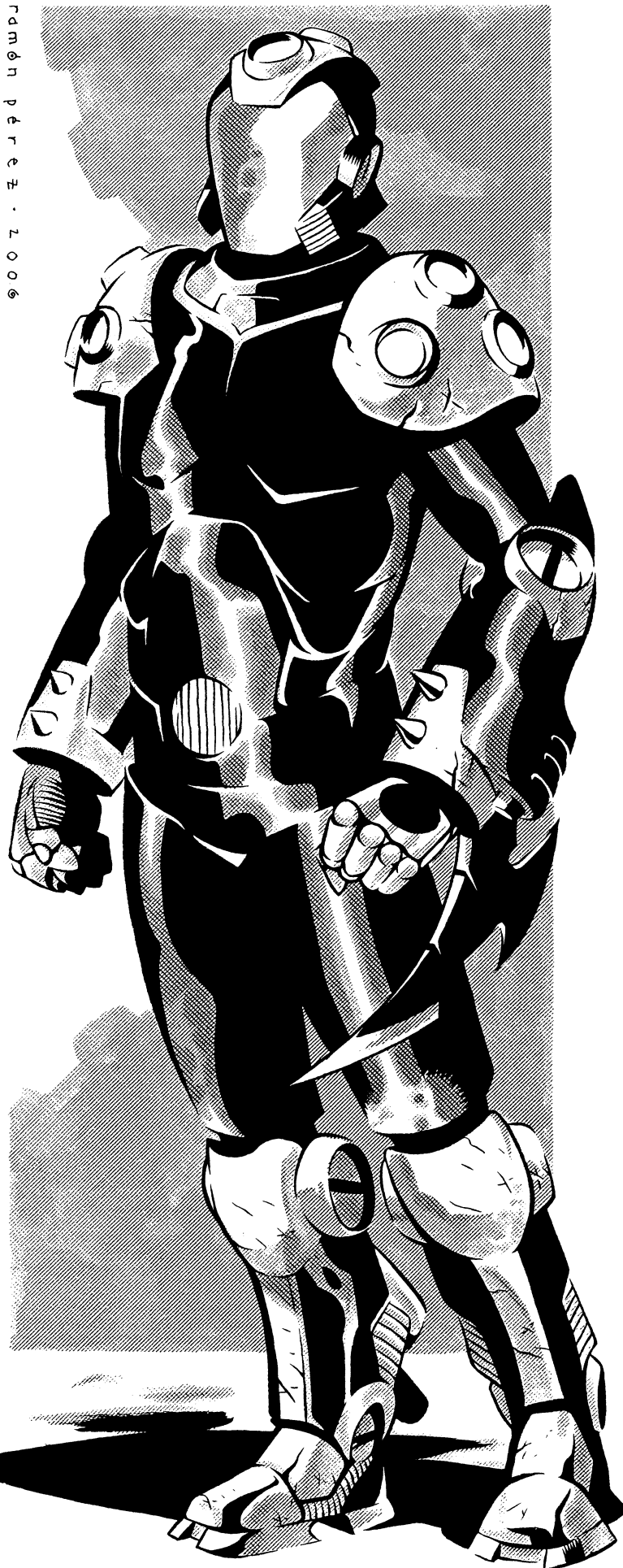
Common & General Skills: Pilot Automobile (90%), Pilot Motorcycle (98%), Pilot Airplane (96%), Basic Mathematics (98%), Speak Russian (98%), Speak Chinese (98%), Acrobatics, Gymnastics

Military Skills: Boxing, Running, Climbing (98%/94%), Military Etiquette (89%), Radio: Basic (98%), Demolitions (98%), Nuclear, Biological & Chemical Warfare (89%).

Espionage Skills: Intelligence (88%), Wilderness Survival (84%), Escape Artist (+89%), Interrogation (98%), Tracking (84%).

Rogue Skills: Find Contraband (82%), Pick Pockets (89%), Seduction (68%), Streetwise (70%), Computer Operation (94%), Photography (89%).

Secondary Skills: Research (94%), Advanced Mathematics (89%), Recognize Weapon Quality (69%), First Aid (89%), Basic Electronics (74%), Basic Mechanics (74%), Auto Mechanics (69%), Prowl (79%), Swimming (94%),



SCUBA/Advanced Swimming (94%), Athletics (General), Body Building, Computer Programming (74%)

Weapon Proficiencies: W.P. Pistol, W.P. Bolt-Action Rifle, W.P. Semiautomatic and Automatic Rifles, W.P. Energy Pistols, W.P. Energy Rifles, W.P. Paired Weapons (All).

Money: Gareth's mysterious benefactor pays him a handsome salary of \$500,000 on top of whatever other funding he needs to keep his crimefighting operations going. In addition, Gareth himself has a few weighty Swiss bank accounts he set up a long time ago to stash his own private funds (roughly \$1.4 million) made from his days as a mercenary.

Weapons: While Gareth has the money and the contacts to obtain just about any kind of conventional or high-tech hardware he wants, he sticks with using his specially designed cybersuit, described below as he loves the suit and prefers it over anything else.

Vehicles and Other Equipment: As his base of operations, Gareth maintains an old warehouse near a seldom used industrial railroad switching station. There, he has all the equipment he needs to wage his war on crime, including a garage for a variety of ordinary vehicles including an old muscle car, surveillance van, two motorcycles, a sky bike and an aircar, as well as a medical facility for treating his wounds, and a workshop for tinkering on his battlesuit. Gareth also has safehouses set up in virtually every district in town so he can duck in and get off the streets *fast* or lay low for a while.

Unnamed Prototype Cybersuit

Note: Gareth likes to call it the "Colt-Super."

Type: Exoskeleton (Authorized, finished model with no design flaws)

Body Frame: Reinforced basic human frame.

Dimensions: 6 feet, 2 inches (1.84 m), 50 lbs (23 kg).

Power Supply: Micro-Fusion.

Legs: Basic Human, Speed: 440 (300 mph/480 km sprinting speed, 120 mph/192 km sustained speed).

Propulsion Systems: Leg Flexors (100 feet/30.5 m up, 200 feet/61 m out); these are hyper-powered joint motors on the suit's knees and lower legs that confer a leaping ability equivalent to Jump Jets.

Arms & Hands: Basic Humanoid (Supernatural P.S.: 32).

Audio Systems: Advanced Audio System.

Optics: Advanced Robot Optic System, Targeting Sight, Telescopic Vision, Thermo-Imager, and Video Receiver & Transmitter.

Sensors: Bio-Scan, Medical Survey Unit, Combat Computer, Micro-Radar.

Weapon Systems:

Spike & Towline: 100 feet (30.5 m) of 1,000 lb (454 kg) test microline. The grapnel does only 1D4 damage but will grab into stone and steel.

Retractable Hand Blades: Damage: 3D6 damage +P.S. bonus.

Wrist Blasters: Damage: 3D6 each, or 6D6 for a double blast (counts as two attacks). Range: 600 feet (183 m). Payload: 40 blasts per hour.

Wrist Spikes: Damage: 1D6 per spike. Range: 300 feet (91.5 m). Rate of Fire: Single shot or volleys of 2, 3, 4, 5 or 6. Payload: Six per wrist.

Armor Rating (A.R.): 15

S.D.C.: 225

Pilot-Oriented Systems: Telemental Helmet, Underwater Capabilities, and Gas Filtration System (+6 to save vs gases).

Miscellaneous:

Shadow Effect: With the exception of the flat-finish metal on the suit's hands, feet, wrists, ankles, knees, elbows, shoulders, visor and upper spine, the rest of the suit is a featureless, inky black which adds +15% to any Prowl rolls.

Adhesion: Micro-magnetic pads on the hands and feet of this suit confer the wall-crawling ability of the Adhesion minor super-power.

Cumulative Robot Bonuses: +3 to initiative, +1 to strike, parry and dodge.

Total Cost: \$13.266 Million.

Hooligan

Good old Roscoe Storm has been attending the school of hard knocks for most of his life. He was born into a poor factory family that got even poorer when the city took an economic fall, and he ended up having to quit school so he could work and help support his family. His dad was dying of some disease he picked up at the old factory, but once that closed there was nobody to sue over it. And his mom, well, she just wasn't doing too well. She drank too much and was living with a broken heart from what her husband was going through.

It was late October, about four years ago, when Roscoe's father finally died, and his mother was not too far behind. The funeral was pretty big, because Roscoe's dad had a lot of friends. He might have been poor, but that didn't mean he was not a well known and beloved fellow. Halfway through the service, a gang of colorpunks calling themselves the **Crowkillers** crashed the funeral and robbed everybody there. They even robbed Roscoe and his mom, and cracked open the casket to rob the corpse of his wedding ring. An act that caused Mrs. Storm to collapse.

A week later, Roscoe's mom died from the shock of the funeral assault. That was it. The final straw. Somebody had to do something. After he put his mother in the ground, Roscoe began building an arsenal and honing the skills he would need to put that arsenal to work. Taking care of a few lone wolf punks harassing folks in the neighborhood was a warm-up he followed up with by going after the Crowkillers. He caught up with them at their local bar and killed every last one who had invaded the funeral.

After that, Roscoe realized he was not done yet. There were a lot more scumbags worse than the ones who hit his parents, including more Crowkillers. And if the cops and the flashy superheroes weren't going to do anything about it, then he would. And so, **Hooligan** was born, and ever since, he has worked in a junkyard by day, and patrolled the city by night. As one of the top vigilantes in

Brisby Flats. A scourge of street scum and the cops who constantly try to stop him.

Hooligan

Real Name: Roscoe Storm

Occupation: Junkyard manager by day, vigilante crusader by night.

Alignment: Aberrant evil! Although well intentioned, and perhaps arguably justified, Hooligan has lost his moral bearing acting as judge, jury and executioner, and ignoring all laws that get in the way of "his" justice. As an Aberrant character, Hooligan has a twisted code of honor and will never harm an innocent individual (it's the innocent he



ramon perez · 2000

fight to avenge and protect), never break his word of honor, nor deliberately hurt or kill honest law enforcement officers or heroes. However, he will fight and injure anybody who tries to stop him, arrest him or get in the way of his dispensing justice — including superbeings and heroes. Moreover, corrupt authorities, politicians and heroes are as bad as street scum and, from time to time, get to feel the wrath of Hooligan.

All that having been said, Hooligan will risk his own life to help the innocent and abused, and is amazingly gentle, patient and compassionate toward women and children.

Attributes: I.Q.: 13, M.E.: 14, M.A.: 10, P.S.: 21, P.P.: 20, P.E.: 20, P.B.: 9, Spd: 30

Age: 24

Sex: Male

Height: 6 feet, 8 inches (2 m).

Weight: 220 lbs (100 kg).

Experience Level: 7th

Hit Points: 68

S.D.C.: 75

Power Category: Special Training (Hunter/Vigilante).

Special Abilities: Disguise Scent (84%), Trap/Snare Animals (84%), Modify Weapon Cartridges (84%), Quick Draw Initiative, and W.P. Sharpshooter (Revolvers).

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 5

Bonuses: +2 to initiative, +5 to strike, +6 to parry, +6 to dodge, +6 to damage, +4 to disarm, +3 to roll with punch/fall/impact, and +3 to pull punch.

Saving Throws: +3 vs magic and poison, +10% vs coma/death.

Other Combat Info: Punch: 1D4+6, Snap Kick: 1D6+6, Karate Kick: 2D4+6, Crescent Kick: 2D4+8, Axe Kick: 2D6+6, Roundhouse Kick: 3D6+6, All Jump Kicks, and Critical Strike: 18-20.

Education Level and Skills: Special

Common & General Skills: Pilot Automobile (82%), Pilot Water Scooter (90%), Pilot Motorcycle (94%), Basic Mathematics (85%), Speak Spanish (95%), and Speak Chinese (95%).

Wilderness & Hunting Programs: Camouflage (70%), Detect Ambush (80%), Detect Concealment (65%), Fishing (85%), Land Navigation (80%), Wilderness Survival (85%), Track Animals (70%), Hunting, Preserve Food (75%), and Skin & Prepare Animal Hides (80%).

Manhunter Program: Tracking (75%), Safecracking (54%), Find Contraband (70%), Intelligence (76%), Street-wise (66%), Escape Artist (60%), Interrogation (70%), Surveillance Systems (60%), and T.V. & Video (48%).

Secondary Skills: Prowl (55%), Climbing (70%/60%), Body Building, Automotive Mechanics (55%), Basic Mechanics (60%), Basic Electronics (60%), General Repair/Maintenance (65%), Recognize Weapon Quality (55%), and First Aid (75%).

Weapon Proficiencies: W.P. Blunt (+2 to strike and parry), W.P. Chain (+2 to strike, +1 to parry), W.P. Paired Weapons, W.P. Automatic Pistol, W.P. Revolver, W.P. Shotgun, W.P. Bolt-Action Rifle, and W.P. Automatic and Semiautomatic Rifles.

Money: Hooligan has about \$2,500 dollars in loose cash stuffed underneath the mattress of the miserable little trailer he calls home, out on the edge of one of Flats' larger junkyards.

Weapons:

Hooligan Tool: Damage: 2D4+6 (including P.S. bonus). Special Abilities: Pops open normal doors on a roll to strike of 8 or higher; pops open heavy locks and security door locks on a roll to strike of 15 or higher, and does 2D4 damage as a club. Note: This is Hooligan's favorite bit of hardware. He got it off a C-SWAT member he tussled with a couple of years ago. He will use this whenever possible.

Motorcycle Chain: Damage: 2D4+6 (including P.S. Bonus). Note: This is the drive chain for an oversized hog Hooligan junked a while back. He has since added a handle to one end and a weight to the other for balance.

Bush Knife: Damage: 1D6+6 (including P.S. bonus). Note: This is an excellent knife with a top-grade carbon blade. Hooligan took it off some thug who made the mistake of pulling it on him. *Nobody* makes that kind of mistake twice, not to Hooligan.

Throwing Irons (8): Damage: 1D4+6 (including P.S. bonus). Note: These are pieces of sharpened scrap metal that Hooligan has fashioned into pretty decent throwing weapons. He likes using them for shock effect and to disarm thugs.

Nightstick: Damage: 1D6+6 (including P.S. bonus). Note: Another weapon Hooligan took off a cop somewhere along the line. Hooligan lovingly refers to this as his "Ugly Stick."

Mace Canister: Damage: Victims of this stinging, blinding spray are at -6 to strike, parry and dodge for 4D4 melees. Range: 6 feet. (1.83 m). Payload: 20 shots. Note: Yet another donation to Hooligan's personal arsenal courtesy of the Century Station Police Department. Hooligan refers to this as his "Breath Spray." He used to have a dozen cans of this stuff, but is now down to his last one. While Hooligan would not pick a fight just to take their stuff, the next time he tangles with "The Man," extra mace cans will be among the party favors he will scoop up.

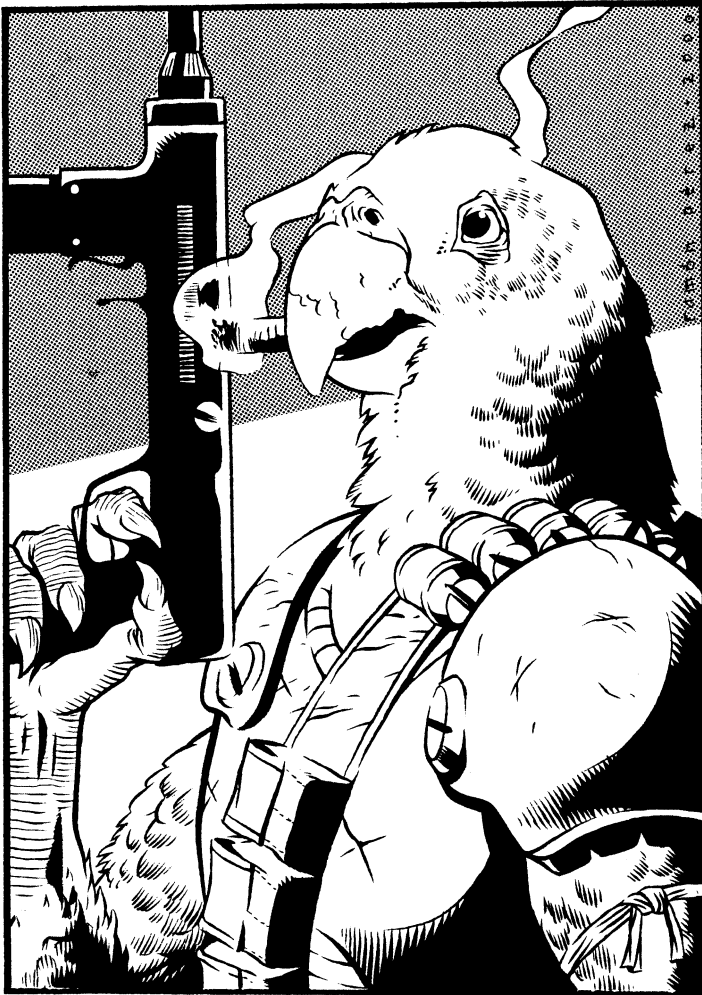
Colt .44 Magnum Revolver: Damage: 6D6. Range: 150 feet (45 m). Payload: 6 shots.

12-Gauge, Sawed-Off, Over-Under Scattergun: Damage: 4D6 (Buckshot), 5D6 (Slugs or "Magnum" Buckshot), 6D6 ("Magnum" Slugs). Range: 60 feet (18 m). Payload: 2 Shots. Note: Hooligan also carries a fanny pack with an assortment of 20 extra shells for this puppy. They are evenly distributed between normal and magnum buckshot and slug rounds. During combat, Hooligan reloads with these slugs indiscriminately, so re-roll percentile dice to see what he has loaded into his gun. **01-25%:** normal buckshot, **26-50%:** normal slug, **51-75%:** "Magnum" buckshot, **76-00%:** "Magnum" slug.

Vehicles and Other Equipment: Hooligan drives a really beaten-up 1969 Mustang that has numerous plates and pieces of scrap metal welded onto it to cover up holes, crunch points, etc. The engine is in great shape, though. Hooligan also rides a sweet Harley motorcycle that he liberated from a biker who was robbing a liquor store a few months ago. If run through police computers, the bike will register as stolen.

In terms of **armor**, Hooligan always wears a point blank vest (A.R.: 10, S.D.C.: 70) as a part of his costume. He also wears a face-mask with goggles, reminiscent of what paintball players wear, only it's made out of solid sheet metal. The face mask not only hides Hooligan's identity, but it also provides protection against mace.

Although they are not exactly "equipment," Hooligan sometimes will bring his two junkyard dogs into action with him. They are *Oberon* and *Nox*, and their stats are roughly equal to that of a CSPD K-9 unit, only they have no body armor to wear. Hooligan does not use these dogs often, because it would break his heart if they were killed or seriously injured.



Kincave the Fighting Parrot

That's right, a mutant parrot commando! Toting state of the art firepower, he's a real hardcase, despite his somewhat ridiculous appearance. He was part of a military super-soldier project in which animals were "uplifted" to humanoid form. They worked on parrots because they already had an edge on developing speech capabilities, but ultimately, the project was shelved (perhaps in favor of the *Dynosaurs Project*). Kincave is the only living prototype from the experiment, and he still takes some "special wetwork assignments" from time to time, perhaps with the plan of raising enough money to reopen the project him-

self and create more parrots like him for company. Or for some darker purpose.

Kincave is the reason why the *Dynosaurs* exist. A few years back, **Genesys** launched its ambitious project to create mutated animal super-soldiers who were "expendable yet dependable." Kincave was one of the original test group, but he developed far too much free will for his creators' tastes, so they decided to eliminate him and start over, this time using dinosaur DNA. Kincave learned of his premature "retirement" and fled Genesys labs, but not before stopping by the company armory and taking a small mountain of guns and ammo with him. He now resides on a tiny warehouse island in the Archipelago, where he monitors the radio waves of the city, listening to hear if any heroes or Genesys flunkies are coming after him. While he could run from the city, something about this place keeps him here. Maybe it's those few times he acted like a genuine superhero and helped people against supervillains. Or maybe he just gets off on being disreputable. As it is, he is openly hunted by CHIMERA, the CSPD, The Centurions, and Genesys. Still, most New School heroes, and even a few cops and Old Schoolers recognize Kincave as a hero in the rough, a good guy put on the run for all the wrong reasons.

Real Name: P-101

Occupation: Vigilante and fugitive from the Genesys Corporation. Although he has heard rumors about the *Mutant Underground*, he has never made contact with any member.

Alignment: Anarchist (with Unprincipled leanings).

Attributes: I.Q.: 15, M.E.: 15, M.A.: 8, P.S.: 30, P.P.: 16, P.E.: 25, P.B.: 15, Spd: 31.

Age: 4

Sex: Male

Height: 6 feet, 6 inches (1.98 m).

Weight: 225 lbs (101 kg).

Experience Level: 9th

Hit Points: 70

S.D.C.: 63

Power Category: Mutant Parrot.

Size Level: 13

Build: Medium

Hands: Full

Biped: Full

Speech: Full

Looks: None

Powers: Glide, Imitate Voices.

Combat Training: Hand to Hand: Martial Arts

Number of Attacks: 6

Bonuses: +2 to initiative, +3 to strike, +5 to parry, +5 to dodge, +15 to damage, +4 to disarm, +4 to roll with punch/fall/impact, and +3 to pull punch.

Saving Throws: +5 vs magic and poison, +20% vs coma/death.

Other Combat Info (Including P.S. Bonus): Punch: 1D4+15, Snap Kick: 1D6+15, Karate Kick: 2D4+15, Crescent Kick: 2D4+17, Axe Kick: 2D6+15, Roundhouse Kick: 3D6+15, Backward Sweep, All Jump Kicks, Leap Attack, and Critical Strike: 18-20.

Education Level and Skills: Military Specialist

Espionage Program: Detect Ambush (85%), Intelligence (95%), Wilderness Survival (80%), Escape Artist (85%), and Tracking (80%).

Military Program: Running, Climbing (95%/85%), Military Etiquette (90%), and Radio: Basic (98%).

Secondary Skills: Body Building, Athletics (General), Swimming (98%), Prowl (80%), Card Sharp (71%), Basic Electronics (85%), Basic Mechanics (85%), and Land Navigation (80%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Automatic Pistol, W.P. Revolver, W.P. Shotgun, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles, and W.P. Heavy.

Money: Kincave is penniless. He has a great deal of weapons, supplies and gear, but not more than 1D4x\$100 in ready cash. In time, he might take measures to remedy this, like hiring out as a mercenary, or maybe stealing from cash-carrying criminals, such as arms and drug dealers.

Weapons: Kincave owns and uses a noteworthy arsenal of firearms, the statistics for which can be found in the **HU2** rule book, the **Heroes Unlimited™ G.M.'s Guide**, or more comprehensively in Palladium's **Compendium of Contemporary Weapons™**. The more noteworthy items among his substantial collection include a Pancor Jackhammer 12 Gauge Automatic Shotgun, an M82A1A Barrett .50 Sniper Rifle, an M-16 5.56 mm Assault Rifle with an M-203 40 mm Grenade Launcher attached to it, an FN90 Personal Weapon (Sub-Machinegun), two M-960A Calico 9 mm Machine Pistols, two Colt .45 Automatic Pistols, two Beretta 93R 9 mm automatic Pistols, an H&K MP-5 9 mm Sub-Machinegun, and the granddaddy of it all, a brand-new XM-134 5.56 mm Mini-gun. Kincave has a few thousand rounds of ammunition for all of his weapons, with the exception of his M-203 (for which he has 81 assorted rounds) and his XM-134 (for which he has a massive linked belt of 10,000 rounds). Kincave also has a dozen hand grenades of varying types as well as three one pound (0.45 kg) blocks of C-4 plastic explosive and detonators. Kincave usually disdains carrying high-tech or police weaponry, but at the G.M.'s discretion, he might equip himself with such hardware for special occasions. He also isn't adverse to scrounging discarded weapons from the field to add to his personal collection.

Vehicles and Other Equipment: Kincave usually wears a Class 4 Hard Armor Vest (A.R. 12, S.D.C.: 120) and rides a heavy jet ski to and from the Archipelago. Once on "shoreside," as he likes to call the rest of the city, he goes by foot or more preferably, by gliding from rooftop to rooftop.

The Schwa

Julius Montenegro, a.k.a. the Schwa, is the total Crazy Man hero. A frenetic fast talker who clobbers bad guys whenever and wherever he finds them. His Karmic power tends to point him to trouble, and then gets him out of it. A real loveable nutcase reportedly driven insane by the death of his mother, a beautiful and loving woman who

died violently under very mysterious circumstances. Word on the street is that Julius knew his father, a cold-hearted industrialist, arranged for his wife's murder, but could not be pinned for it, so he walked free. This injustice shattered young Julius' sanity and also awakened his powers. He left home to live like a vagrant, obsessed with taking on criminals and descending further and further into his dementia as a way of escaping the pain of his mother's brutal, premature end and his father's ultimate betrayal.

Also Known As: Sporkman and Captain Moldbeard.

Real Name: Julius Montenegro

Occupation: Crimefighting lunatic!

Alignment: Scrupulous

Attributes: I.Q.: 10, M.E.: 8, M.A.: 10, P.S.: 30, P.P.: 30, P.E.: 25, P.B.: 10, Spd: 40.

Insanities: Obsession: Danger.

Neurosis: Psycho-Reliance. Julius believes all of his powers stem from his association with the "schwa," a weird phonetic symbol that stands for an "uh" sound in the English language. So that his powers never ebb, Julius has had a large encircled schwa tattooed on each of his heavily muscled shoulders. Just to be sure, however, the chest logo on his costume is a large encircled schwa as well. Phobias: Clowns, Monster Trucks (this apparently relates to some bizarre childhood trauma that Julius prudently chooses not to discuss).

Age: 20

Sex: Male

Height: 6 feet, 1 inch (1.85 m).

Weight: 175 lbs (79 kg).

Experience Level: 6th

Hit Points: 50

S.D.C.: 135

Power Category: Mutant and Crazy Man Hero!

Unusual Characteristics: Ambidextrous.

Major Super Abilities: Karmic Power.

Minor Super Abilities: Extraordinary P.P. and Power Channeling.

Note: The Schwa's powers are unstable, and affected by trauma-based changes, as described in the **HU2** rule book.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 8

Bonuses: +4 to initiative, +12 to strike, +19 to parry, +15 to dodge, +6 to auto-dodge, +15 to damage, +20 to roll with punch/fall/impact, +5 to disarm, and +3 to pull punch.

Saving Throws: +11 vs poison and gases, +6 vs psionic attack and possession, +9 vs magic, and +40% vs coma/death.

Other Combat Info: Body Tackle: 1D6+6D4+15, Head Butt: 3D6+15, Punch: 7D6+15, Power Punch: (6D6+15)x2, Kick: 8D6+15, Roundhouse Kick: 9D6+15, Jump Kick: (8D6+15)x2, Critical Strike: 18-20, Knock-out/Stun on Natural 20, Pin/Incapacitate: 18-20.

Education Level and Skills: On the Job Training.

Physical Program: Boxing, Wrestling, Acrobatics, Gymnastics.

Secondary Skills: Prowl (80%), Climbing (98%/90%), Swimming (85%), Athletics (General), Body Building, Pilot: Motorcycle (80%), Airplane (70%), Truck (60%), and Pilot: Water Scooter (75%).



Money: Julius is the sole heir to the Montenegro family fortune, currently worth over \$1.1 billion. However, Julius is very much not part of his father's life and wants nothing to do with him at this point. When his father

dies, the family will have to conduct a very thorough search to find Julius and inform him of his inheritance. Until then, Julius lives penniless and without possessions on the street.

Weapons: None except for those he might pick up in the heat of battle.

Vehicles and Other Equipment: None. Julius currently lives on the street in his costume; the only way he passes for normal is when he wears his ratty overcoat and fedora.

Speedmetal

Poor Kyle Harvey! Here he is, this really nice junior trying to get his freaking homework done, not be late to his afternoon job at the local diner (so the jocks can all make fun of him), and somehow get that major hottie Rachel Kellington in his World Lit class to notice he's alive. And you know what happens? He develops these freaky powers that make him some kind of superhero or something! Majorly bad timing. I mean, this makes a Texas-league zit the night before the prom look like nothing.

So he's got these powers, and they make him go like really *fast* (which is pretty cool) and he can turn into metal so nothing hurts him (that's awesome). He's not too good on his feet, though, and when he's really punching the speed, he might trip and take out a whole storefront or something. (Remember that time he nuked that RPG store by accident? No, not that cool little independent one, I'm talking about that one from the national chain, got bought out by that big toy company? Yeah, that's the one. That was so radical.) He's really strong too, and could probably throw Chet Harker's SUV all the way to the bay. Pretty-boy quarterback deserves it too, but he'll just get his dad to buy him another one.

So here's the drag. Kyle's got these cool powers, and he could totally get some payback for all the crap he's had to put up with, right? Only this old superhero from like the *fifties* or something (Kyle never says who he is) starts dropping by his house and saying how "with great power comes great responsibility" and all that. After a while, Kyle starts believing it. So now, every once in a while, if he hears about something bad going down out in the Dreadzones, and will turn all metal and drop his stuff and go tearing off to go bash some super-dude's head. It is really cool sometimes, too. Last week, he took out this dude calling himself *Warmonger* or something like that, and the cops even gave him like a prize for it. I hear The Centurions are even thinking about asking him to become a real superhero once he graduates from high school. That would be so cool. I don't know if Kyle is gonna do it, though. He's thinking about it, and I think he should but I think he might be a little afraid. I mean, superheroes die all the time, even tough ones like Kyle. But he's got what it takes, man. He could be one of the best.

Besides, he has only got the best name out of any superhero there is. Speedmetal! Yeah, that's my big brother. Cool, huh?



Speedmetal

Real Name: Kyle Harvey. His 11 year old brother, Kevin, is the only one who knows his secret identity, although mom and dad are starting to suspect something's going on with their son.

Occupation: High School Junior and crimefighter.

Alignment: Scrupulous with a heart of gold and the idealism of youth.

Attributes: I.Q.: 12, M.E.: 11, M.A.: 17, P.S.: 10 (40 Supernatural transformed), P.P.: 7, P.E.: 15, P.B.: 11, Spd: 10/Special.

Age: 16

Sex: Male

Height: 5 feet, 6 inches (1.68 m) or 6 feet, 6 inches (1.98 m) when he transforms.

Weight: 130 lbs (59 kg) or 700 lbs (315 kg) transformed.

Experience Level: First, but closing in on second level.

Hit Points: 19

S.D.C.: 20 normal, but 950 transformed.

Power Category: Mutant

Major Super Abilities: Alter Physical Structure: Metal, plus Sonic Speed.

Combat Training: Hand to Hand: Basic

Number of Attacks: 5

Bonuses: +6 to initiative, +1 to strike, +3 to parry, +4 to auto dodge, +25 to damage, +8 to roll with punch/fall/impact, +3 to pull punch

Education Level and Skills: High School.

Computer Program: Basic Electronics (35%), Computer Operation (45%), Computer Programming (35%), and Radio: Basic (50%).

Technical: Research (55%), Writing (30%), Speak/Literacy: Spanish (55%/35%), and Law (General; 30%).

Secondary Skills: Pilot: Automobile (60%), Pilot: Airplane (50%), Pilot: Motorcycle (60%), Advanced Mathematics (45%), Auto Mechanics (25%), Basic Mechanics (30%), and Cook (35%).

Money: Kyle earns a little money working as a busboy at a local diner, but it doesn't amount to much. He's just a high schooler, after all. He can barely afford to buy his favorite role-playing games, much less any special equipment!

Weapons: None.

Vehicles and Other Equipment: None. Kyle sometimes can borrow his parent's car, but he has no vehicle of his own. Not that he needs it, since he can run faster than even the fastest aircar. He also does not use any armor, since his metal form provides him with ample S.D.C. and a natural A.R. of 17.

Troubleshooter

Curtis Drucker is one of the city's best private eyes, largely because nobody has a sense of the streets like he does, having grown up in the urban war zone that is the Hannigan subdistrict. And, nobody else seems to have the psychic powers that he does, which give him an uncanny ability to obtain and retain evidence and clues, as well as stay one step ahead of danger. Nobody has the contacts that he does, either. During the course of his five year long career, he has made contacts with virtually every major

hero, vigilante, reporter and top cop in the city, many of whom owe him favors of one sort or another. Put it all together and you get a Super Sleuth who can find out virtually anything, tail almost anybody, track down almost any lead, and take down almost anybody who deserves it. Just don't ask him where he got that bruise on his jaw, why his Glock's a couple of rounds lighter and how the package you asked him to retrieve looks to have gotten some blood on it.

As Troubleshooter, Curtis is ultra-efficient at what he does, and unafraid to lay his life on the line for a needy citizen who needs an avenging angel. After a while, anybody working Century Station's dark side either learns to like him or fear him. Which one, Curtis leaves up to one's own discretion.

Troubleshooter maintains a run-down office on the edge of the Waingroh district, in a largely empty and crumbling building. Still, he maintains a top-notch security system for his office, as well as a sophisticated crime lab, video surveillance of the surrounding blocks, a weapons locker with various rifles and shotguns (all licensed, of course), and lots of other surprises for anybody trying to infiltrate his place of work.



Troubleshooter

Real Name: Curtis Drucker

Occupation: Private eye (and closet hero).

Alignment: Scrupulous

Attributes: I.Q.: 19, M.E.: 22, M.A.: 20, P.S.: 19, P.P.: 19, P.E.: 19, P.B.: 15, Spd: 19.

Age: 23

Sex: Male

Height: 6 feet (1.83 m).

Weight: 180 lbs (82 kg).

Experience Level: 4th

Hit Points: 40

S.D.C.: 40

I.S.P.: 80

Power Category: Special Training: Super-Sleuth.

Special Abilities: Computer Hacking (85%), See Through Disguise (66%), and Recognize Forgery (72%).

Psionic Abilities: Object Read, Speed Reading, Total Recall, and Sixth Sense.

Combat Training: Hand to Hand: Expert

Number of Attacks: 5

Bonuses: +2 to initiative, +4 to strike, +5 parry, +5 to dodge, +4 to damage, +2 to pull punch, +2 to roll with punch/fall/impact, 60% to trust/intimidate.

Saving Throws: +4 vs psionics, +5 vs insanity, +2 vs magic and poison, and +8% vs coma/death.

Other Combat Info: Punch: 1D4+4 and Kick: 1D6+4.

Education Level and Skills: Special

Common & General Skills: Pilot: Automobile (81%), Pilot: Airplane (87%), Basic Mathematics (60%), Speak/Literacy: Chinese (85%/65%), and Radio: Basic (60%).

Detective/Law Enforcement Program: Computer Operation (90%), Criminal Science (75%), Law (General) (65%), Intelligence (69%), Research (90%), Surveillance Systems (70%), and T.V. & Video (52%).

Rogue Program: Find Contraband (63%), Streetwise (55%), Escape Artist (65%), and Detect Ambush (65%).

Money: As Troubleshooter, Curtis has scored a few big jobs for wealthy private clients, and has put over \$12,000 away in savings.

Weapons:

Glock 17 9mm Automatic Pistol: Range: 165 feet (50 m). Damage: 3D6 (silver bullets). Rate of Fire: Single shot or burst firing. Payload: 17 rounds; always has 102 extra round (6 reloads).

Mace/Pepper Spray: A stinging chemical spray that blinds one's opponent. Victims are -6 to strike, parry and dodge. Range: 6 feet (1.83 m). Duration: 4D4 melees. Payload: 20 shots.

Vehicles and Other Equipment: Troubleshooter has an \$80,000 crime lab and another \$50,000 in crime-fighting equipment, including an aircar, two surveillance automobiles, and a motorcycle.

The Victorian

One of Century Station's more unusual crimefighters, the Victorian is an impeccably dressed English gentleman who wears a \$3,000 John Phillips suit, a dashing bowler derby, an opaque stocking mask and a monocle screwed into his right eye socket for appearance's sake. The Victorian is said by some to be the deadliest man alive. At least the deadliest man alive with his sense of style and manners. He speaks with a crisp English accent, always



shows good form, even in front of the crudest villains, and is an ace in the arts of swordplay, stick-fighting, savate-style kick boxing and good old-fashioned fisticuffs. He quietly strolls the city streets, always on the lookout for "the assorted ruffians, blackguards and ne'er-do-wells who are always causing such a row to the good people of this fair metropolis," to hear him say it. His purpose? "Well, to inform them of their wayward behavior so that they may discontinue it posthaste. Else, I'll have to issue a bit of a thrashing, I'm afraid."

For his theatrics and sense of understatement, the local media *LOVE* this guy, and are always looking for a good quote or sound bite from him. Usually, he is all too happy to oblige.

In civilian life, the Victorian is Lord Elston Tredigar, an English noble who grew very bored of the usual routine of equestrian events, art auctions and social callings, so he trained himself into an incredible martial arts machine and went somewhere that could use his interesting talents and inclination — Century Station.

The Victorian

Real Name: Lord Elston Tredigar

Occupation: Nobleman, adventurer and gentleman.

Alignment: Scrupulous

Attributes: I.Q.: 13, M.E.: 15, M.A.: 15, P.S.: 28, P.P.: 27, P.E.: 19, P.B.: 17, Spd: 42.

Age: 33

Sex: Male

Height: 6 feet (1.83 m).

Weight: 180 lbs (82 kg).

Experience Level: 4th

Hit Points: 53

S.D.C.: 100

Power Category: Physical Training (Defensive and Fast Combat).

Special Abilities: Power Punch (Special), Power Kick (Special), and Force of Will.

Minor Super Abilities: Extraordinary P.S.

Combat Training: Hand to Hand: Special

Number of Attacks: 8

Bonuses: +4 to initiative, +8 to strike, +13 to parry, +12 to dodge, +13 to damage, +5 to pull punch, +8 to roll with punch/fall/impact, +3 to disarm, and +2 to body flip/throw, 35% to charm/impress.

Saving Throws: +2 vs magic and poison, and +18% vs coma/death.

Other Combat Info: Karate Punch: 2D4+13, Karate Kick: 2D6+13, Backward Sweep, Automatic Back Flip, Body Hold, Arm Hold, Pin/Incapacitate: 18-20, Body Block: 1D4+13 plus lose one melee attack, and Crush/Squeeze: 1D4+13.

Education Level and Skills: All the things any well-rounded gentleman should know.

Scholastic Skills: Business & Finance (50%), Computer Operation (55%), Law (General) (40%), Research (65%), Pilot: Airplane (62%), Pilot: Automobile (66%), Pilot: Boats (Sail-Types) (75%), Pilot: Boats (Motor-Types) (70%), Pilot: Boats (Ships) (60%/57%), Horsemanship (62%), Pilot: Motorcycle (72%), Pilot: Race Car (63%), Pilot: Truck (52%), and Pilot: Water Scooters (65%).

Secondary Skills: Athletics (General), Body Building, Swimming (65%), Running, Art (50%), Writing (40%), Speak/Literacy: French (65%/45%), Speak/Literacy: Latin (65%/45%).

Weapon Proficiencies: Paired Weapons (all), W.P. Sword (+2 to strike and parry), W.P. Staff (+2 to strike, +1 to parry), and W.P. Knife (+1 to strike, +2 to parry, +1 to throw).

Money: Lord Tredigar is rich as sin. His family can trace its roots back to the 10th century, and it has been fairly wealthy and powerful during that entire time (with a few odd decades of hardship here and there, of course). House Tredigar is considered one of the more discreet noble families in England, but it has amassed a family fortune bettered by few others. Lord Tredigar controls the entire family fortune.

Weapons: As the Victorian, Tredigar likes fighting with an extremely well-made sword cane that has been in his

family since the early 1800s. When the sword is drawn, he likes to use the blade and the rest of the cane as paired weapons. The sword inflicts 3D6+13 (including P.S. bonus) and the cane/short staff inflicts 2D6+13 (includes P.S. bonus). For less threatening opponents, the Victorian will gladly use just his cane as a short staff. Note that this item is his most treasured possession, and he will go through just about *anything* to retrieve it if lost.

Vehicles and Other Equipment: As a superhero, the Victorian likes to travel on foot and use no equipment other than the Concealed Armor (A.R.: 10, S.D.C.: 50) sewn into the lining of his *very* expensive suits. As Lord Tredigar, he has access to virtually any mode of transportation available, including private space flights (although these are dreadfully expensive and would not be hired out unless there was a jolly good reason for it).

PUBLIC ENEMIES

Public Enemies are just that, the assorted supervillains and masterminds who make their living (or get their thrills) by victimizing their fellow citizens. Century Station has an incredible overabundance of Public Enemies and not nearly enough heroes to handle them all, which is why the crime situation is as bad as it is.

Supervillains, mercenaries, hit men and cutthroats of all kinds flocked to Century Station during the Project Daedalus days, and ever since, the city has been a major hub of villainy. Even though the city's fortunes fell after the Daedalus scandal, the city remained a playground for criminals and supervillains of every stripe. With large sections of the city having little to no police protection, Public Enemies can act with little fear of retribution or intervention.

Most Public Enemies act out of greed, using their powers to rob and burglarize. Banks, corporate headquarters (anybody who's seen the action film *Die Hard* will know why), research facilities (special components and intellectual property are hot commodities), industrial centers (low ball villains might rip off the machinery for resale, or more likely, hit the payroll vault), and large commercial centers are prime targets. On the other hand, some of these maniacs are purely into property damage and love cooking up schemes to destroy whatever they can for the thrill of it. Others are predators who enjoy hurting people, especially important ones like heroes, city officials, celebrities and prominent citizens. Still others are simply criminal contractors — guns or super abilities for hire. These criminal mercenaries are willing to do anything for a price and hire out their services to the highest bidder.

In general, Public Enemies who carefully plan and execute their endeavors are known as *Professionals* and tend to be fairly difficult to capture, requiring a lot of investigation, research, and staking out. They also tend to command greater respect from their fellow criminals for being

easy to work with and for not taking unnecessary risks. They often build impressive fortunes from their criminal careers, and are the only Public Enemies to become Criminal Masterminds.

Cowboys or *Yahoos*, on the other hand, are those Public Enemies who commit crimes impulsively, and usually more for the thrill of it than for the prospect of some kind of reward. Getting respect (i.e. proving how powerful they are, saving face, etc.), anger and revenge are other great motivating factors. Cowboys are almost always unnecessarily violent, cruel and flamboyant risk-takers. Consequently, their exploits often involve significant collateral damage and hurt or killed bystanders. Whereas Professionals often do their job and slip away undetected (or as quickly as possible, killing only when necessary), Cowboys have no problem sticking around and taking on whoever shows up to oppose them. Not surprisingly, these Yahoos cause most of the superbrawls in town, whereas confrontations with Professionals tend to take place in secluded areas away from the public eye (and witnesses to testify against them).

For cataloging purposes, there are simply too many Public Enemies in Century Station to keep track of! Supervillain groups on record include the *Crime Lords of Century Station*, *Hitters, Inc.*, *Halcyon*, *Overrun*, *Quaternary*, *Motherboard & Silicon*, *Sinistry*, and the *Shadow Margin*. Numerous individual supervillains also have made Century Station their home, including, *Daddy Longlegs*, the *Entity*, *Polarity*, *Mimetic*, *Mr. Dark*, *Bloodstone*, *Pipin*, and *Thunderhead*.

Those on record usually got there because they got caught a few times or because they have a long criminal legacy and are at the top of CHIMERA's (and Legionnaires') Most Wanted list. For every known Public Enemy, there are two or three more waiting in the wings, either superhumans from another part of the world, supervillains

in the making, or villains so good at what they do that people don't even know they exist, much less how to catch them. As a result, superheroes on patrol have a decent chance of running into unknown opponents, which is dangerous because there is no telling what their capabilities are. In fact, the Bloody Monday losses aside, statistics show that most crusading superbeings in Century Station die or are permanently injured at the hands of evil superbeings or criminals they don't know and are meeting for the first time. It is enough to think that maybe one of the reasons why some heroes like going after the same bad guys over and over is because at least with them, they know what they are getting into and have a better chance of survival.

Crime Lords of Century Station

Besides the various groups of bona fide "supervillains" in town, there are also several major league syndicates that are powerful enough to merit special mention. Like competing unions, each caters to a particular style of work or specialty so as to avoid costly conflicts. Five of the most noteworthy street empires are the *Triad*, the *Goodfellas*, the *Red Menace*, the *Kagemusha Ryuujin*, and the *Juju Macoute*.

According to word on the street, they *all* answer to **The Minotaur**, a shadowy (presumably) Mega-Villain who rules the Labyrinth with an iron fist. Yet nobody has ever seen his face or heard his true voice. Who is this mysterious crime lord, and what power does he hold over the others to make them do his bidding? More importantly, why have no law enforcement agencies been able to pin an identity on this figure, much less the evidence of any crimes? Whoever he is, The Minotaur is a major Public Enemy within Century Station, and it was he who united the warring criminal factions and forged them into a seemingly invincible confederation of villainy. CHIMERA has absolutely no information on this character whatsoever, and even the usually fertile rumor mills have nothing to say about this villain. Whoever brings this criminal overlord to justice is sure to receive the red carpet treatment from both CHIMERA and the Mayor's office for a *very* long time.

The Triad

This simply named, but highly effective syndicate, has one of the most fearsome reputations in the Century Station underworld. They are methodical, ruthless, fearless, and (so far) untouchable by the law. The Triad specializes in public assassination. When somebody wants a troublemaker or rival "removed" and the whole world to see it happen, The Triad is called. These are called "message killings" by the CSPD, and they have become a popular way for criminal figures, dirty politicians, and corrupt corporate officials to get the message across to whomever they want reached. Most often, message killings involve somebody close to the real target; since these acts are meant to intimidate others or make a statement. Thus, if a labor boss wants a particularly noisy corporate head shaken up, he sends a Triad assassin to slaughter the businessman's family or partner in a public restaurant. That way, the real target spends the rest of his life scared

and out of the way, as well as serving as a sharp reminder to everybody else who knows him.

Triad killers are typically very well dressed young Chinese men and women, neatly groomed and with impeccable manners. However, the new leader of The Triad, Gong Feng, has recently begun recruiting "hitters" from all races, so his employees can not be detected by their appearance. Unless one knows a Triad killer is on the way, these assassins can slip in and out of virtually any environment, since their respectable but nondescript dress makes them blend in with any other suit-wearing business persons. For executive targets, this makes Triad killers especially dangerous.

Gong Feng, The Celestial Archer

Gong Feng was a sub-boss in Kowloon City, Hong Kong, for several years, earning a reputation as a flawless "proximity assassin," (one who gets within 10 feet/3 m of the target before making the hit — useful for striking people in crowds without nailing bystanders). He was recently promoted to head up a new Triad in Century Station, a duty he accepted most graciously. Gong Feng must funnel half of his earnings to his masters back in China, and he must meet a monthly quota or he will die. It is that simple. So far, he has had no problem meeting his quota, but if ever he did, he knows an entire army of killers would be sent to liquidate him and his Triad, if they chose to resist as well. While on the job, Gong Feng is quiet and observant, making no moves unless he has to. He is much the same way in his private life, a reserved individual who seems to give off no hint of emotion. He seems to enjoy his work, but somehow, there is almost an air about him to suggest that in some way, he regrets what he does, and if he had a second choice, he would follow a different life path.

Gong Feng appears as the typical Triad Assassin — he is a handsome and well dressed Chinese man, often seen wearing expensive tailored suits, stylish sunglasses and slicked back hair.

Occupation: Triad Boss and master assassin.

Alignment: Aberrant

Attributes: I.Q.: 16, M.E.: 17, M.A.: 18, P.S.: 20, P.P.: 22, P.E.: 20, P.B.: 14, Spd: 21.

Age: 40

Sex: Male

Height: 5 feet, 8 inches (1.7 m).

Weight: 160 lbs (73 kg).

Experience Level: 8th

Hit Points: 65

S.D.C.: 75

Power Category: Special: Jian Shih O.C.C. from the **Mystic China™** sourcebook.

Combat Training: Hand to Hand: Triad Assassin.

Number of Attacks: 7

Bonuses: +2 to initiative, +4 to strike, +5 to throw, +6 to strike on an aimed shot with automatic pistols, +4 to strike on a burst from automatic pistols, +7 to parry, +7 to dodge, +5 to damage, +2 to initiative, +2 to pull

punch, and +7 to roll with impact, 50% to trust/intimidate.

Saving Throws: +2 vs pain, +1 vs Horror Factor, +1 vs psionics and insanity, +3 vs magic and poison, +10% vs coma/death.

Other Combat Info: Punch: 1D4+5, Kick: 2D4+5, Pistol Whip: 2D4+7, Single auto pistol shot: 3D6, Short automatic pistol burst: 3D6x2, long automatic pistol burst: 3D6x6, Simultaneous bursts (i.e., firing at the same time with a pistol in both hands) incur no penalties to strike, do 6D6x2 (short bursts) or 6D6x6 (long bursts) and count as two attacks.

Education Level and Skills of Note: Special.

Scholastic Skills: Chinese Literacy (98%), Paramedic (80%), Acrobatics, Gymnastics, Body Building, and Swimming (85%).

Secondary Skills: Speak/Literacy: English (85%), and Speak/Literacy: Japanese (85%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Revolver, W.P. Automatic and Semiautomatic Rifles.

Money: Gong Feng has about \$10 million in assets and another \$1D4 million in cash in various bank accounts across the world. However, much of this money eventually funnels back into his own Triad or kicks back to *his* superiors in Hong Kong.

Weapons:

Beretta 92, 9 mm Automatic Pistols (2): Range: 180 feet (55 m). **Damage:** 3D6. **Rate of Fire:** Single shot or burst firing. **Payload:** 15 rounds. **Note:** Gong Feng always wears a pair of these at the small of his back in a special holster that also carries a spare clip for each gun. When things look rough, he will carry up to another four pistols on him so he can just grab full pistols and keep firing when he runs out of ammo. He also will wear a special belt rig that can hold up to 20 spare clips for his pistols, although he rarely needs so much ammunition at one time.

Vehicles and Other Equipment: Gong Feng has access to just about any kind of civilian vehicle available. He usually travels in a luxury sedan that is fully armored and has bulletproof windows and tires.

Triad Assassins

These nameless killers are the foot soldiers of Gong Feng's Triad. They are all Triad Assassins, like him, only less experienced. What they lack in skill, however, they make up for in numbers. At present, Gong Feng has nearly 50 of these assailants in his employ. They used to all be Chinese, but as the times have changed, so has Gong Feng, and he has begun admitting non-Chinese into his gang of murderers, as well as females. While this is seen as a shrewd recruiting move by other crime lords in the city, Gong Feng's superiors in China, as well as other Chinese crime organizations, see this as a most grave breach of racial etiquette, one that must not go unpunished!

Occupation: Triad Assassin.

Typical Alignment: 50% Aberrant, 25% Miscreant and 25% Diabolic.

Typical Attributes: I.Q.: 1D6+9, M.E.: 1D6+9, M.A.: 1D4+9, P.S.: 1D6+16, P.P.: 1D6+18, P.E.: 1D6+14, P.B.: 2D6+3, Spd: 1D6+16

Average Age: 18-30

Sex: Male and Female.

Height: Varies.

Weight: Varies.

Average Experience Level: 4th. Generally, one experience level for every 18 months to two years on the job. Most Triad assassins are 4th level. Stats below are given for a 4th level assassin, so adjust upward or downward as is appropriate.

Hit Points: 30

S.D.C.: 45

Power Category: Jian Shih O.C.C. from **Mystic China™**.

Combat Training: Hand to Hand: Triad Assassin.

Average Number of Attacks: 4

Bonuses: +1 on initiative, +2 to strike, +3 to strike with pistol whip, +5 to strike with aimed automatic pistol shot, +3 to strike with burst from automatic pistol, +4 to parry, +4 to dodge, +3 to damage, and +6 to roll with punch/fall/impact.

Other Combat Info: Punch: 1D4+3, Kick: 2D4+3, Pistol Whip: 2D4+3, Aimed Automatic Pistol Shot: 2D6, Automatic Pistol Burst: 2D6x2 (short), 4D6x2 (long), Simultaneous automatic pistol burst: 4D6x2 (short), and 4D6x5 (long).

Education Level and Skills: Special; same as Gong Feng.

Scholastic Skills: Chinese Literacy (98%), Paramedic (60%), Acrobatics, Gymnastics, Body Building, and Swimming (65%).



Secondary Skills: Speak/Literacy: English (65%), and Speak/Literacy: Japanese (65%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Revolver, W.P. Automatic and Semiautomatic Rifles.

Money: Triad Assassins in the employ of Gong Feng are typically paid about \$10,000 a month.

Weapons: A pair of Beretta 92 automatic pistols are the standard armament for Gong Feng's killers, but they are allowed to use whatever hardware they like. Typical weapons used aside from the Beretta 92 include Glock 17s, Heckler & Koch VP-70s, and Russian Stechkin Autos, as well as knives, throwing irons and spikes.

Vehicles and Other Equipment: Triad Assassins working for Gong Feng typically ride in nice luxury sedans, SUVs, or on flashy "bullet bike" style motorcycles.

The Goodfellas

This Syndicate is a caricature of the old tommy gun-toting mobster stereotype, only the members of this group come from many different ethnicities. The Goodfellas were formed by **Dutchman Ansel Kaars** who always had a fascination with "old world" style gangsters and gangster movies. Although somewhat detached from reality, Kaars possesses a ruthless and cunning criminal mind. When he and 30 of his countrymen showed up in Century Station wearing pinstriped suits, fedoras, and totting vintage Thompson .45 SMGs, nobody took them seriously. That changed quickly.

Overnight, the Kaars gang earned some major street credentials with bold moves to take over a part of town. Before anybody knew it, the "Flying Dutchman" had street punks from all over coming to him for work. Unfortunately for Kaars, one of his boys took out a CSPD District Patrol a year ago, and ever since, the group has been under siege by the police and CHIMERA. Things came to a head when a few months back, a nasty shootout out at a barber shop Kaars frequented between his boys and the police erupted. When it was all over, Kaars and his lieutenants were injured, and driven to safety by a loyal goon who later died of gunshot wounds himself.

The escaped mobsters got themselves to an underground cybernetics hospital where they shelled out enough moolah to undergo cybernetic reconstruction. Within six months, Kaars and his boys were back in action, sporting gleaming new bionic bodies, and packing some serious "heat" to go along with it. They have returned to the streets and are working hard to rebuild their territory. What they lack in numbers and finesse they more than make up for in brute strength, brutality and bionic augmentation. They specialize in racketeering, hijackings, and trafficking stolen goods.

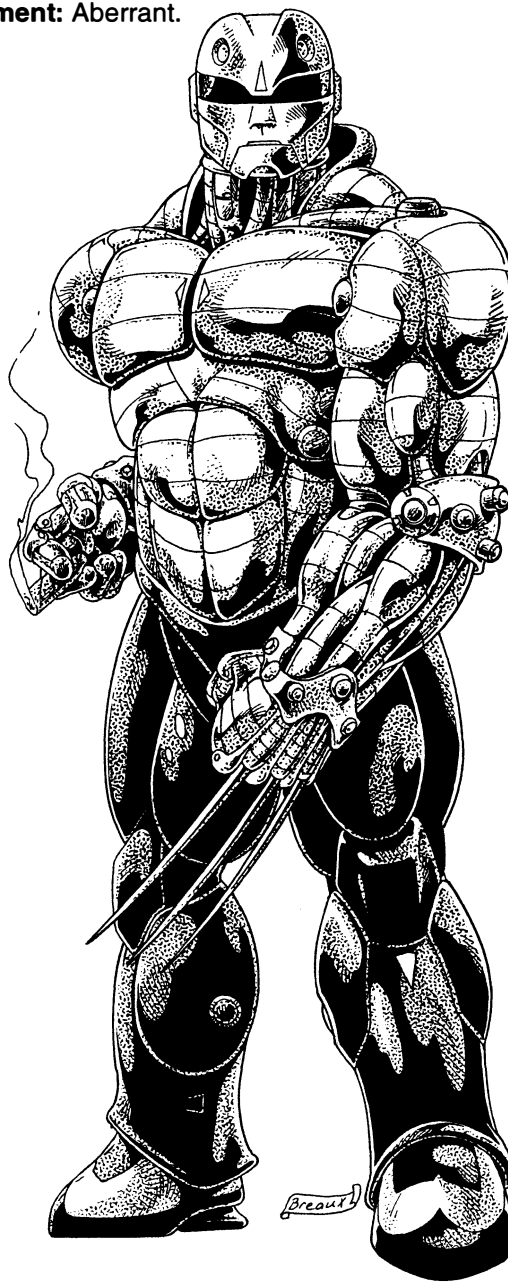
Ansel Kaars, Wiseguy

Kaars has virtually no personality outside of the age-old stereotype of the classic mobster, tough talking, foul mouthed, sharply dressed, shiny shoes, etc. It is almost as if this guy has left reality and lives within a gangster movie. Even as a full conversion cyborg, he still walks the walk of an old goodfella, even if he hardly resembles one any longer.

Real Name: Ansel Kaars

Occupation: Organized crime boss and bionic thug.

Alignment: Aberrant.



Attributes: I.Q.: 12, M.E.: 12, M.A.: 18, P.S.: 22 (Supernatural), P.P.: 18, P.E.: 20, P.B.: 8, Spd: 77 (53 mph/85 kph).

Age: 46

Sex: Male

Height: 6 feet, 8 inches (1.75 m).

Weight: 750 lbs (337.5 kg).

Experience Level: 7th

Hit Points: 50

S.D.C.: 230

Power Category: Bionics.

Bionics (Full Conversion Cyborg):

Bionic Lungs with Gas Filter

Full-Body Exoskeleton

Full Bionic Body Armor: A.R.: 18. S.D.C.: 900. Note: -30% on prowl, climb, and similar skills.

Mini-Missile Launcher: Range: 2,400 feet (731.5 m).
Damage: 1D6x10. **Rate of Fire:** Single shot or volleys of

two. **Payload:** Five mini-missiles. **Note:** This weapon is housed in Ansel's chest cavity; for it to fire, the chest plates must slide out, typically shredding any clothing he might have on his upper body.

Retractable Blades: **Damage:** Adds 3D6+3 to hand to hand damage. **Bonuses:** +3 to strike and +1 to parry.

Concealed Arm Gun (Automatic Rifle): **Range:** 500 feet (152 m). **Damage:** 4D6. **Rate of Fire:** Single shot or burst firing. **Payload:** Internal clip of two rounds, but Ansel keeps a few 30 round clips on his person, which he can feed directly into his arm gun for straight-out combat. It might not be subtle like that, but it's very effective.

Combat Training: Hand to Hand: Expert.

Number of Attacks: 5

Bonuses: +2 to initiative, +4 to strike, +5 to parry, +5 to dodge, +7 to damage, and +2 to roll with punch/fall/impact, 50% to trust/intimidate.

Saving Throws: +3 vs magic and poison, +10% vs coma/death.

Other Combat Info: Restrained Punch: 2D4+7, Full Strength Punch: 3D6+7, and Power Punch: 6D6+7.

Education Level and Skills: On the Job Training.

Criminal Program: Streetwise (59%), Pick Locks (75%), Find Contraband & Illegal Weapons (65%), Concealment (59%), Card Sharp (63%).

Secondary Skills: Law (General; 55%), Sing (Operatic style; taken twice for professional ability; 65%), Basic Electronics (60%), Basic Mechanics (60%), Business & Finance (65%), Speak/Literacy: Dutch (98%), Speak/Literacy: English (80%), Recognize Weapon Quality (55%), and Computer Operation (70%).

Money: For the moment, not much, since he spent most of his fortune on his reconstruction and that of his lieutenants. Still, Kaars has about \$100,000 in ready cash, although he also has debts to other underworld figures, and needs to score a lot of capital quickly.

Weapons: Aside from his cybernetic weapons, Kaars uses a variety of conventional and high-tech firearms, the heavier the better.

C3 Advanced Gun Pod: **Range:** 1,000 feet (305 m). **Damage:** 4D6. **Rate of Fire:** Standard machinegun; this weapon fires so fast a long burst requires only one attack and a full melee burst requires only two attacks. **Payload:** 100 round drum. **Note:** This weapon is a prototype man-portable mini-gun developed by C-Tech, a local weapons technology firm that went belly up a while ago. Much of its experimental weaponry was lost, but working models like this periodically turn up on the black market. Ansel's C3 also has a C70 Flamer, a C42 Grenade Launcher and a C10 Heavy Laser attached on the sides and bottom of the main unit. Overall, Ansel's gun pod is big, heavy and unwieldy, requiring Superhuman strength to work it effectively. Otherwise, it would have to be mounted on a tripod or vehicular mount.

C70 Flame Unit: **Range:** 180 feet (55 m). **Damage:** 1D4x10 on initial contact, 4D6 per melee for the next 1D6 minutes (4-24 melees) or until the fire is extinguished. **Rate of Fire:** Single shot or spray. **Payload:** 10 shots; a short spray counts as 3 shots, a long spray counts as 6 shots, and a full melee spray counts as 10 shots. **Note:**

This weapon resembles an underbarrel grenade launcher, shoots like a shotgun, and does damage like a flamethrower. Each pull of the trigger fires a single "thermite cartridge" which resembles a shotgun shell. The blast is a flamethrower-like stream of fire. The weapon stores its rounds in a secondary magazine that juts out below the trigger. Thermite rounds are inert until fired; there is only a 10% chance of detonating a cartridge by smashing it or otherwise breaking it apart.

C42 Grenade Launcher: **Range:** 2,000 feet (610 m). **Damage:** 2D4x100. **Rate of Fire:** Once per melee. **Payload:** Six rounds in a rotating drum; each round resembles a 40 mm M-203 grenade shrunk down to about 25 mm and with a small rocket engine on the back. **Note:** This round makes a particularly distinctive screeching sound when fired that can be heard hundreds of feet/m away before the actual explosion occurs.

C10 Heavy Laser: **Range:** 1,400 feet (427 m). **Damage:** 1D6x10. **Rate of Fire:** Single shot. **Payload:** 15 shot, 10 lb (4.5 kg) battery pack, or can be hooked up to a 50 lb (22.7 kg) backpack generator (70 S.D.C.) for unlimited shots. Ansel likes to use detachable battery packs, however.

Vehicles and Other Equipment: None, other than his bionic equipment.



Typical Cybergoon

Occupation: Kaars' cyberflunkies, killers, and goodfellas.

Alignment: 60% Miscreant, 20% Aberrant, 10% Diabolic and 10% Anarchist.

Typical Attributes: I.Q.: 1D4+6, M.E.: 1D4+6, M.A.: 1D4+4, P.S.: 20 (Superhuman), P.P.: 18, P.E.: 1D6+10, P.B.: 1D6+6, Spd: 188 (130 mph/208 km).

Age: 30-40

Sex: Male

Height: 6 feet, 4 inches (1.85 m).

Weight: 500 lbs (227 kg).

Average Experience Level: 2nd. Generally, one experience level for every three years on the job. Most Cybergoons are 2nd or 3rd level (1D4). Stats below are given for a 2nd level goon, so adjust upward or downward as is appropriate.

Hit Points: 25

S.D.C.: 230 (plus light armor).

Power Category: Bionics.

Bionics (Partial Conversion Cyborg):

Amplified Hearing

All Bionic Eye Optics and Sensors

Full Body Exoskeleton

Light Bionic Armor: A.R.: 11. S.D.C.: 120.

Combat Training: Hand to Hand: Basic.

Number of Attacks: 4

Bonuses: +2 to strike, +5 to parry, +5 to dodge, +3 to damage, +2 to roll with punch/fall/impact, and +2 to pull punch.

Other Combat Info: Restrained Punch: 1D6+3, Full Strength Punch: 2D6+3, and Power Punch: 4D6+3.

Education Level and Skills: On the Job Training.

Criminal Program: Streetwise (39%), Pick Locks (50%), Find Contraband and Illegal Weapons (45%), Concealment (39%), and Safecracking (39%).

Secondary Skills: Law (General; 30%), Basic Mathematics (50%), Literacy (35%), Basic Electronics (35%), Basic Mechanics (35%), Business & Finance (40%), Speak/Literacy: Dutch (98%), Speak/Literacy: English (55%), Recognize Weapon Quality (30%), and Computer Operations (45%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles.

Money: None, really. Each of these lieutenants lost all of their money on their cybernetic reconstruction, and even then, they did not have enough to cover their repair bill. Ansel Kaars covered the rest, for which each of his rebuilt lieutenants is in his eternal debt.

Weapons: Typically, each cybergoon carries only one or two weapons from among the C3 Gun Pod, C70 Flame Unit, C42 Grenade Launcher and C10 Heavy Laser (with a backpack generator) as described above. These weapons are all part of a modular design, so they can clip together to form composite weapons, like what Ansel Kaars wields, or they can be used separately.

Vehicles and Other Equipment: None, aside from conventional vehicles, and the sophisticated machinery required to repair and maintain the cyberbodies for these goons as well as their boss.

The Red Menace

When the U.S.S.R. dissolved, a lot of military personnel found themselves out of work. Highly trained and respected special forces commanders, like **Sergei Kolikov**, found this a bitter pill to swallow. Rather than retire with a meager (and often unpaid) pension, he pulled up stakes and came to the U.S. so he could set up shop in Century Station. Sergei already had some friends in organized crime here, so moving in and getting established was a snap. Once he had the means, he recruited the members of his old unit to come over, too. When finally assembled, these hardy ex-Spetnatz were more than a match for their criminal competition, and soon they controlled a large section of Center City's underground crime industries, including illegal gambling, in-house prostitution, discreet drug distribution, the works.

Now that his organization is a top syndicate, he has gained the notice of *The Minotaur*, who has put him in league with the other Crime Lords of Century Station. Working together instead of fighting the other syndicates is a kind of cooperation a military mind like Sergei can appreciate, so he has no problem going along with it.

Sergei Kolikov

Sergei is a tough, no-nonsense kind of guy who would rather kill a person than have to ask him twice about something. He has served in clandestine network all over the world, and has a ton of contacts in both organized crime and the global intelligence community. He is a sadistic monster who enjoys inflicting torture, killing innocent people (as he often did in his many operations), and causing catastrophic collateral damage (the deed of which he is most proud was releasing a biochemical agent in a Southeast Asian jungle in order to cause a local ecological meltdown). While he is able to go along with what the Minotaur says, Sergei very much intends to find out who the Minotaur is, kill him and take over. Then he will either destroy the other Crime Lords or make them work for him. And after that, who knows? Maybe by then it will be time for another election back in Russia, where he might weigh in as a presidential candidate.

Occupation: Ex-Spetnatz Commando and Syndicate Crime Lord.

Alignment: Diabolic.

Attributes: I.Q.: 12, M.E.: 17, M.A.: 17, P.S.: 22, P.P.: 19, P.E.: 25, P.B.: 11, Spd: 31

Age: 38

Sex: Male

Height: 6 feet, five inches (1.93 m).

Weight: 210 lbs (94.5 kg).

Experience Level: 8th

Hit Points: 75

S.D.C.: 135

Power Category: Special Training (Secret Operative).

Combat Training: Hand to Hand: Assassin.

Number of Attacks: 8

Bonuses: +3 to initiative, +4 to strike, +7 to parry, +7 to dodge, +11 to damage, +5 to roll with punch/fall/impact, +3 to disarm, and +5 to pull punch, 45% to trust/intimidate.

Saving Throws: +1 vs psionics, +1 vs insanity, +5 vs magic and poison, +2-% vs coma/death.

Other Combat Info: Punch: 1D4+11, Kick: 1D6+11, Knockout/Stun on a Natural 20, Body Block/Tackle: 1D4+11, Pin/Incapacitate: 18-20, Crush/Squeeze, Death Blow, and Body Flip/Throw.

Education Level and Skills: Special

Common & General Skills: Pilot Automobile (84%), Pilot Jet Pack (80%), Pilot Truck (78%), Basic Mathematics (95%), Speak/Literacy: Russian (98%), Speak/Literacy: Chinese (98%), and Speak/Literacy: English (98%).

Military Program: Boxing, Running, Climbing (95%/85%), Military Etiquette (80%), and Radio: Basic (98%).

Espionage Program: Intelligence (80%), Wilderness Survival (75%), Impersonation (79%/59%), Disguise (75%), Interrogation (90%), and Find Contraband (74%).

Rogue Program: Pick Pockets (80%), Seduction (61%), Streetwise (62%), Wrestling, and Safecracking (48%).

Secondary Skills: Swimming (85%), SCUBA/Advanced Swimming (85%), Pilot Airplane (78%), Pilot Motorcycle (88%), Pilot Race Car (75%), Pilot Water Scooters (85%), Horsemanship (78%), Pilot Boats: Motor-Type (90%), and Pilot Boats: Ships (80%/73%)

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Automatic and Semiautomatic Rifles, W.P. Heavy, W.P. Energy Pistols, W.P. Energy Rifles, and W.P. Heavy Energy Weapons.

Money: Kolikov has more than enough cash to keep his operation funded for at least a few years, even if it took in no money during that period. He took a lot of war trophies during his tenure in Special-Ops for Mother Russia, and has hidden them away as his own personal nest egg. Seized bank accounts, drugs and weapons stockpiles (including some weapons-grade plutonium!), and sensitive information, all make up his treasure trove (est. \$40 million).

Weapons: Kolikov continues to use the weapons he grew fond of during his stint as a government agent.

Heavy Pulse Laser Rifle: Range: 6,000 feet (1,829 m). Damage: 4D6 for a single shot, 1D6x10+10 for a three-shot burst. Rate of Fire: Single-shot or three-shot burst. Payload: 15 shots per E-Clip. Note: If this weapon fires more than three bursts in a row, it will overheat and require 1D4 hours to cool off. When overheated, the weapon will cease functioning.

AK-47: Range: 985 feet (300 m). Damage: 4D6. Rate of Fire: Single shot, burst or spray firing. Payload: 30 round magazine. Notes: This weapon has no stock and a shortened barrel, making it roughly the size of a large sub-machinegun. Kolikov favors this weapon for its easy concealability.

Stechkin Auto: Range: 165 feet (50 m). Damage: 3D6. Rate of Fire: Single shot, burst or spray firing. Payload: 20 round magazine. Notes: Kolikov's favorite sidearm. Unlike most automatic pistols, the Stechkin offers fully automatic fire, which can be helpful in close quarters. However, this also makes the gun an ammo hog.

Dragunov Sniper Rifle: Range: 4,200 feet (1,280 m). Damage: 4D6. Rate of Fire: Single shot. Payload: 20 round magazine. Notes: Kolikov keeps this more as a memento of his earlier days, since his laser rifle is a better sniping weapon. Still, this piece of hardware would make a fine backup weapon for killing at a distance.

Vehicles and Other Equipment:

Bionic Implants: Kolikov has a Modulating Voice Synthesizer and a Built-In Radio Scrambler, making him a mobile communications link.

FA-70 Standard Ultra-Lite Flexi-Steel Body Armor: A.R.: 16. S.D.C.: 200. Note: This suit of armor was made by the villainous hardware group **Fabricators, Inc.**, described in detail in the **Villains Unlimited™** sourcebook. It offers full environmental protection with a built-in air filtration/exchanger system, and goggles featuring a targeting sight (+1 to strike for ranged weapons) and multi-optic capability.

Vehicles: Kolikov and his soldiers have a wide array of conventional land, air and water vehicles. Kolikov's personal favorite is a brand-new aircar that he has named "Nikita."



Sergei's Typical Enforcers

Occupation: Ex-Spetnaz Commandos and gangsters.

Alignment: 50% Diabolic, 25% Miscreant, 20% Anarchist, 5% Aberrant.

Average Attributes: I.Q.: 12, M.E.: 17, M.A.: 17, P.S.: 22, P.P.: 19, P.E.: 25, P.B.: 11, Spd: 31.

Average Age: 19-40

Sex: Male

Height: 6 feet, 4 inches (1.83 m).

Weight: 200 lbs (91 kg).

Experience Level: 2nd. Generally, one experience level for every three years on the job. Most are 2nd or 3rd level (1D4). Stats below are given for a 2nd level gangster, so adjust upward or downward as is appropriate.

Hit Points: 42

S.D.C.: 100

Power Category: Special Training (Secret Operative).

Combat Training: Hand to Hand: Assassin.

Number of Attacks: 6

Bonuses: +1 to initiative, +4 to strike, +4 to parry, +4 to dodge, +7 to damage, +2 to roll with punch/fall/impact, and +2 to pull punch.

Other Combat Info: Punch: 1D4+11, Kick: 1D6+11, Knockout/Stun on a Natural 20, Body Block/Tackle: 1D4+11, and Pin/Incapacitate: 18-20, Crush/Squeeze.

Education Level and Skills: Special

Common & General Skills: Pilot Automobile (72%), Pilot Jet Pack (56%), Pilot Truck (54%), Basic Mathematics (65%), Speak/Literacy: Russian (98%), Speak/Literacy: Chinese (75%), and Speak/Literacy: English (+75%).

Military Program: Boxing, Running, Climbing (65%/55%), Military Etiquette (50%), and Radio: Basic (75%).

Espionage Program: Intelligence (56%), Wilderness Survival (45%), Impersonation (55%/35%), Disguise (45%), Interrogation (60%), and Find Contraband (50%).

Rogue Program: Pick Pockets (50%), Seduction (43%), Streetwise (38%), Wrestling, and Safecracking (24%).

Secondary Skills: Swimming (55%), SCUBA/Advanced Swimming (55%), Pilot Airplane (54%), Pilot Motorcycle (64%), Pilot Race Car (57%), Pilot Water Scooters (55%), Horsemanship (54%), Pilot Boats: Motor-Type (60%), and Pilot Boats: Ships (50%/49%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Automatic and Semiautomatic Rifles, W.P. Heavy, W.P. Energy Pistols, W.P. Energy Rifles, and W.P. Heavy Energy Weapons.

Money: Like their employer, these guys are real high rollers who squander their cash on fast cars, expensive liquor and drugs, gambling, throwing lavish parties and hiring "ladies of easy virtue." So while they all get paid well, they rarely have much to show for it.

Weapons: Typically the AK-47 Assault Rifle, Stechkin Auto, and the Dragunov Sniper Rifle (all described under Sergei Kolikov). They are also fond of the M-203 40 mm Grenade Launcher.

Bionic Implants: Modulating Voice Synthesizer and a built-in Radio Scrambler.

Armor: Kolikov's goons wear Concealed Armor (A.R. 10, S.D.C. 50) sewn into their flashy designer clothes. Some of the guys think this is a wimpy way to go and forego wearing armor of any kind, so during any encounters with the Red Menace, fully 25% of the goons will be unarmored.

Vehicles: Kolikov and his soldiers have a wide array of conventional land, air and water vehicles, but the goons tend to favor SUVs and sports cars.

Kagemusha Ryuujin

This ninja clan is one of Japan's oldest. A hardline school of assassins, spies and thieves who stress the arts of combat over those of evasion or outright mysticism. Among the ninja community, they are both revered and reviled. Revered for their long history and their strength, reviled because in all of that time, they have crossed swords with nearly every other ninja clan in existence. Still, despite their many enemies, the Kagemusha continues to grow and thrive to this day, remaining a legion of some of the most feared killers in the world. It has been said that to those who have been targeted by this clan, suicide is a far preferable option to waiting for death at their hands. To this end, Kagemusha Ryuujin assassins like to take their time with their victims, letting them know they are hunted, and then waiting days, weeks, months or even years before finally closing in for the kill. This way, their targets live in constant fear until they meet their fate.

Like any ninja clan, the Kagemusha Ryuujin has three levels of leadership. The faceless foot soldiers are the **Genin**. Above them are the **Chunin**, who all answer to a single **Jonin**. Nobody knows who exactly the Jonin of the Kagemusha Ryuujin is, but it is said that he is a warrior of extraordinary power (15th level Ancient Master, probably a Mega-Villain) who wields an enchanted katana powered by the essence of a demon trapped within its steel.

Hitomi Masamune, Chunin

Nothing, *nothing* is known about the leader of this ninja group except that she runs the Kagemusha Ryuujin's operations in Century Station. It is thought to be fairly unusual for a woman to lead ninja operations. But, like so much about genuine ninjas, there really is nothing anybody knows about them for sure, so one person's guess is as good as any others. This information blackout serves killers like Hitomi and her Genin well, for it makes it nearly impossible for their targets to adequately prepare against them.

Considering Hitomi's strength, and that she is only a mid-ranking ninja in her clan, then how powerful must her master, the Jonin, be? Reportedly, Hitomi's Jonin is an immortal warrior with mystic powers, but even that is pure conjecture.

Occupation: Ninja Chunin, head of Century Station operations.

Alignment: Aberrant.

Attributes: I.Q.: 11, M.E.: 11, M.A.: 20, P.S.: 27, P.P.: 21, P.E.: 23, P.B.: 11, Spd: 20.

Age: 32

Sex: Female

Height: 5 feet, 7 inches (1.7 m).

Weight: 130 lbs (59 kg).

Experience Level: 7th

Hit Points: 82

S.D.C.: 300

Power Category: Special Training (Ancient Master).

Special Abilities: Feign Death (88%), Cleansing Spirit (84%), Positive Energy, and Channel & Unleash Physical Energy: 3D6+14, 35 feet (10.5 m).

Minor Super Abilities: Extraordinary Speed (Top Speed: 360 mph/576 km).

Combat Training: Hand to Hand: Special.

Number of Attacks: 9

Bonuses: +12 to initiative, +10 to strike, +11 to parry, +14 to dodge, +6 to auto dodge, +22 to damage, another +4 to damage for every 20 mph (32 km) of speed (maximum additional speed damage bonus: +72; speed damage bonus from a standing start: +8), +9 to pull punch, +13 to roll with punch/fall/impact, +4 to disarm, and +4 to back flip, 60% to trust/intimidate.

Saving Throws: +6 vs Horror Factor, +6 vs possession, +2 vs mind control, +4 vs magic and poison, +31% vs coma/death.

Other Combat Info: Punch: 2D4+17, Kick: 2D6+17, Body Throw/Flip: 2D4+17 (plus lose initiative and 2 melee attacks), Entangle, Death Blow 17-20, Automatic Back Flip, Critical Strike From Behind, Knockout/Stun: 18-20, Leap 12 feet (3.6 m) high and 20 feet (6 m) across.

Education Level and Skills: Special

Scholastic Skills: Climbing (90%/80%), Acrobatics, Gymnastics, Cook (65%), and Sew (70%).

Secondary Skills: Radio: Basic (75%), First Aid (75%), Prowl (65%), Law (General; 55%), General Repair/Maintenance (65%), Streetwise (44%), Photography (65%), Pick Locks (60%), and Safecracking (44%).

Weapon Proficiencies: W.P. Paired (All), W.P. Blunt (+2 to strike, +2 to parry), W.P. Chain (+2 to strike, +1 to



parry), W.P. Sword (+3 to strike, +3 to parry), W.P. Staff (+3 to strike, +2 to parry, +1 to throw), W.P. Knife (+2 to strike, +2 to parry, and +2 to throw).

Money: Like the rest of her ninjas, Hitomi lives a very spartan life, in part because she is motivated more by her duty to her clan than to accumulate material possessions. The other Kagemusha Ryuujin also live simply, because it enables them to pick up and move at a moment's notice. A house and many belongings tie one down and encourage them to get soft. Hitomi cannot allow herself or her Genin to fall into such a trap.

Weapons: Hitomi owns a small arsenal of ancient, Japanese melee weapons, but the following represent her standard mission package:

Katana: Damage: 4D6 (+17 including P.S. bonus). Bonuses: +2 to strike and parry. Notes: This incredibly well-made sword is an original by Masamune, the legendary Japanese swordsmith. This sword has never left the Kagemusha Ryuujin, and for Hitomi to keep it is both a responsibility and an honor. She knows what trouble awaits her if ever she loses this blade, but at the same time, she also knows that the only reason why it was entrusted to her care in the first place is because she is considered supremely trustworthy and reliable. The sword is easily worth \$3D4 million on the open antiquities market, maybe more to dedicated collectors. (Of course, the Kagemusha would spare no effort to retrieve the weapon before its sale, including raiding the auction house in broad daylight, if they could not steal the blade beforehand. Or, they might simply allow somebody to buy the sword and then track him or her to their residence, slay them and take the blade.)

2 Sai: Damage: 1D6 (+17 including P.S. bonus). Bonuses: +1 to parry, used as paired weapons.

2 Nunchaku: Damage: 2D4 (+17 including P.S. bonus). Bonuses: +1 to disarm; used as paired weapons.

12 Ninja Throwing Knives: Damage: 1D4 (+17 including P.S. bonus).

4 Eggshell Bombs: These are small eggshells filled with pepper, metal shavings and other secret substances. When hit in the face with one of these, the victim must save vs non-lethal poison or be blinded (-6 to strike, parry and dodge) for the next 1D6 minutes.

4 Fragmentation Grenades: Damage: 1D4x10. Blast Radius: 20 feet (6.1 m).

4 Flash Grenades: These bombs cause no actual damage when they go off, but anybody looking at them within the blast radius (30 ft/9.2 m) must save vs non-lethal -poison or be blinded (-6 to strike, parry and dodge) for 1D4 minutes.

4 Smoke Grenades: These fairly standard devices will fill a 20 foot (6.1 m) radius space in a matter of seconds with a cloud of dense colored smoke. Those within the smoke are at -4 to strike, parry and dodge unless they have some kind of vision enhancement that lets them see through the obstruction.

Vehicles and Other Equipment: Hitomi also carries an assortment of other equipment, including:

Armor: A superfine chain mail mesh that makes no sound when moving and also does not hinder prowling, climbing or other dexterous activity. A.R.: 9. S.D.C.: 45.

Ninja Hang Glider: A small bundle of cloth and rods that can be quickly assembled, allowing Hitomi to drop from virtually any height and land unharmed.

Tetsubishi: Ninja caltrops. Anybody walking on these takes one point of damage and can not continue walking/running without pausing to remove the barb from their foot. Sometimes poisoned as well, these devices deter pursuers better than anything else short of a land mine.

Climbing Claws: These devices, not meant for fighting, add +15% to Hitomi's Climbing skill's success ratio.

Average Genin

Occupation: Faceless shadow warrior; their duty is to obey silently, without reservation.

Typical Alignment: Aberrant

Average Attributes: I.Q.: 11, M.E.: 11, M.A.: 20, P.S.: 18+1D6, P.P.: 16+1D6, P.E.: 16+1D6, P.B.: 8+1D6, Spd: 16+1D6.

Average Age: Usually from 20 to 30.

Sex: Male and Female.

Height: Varies.

Weight: Varies.

Average Experience Level: 4th. Generally, one experience level for every two years on the job. Most Genin assassins are 4th or 5th level (1D4+1). Stats below are given for a 4th level ninja, so adjust upward or downward as is appropriate.

Hit Points: 60

S.D.C.: 100

Power Category: Special Training (Ancient Master).

Special Abilities: Feign Death (88%), Cleansing Spirit (84%), Positive Energy, Channel & Unleash Physical Energy: 3D6+8, 20 feet (6.1 m).

Typical Minor Super Abilities: Extraordinary Speed (Top Speed: 300 mph/480 km).

Combat Training: Hand to Hand: Special.

Number of Attacks: 8

Bonuses: +11 to initiative, +8 to strike, +9 to parry, +13 to dodge, +6 to auto dodge, +14 to damage, another +4 to damage for every 20 mph/32 kph of speed (maximum additional speed damage bonus: +72; speed damage bonus from a standing start: +8), +8 to pull punch, +13 to roll with punch/fall/impact, +3 to disarm, and +4 to back flip.

Saving Throws: +6 vs Horror Factor, +6 vs possession, +2 vs mind control, +4 vs magic and poison, and +26% vs coma/death.

Other Combat Info: Punch: 2D4+17, Kick: 2D6+17, Body Throw/Flip: 2D4+17 (plus lose initiative and 2 melee attacks), Entangle, Death Blow 17-20, Automatic Back Flip, Critical Strike From Behind, Knockout/Stun: 18-20, Leap 12 feet (3.6 m) high and 20 feet (6 m) long.

Education Level and Skills: Special.

Scholastic Skills: Climbing (75%/65%), Acrobatics, Gymnastics, Cook (50%), and Sew (55%).

Secondary Skills: Radio: Basic (60%), First Aid (60%), Prowl (50%), Law (General) (40%), General Repair/Maintenance (50%), Streetwise (32%), Photography (50%), Pick Locks (45%), Safecracking (32%).

Weapon Proficiencies: W.P. Paired (All), W.P. Blunt (+2 to strike, +2 to parry), W.P. Chain (+2 to strike, +1 to parry), W.P. Sword (+3 to strike, +3 to parry), W.P. Staff (+3 to strike, +2 to parry, +1 to throw), and W.P. Knife (+2 to strike, +2 to parry, +2 to throw).

Money: The Genin are completely provided for by the clan. Some of them maintain facades of living as wealthy businessmen while others pose as beggars or paupers. To the Kagemusha Ryuujin, money is just another tool for achieving a goal, for completing a mission. It is not, nor should it ever be, anything more than a means to an end.

Weapons: Hitomi's ninjas carry a wide assortment of ancient weapons, all of which are described in detail in the **Ninjas & Superspies™** rule book, Palladium's **Compendium of Weapons, Armour & Castles**, or the **Heroes Unlimited™ GM's Guide**. For convenience, consult the random table below.



01-10%: Katana: 3D6 damage.

11-20%: Katana and Wakizashi (Paired): 3D6/2D6 damage.

21-30%: No-Dachi: 4D6 damage.

31-40%: Naginata/Yari (Spear) or Bisento (Pole Arm): 2D4+2/3D6

41-50%: Kusari-Gama: 2D6 damage, +2 to disarm.

51-60%: Nunchaku (Paired): 2D4 damage, +1 to parry.

61-70%: Sai/Jitte (Paired) or Fighting Claws (Paired): 1D6 damage, +1 to parry.

71-80%: Ninja Bow and 12 Arrows: 2D4 damage.

81-90%: Sa Tjat Koen (Three-Sectional Staff): 2D6 damage.

91-00%: 12 Shuriken/Throwing Knives: 1D4 damage.

Vehicles and Other Equipment: Only that which is provided by the clan. None of the Genin will use equipment other than what Hitomi herself has at her disposal.

Juju Macoute

A Haitian criminal posse of some 30 members, led by the sinister renegade mystic, **Papa Zombie**. The Juju Macoute are as vicious as they come, ruling the streets of their territory with force and murder committed in plain

view. Clearly, these guys not only think that there is no power can oppose them, but that even if there were, it would not have the courage to face them. Because their leader is a skilled necromancer, the thugs of this posse think themselves protected by magic, and they act as if they are untouchable and invincible. They routinely carry out their criminal enterprises of extortion, assault, robbery, drug trafficking and murder in open view, practically daring somebody to stop them. They operate in the worst neighborhoods of the *Waingroh* and *Hannigan* subdistricts, where there are no police, and only scared citizens too intimidated to do anything and a few vigilantes representing only minor annoyances.

What nobody quite realizes yet is that one of the reasons why The Juju Macoute's soldiers act without fear is because they do not know that emotion. For these street soldiers are not ordinary criminals, they are *zombies*, eternally damned to a life of butchery and brutality.



Papa Zombie

Once a member of the dreaded Ton Ton Macoute, a legion of hatchet men and enforcers for the cruel Haitian dictator Papa Doc Duvalier and his son Baby Doc, this sinister spell caster came to Century Station to use the methods he'd learned in Haiti and apply them to organized crime. With that brand of ruthlessness, coupled with his propensity to create undead minions to do his dirty work (see the *Macoute Zombies*, below), Papa Zombie has earned a well-deserved reputation as one of the most black-hearted and vile Crime Lords in the city.

Papa Zombie's most noteworthy features are his long and thick dreadlocks, which he sometimes ties back into a ponytail. His dark skin is flecked with dozens of tiny scars that all appear to be the result of small self-inflicted wounds. His costume is adorned with various voodoo things — chicken bones, mojo bags, etc.

Real Name: Unknown.

Occupation: Voodoo wizard and Crime Lord.

Alignment: Diabolic.

Attributes: I.Q.: 18, M.E.: 18, M.A.: 18, P.S.: 15, P.P.: 14, P.E.: 15, P.B.: 13, Spd: 20.

Age: 37

Sex: Male

Height: 6 feet, 1 inch (1.9 m).

Weight: 180 lbs (82 kg).

Experience Level: 7th

Hit Points: 42

S.D.C.: 30

P.P.E.: 155

Spell Strength: 15

Power Category: Magic (Wizard).

Mystic Abilities: Astral Projection, Familiar Link, Sense Enchantment, Sense Supernatural Evil, and Sense Magic.

Spells: Blinding Flash (1), Cloud of Slumber (2), Death Trance (1), See the Invisible (4), Turn Dead (6), Paralysis: Lesser (5), Resist Fire (3), Shadow Meld (10), Circle of Flame (10), Tongues (12), Animate & Control Dead (20), Dispel Magic Barriers (20), Eyes of the Wolf (25), Havoc (50), Speed of the Snail (50), Banishment (65), Remove Curse (140), and Create Zombie (250).

Combat Training: Hand to Hand: Expert.

Number of Attacks: 5

Bonuses: +2 to initiative, +2 to strike, +4 to parry, +4 to dodge, +3 to roll with punch/fall/impact, and +2 to pull punch, 50% to trust/intimidate.

Saving Throws: +2 vs psionics and insanity, +3 vs spell magic, and +3 vs Horror Factor.

Other Combat Info: Punch: 1D4, Snap Kick: 1D6, and Karate Kick: 2D4, Tripping/Leg Hook.

Education Level and Skills: Street Schooled.

Mystic Skills: Spell Translation (14%), Demon/Monster Lore (65%), Geomancy (60%), Religion (70%), Archaeology (64%), Chemistry (74%), and Holistic Medicine (64%).

Scholastic Skills: Streetwise (58%), Prowl (59%), Palming (50%), Ventriloquism (40%), Concealment (44%), Dance (60%), Sing (65%), Literacy (60%), and Writing (55%).

Secondary Skills: Speak English (98%), Speak French (98%), Athletics (General), Astronomy (55%), and Art (65%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Sword (+3 to strike, +3 to parry), W.P. Knife (+2 to strike, +2 to parry, +1 to throw).

Money: He would not look it if you saw him, but Papa Zombie is a millionaire. Most of his wealth comes from his criminal enterprises in Century Station, however, he has always owned a small collection of rare magical ingredients he could sell to an alchemist or other super-

natural expert for quite a pretty penny (\$2D4 million). He holds onto these things as an emergency fund. Also in part, because he knows that if he sells them, he will alert the rest of the supernatural community to his foul presence, and he would like to hide that as well as possible. There are plenty of crusading mystics out there who would not mind earning a name for themselves by taking down Papa Zombie, Maker of Monstrosities.

Weapons: Papa Zombie carries a silver-edged sword at all times. It is a long, thin blade that looks more like a ceremonial object than a weapon, but it is combat worthy, and inflicts 2D6 per hit. It will also affect supernatural creatures and those affected only by magic, thanks to some bizarre and obscure enchantments placed on the blade long ago by the necromancer who originally taught the "Sinister Arts" to Papa Zombie. He also carries three small daggers (1D4 damage each) that are easy to conceal and palm.

Vehicles and Other Equipment: Papa Zombie cruises around in a huge limousine that looks a bit long in the tooth, but suits him just fine. Otherwise, he does not rely on equipment; that is what his legion of zombies are for.

Typical Macoute Zombie

Occupation: These damned souls serve Papa Zombie eternally, having no recollection of their former lives.

Alignment: While considered the "tools" of evil, they have no mind or emotions of their own and act solely on Papa Zombie's orders. Thus, they carry out his Diabolic schemes, but could just as easily be ordered to carry out acts of kindness.

Attributes: I.Q.: 7, M.E.: 7, M.A.: 9, P.S.: 20 (Supernatural), P.P.: 13, P.E.: 18, P.B.: 2, Spd: 10.

Age: Varies.

Sex: Male and Female.

Height: Varies.

Weight: Varies.

Hit Points/S.D.C.: 150. Completely regenerates within 48 hours unless the head and body are buried separately (see below). Macoute Zombies also sometimes wear body armor such as Point Blank Vests (A.R. 10, S.D.C.: 70) or Riot Jackets (A.R.: 10, S.D.C. 60) for additional protection.

Number of Attacks: 3

Bonuses: +2 to strike, parry and dodge.

Other Combat Info: Punch: 2D6+5, Impervious to Horror Factor, phobias, fear magic, and most psionics (including telepathy, empathy and bio-manipulation).

Vulnerability to Fire: Like other zombies, Macoute Zombies fear only fire; small fires and torches have a Horror Factor of 6 while man-sized fires have an H.F. of 12 and larger fires than that have an H.F. of 15. A typical torch does 1D6 damage to a zombie when used as a flaming club. Magical fire does double damage.

Education Level and Skills: Magically understands and reads all languages (96%), Basic Mathematics (80%), Land Navigation (70%), Track Humanoids (50%), and Climb (50%/45%).

Special Abilities: Nightvision 100 feet (30.5 m), Supernatural P.S. and P.E. (never fatigues), impervious to normal weapons (unless silver or magic), impervious to poisons, drugs, disease, heat and cold. Does not need to eat or drink. Has no emotions, desires or personality.

A zombie will rise again, even if riddled with silver arrows or bullets, chopped into pieces, blown to bits, or burnt to a cinder. Unless the head is removed from the body and both are buried separately, or an exorcism is performed on the remains, the zombie will completely regenerate all of its body parts and S.D.C. within 48 hours and will seek out its master for new instructions.

Weapons: Most Macoute Zombies can be found with a machete (2D6+5) and/or one of the following firearms: 12 gauge sawed-off shotgun (Range 60 feet/18 m, 4D6 damage from buckshot or 5D6 from solid slugs; single shot) or AK-47 assault rifle (4D6 damage). These are not the slick government issue arms used by the Red Menace. Macoute AKs are beaten-up, third-hand street sweepers used in gang warfare and low-rent network. These guns are "dirty" as hell and if they fall into police hands, could be linked to 1D4+1 outstanding crimes, usually some form of robbery, assault or murder.

Vehicles and Other Equipment: Macoute Zombies can not be trusted to work vehicles, because they always crash them. (Papa Zombie tried this once, with disastrous results.) Thus, aside from their weapons, his undead minions receive no additional hardware of any kind.

Hitters, Inc.

This crew of professional networkers subcontract out to whoever will hire them. They do much of their work in the urban war zone of the Labyrinth, but will slug it out anywhere within Century Station. They refuse to work outside of the District, leading some to speculate that they enjoy some kind of protection within the city's boundaries. Hitters, Inc. was founded by ex-Sector super-soldier *Prodigal* and also consists of the villains *Shakedown*, *Salvo*, and *Killzone*. The group has no formal hideout or headquarters; the individual members come together for jobs and then disband after their completion, only to do it over again the next time an employer comes calling. All business arrangements are made through *Prodigal*, who keeps a 40% share of the profits. The other three keep 20% each.

Prodigal

Prodigal was once a super-soldier for **The Sector** (and may still service them as a mercenary), back when it was still an entirely ultra-secret operation. On a routine mission in Paris, *Prodigal* tried to engineer an illicit arms deal on the side. When his prospective buyers found out who he was really working for, they tracked him and his team down at their safehouse, where they were conducting some surveillance work. In the resulting ambush, numerous civilians were hurt and killed, and a tremendous amount of property damage was inflicted as well. For his

gross misconduct, Prodigal was “retired” from the agency, which at the time was codespeak for “scheduled to be killed.” Prodigal took the hint and disappeared before The Sector would “take him out,” but by that time, the organization had much bigger fish to fry, such as the public relations firestorm.

Over the next few years, as The Sector reinvented itself, Prodigal laid low, living off money he had illegally seized throughout his career as a Company man. When that ran dry, he returned to Century Station, recruited some like-minded mercenary supervillains and set up shop. He has been active with this team for over a year, and has established a pretty good reputation as a criminal subcontractor. He pulls down a lot of work for syndicates, criminal masterminds, and even the occasional multinational corporation looking for “discreet intervention” with a business problem (codespeak for industrial espionage).

In addition, Prodigal also has become a well-known arms dealer in town, specializing in “hot” energy weapons, advanced tech items and off-world technology, the latter a gross violation of The Covenant. Exactly how he obtains his merchandise is a mystery. Prodigal’s arms dealings are a solo venture, so he never has his teammates with him during buys. While this can be dangerous, he feels he can take care of himself. Besides, the risk is not worth having to share the profits.

Also Known As: Delta 5

Real Name: Randall Screed

Occupation: Terrorist, mercenary, assassin, and arms dealer.

Alignment: Miscreant.

Attributes: I.Q.: 19, M.E.: 14, M.A.: 13, P.S.: 24, P.P.: 22, P.E.: 18, P.B.: 11, Spd: Special.

Age: 37

Sex: Male

Height: 6 feet, 2 inches (1.88 m).

Weight: 240 lbs (109 kg).

Experience Level: 11th

Hit Points: 80

S.D.C.: 150

Power Category: Experiment (Super-Soldier).

Minor Super Abilities: Increased Agility, Increased Speed (Leaps 15 feet/4.6 m up and 20 feet/6.1 m across), Mind/Body Attunement, and Extraordinary Speed (Top Speed: 360 mph/577 km; +4 to damage per 20 mph/32 km, top damage bonus: +18).

Side Effects: Chronic Pain. This condition makes Prodigal a very edgy and intense individual, forever on the verge of lashing out at anybody around him.

Combat Training: Hand to Hand: Assassin.

Number of Attacks: 10

Bonuses: +11 to initiative, +8 to strike, +13 to parry, +16 to dodge, +6 to auto dodge, +13 to damage,, +12 to roll with punch/fall/impact, +7 to pull punch, and +3 to disarm.

Saving Throws: +4 vs Horror Factor, +2 vs possession, +2 vs magic, +2 vs poison, and +6% vs coma/death.

Other Combat Info: Pin/Incapacitate: 18-20, Death Blow, Body Flip/Throw: 1D4+13 and lose initiative and two melee attacks, Knockout/Stun: 17-20, and Critical Strike: 18-20.

Education Level and Skills: Special.

Basic Military Program: Running, Climbing (98%/98%), Military Etiquette (98%), and Radio: Basic (98%).

Military Demolitions: Basic Electronics (98%), Basic Mechanics (98%), Demolitions (98%), Demolitions Disposal (98%), Underwater Demolitions (98%).

Espionage Program: Detect Ambush (95%), Intelligence (87%), Wilderness Survival (90%), Sniper, and Tracking (90%).

Physical Program: Boxing, Wrestling, and Gymnastics.

Secondary Skills: Recognize Weapon Quality (75%), Swimming (98%), Advanced Swimming/SCUBA (98%), Athletics (General), Body Building, and Prowl (84%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Bolt-Action Rifle, W.P. Automatic Pistol, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles, W.P. Heavy Weapons.

Money: Nearly \$25 million in various offshore accounts for business expenses, nearly \$3 million in four separate accounts for personal funds.

Weapons and Armor: Prodigal has amassed an impressive arsenal of off-world weaponry which constitutes a flagrant violation of The Covenant, both for him and for the numerous alien criminals who have sold him hardware over the years. Among Prodigal’s prize possessions are:

Ridelly .560: Range: 40 feet (12 m) with stunballs, 100 feet (30.5 m) with normal cartridges or explosive, 130 feet (39.6 m) with microjets. **Damage:** 6D6 conventional, 1D6x10 microjets or explosives. **Rate of Fire:** Single shot or both barrels (double damage). **Payload:** 6 round tubular magazine. **Note:** This weapon resembles a short, over-under, double-barreled shotgun.

Korimyr: Range: 610 feet (186 m). **Damage:** 1D4x10 normal, 1D6x10 microjets or explosive. **Rate of Fire:** Single shot. **Payload:** Single shot; fire then reload. **Note:** This is a single-shot handgun that automatically ejects shells so another can be loaded right away. It is a popular “urban hunting” weapon because it requires a degree of accuracy instead of simply spraying its targets.

Other Weapons: Prodigal has an entire armory of different automatic pistols, assault rifles, and even grenades, LAWs and mini-guns. See **Palladium’s Compendium of Contemporary Weapons™** for hundreds of weapons from around the world. **The Hereos Unlimited™ G.M.’s Guide** also offers stats for an expanded list of weapons.

Assault Armor: A.R.: 12. S.D.C.: 280. **Features:** P.S. 27 (Supernatural), Advanced Robot Optics, Advanced Robot Audio and Communications Packages, Combat Radar, Targeting Sight (+1 to all ranged attacks). **Notes:** Prodigal’s armor is quite run of the mill by galactic standards, but on Earth it seems like a rather remarkable piece of hardware. While it looks like it might have been designed on this planet, a close analysis by one familiar with alien technology will recognize it as an alien device impoundable by the tenets of The Covenant.

Vehicles and Other Equipment: Prodigal has several stolen aircars, skybikes and hovertrucks, as well as numerous conventional vehicles at his disposal in hidden

garages throughout the city. Likewise, he has access to almost any piece of conventional equipment he might want. All he needs is to provide his business contacts 4D6 hours previous notice, and they can get it for him at cost. **G.M.'s Note:** Basically, this villain can obtain any equipment listed in the back of **Heroes Unlimited, 2nd Edition** and **Heroes Unlimited G.M.'s Guide** rule books. This comes in handy when Prodigal chooses to employ teams of disposable flunkies to carry out suicidally hazardous tasks or to delay/decoy the authorities.

Shakedown

Private Damien Sweetwater was just a U.S. Army grunt recruited for Black Ops when his powers manifested themselves. He was later counter-recruited by Prodigal and went with him on "permanent leave." He has since been listed as AWOL and has an outstanding warrant for his arrest with the U.S. Army as well as numerous law enforcement agencies across the world. To Shakedown, accumulating arrest warrants is like building up a collection of trophies. To this end, he is willing to take on just about any criminal enterprise, regardless of the risk, provided it might net him a new arrest warrant. As an example, he participated in an ill-fated art theft last year in Paris that nearly got him caught by French authorities. While he ultimately escaped empty-handed, he did have some stolen paintings for a brief time, which landed him on an Interpol hit list. Even though the job ended in failure, for Shakedown, the Interpol notice was a nice consolation prize.

Shakedown

Real Name: Damien Sweetwater

Occupation: Criminal, terrorist, and thrill-killer.

Alignment: Miscreant.

Attributes: I.Q.: 9, M.E.: 9, M.A.: 9, P.S.: 13, P.P.: 13, P.E.: 17, P.B.: 6, Spd: 50.

Age: 26

Sex: Male

Height: 5 feet, 7 inches (1.7 m).

Weight: 190 lbs (86 kg).

Experience Level: 11th

Hit Points: 62

S.D.C.: 150

Power Category: Mutant

Major Super Abilities: Vibration and Disruptive Touch.

Unusual Characteristics: Artificial-looking, overly angular, mask-like face.

Combat Training: Hand to Hand: Basic.

Number of Attacks: 6

Bonuses: +5 to initiative, +1 to strike, +5 to parry, +5 to dodge, +2 to damage, +5 to roll with punch/fall/impact, +6 to pull punch, and +1 to disarm.

Saving Throws: +15% vs. coma/death, poisons and toxins have 1/2 effect.

Other Combat Info: Body Flip/Throw, Critical Strike: 19-20, Shockwaves: 22D6 (380 feet./115.8 m), Shock Blast: 4D6/6D6 underwater (310 ft./94 m), Vibration Punch: 2D6, Vibration Kick: 3D6, and Disruptive Touch: 15 to save (for effects and damage see **Heroes Unlimited, 2nd Ed.**, page 272).

Education Level and Skills: Trade School Equivalent

Basic Military Program: Running, Climbing (98%/95%), Military Etiquette (98%), and Radio: Basic (98%).

Military Demolitions Program: Basic Electronics (80%), Basic Mechanics (80%), Demolitions (90%), Demolitions Disposal (90%), and Underwater Demolitions (96%).



Secondary Skills: Swimming (98%), SCUBA/Advanced Swimming (98%), Hunting, Card Sharp (65%), Pilot Airplane (90%), Pilot Water Scooter (98%), Pilot Motorcycle (98%), and Pilot Truck (80%).

Weapon Proficiencies: W.P. Automatic and Semiautomatic Rifle.

Money: Broke. Shockwave spends whatever he makes like a drunken sailor, and routinely bums cash off his teammates when things are slow. This makes him dependent on Hitters, Inc. for his livelihood.

Weapons and Armor: None.

Vehicles and Other Equipment: None.

Salvo

If you're looking for a paragon of virtue, sensitivity, and consideration of others — then you should probably have your head examined if you think you'll find it here. There are few supervillains more sociopathic than the despicable Garth Brick, a vile killer truly worthy of his moniker, Salvo. Basically, he is a mindless cowboy and heavy hitter who will go along with any score so long as it promises some excitement and a chance for him to rack up his already impressive body count. Between scores, Salvo moves from one tenement to another, spending most of his time in cheap bars and other sleazy spots looking for trouble and rejoicing when he finds it.

Salvo

Real Name: Garth Brick

Occupation: Thug, Enforcer and general purveyor of mayhem.

Alignment: Diabolic.

Attributes: I.Q.: 7, M.E.: 8, M.A.: 7, P.S.: 30 (Superhuman), P.P.: 15, P.E.: 39, P.B.: 8, Spd: 3.

Age: 24

Sex: Male (Double Y Chromosome).

Height: 6 feet (1.83 m).

Weight: 250 lbs (112 kg).

Experience Level: 9th

Hit Points: 110

S.D.C.: 241

Power Category: Mutant

Major Super Abilities: Alter Limbs.

Minor Super Abilities: Healing Factor, Horror Factor 12, and Extraordinary Physical Endurance.

Unusual Characteristics: Stocky and exceptionally broad.

Combat Training: Hand to Hand: Expert.

Number of Attacks: 7

Bonuses: +2 to initiative, +2 to strike, +6 to parry, +6 to dodge, +18 to damage, +5 to roll with punch/fall/impact, +4 to pull punch, and +2 to disarm.

Saving Throws: +9 vs Horror Factor, +59% vs coma/death, +11 vs magic and poison, +3 vs psionics.

Other Combat Info: Punch: 1D4+18, Kick: 2D4+18, Pin/Incapacitate: 18-20, Crush/Squeeze: 1D4+18, Body Flip/Throw, Critical Strike: 18-20, Knockout/Stun: Natural 20.

Education Level and Skills: High School Equivalent

Criminal Program: Streetwise (61%), Pick Locks (80%), Find Contraband and Illegal Weapons (71%), Prowl (75%), and Safecracking (61%).

Physical: Boxing and Wrestling.

Secondary Skills: Basic Mechanics (75%), Auto Mechanics (70%), Basic Math (90%), Recognize Weapon Quality (70%), Athletics (General), Body Building, Running, and Climbing (85%/75%).

Weapon Proficiencies: W.P. Paired Weapons (all) and Pistol.

Money: Salvo has a few thousand bucks squirreled away, but for the most part, he lets Prodigal handle his money



for him, not realizing that his teammate is robbing him blind. Prodigal figures if Salvo ever called him on it, he could easily cover what he owed him and cash him out. What Prodigal is hoping for, of course, is for Salvo to die or land in prison permanently, in which case, he would take the money and run.

Weapons: None. Salvo relies on his Alter Limbs ability to fashion his arms into various firearms and melee weapons (chainsaws being his favorite). However, he does carry a variety of ammunition on him to use in conjunction with his Alter Limbs ability and he can use conventional weapons if he chooses to do so. This includes:

100 .50 Cal. Bullets (1 Belt): 7D6 damage per shot.

5.56 mm 30-Round Magazines (6): 4D6 damage per shot.

20 40 mm High Explosive Grenades (1 Belt): 1D6x10 damage.

10 40 mm Fragmentation Grenades: 1D4x10 damage per shot.

10 40 mm Plasma Grenades: 2D4x10 damage per shot.

10 40 mm Discarding Sabot Shells: 1D6x10 damage per shot.

Note: This is just Salvo's "preferred ammunition package." When in need, he will gladly use whatever he can find. He has also been known to convert his arm into a rocket launcher from time to time, despite the fairly serious burn damage this causes him (3D6).

Armor: None aside from a standard flak jacket (A.R.: 10, S.D.C.: 50) that he is fond of and a padded cowboy-style long-coat (A.R. 8, S.D.C. 25).

Vehicles and Other Equipment: None.

Killzone

Dewey Gladfelter was a storage tank maintenance man who one day answered a call to a research firm that needed some repairs. Unfortunately, they had not yet cleaned out the storage tank that needed to be worked on. It still contained trace amounts of a top-secret hybrid chemical dubbed "Formula XX." Exposed to these mystery chemicals, Dewey nearly died, but upon recovery, learned that he had gained incredible super abilities from his exposure. He became a noted independent supervillain, but never "made it big" until he hooked up with Prodigal and became a major player in the city's crime scene. Killzone sees his arrangement with Prodigal as his big chance so he tends to agree with whatever Prodigal suggests, no matter how ill-conceived. For this, Killzone is seen as a suck-up and a wannabe by both Salvo and Shakedown.

Killzone

Real Name: Dewey Gladfelter

Occupation: Maintenance worker turned contract criminal.

Alignment: Anarchist.

Attributes: I.Q.: 9, M.E.: 12, M.A.: 11, P.S.: 60, P.P.: 10, P.E.: 20, P.B.: 12, Spd: 14.

Age: 24

Sex: Male

Height: 6 feet, 2 inches (1.88 m).

Weight: 210 lbs (94.5 kg).

Experience Level: 10



Hit Points: 70

S.D.C.: 50

Power Category: Experiment.

Major Super Abilities: Copy Physical Structure, Supernatural P.S.

Side Effects: Unstable Powers Affected by Emotion: When enraged, Killzone's P.S. jumps to 80, and he will adapt involuntarily to whatever materials he comes into contact with (his costume, however, is strangely exempt from this).

Combat Training: Hand to Hand: Basic.

Number of Attacks: 6

Bonuses: +1 to initiative, +1 to strike, +2 to parry, +2 to dodge, +47 to damage, +6 to pull punch, and +4 to roll with punch/fall/impact.

Other Combat Info: Restrained Punch: 5D6+47, Full Strength Punch: 2D4x10+47, Full Strength Kick: 2D6x10+47, Power Punch: 3D6x10+47, Body Flip/Throw, and Critical Strike: 19-20.

Education Level and Skills: Trade School.

Electrical Program: Electrical Engineer (75%), Basic Mechanics (75%), Computer Operation (85%), Computer Repair (70%).

Mechanical Program: Mechanical Engineer (70%), Basic Electronics (75%), Locksmith (70%).

Secondary Skills: Swimming (80%), General Repair/Maintenance (65%), Automotive Mechanics (55%), Body Building, Radio: Basic (75%), T.V. & Video (49%), Pilot Truck (64%).

Money: Killzone is used to not having money, so the large sums he earns working with Prodigal are an alien concept to him. Although he has over \$500,000 stashed away here and there, he continues to live hand-to-mouth for fear that one day all his money might be gone. His teammates ridicule him terribly for this, but in the end, this working-class villain doesn't mind living modestly and is pleased to be amassing a fortune for his future retirement.

Weapons: None.

Vehicles and Other Equipment: At Prodigal's suggestion, wears a pouch belt with samples of kevlar, steel, granite, rubber, wood, and other substances for "quick copying." This innovation has gotten Killzone out of numerous tight spots.

Halcyon

Led by the insane genius-visionary, **The Creator**, Halcyon is considered by CHIMERA to be one of the city's top emerging threats to public safety. The group is a cult based around the production and consumption of a mutagen called the *Halcyon Protocol* which develops super abilities within those who take it. The Protocol requires only a single injection for it to take effect. Fully 72% of those who undergo the treatment die within 30 minutes of their injection! Only 3% are immune to Halcyon and survive unscathed. According to The Creator's and his cultists, those who die are "impure and not ready for their new life." Those who survive have been rewarded "for their purity," and are reborn to a better existence; within 2D4 days they develop their powers and/or side effects. The few who do not change are recruited as cultists or let free; after all, they are "pure," and he is certain, they will see the light and join his crusade when his group makes their big move.

The Creator and his minions, **Killswitch**, **Freakshow**, **Deadhead**, **Heavyweight**, and a growing band of **Mutagen Cultists**, are obsessed with the Protocol and believe that those who take it are destined to become "higher beings meant to rule the world." Slowly but surely, a body of like-minded worshippers of the drug have joined

the fold, and now some three dozen individuals are undergoing a period of brainwashing and devotional service to prove themselves worthy of the drug. Very soon, the Creator plans on holding a mass injection ceremony that will create a small army of mutated cultists all fanatically devoted to their twisted leader, all equipped with the powers required for him to launch a mad campaign to shatter what is left of Century Station and become the lord of that broken domain.

In the meantime, The Creator's group is busy organizing robberies and other larceny to raise the money needed to manufacture a huge quantity of the Halcyon Protocol, so when the first wave of fanatics are ready for their "transformation," The Creator will be able to provide them with it.

Upon injection, the Halcyon Protocol actively seeks out whatever mutant element lies dormant in the user's genetic structure and activates it with a vengeance.

Those who "survive" should roll on the following table to see how the drug has changed them:

01-03%: Survive without change! Lucked out big time.

Can join the cult as one of the chosen "pure ones" or leave unharmed.

04-39%: Develop a set of super abilities: 2 major powers, or 1 major and 2 minor powers, or 4 minor powers. Also, roll randomly on either the *Mutant Unusual Characteristics Table* or the *Experiment Side Effects Table*. Also, roll one random insanity. Finally, the subject has a 5% chance of triggering the **Halcyon Effect** each time he or she uses any of his/her super abilities. (See below for details on the Halcyon Effect.)

40-75%: Develop no super abilities, but roll on either the *Mutant Unusual Characteristics Table* or the *Experiment Side Effects Table*. Also roll one random insanity.

76-85%: Develops 1D4 Major super abilities! No unusual characteristics, but roll 1D4 random insanities!

86-00%: No super abilities or unusual characteristic, roll for one random insanity.

Those who gain super abilities from the Halcyon Protocol may undergo the process again. Repeat users have an 80% chance of dying from the treatment, but those who survive are guaranteed to receive one super ability and one side effect as per the *Experiment Side Effects Table*. In addition, their chance of invoking the Halcyon Effect each time they use a super ability rises 10%.

The Halcyon Protocol should *not* be used a third time. If it is, roll on the following table:

01-20% Die!

21-96% See no change but feel sick for 2D4 days with all attributes, skills and powers at half their usual potency.

97-98% Feel sick, gain one additional side effect or unusual characteristic and *lose* one of their powers (this is presumably a permanent result but nobody knows).

99-00% Will gain one new super ability (minor or major), one new insanity, and is "upgraded" to Mega-Hero/Villain status, gaining the additional powers of a Mega-Being as well as an Achilles' Heel. Finally, the subject's chance of invoking the Halcyon Effect each time he uses a super power rises to 15%.

Taking the drug a fourth time has no effect at all.

The Halcyon Effect

A deadly side effect of the Halcyon Protocol is the subject's genetic structure is so violently and dramatically altered when these drugs are taken that lasting damage is done to the genetic material affected. When "super-charged" during the use of a super ability, the subject's DNA stands a chance of overloading and causing catastrophic feedback throughout the entire body. Those who trigger the Halcyon Effect must roll on the following table to determine their fate:

- 01-15%:** Explode! Subject dies instantly and inflicts 1D6x10 damage to everything within a 20 foot (6 m) radius.
- 16-35%:** Burst into flames! The fires cannot be extinguished, and the subject dies a horrifying death within 1D4 melee rounds. Anything the burning subject touches receives 1D4x10 in super-hot burning damage. The burning subject also has a 76% chance of igniting any combustibles he touches.
- 36-50%:** The subject melts as if dissolved in acid. Anybody touching the dissolving character receives 3D6 damage per melee for the next 1D6 melees. Furthermore, this damage is also done to the floor or whatever structure the unfortunate victim is standing on at the time of meltdown.
- 51-60%:** The subject simply drops dead.
- 61-79%:** All super abilities vanish, but side effects, unusual characteristics, attributes and insanities remain. Roll again: 01-60% Permanent loss, roll for 1D4 insanities due to the traumatic loss; 61-00% Powers return without warning in 2D6 months.
- 80-94%:** Total power shutdown and vegetative state for 1D6x10 months. Will not survive without artificial measures. Returns to full power when he awakens from coma.
- 95-98%:** Partial power loss (permanently reduce all aspects of one power by half and lose one power completely and permanently). There is also brain damage (reduce I.Q. & M.E. 1D4 points); there may be cumulative effects.
- 99-00%:** Total power loss (all super abilities are permanently gone) but no brain damage. However, the subject undergoes a radical personality change. Roll a new personality on the **HU2** rule book's charts, and determine a new alignment.

The Creator

Several years ago, the mysterious figure known as The Creator emerged from the shadows and set up a small chemical production facility in a burned out tenement in *Hannigan*. Employing the help of outlaw chemist Nigel Gray, a.k.a. **Killswitch**, The Creator "perfected" his formula for the Halcyon Protocol. With this substance, The Creator plans on building an army of superhuman zealots with which to destroy the city.

The Creator is a remorseless megalomaniac convinced of his own divinity and obsessed with the widespread destruction of Century Station. Nobody really knows what makes him tick, not even his top lieutenant, Killswitch. His origin or life before emerging as a cult leader is also a

mystery. The late psionic superhero *Trancer* actually succeeded in performing a Mind Bond with The Creator, but this rendered the hero comatose from psychic shock. The Creator's minions killed her immediately, and the secrets she learned died with her.

The Creator is a wildly unpredictable leader prone to slaying his own minions at the slightest provocation, sometimes for no apparent reason at all. The people who stand by him are either seduced by the monster's self-proclaimed divinity or by the notion of taking the Halcyon Protocol and gaining super abilities from it. The Creator's cult appeals to the desperate and alone. People who have nothing to lose and everything to gain with a single, deadly injection.

The Halcyon Protocol has been relatively kind to The Creator. He has taken it three times and beaten the incredible odds of death each time. He looks anything but human now, with four arms, glowing eyes, pointy ears, and bluish-white skin. As a result, he must dwell in seclusion, allowing his followers to see him only at certain times and under certain circumstances. Usually, he wears a long cloak which covers his entire body (this hides his multiple arms), and hopes that his white, pupil-less eyes do not turn his newly found followers away. The Creator has become incredibly powerful through his repeated use of his terrible drug, but it has also warped his mind, driving him completely insane. Thankfully for him, his delusions and disorders all help him to be the man he wants so desperately to become — a conqueror of the world, a messiah to the downtrodden, and a bringer of misery to all those who would oppose him. Century Station is just the first step in his campaign for global domination.

The Creator

Real Name: Unknown.

Occupation: Conqueror, cult leader and madman.

Alignment: Diabolic.

Attributes: I.Q.: 21, M.E.: 25, M.A.: 30, P.S.: 50 (Superhuman), P.P.: 12, P.E.: 47, P.B.: 24, Spd: 26.

Age: 33

Sex: Male

Height: 6 feet, 6 inches (1.98 m).

Weight: 300 lbs (135 kg).

Experience Level: 11th

Hit Points: 182

S.D.C.: 480

Power Category: Experiment.

Mega-Powers: All usual Mega-Powers plus Immortality.

Major Super Abilities: Divine Aura, Alter Metabolism, and Adapt to Environment.

Minor Super Abilities: Healing Factor, Multiple Limbs (Two Extra Arms/four total), Energy Expulsion, Superhuman P.S., Extraordinary P.E., and Flight (Wingless).

Side Effects and Unusual Characteristics: Pointy ears, glowing eyes, and bluish-white skin.

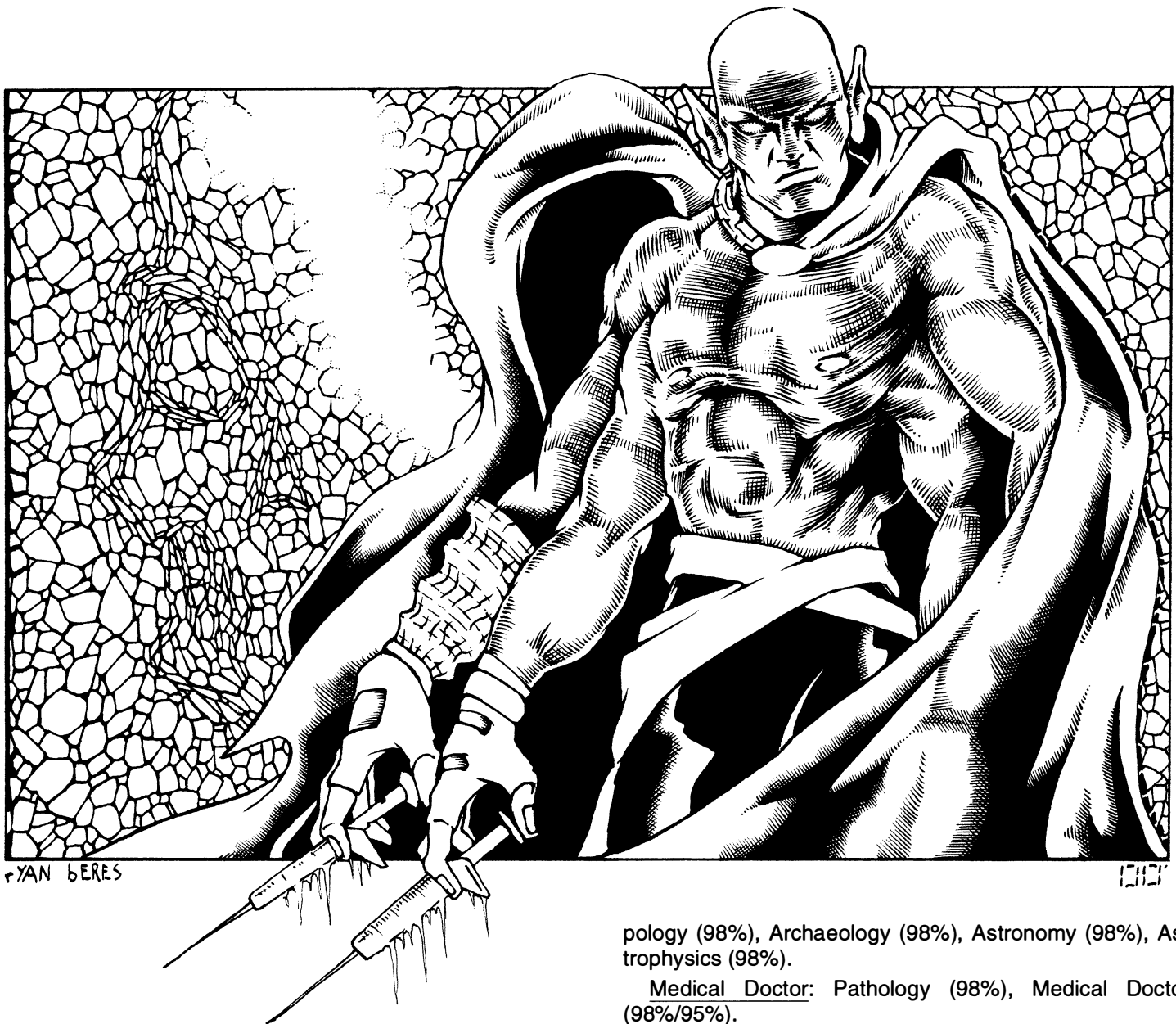
Achilles' Heel: God Syndrome.

Insanities: Obsession: Power/Leadership. Psychosis: Fascination with death. Affective Disorder: Hates music and musicians.

Chance of Triggering Halcyon Effect: 15%

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 7



Bonuses: +3 to initiative, +2 to strike, +4 to parry, +3 to dodge, +39 to damage, +4 to disarm, +3 to roll with punch/fall/impact, +3 to pull punch, 97% to trust/intimidate, 70% to charm/impress.

Bonuses in Flight: +1 attack per melee, +2 to strike, +2 to parry, +4 to dodge at under 80 mph (128 km), +6 to dodge at over 80 mph (128 km), +4 damage per 20 mph (32 km); maximum flying damage bonus: +21.

Other Combat Info: Restrained Punch: 4D6+39, Full Strength Punch: 1D6x10+39, Snap Kick: 1D6x10+39, Karate Kick: 2D4x10+39, Axe Kick: 2D6x10+39, Roundhouse Kick: 3D6x10+39, Power Punch: 3D6x10+39, Jump Kicks (all), Leap Attack, Energy Expulsion Blast: 2D4x10 (900 feet/274 m), Body Throw/Flip, and Critical Strike: 18-20.

Saving Throws: +82% vs coma/death, +14 vs poison and magic, +8 vs psionics, and +8 vs insanity.

Education Level and Skills: Ph.D.

Science Program: Computer Operation (98%), Advanced Mathematics (98%), Chemistry (98%), Analytical Chemistry (98%), Biology (98%), Botany (98%), Anthro-

pology (98%), Archaeology (98%), Astronomy (98%), Astrophysics (98%).

Medical Doctor: Pathology (98%), Medical Doctor (98%/95%).

Criminal Program: Streetwise (95%), Pick Locks (98%), Find Contraband & Illegal Weapons (98%), Seduction (86%), Prowl (98%).

Secondary Skills (+5%): Climb (98%/95%), Business & Finance (90%), Computer Programming (85%), Swimming (98%), Basic Mechanics (85%), Radio: Basic (98%), T.V. & Video (70%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Knife (+3 to strike, +4 to parry, +3 to throw), W.P. Automatic Pistol.

Money: None, really. The Creator has a great deal of resources (including cash) at his disposal, but it is all for his Halcyon cult. He keeps none of it, thinking himself above the very concept of private ownership. Such petty things are for mere mortals, not for a god such as himself!

Weapons: Bah! The Creator needs no weapons, you fool!

Vehicles and Other Equipment: You bore me with these questions! Don't you realize the Creator is above such mortal trappings! Be gone, lest you further invoke my wrath!

Killswitch

Englishman Nigel Grey was a brilliant chemistry graduate student whose constant self-experimentation with untested drugs awoke his latent powers and enabled him to embark on the life of carefree villainy he always dreamed of. Considering how dangerous messing with untested chemicals are, it is a miracle that Grey didn't kill himself, but then again, acting responsibly and using his brain when he *really* needed to has never been his strong suit.

After his powers developed and Grey took on the superbeing persona of **Killswitch**, he was discovered by one of his professors at the university. Expelled and brought up on criminal charges, Killswitch escaped from custody, returned to murder his professor, and fled the country. Hearing that Century Station had become a gathering spot for all kinds of superhuman blackguards, he headed straight for it.

After earning a small fortune making and selling designer drugs, he was contacted by The Creator to assist with making the Halcyon Protocol. Although Killswitch has always been cynical and a loner, The Creator somehow swayed him (he has a way of doing that to people) and made him the first of his brainwashed minions.

Although Killswitch is a heartless and self-centered villain, he will not betray The Creator for any reason. If his master is killed or captured, Killswitch will break free of his

boss' spell and strike out on his own, probably by trying to sell the Halcyon Protocol to masterminds and Syndicates for huge amounts of money.

Killswitch

Real Name: Nigel Grey

Occupation: Head of production for the Creator's Halcyon cult.

Alignment: Miscreant

Attributes: I.Q.: 19, M.E.: 24, M.A.: 28, P.S.: 13, P.P.: 13, P.E.: 13, P.B.: 14, Spd: 15.

Age: 22

Sex: Male

Height: 5 feet, 10 inches (1.76 m).

Weight: 170 lbs (76.5 kg).

Experience Level: 7th

Hit Points: 41

S.D.C.: 40

Power Category: Experiment.

Major Super Abilities: Control Others and Negate Super Powers.

Minor Super Abilities: Mental Stun, Extraordinary M.A., and Super Vision: Advanced Sight.

Side Effects, Unusual Characteristics, Insanities and Chance to Trigger Halcyon Effect: Strangely, none! That he has been able to withstand the Halcyon Protocol twice with absolutely no ill effects interests The Creator greatly, which is probably why he keeps Killswitch around, despite his crass manner, insubordination, and general reluctance to uphold the Halcyon Cult.

Combat Training: Hand to Hand: Expert

Number of Attacks: 5

Bonuses: +2 to initiative, +2 to strike, +3 to parry, +3 to dodge, +2 to roll with punch/fall/impact, and +2 to pull punch, 94% to trust/intimidate.

Saving Throws: +5 vs psionic attack and +8 vs insanity.

Other Combat Info: Punch: 1D4, Kick: 2D4, Critical Strike: 18-20.

Education Level and Skills: Master's Degree.

Science Program: Computer Operation (98%), Advanced Mathematics (98%), Chemistry (90%), Analytical Chemistry (85%), Biology (90%), Botany (85%).

Business Program: Basic Mathematics (98%), Business & Finance (95%), Law (General; 85%), and Research (98%).

Professional Thief: Locksmith (85%), Prowl (85%), Climbing (98%/90%), and Surveillance Systems (90%).

Pilot: Advanced: Navigation (98%), Read Sensory Equipment (90%), Weapon Systems (98%), Pilot Airplane (98%), Pilot Race Car (98%), Pilot Helicopter (95%), and Pilot Jet Packs (96%).

Secondary Skills of Note: Pilot Truck (69%), Pilot Water Scooter (85%), and Swimming (85%).

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Shotgun, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifles, W.P. Knife (+2 to strike, parry and throw), W.P. Paired Weapons (All).

Money: Despite The Creator's edict that all cult members renounce personal property, Killswitch has embezzled nearly \$200,000 from the cult's funds, as well as \$16 million from the days before he met The Creator. He

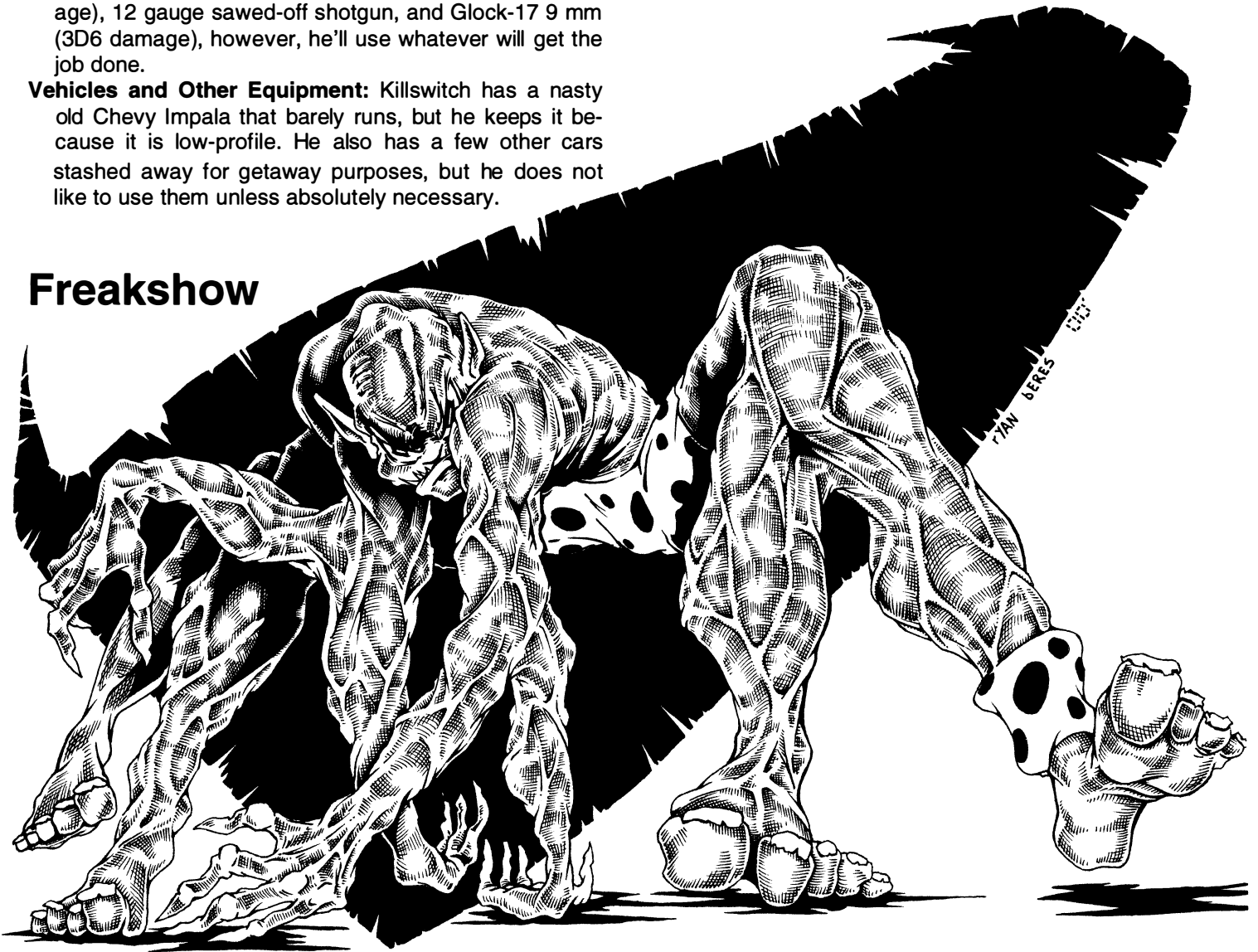


keeps this money (as well as the formula for the Halcyon Protocol, which he can replicate) as a getaway fund if he ever needs to disappear.

Weapons: Killswitch likes to rely on his powers to get him out of sticky situations, but when push comes to shove, he will go to one of his various “straps” and begin blazing away. Favorite weapons include the MAC-10 .45 sub-machinegun (Range: 656 feet/200 m; 4D6 damage), 12 gauge sawed-off shotgun, and Glock-17 9 mm (3D6 damage), however, he’ll use whatever will get the job done.

Vehicles and Other Equipment: Killswitch has a nasty old Chevy Impala that barely runs, but he keeps it because it is low-profile. He also has a few other cars stashed away for getaway purposes, but he does not like to use them unless absolutely necessary.

Freakshow



Like many of the Halcyon cultists, there is little known about the curious creature known as Freakshow. The only other name he goes by is simply “Zed,” and all he will reveal about himself is that he came to Century Station seeking fame and glory but wound up homeless and destitute instead. He joined the Halcyon Cult and was transformed from just another street person into the supercharged monstrosity he is today. Regardless of The Creator’s reassurances to the contrary, Freakshow is very angry at what the Halcyon Protocol has made him, and longs to take revenge on the whole world for it, and if the chance should ever arise, The Creator and the Cult along with it. For now he works for the Cult because he has no real alternative; if he tries to leave, he knows The Creator will have him killed. Besides, the Cult enables him to lash out at the world and make people suffer like he has.

Freakshow typically moves about on “all fours,” like an animal. Only calling it “all fours” is something of a misnomer, since he has *eight* elongated limbs. At each elbow or knee, Freakshow’s arm or leg splits into two arms or legs, each capable of moving independently and swiveling 180 degrees in its mutated socket. When using his Tentacles power, Freakshow simply sprouts them from his back and shoulders. Topping off his horrific appearance, his skin is yellow, his teeth are tiny and pointed, and he has rectangular pupils in his eyes.

Freakshow

Real Name: Zed. That’s it, just Zed.

Occupation: Monster, freak, and insane villain.

Alignment: Diabolic

Attributes: I.Q.: 9, M.E.: 4, M.A.: 4, P.S.: 18, P.P.: 21, P.E.: 16, P.B.: 4, Spd: 96.

Age: 30-ish.

Sex: Was male, but has been rendered sexless by the Halcyon Protocol.

Height: Up to 10 feet (3 m) at the shoulder, 6 feet (1.83 m) long.

Weight: 225 lbs (102 kg).

Experience Level: 7th

Hit Points: 50

S.D.C.: 78

Power Category: Experiment.

Major Super Abilities: Natural Combat Ability and Tentacles (Up to Seven Pairs).

Minor Super Abilities: Multiple Limbs (Two Extra Arms), Multiple Limbs (Two Extra Legs), Horror Factor: 13, and Body Weapons.

Side Effects and Unusual Characteristics: Yellow skin and double-jointed.

Insanities: Semi-functional mindless aggression and mute.

Chance of Triggering Halcyon Effect: 10%

Combat Training: Hand to Hand: Special.

Number of Attacks: 9 — up to 16 if all seven pairs of tentacles are employed!

Bonuses: +6 to initiative, +3 to strike, +5 to parry, +4 to dodge, +3 to damage, +6 to disarm, +6 to pull punch, and +7 to roll with punch/fall/impact.

Saving Throws: +13 vs Horror Factor, +2 vs possession and mind control.

Other Combat Info: Hand Claws: 4D4+3, Tentacle Club: 3D6+3, Tentacle Blade: 4D6+3, Kick: 3D6+3, All Jump Kicks, Leap Attack, Auto Dodge, Back Flip: 86%, Maintain Balance: 84%, Knockout/Stun: 19-20, Body Throw/Flip: 2D4+3 plus lose initiative and one melee attack.

Education Level and Skills: Street Schooled.

Scholastic Skills: Streetwise (56%), Prowl (59%), Pick Pockets (59%), Pick Locks (65%), Safecracking (49%), Fishing (70%), Dance (60%), General Repair/Maintenance (65%), Computer Operation (70%)

Secondary Skills of Note: Climb (85%/75%), Body Building, Athletics (General), Swimming (80%), Running, First Aid (75%), Hunting, and Wilderness Survival (55%).

Money: None. Freakshow is provided for exclusively by The Creator.

Weapons: None.

Vehicles and Other Equipment: The only possession of note that Freakshow owns is a beaten-up notebook computer that he uses to surf the CityNet. He frequents a number of chat rooms, the only place where he feels treated like a normal person. Little does he know it, but he has become a good cyber-buddy with the superhero Spartacus, who also frequents some of the same chat rooms that Freakshow goes to.

Deadhead

Jericho Huxley spent most of his life as a transient, hitching rides all over the country, working odd jobs, and generally leading the life of an urban nomad. For reasons unexplained, he is angry and bitter, but has a caustic sense of humor and can be both chatty and magnanimous in a weird kind of way.

Huxley fell into the Halcyon Cult and having no other direction in his life, decided to try the Halcyon Protocol. The drug turned him into a striking, powerful superbeing, but also transformed his head into a fleshless skull. His eyes and tongue remained intact, but the rest of his head appears as a completely fleshless and dry skull, like an old anatomical model. Huxley is not very happy about becoming a monster, but he is slowly learning to deal with it. In fact, he is beginning to enjoy how people tend to run and shriek when they see him.

Adopting the name **Deadhead**, Huxley has become one of The Creator's chief Enforcers, gladly thrashing anybody who gets in his way. His duties as such have provided him (at last) with a sense of direction in his life that he has secretly yearned for all along.

Note: When Deadhead chose his name, he did so not realizing it was a nickname for the die-hard fans of the Grateful Dead rock band. Regardless of that, Deadhead is fond of his name, and he becomes violently angry at anybody who makes fun of his it, or compares it to the rock fans of the same name. This is a source of nearly constant irritation for him, and only serves to make him constantly angry and on the verge of lashing out at people. As heroes will no doubt learn, ribbing him about this during combat will throw Deadhead completely off, as he will become enraged and completely unable to participate in coordinated attacks (reduce all bonuses by 75%) or make any kind of sound snap decisions.

Deadhead has the body of a muscular Enforcer, only his head is a bare skull with lidless eyes in the sockets. He has a tongue, but how it works in that skull is anybody's guess. His turtlenecked costume hides his freakish-looking neck, which is skeletal at the base of his skull and fleshes out to look like a normal neck by the time it reaches his shoulders.

Deadhead

Real Name: Jericho Huxley

Occupation: Vagabond, supervillain and Halcyon Cultist.

Alignment: Anarchist.

Attributes: I.Q.: 8, M.E.: 17, M.A.: 7, P.S.: 45 (Superhuman), P.P.: 23, P.E.: 20, P.B.: 1, Spd: 27.

Age: 43

Sex: Male

Height: 6 feet, 6 inches (1.95 m).

Weight: 200 lbs (90.8 kg).

Experience Level: 7th

Hit Points: 55

S.D.C.: 90

Power Category: Experiment.

Major Super Abilities: Force Aura and Super Energy Expulsion (+3 to strike aimed, +1 to strike wild).

Minor Super Abilities: Superhuman P.S., Energy Resistance, and Wingless Flight (Top Speed: 340 mph/545 km).

Side Effects and Unusual Characteristics: Skull head (Horror Factor: 10), and high-pitched, shrieking voice (impossible to whisper, impossible to mask).

Insanities: Phobias: Own Reflection, Psychotic Hatred of anyone with a P.B. over 20 or who ridicules him for any reason.

Chance of Triggering Halcyon Effect: 10%

Combat Training: Hand to Hand: Expert.

Number of Attacks: 6

Bonuses: +2 to initiative, +6 to strike, +7 to parry, +7 to dodge, +3 to auto-dodge, +30 to damage, +2 to roll with punch/fall/impact, and +2 to pull punch.

Force Aura Bonuses: A.R.: 14, S.D.C.: +270; +4 to roll with punch/fall/impact, +10 to P.S. (+10 to damage), +4 P.E.

Wingless Flight Bonuses: +1 attack, +2 to strike, +2 to parry, +4 to dodge under 80 mph (128 km), +6 to dodge over 80 mph (128 km), +4 to damage per 20 mph (32 km), maximum damage bonus: +17.

Saving Throws: +10% vs coma/death and +3 vs magic and poison.

Other Combat Info: Punch: 1D4+30, Kick: 1D6+30, Energy Blast: 1D6x10 (740 feet/225.5 m), Super Energy Blast: 2D6x10+30 (740 feet/225.5 m), Aura Effect: 7D6+7 (10 feet/3 m).

Education Level and Skills: Trade School.

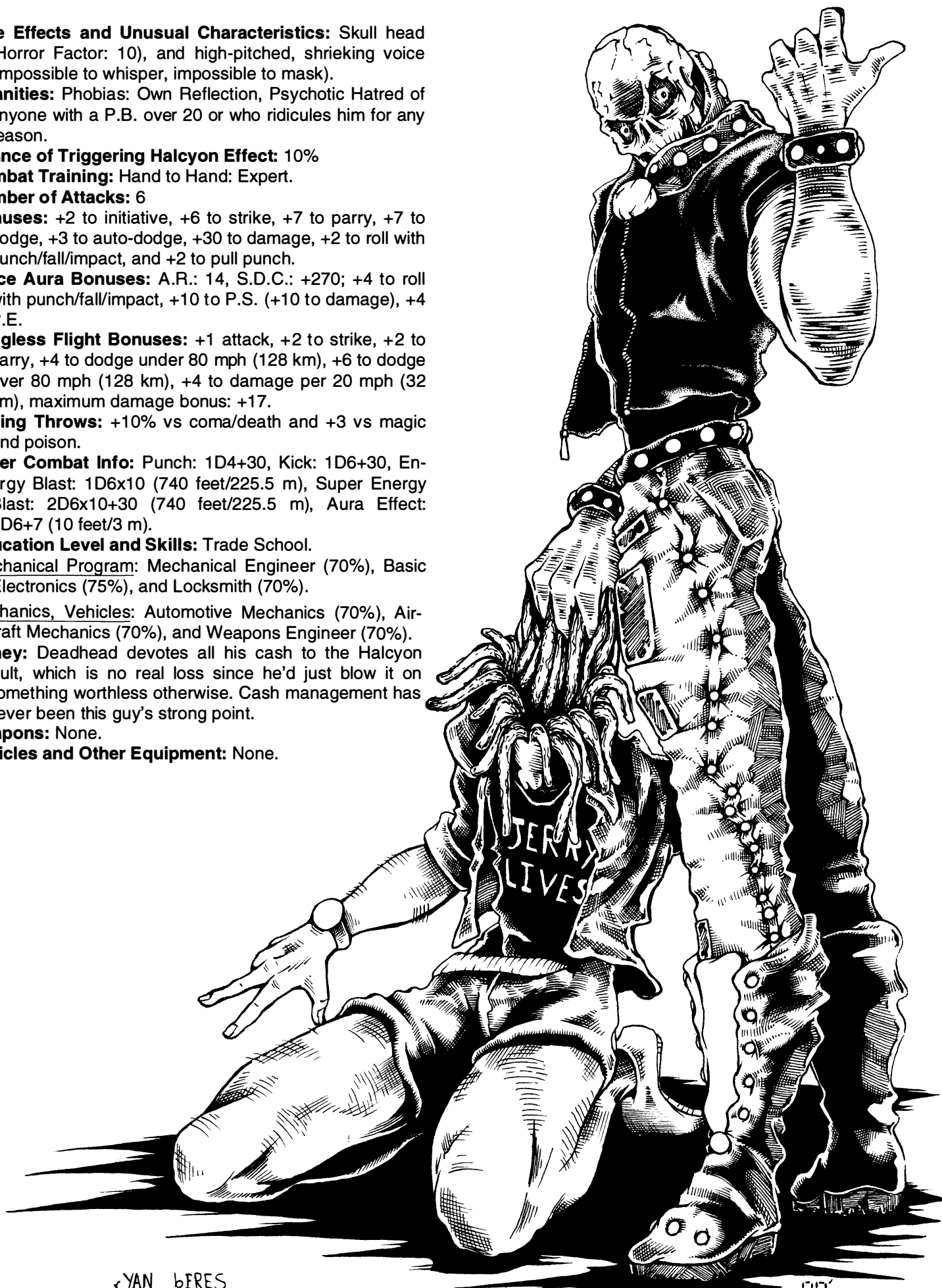
Mechanical Program: Mechanical Engineer (70%), Basic Electronics (75%), and Locksmith (70%).

Mechanics, Vehicles: Automotive Mechanics (70%), Aircraft Mechanics (70%), and Weapons Engineer (70%).

Money: Deadhead devotes all his cash to the Halcyon Cult, which is no real loss since he'd just blow it on something worthless otherwise. Cash management has never been this guy's strong point.

Weapons: None.

Vehicles and Other Equipment: None.



Heavyweight

This is the last of The Creator's inner circle of Enforcers, a sadistic killing machine who will gladly hurt anybody or steal anything The Creator commands him to. Thanks to the Halcyon Protocol, this 98 lb weakling (literally!) can transform himself into a grotesquely obese version of himself which he likes to call Heavyweight. Although thoroughly repulsive in his transformed state, Heavyweight still commands a great deal of power, and for that reason he enjoys his Halcyon-caused alter-ego. Still this guy is flat-out disgusting, can be smelled a mile away, and has the capacity to spoil people's appetites just by walking by. He is a living factory of bodily unpleasanties, and does not speak highly for the transforming effects of the Halcyon Protocol. In fact, when recruiting members and brainwashing them, Heavyweight is forbidden to meet with them in his transformed state until the majority of their indoctrination is finished for fear of driving new cultists away.

Also Known As: The Lump

Real Name: Malcolm Cole

Occupation: Psychotic killer, thief, and cultist.

Alignment: Diabolic.

Attributes: I.Q.: 8, M.E.: 8, M.A.: 8, P.S.: 8 (70 Supernatural when transformed), P.P.: 8, P.E.: 8 (27 transformed), P.B.: 8, Spd: 9 (6 when transformed).

Age: 18

Sex: Male

Height: 5 feet, 5 inches (1.65 m) normal, but 7 feet, 5 inches (2.26 m) when transformed.

Weight: 98 lbs (44.5 kg) normal, but 640 lbs (290 kg) transformed.

Experience Level: 7

Hit Points: 43 (77 transformed).

S.D.C.: 50 (355 transformed).

Power Category: Experiment.

Major Super Abilities: Supernatural P.S. and Weight Manipulation.

Minor Super Abilities: Healing Factor, Extraordinary P.E., and Energy Resistance.

Side Effects and Unusual Characteristics: Must transform to use powers. When transformed, Malcolm becomes a huge, grotesque monstrosity with sickly white skin, and black hair, tongue, lips and fingernails. Also when transformed, his breath carries an incredibly strong smell of sour milk.

Insanities: Disgusted by anything sticky and phobia: cats.

Chance of Triggering Halcyon Effect: 10%

Combat Training: Hand to Hand: Basic.

Number of Attacks: 5

Bonuses: +1 to initiative, +1 to strike, +2 to parry, +2 to dodge, +63 to damage, +2 to roll with punch/fall/impact, +2 to pull punch.

Saving Throws: +20% vs coma/death, +3 vs magic, poison and psionics, and +9 vs Horror Factor.

Other Combat Info: Restrained Punch: 5D6+63, Full Strength Punch: 2D4x10+63, Power Punch: 3D6x10+63, Kick: 2D6x10+63, Critical Strike: 19-20.

Note: -6 to strike because Heavyweight is too fat to punch or kick gracefully.

Education Level and Skills: Street Schooled.

Scholastic Skills: Streetwise (52%), Prowl (59%), Concealment (44%), Pick Pockets (55%), Palming (50%), Cook (65%), Fishing (70%), General Repair/Maintenance (65%), and Literacy (60%).

Weapon Proficiencies: W.P. Knife (+2 to strike, parry, and throw) and W.P. Automatic Pistol.

Secondary Skills of Note: Basic Mathematics (75%), Pilot Automobile (72%), Radio: Basic (75%), Body Building, Wilderness Survival (55%), Basic Mechanics (60%), and Auto Mechanics (55%).

Money: None. Heavyweight gives what little he makes or steals directly to The Creator.

Weapons: None

Vehicles and Other Equipment: None

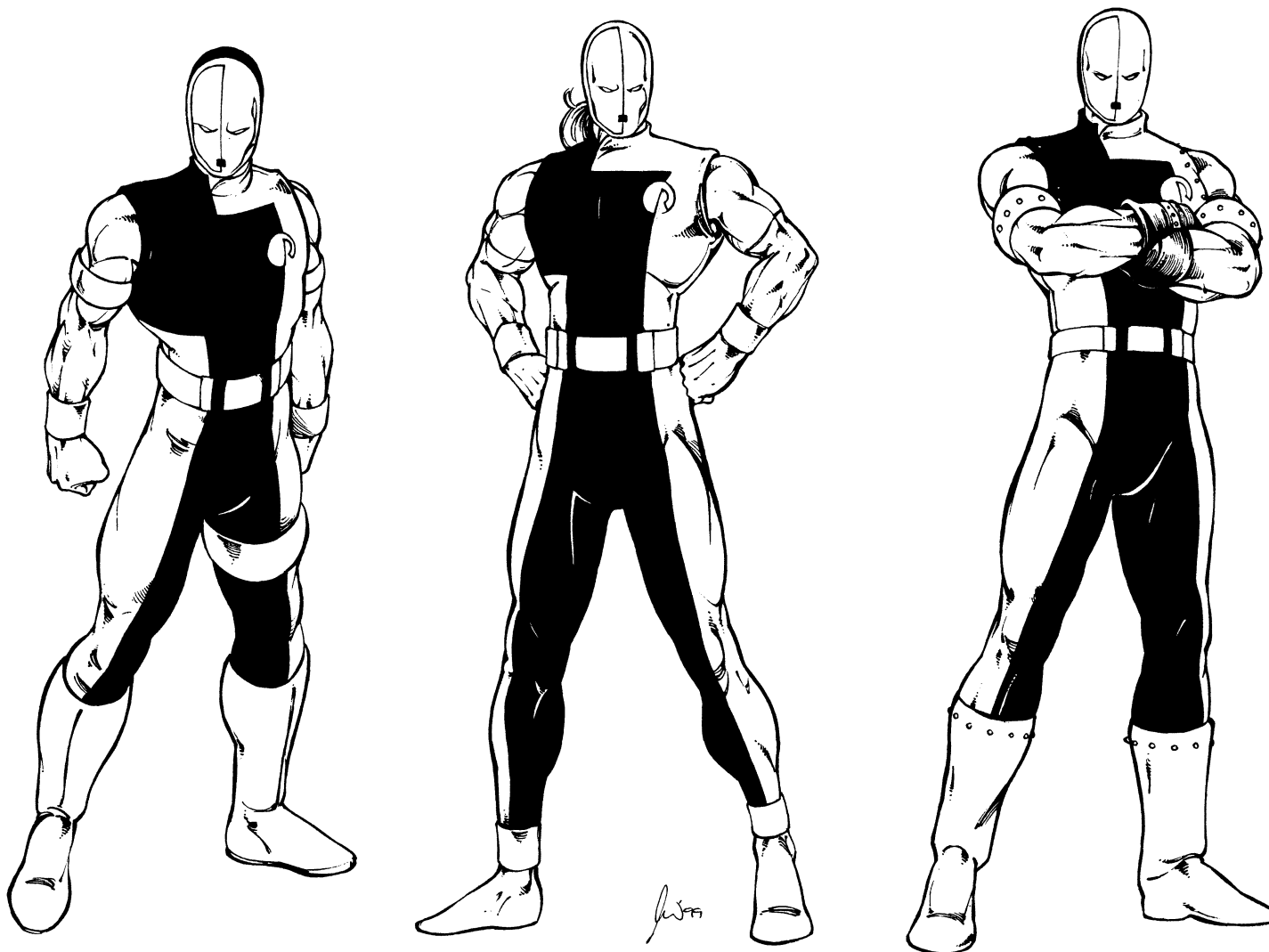
Overrun

Tim, Steve and Brett Hopkins are *Cohort*, *Phalanx* and *Battalion*, a set of mutant identical triplets who have honed their gifts into dark weapons of murder and mayhem. Using their Duplication super abilities to turn themselves into a virtual army of villains, this group is capable of taking on even the most enduring of superhumans and overwhelming them with pure numbers. The group specializes in smash and grab robberies, only because they are so many and have considerable powers on top of their *duplication abilities*, and they like taking out hard targets like banks. So far, Overrun has had a very successful career because they are smart and know where, when and how to strike without getting cornered and caught. When confronted openly, the best tactic is to separate them so they are more manageable. Let them work in tandem and they are unstoppable and stone cold deadly.

Overrun's headquarters is in a sealed off portion of The Underground, among a vast network of partially built subterranean highway tunnels that underlie much of the city. The section Overrun has taken over and refurbished lies directly beneath the **Waingroh** section of town, and is accessible through a series of manholes and storm drains. The actual entrance to the hideout is a secret doorway that only the triplets know about. It is in this hideout where the triplets spend a great deal of their time, training and planning.

Cohort

Tim Hopkins, a.k.a. Cohort, is the leader of Overrun. It was his idea to form a supergroup in the first place, a notion his brothers took to easily. Tim is motivated by money and power, and he gets plenty of both working with his brothers. He also enjoys being in charge, and naturally takes to ordering his brothers around. So far, they have tolerated it because Tim is the only one with a real plan for where to take the team, and he has led them to success so far. However, if Overrun takes a turn for the worse, the long-simmering tensions between Tim and his brothers will boil to the surface, sundering their fellowship (at least for a short while). However, blood *is* thicker than water, and no matter how hard these guys fight each other, they



will still pull together as a team if one of them is seriously threatened. When push comes to shove, Tim and his brothers would all die for one another.

In his civilian guise, Tim seems like a respectable guy, with a wife, a seemingly stable marriage and three beautiful children. None of them really know what Tim does for a living, however, and his wife is beginning to suspect his cover as a traveling sales rep is just a lie for something she is not meant to know.

Cohort

Real Name: Tim Hopkins

Occupation: Professional criminal superhuman.

Alignment: Miscreant.

Attributes: I.Q.: 12, M.E.: 12, M.A.: 10, P.S.: 20, P.P.: 18, P.E.: 16, P.B.: 13, Spd: 20.

Age: 26

Sex: Male

Height: 5 feet, 11 inches (1.8 m).

Weight: 170 lbs (77 kg).

Experience Level: 4th

Hit Points: 32

S.D.C.: 70

Power Category: Mutant

Major Super Abilities: Multiple Beings/Selves (4 maximum) and Super Energy Expulsion.

Unusual Characteristics: Dark blue hair.

Combat Training: Hand to Hand: Expert.

Number of Attacks: 6 (5 for duplicates).

Bonuses: +2 to initiative, +4 to strike, +7 to parry, +7 to dodge, +8 to roll with punch/fall/impact, and +2 to pull punch.

Other Combat Info: Punch: 1D4, Kick: 1D6, Energy Blast: 7D6/6D6 for duplicates (680 feet/207.4 m, 660 feet/201.3 m for duplicates), Super Energy Blast: 1D6x10+7D6/1D6x10+6D6 for duplicates (680 feet/207.4 m, 660 feet/201.3 m for duplicates), Energy Aura: 7D6/6D6 for duplicates (10 feet/3 m), Knock-out/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze.

Education Level and Skills: Trade School.

Basic Military Program: Running, Climbing (90%/80%), Military Etiquette (65%), Radio: Basic (75%).

Physical Program: Boxing, Wrestling, Acrobatics, Gymnastics.

Weapon Proficiencies: W.P. Automatic and Semiautomatic Rifle.

Money: Tim lives moderately well as a professional super-criminal. He has over \$100,000 in cash put away, a nice house, a few vehicles (including a new skybike and aircar), and various stock holdings.

Weapons: None.

Vehicles and Other Equipment: None.

Phalanx

Steve Hopkins was always arrogant and aggressive, the swaggering, trash-talking tough guy people love to hate. Even before his mutant powers manifested themselves, he was always itching for a fight and never backed down from a challenge. Now that he has super abilities, he is ten times worse. When he is not working out and training, he is just itching for the team to find some superhumans and start a ruckus. Because of his hot-headedness, his brothers do not take him very seriously, which only worsens things because it makes Steve want to prove himself. So, he does this by doing even *more* rash and impulsive things, like launching criminal capers on the side, without his brothers, just to show that he can.

Phalanx is definitely the weak link of Overrun, because his crazy man attitude is likely to get him killed or captured. For this reason, Steve's brothers lean on him pretty hard to chill out and take things more slowly, but so far, it has had little effect.

Phalanx

Real Name: Steve Hopkins

Occupation: Ex-Martial arts champion and supervillain.

Alignment: Miscreant.

Attributes: I.Q.: 13, M.E.: 12, M.A.: 14, P.S.: 27, P.P.: 24, P.E.: 24, P.B.: 13, Spd: 39.

Age: 26

Sex: Male

Height: 5 feet, 11 inches (1.8 m).

Weight: 170 lbs (77 kg).

Experience Level: 4th

Hit Points: 40

S.D.C.: 63

Power Category: Mutant.

Major Super Abilities: Multiple Beings/Selves (4 Maximum) and Natural Combat Ability.

Unusual Characteristics: Dark Green Hair.

Combat Training: Hand to Hand: Special.

Number of Attacks: 7 (6 for duplicates).

Bonuses: +5 to strike, +6 to parry, +6 to dodge, +12 to damage, +3 to initiative, +2 to disarm, +3 to pull punch, +8 to roll with punch/fall/impact.

Saving Throws: +2 vs Horror Factor, +1 vs possession and mind control, +18% vs coma/death, and +5 vs magic and poison.

Other Combat Info: Head Butt: 1D6+12, Punch: 1D6+14, Power Punch: 2D6+20, Kick: 2D4+12, Karate Kick: 2D6+14, Jump Kick, Leap Attack, Judo-style Throw: 2D4+12 plus lose initiative and one melee attack, Knockout/Stun: 19-20, and Auto-Dodge.

Education Level and Skills: Trade School Equivalent.

Physical Program: Acrobatics, Gymnastics, Body Building, Athletics (General), Climbing (90%/80%), Prowl (65%), Running, and Swimming (80%).

Secondary Skills: Art (50%), Dance (45%), Speak Japanese (65%), Speak Korean (65%), Speak Chinese (65%), Basic Mechanics (45%), General Maintenance/Repair (50%), and Carpentry (40%).

Weapon Proficiencies: W.P. Paired Weapons (all).

Money: Phalanx lives modestly off his earnings as a professional super-criminal. He has sunk a great deal of his savings into building an incredible dojo within the Overrun headquarters.

Weapons: While Phalanx likes to collect ancient melee weapons, he prefers not to bring them into battle, largely because they make it easier for his opponents to distinguish him from one of his duplicates. When fighting with weapons, however, Phalanx will always try to use paired weapons. He detests firearms and will not use them under any condition.

Vehicles and Other Equipment: None.

Battalion

Even after developing super abilities, Brett Hopkins continued his shady career as a corrupt cop before leaving that business (he was under indictment for a variety of offenses anyway) in favor of living entirely off his criminal earnings as Battalion, Overrun's resident strongman. He is wanted by CSPD Internal Affairs as well as by CHIMERA, so Battalion pretty much lives in the Overrun headquarters, venturing to the surface frequently for jaunts to fine restaurants, trendy nightclubs and the like. It has not occurred to him that frequenting places such as this is just as likely to get him noticed by the authorities as if he lived on the surface. So far, he has been lucky and nobody has spotted him. But all luck runs out at some point, and Battalion is burning through his at a lightning pace.

As a corrupt cop, Brett has tangled with Darcy Call, the superheroine now known as **Palladium**. Darcy used to be in Brett's District Patrol precinct and it was she who initially blew the whistle on him, despite his repeated attempts to intimidate her into looking the other way. As a villain, he has clashed with Palladium repeatedly, coming out the loser each time. He is becoming obsessed with defeating and humiliating her in revenge for all the times she has cleaned the floor with him. Likewise, Palladium has always disdained Brett and has even less respect for him as Battalion. The lack of love lost between these two ensures that their rivalry will continue well into the future.

Battalion

Real Name: Brett Hopkins

Occupation: Professional criminal superbeing.

Alignment: Miscreant.

Attributes: I.Q.: 12, M.E.: 9, M.A.: 9, P.S.: 78 (Supernatural), P.P.: 18, P.E.: 29, P.B.: 13, Spd: 35.

Age: 26

Sex: Male

Height: 5 feet, 11 inches (1.8 m).

Weight: 170 lbs (77 kg).

Experience Level: 4th

Hit Points: 53

S.D.C.: 105

Power Category: Mutant

Major Super Abilities: Multiple Beings/Selves (4 Maximum) and Supernatural P.S.

Unusual Characteristics: Dark Red Hair.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6 (5 for duplicates).

Bonuses: +2 to initiative, +4 to strike, +8 to parry, +8 to

dodge, +63 to damage, +5 to pull punch, +4 to roll with punch/fall/impact, and +2 to disarm.

Saving Throws: +28% vs coma/death and +7 vs magic and poison.

Other Combat Info: Restrained Punch: 5D6+63, Full Strength Punch: 2D4x10+63, Karate Kick: 2D4x10+63, Power Punch: 3D6x10+63, Roundhouse Kick: 3D6x10+63, Backward Sweep, Tripping/Leg Hook, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, and Crush/Squeeze.

Education Level and Skills: Trade School.

Physical Program: Boxing, Wrestling, Acrobatics, Gymnastics

Police/Law Enforcement Program: Radio: Basic (75%), Criminal Science (75%), Law (General; 55%), and Streetwise (47%).

Secondary Skills: Body Building, Running, Athletics (General), Swimming (65%), Climbing (75%/65%), and Prowl (50%).

Weapon Proficiencies: W.P. Automatic Pistol.

Money: Battalion lives just slightly beyond his means. He makes as much as his brothers do, but he's got a taste for fancy cars, nice clothes, and other luxuries. Someday, this might cause him troubles, but for now, he is pulling in enough money to just make ends meet.

Weapons: None.

Vehicles and Other Equipment: None.

Note: As a corrupt ex-cop he still has a number of crooked "buddies" on the force as well as a handful of street snitches.

Quaternary

This relatively lackluster team of superpowered villains consists of *Ace of Spades*, *Dust Demon*, *Kelvin*, and *Strongarm*. While the group has some talent amongst its members, poor teamwork and a lack of preparation sink the group every time. They are best known for a botched raid on the Labyrinth (they actually thought they could take the entire thing over by themselves!), a foiled skyjacking attempt at Guzman Airport, and a string of messy bank robberies and other heists that mostly ended in violence. They aren't bad at what they do, and have potential, but are not quite big leaguers yet.

Ace of Spades

Ace of Spades is a bitter, tough, and cruel player in the world of super mercenaries. After running jobs for other criminal masterminds, he decided to promote himself to the position, even though he is not particularly tough or smart. However, he is a cunning warrior and a methodical planner, running his crew more like a middle manager than a criminal boss. He is fair, tough, and open-minded, making him an effective leader with his co-workers. He views his profession with the same kind of detachment a plumber or electrician might regard his work. That he pulls down huge scores and routinely takes on superhuman opponents is just another facet of his line of work, nothing more.

Ace of Spades

Real Name: Seamus Tanahill

Occupation: Mercenary and terrorist.

Alignment: Aberrant.

Attributes: I.Q.: 11, M.E.: 10, M.A.: 11, P.S.: 18, P.P.: 17, P.E.: 24, P.B.: 21, Spd: 30.

Age: 30

Sex: Male

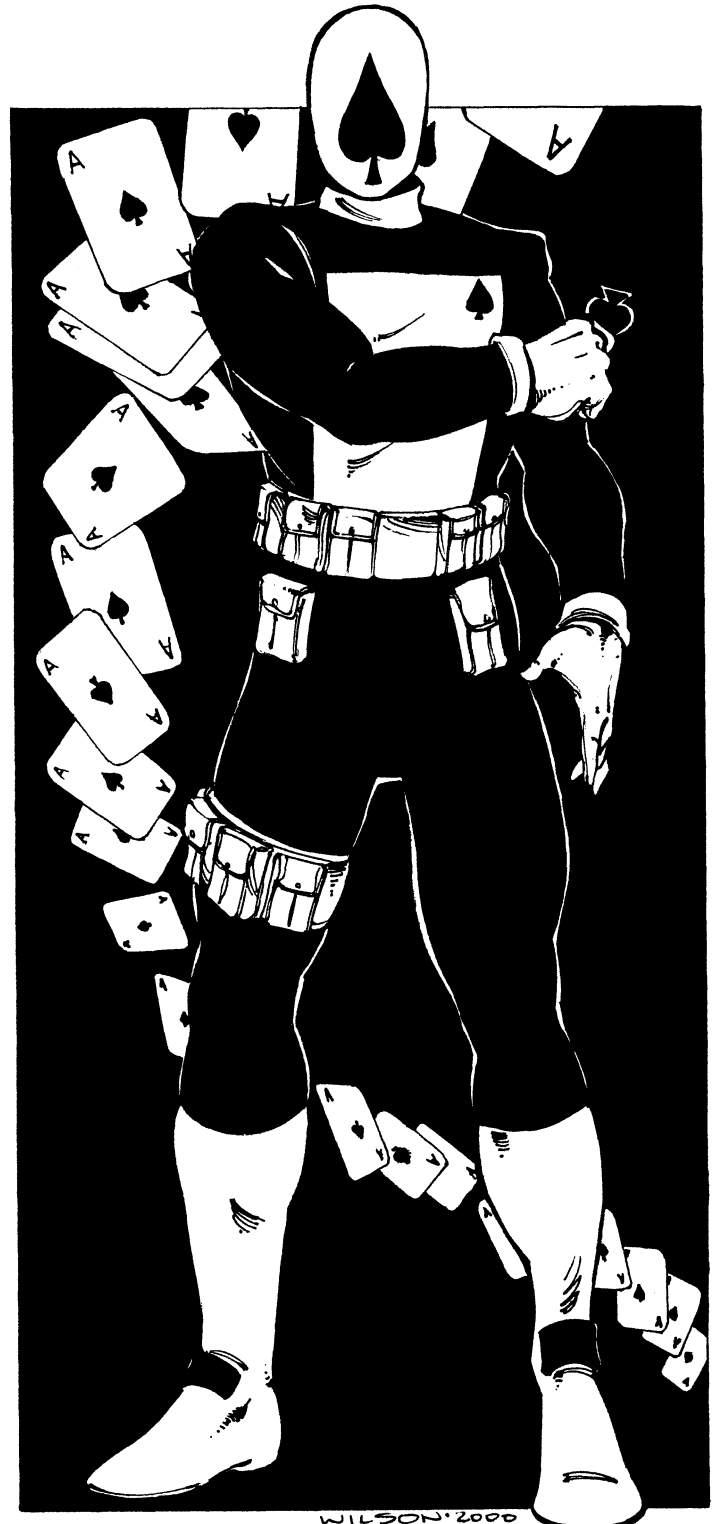
Height: 6 feet (1.83 m).

Weight: 175 lbs (79 kg).

Experience Level: 5th

Hit Points: 40

S.D.C.: 100



Power Category: Experiment.

Major Super Abilities: Slow Motion Control and Disruptive Touch.

Side Effects: Odd Skin Texture (Pebbled, somewhat reptilian).

Combat Training: Hand to Hand: Expert.

Number of Attacks: 6

Bonuses: +4 to strike, +4 to parry, +4 to dodge, +3 to damage, +3 to initiative, +2 to roll with punch/fall/impact, +2 to pull punch, 55% to charm/impress.

Saving Throws: +3 vs time altering effects, +5 vs magic and poison, +18% vs coma.

Other Combat Info: Punch: 1D4+3, Kick: 1D6+3, Disruptive Touch effects.

Education Level and Skills: Trade School.

Criminal Program: Streetwise (47%), Pick Locks (60%), Prowl (55%), Safecracking (47%), and Palming (50%).

Basic Military Program: Running, Climbing (70%/60%), Military Etiquette (65%), and Radio: Basic (75%).

Secondary Skills: Body Building, Computer Operation (55%)

Weapon Proficiencies: W.P. Revolver, W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Shotgun, W.P. Sub-Machinegun, W.P. Automatic and Semiautomatic Rifle, and W.P. Targeting.

Money: At any given time, Tanahill has \$2D6 million stored in caches (along with lots of guns, ammunition, and extra equipment) all over the great cities of the world. He never keeps more than \$1 million at any given cache.

Personally, Ace of Spades has done extremely well for himself over the years. He owns a chateau in France, a manor in England, a dacha in Russia, and a mansion on the outskirts of Century Station. He also owns a fleet of luxury cars, aircraft and boats, as well as many other trappings of a well-financed life. All of this means little to him, though. When you get right down to it, what gives Ace of Spades pleasure is his work.

Weapons: Ace of Spades carries a variety of personal weapons on him. Exactly what kind of hardware he is packing depends on where he is and how well-stocked his nearest cache is. When operating in Century Station, he has access to virtually any conventional firearms (he is fond of the FAMAS assault rifle, the Steyr AUG and the Dragunov sniper rifle) or explosives. At the bare minimum, he will carry the following:

M-950 Calico Machine Pistols (2): Range: 135 feet (41 m). Damage: 3D6. Rate of Fire: Single shot or burst firing. Payload: 50 round helical clip. Note: Ace of Spades has trained himself to fire with these simultaneously, so that he can use them as if they were paired weapons. When shooting both weapons simultaneously, treat it as a single burst at double damage and -4 to strike.

Throwing Spades (8): These razor-edged throwing irons are in the shape of a spade, like what one would find on a deck of cards. Damage: 2D4. Ace of Spades' throwing irons (as well as the real playing cards) are used as much as calling cards as they are weapons. However, in his expert hands they do make handy silent weapons, es-

pecially when coated with a special poison that unless saved against, inflicts an additional 2D6 damage on contact, and another 1D6 per round for 1D4 melee rounds.

Equipment: Ace of Spades' costume is made of a special kind of anti-kinetic cloth like ultra-durable, ultra-lightweight kevlar (A.R.: 13, S.D.C.: 80). Where he acquired this mystery material is anyone's guess. Most likely, he received it as payment from a rogue nation or one of the dozens of criminal masterminds he has served over the years. In addition, he has access to any conventional body armor, from a simple flak jacket to Class 4 Hard Armor. He could probably score a suit of powered armor if he really wanted to, but that kind of gear is not his style.

Vehicles and Other Equipment: Full access to any conventional equipment and vehicles. Typically, he assesses what hardware he needs for a job, acquires it, uses it, and discards it. He does not like keeping vast stockpiles of equipment laying around. For one thing, it's difficult to move, and it also can be used as evidence against him. Besides, he always factors the cost of equipment into his fees, so it never sets him back to use equipment once.

Dust Demon

From Lincoln, Nebraska, Guthrie has always been slow, lacking any real ambition. He blames everybody else for the fact that he is a loser, and is known for holding a grudge over the most trivial things. He holds a special grudge against the company whose sludge contaminated him and gave him super abilities. Which is odd, considering how much he enjoys being a villainous superbeing.

Guthrie was recruited by Ace of Spades soon after his first stint in prison, and went to work for him immediately. It was Ace of Spades who gave Guthrie his villain identity as well as a costume and tactical training. Ace considers him to be a major investment of time and energy, which is why he routinely skims off a part of Dust Demon's cut of the loot from their criminal operations.

Inexplicably, Dust Demon is deathly afraid of spiders.

Dust Demon

Real Name: Bill Guthrie

Occupation: Part-time handyman and grease monkey. Full-time crook!

Alignment: Anarchist.

Attributes: I.Q.: 9, M.E.: 13, M.A.: 7, P.S.: 14, P.P.: 10, P.E.: 15, P.B.: 8, Spd: 13.

Age: 24

Sex: Male

Height: 6 feet, 6 inches (1.9 m).

Weight: 190 lbs (85.5 kg).

Experience Level: 3rd

Hit Points: 30

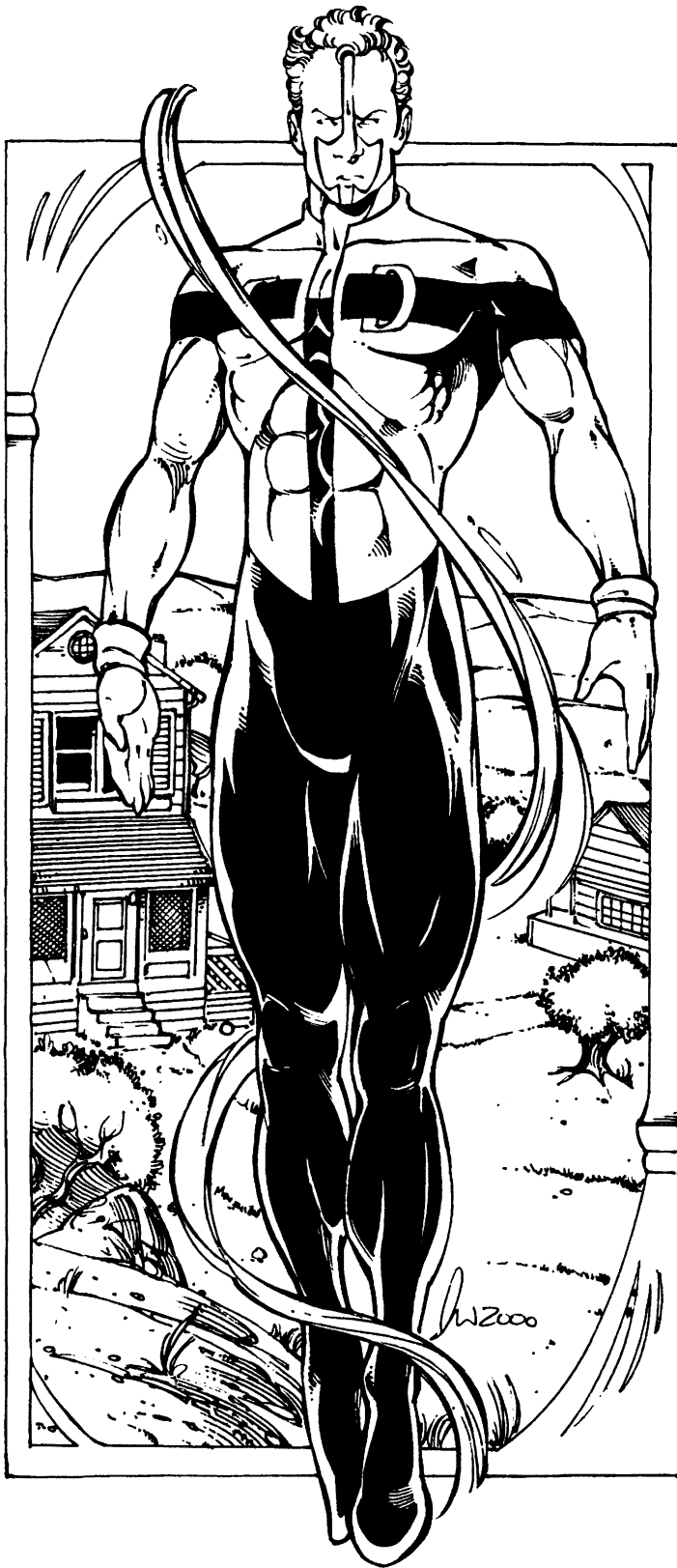
S.D.C.: 40

Power Category: Experiment.

Major Super Abilities: Alter Physical Structure: Smoke/Mist and Spin at High Velocity.

Side Effects: Ironically, Guthrie does not need to breathe air.

Combat Training: Hand to Hand: Basic.



Number of Attacks: 4

Bonuses: +2 to parry, +2 to dodge, +2 to pull punch, +2 to roll with punch/fall/impact.

Saving Throws: Suffers half damage from cold and electricity.

Other Combat Info: Punch: 1D4 and Kick: 2D4.

Education Level and Skills: Trade School Equivalent.

Mechanical Program: Mechanical Engineer (50%), Locksmith (50%), and Basic Electronics (55%).

Electrical Program: Electrical Engineer (55%), Computer Operation (65%), and Computer Repair (50%).

Secondary Skills of Note: Pilot Truck (48%), Cook (45%), Play Electric Guitar (45%), Sing (45%), General Repair/Maintenance (45%), and Hunting.

Weapon Proficiencies: W.P. Bolt-Action Rifle.

Money: When not working with Ace of Spades, Dust Demon works as a handyman and mechanic for his apartment complex. When not working, he's usually sitting on his couch watching television, sucking down beer, and wondering why he doesn't have beautiful women beating down his door.

Weapons: None, aside from an old .30-06 hunting rifle he keeps only for the occasional deer hunt.

Vehicles and Other Equipment: Guthrie owns a 1981 pickup truck that is on the verge of complete shutdown. Other than that, he has no gear of note.

Kelvin

The only person who has any information on this villain is Ace of Spades, and he is not divulging any details whatsoever. This villain remains masked almost all of the time, and he has mastered the art of using both of his Alter Physical Structure (APS) powers, fire and ice, at the same time without shorting them out! Exactly how Kelvin achieves this is unknown, but when both powers are activated, he appears as a weird, shimmering figure suspended in a pillar of icy blue flame. Likewise, he can make half of his body fire and the other normal or ice. Both sights are unnerving and he carries a Horror Factor of 12.

Kelvin

Real Name: Jack Obermueller

Occupation: Professional criminal.

Alignment: Anarchist.

Attributes: I.Q.: 11, M.E.: 11, M.A.: 12, P.S.: 18, P.P.: 16, P.E.: 15, P.B.: 10, Spd: 18.

Age: 23

Sex: Male

Height: 5 feet, 10 inches (1.78 m).

Weight: 150 lbs (67.5 kg).

Experience Level: 3rd

Hit Points: 30

S.D.C.: 66 (116 when in form).

Power Category: Mutant.

Major Super Abilities: Alter Physical Structure: Fire, and Alter Physical Structure: Ice.

Unusual Characteristics: White, pupil-less eyes.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 4

Bonuses: +3 to strike, +5 to parry, +5 to dodge, +3 to damage, +2 to initiative, +3 to roll with punch/fall/impact, +3 to pull punch.

Other Combat Info:

Special Combat Note: When in his Altered Physical Structure (APS) state, Kelvin enjoys both an APS: Fire and APS: Ice A.R. of 14. Objects hitting him are subject both to bouncing off harmlessly and being melted by his body flames.

Education Level and Skills: Trade School.



Mechanics, Vehicles Program: Automotive Mechanics (50%), Aircraft Mechanics (50%), Basic Electronics (55%), Robot Mechanics (55%).

Mechanical Program: Mechanical Engineer (50%), Locksmith (50%).

Secondary Skills of Note: Athletics (General), Body Building, Swimming (60%), Card Sharp (32%), First Aid (55%), Streetwise (28%), Concealment (28%).

Money: Kelvin's only source of income is the criminal work he does with Ace of Spades. He does well by this gig, and brings home well over \$100,000 a year, even after going on periodic spending sprees.

Weapons: None.

Vehicles and Other Equipment: None.

Strongarm

A mutant with extreme strength, Strongarm still only ranks as one of Century Station's many three-time losers. He is a basic knockdown villain (as in he knocks anybody in his way down) who never plans ahead and always leaves heavy thinking to others. This guy has spent almost half of his life in correctional institutions, and has made an impressive number of friends and contacts. Still, he is mostly a wasted talent who spends his life killing time in between prison runs by leading a life of crime.

Strongarm has been killed three times already. The first was by a Sector 10 strike team during a botched assault on the Millions Pavilion. The second was by accident, when he participated in a bank heist gone wrong. The safecracker used way too much explosive and took out the entire building, including Strongarm and his cronies. The third time was by state execution, when he got busted down in Texas for knocking over armored cars (literally). In the process, he took out a school bus full of children and was given a trip to the electric chair in record time. (Speaking of record time, it took a full 10 minutes of current to cook him long enough to finally stop his clock!)

Since then, he has returned to Century Station, hooked up with Ace of Spades and is continuing the same kind of yahoo scores he has always been doing. He is not long for this world, constantly walking into trouble and figuring he can take it. One day, he is going to run into somebody who will keep killing him until he stays dead.

Strongarm

Real Name: Groza Churgesh

Occupation: Criminal

Alignment: Miscreant. Thankfully, Strongarm is too thick to start serious trouble; he has to be pointed to it.

Attributes: I.Q.: 6, M.E.: 7, M.A.: 6, P.S.: 70 (Supernatural), P.P.: 13, P.E.: 38, P.B.: 8, Spd: 25.

Age: 30-something.

Sex: Male

Height: 7 feet (2.1 m).

Weight: 500 lbs (227 kg).

Experience Level: 4th

Hit Points: 96

S.D.C.: 272

Power Category: Mutant (Continuous Mutation).

Major Super Abilities: Multiple Lives (6 left) and Supernatural P.S.

Minor Super Abilities: Extraordinary P.E.

Unusual Characteristics: Unusually stocky and broad.

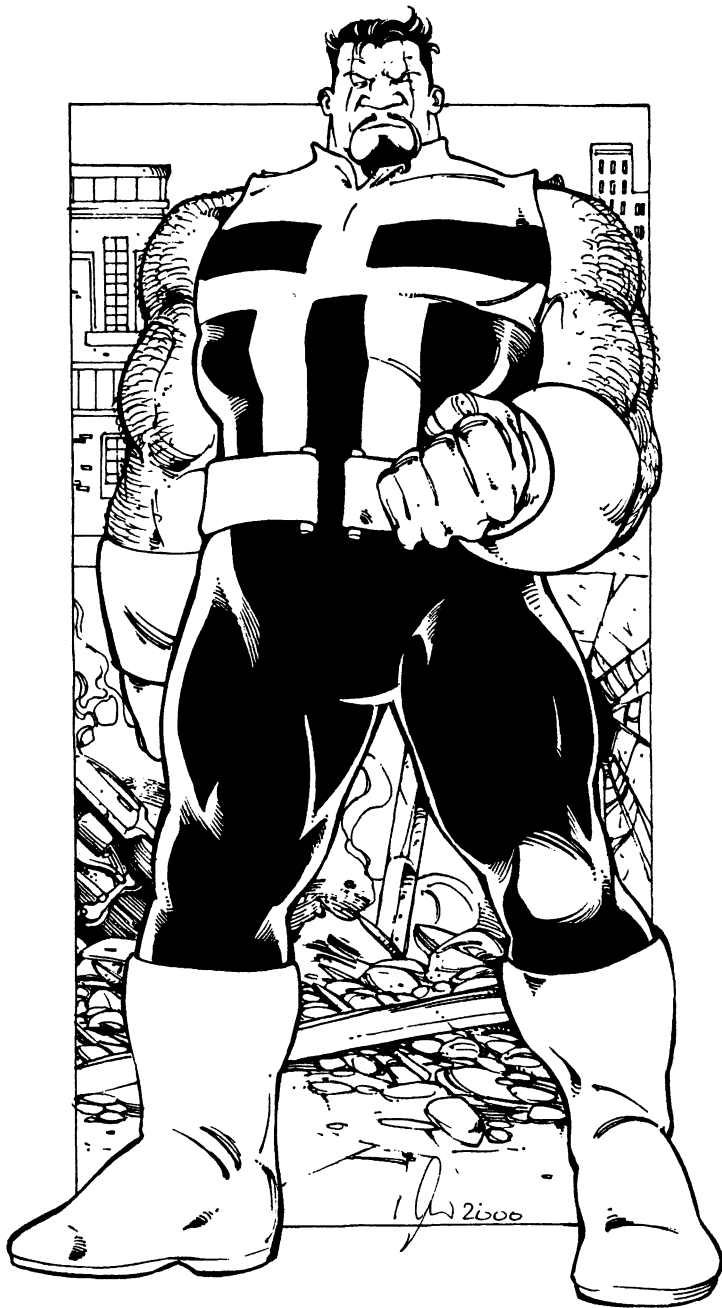
Combat Training: Hand to Hand: Expert.

Number of Attacks: 6

Bonuses: +2 to initiative, +2 to strike, +6 to parry, +6 to dodge, +55 to damage, +6 to roll with punch/fall/impact, +3 to pull punch.

Other Combat Info: Restrained Punch: 5D6+55, Full Strength Punch: 2D4x10+55, Kick: 2D6x10+55, Power Punch: 3D6x10+55, Body Block/Tackle, Crush/Squeeze, and Pin/Incapacitate: 18-20.

Education Level and Skills: High School Graduate (Barely!)



Physical Program: Boxing and Wrestling.

Secondary Skills: Running, Body Building, Athletics (General), Radio: Basic (60%), Wilderness Survival (40%), Basic Mechanics (45%), Auto Mechanics (40%), Basic Mathematics (60%), Streetwise (32%), and Literacy (45%).

Money: About \$1,000 in small bills rolled up into a thick wad. That's it. Anything else he gets he either splurges, loses, or gets swindled out of.

Weapons: None.

Vehicles and Other Equipment: None.

Motherboard & Silikon

A recently formed pair of diabolical superbeings who work in concert but who have had no face to face contact with each other. Together, these two carry out cybercrimes the likes of which has never been seen before. Ultimately, they are preparing themselves for what

they call the *Soft Kill*, a data assault on Century Station's mainframes, digital communication lines, and other electronic infrastructure that would bring the heavily automated city to its knees.

Motherboard

Motherboard is the cybermatriarch of the city, a prime hacker and data pirate whose real identity is unknown to the city at large, despite her legendary status as a world-wide outlaw. She has the death sentence hanging over her in Singapore and Saudi Arabia, and life sentences waiting for her in half a dozen other nations, including the U.S., but a little known jurisdictional loophole makes her safe in Century Station, where she cannot be extradited until the laws are rewritten, by which time she will have escaped and formed a new identity.

Motherboard is a top criminal figure in Century Station, a mastermind who routinely subcontracts work to professional thieves and supervillains. Her most common partner is the alien villain, **Silikon**, whose unique talents make him Motherboard's perfect accomplice. Yet, she has never been seen in public, nor makes face-to-face contact with *anybody*. She is wanted for a dozen major-league cybercrimes, and has been linked to hundreds more. She got started in her line of work when she was just a kid pulling petty crimes on the street. She was arrested as a youth and sent to the Century Station Trade School Reform Program, where she was introduced to computers in the hope that it would get her to reform and accept responsibility. Instead, it triggered her savant-like ability to work computers, as well as her desire to make a name for herself in cybercrime. Six months after her first keystroke, she was hacking into mainframes across the country and causing minor stock market meltdowns with the touch of a button.

Motherboard is really a cute young woman, cocky and self-sure, but a bit paranoid, and with good reason! She is the ultimate hacker, the worst-case scenario for cybersecurity.

She usually works with Silikon, but being a legend in the international hacker community, she has no problems recruiting the help of ambitious, young cyber-criminals. She is currently working with three promising hackers who go by the handles *Smackdaddy*, *Mr. Greencheese* and *Or-BiTAL*.

Motherboard

Real Name: Angela Meyers

Occupation: Cybermatriarch of Century Station and villain.

Alignment: Miscreant.

Attributes: I.Q.: 22, M.E.: 15, M.A.: 10, P.S.: 10, P.P.: 11, P.E.: 10, P.B.: 16, Spd: 10.

Age: 23

Sex: Female

Height: 5 feet, 6 inches (1.68 m).

Weight: 110 lbs (50 kg).

Experience Level: 10th

Hit Points: 40

S.D.C.: 35

Power Category: Hardware (Electrical Genius).

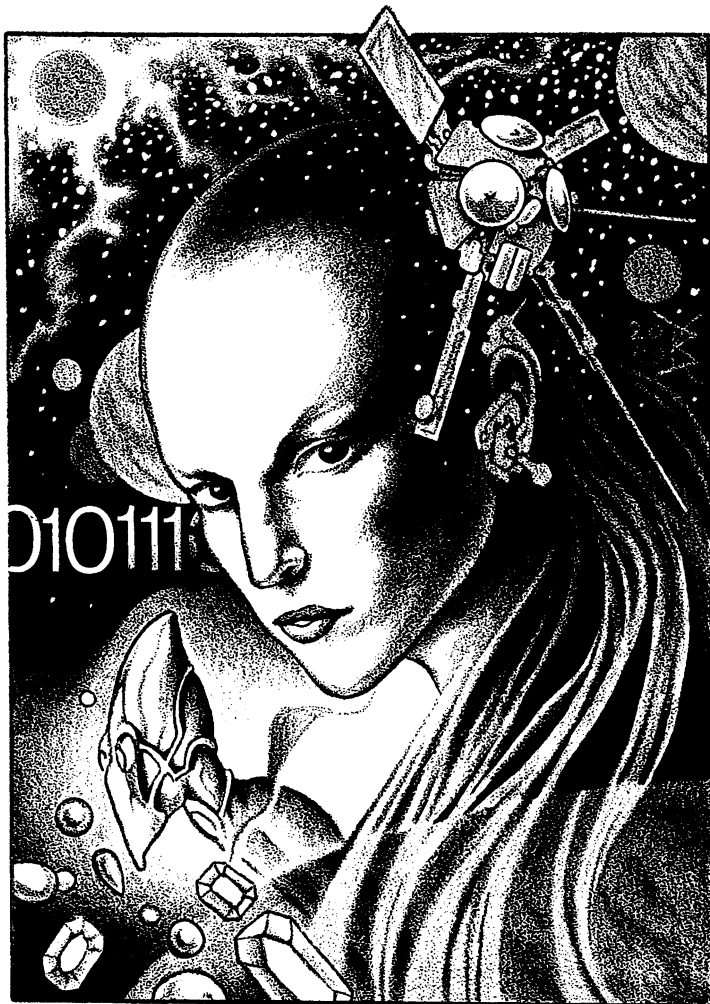
Special Skills: Hot-wiring (108%), Computer Hacking (100%), Electronics Construction (106%).

Combat Training: None

Number of Attacks: 2

Bonuses: 20% to charm/impress.

Other Combat Info: Punch: 1D4.



Education Level and Skills: Special.

Scholastic Skills: Electrical Engineer (98%), Read Sensory Instruments (98%), Surveillance Systems (98%), Optic Systems (98%), Computer Operations (98%), Computer Programming (98%), Radio: Basic (98%), Basic Mechanics (98%).

Communications Program: Cryptography (93%), Radio: Satellite (93%), Radio: Scrambler (98%), T.V. & Video (84%).

Criminal Program: Streetwise (79%), Pick Locks (98%), Find Contraband & Illegal Weapons (85%), Palming (88%), and Safecracking (79%).

Secondary Skills: Art (88%), Business and Finance (88%), Card Sharp (68%), Advanced Mathematics (98%), Law (General; 78%), Research (98%), Pilot Motorcycle (98%), and Recognize Weapon Quality (78%).

Money: Motherboard has racked up an incredible war chest over the course of her career: Over \$70 million in embezzled funds held in various Swiss and Cayman Island bank accounts. However, she is unwilling to retire just yet. To her, there is always one last score to make, one last trophy to grab, one last honey run to

add to her list of achievements. The funny thing is if Motherboard went into legit programming, she would probably be a billionaire by now.

Weapons: Motherboard typically does not put herself into situations where she needs a weapon, but there are times when she figures it's better to be safe than sorry, so she will bring a 9 mm automatic pistol with her, like a Beretta or a Glock.

Vehicles and Other Equipment: Motherboard has built the most powerful hacking station equipment in the entire city, including the following:

The Nest: Hidden safely away in her Operations Center, a very average-looking single-family home in a respectable neighborhood in *Silver City*, resides Motherboard's ultra-powerful computer system. She calls her setup the "Nest," and it consists of three homegrown government-caliber supercomputers all slaved to each other, with a ring of super-powerful PCs handling peripheral data crunching. She has over 35 terabytes of storage space, tons of peripheral equipment, and several video monitors for multiple readouts. The entire system gives Motherboard a +35% bonus to her Computer Hacking, Computer Programming, Computer Operation and Cryptography skills! The Nest has a network of satellite dishes, burst transmitters and hyper-encryption gear hooked up to it giving her ultra-secure wireless communications capability. It has taken Motherboard her entire professional life and several million dollars to build this monstrosity, but the end result is a piece of hardware tougher than most military systems. While Motherboard could probably hack her way into any computer system on her own, with the Nest behind her, no computerized data in the world is safe from her.

Satellite Notebooks (2): Motherboard has also built two laptop "satellite" notebooks for committing cybercrime on the go. These are miniaturized versions of the Nest, and using them confers a +10% bonus to her Computer Hacking, Computer Programming, Computer Operation and Cryptography skills. They also have built into them a rapid-relay feature so Motherboard can plug them into the Nest and download her hard drive contents in under 60 seconds. If ever her Op-Center got raided, she could destroy the Nest, get away with one of her notebooks and continue her operations without much of an interruption.

Custom Software: In addition to her incredible equipment, she has written a small library of some of the most revolutionary hacking software in the world, including top-line intrusion countermeasure electronics (ICE), cryptoassault and search software. Using her arsenal of software gives her an additional +15% to her Computer Hacking and Cryptography skills. They also cut down the required hacking time for any attempt by 25%.

Silikon

A member of a race of strange crystalloid aliens, Silikon is a slightly below-average person who used his special abilities to conduct a large series of data crimes on his homeworld. There his criminal record consists of Ultranet and Meganet data piracy, sabotage, information sabotage and other crimes such as simple robbery and murder.



However, these things were hardly enough for his people to take notice (they normally are an extremely level headed sort), and Silikon journeyed to Earth so that he could gain rank as a powerful supervillain. Now that he has, he has little intention of leaving the planet, unless **Alpha Prime** gets wise to him. Silikon has tangled with Alpha Prime before and barely lived to tell the tale, so he is not eager to meet her again.

While in Century Station, he prefers to work as Motherboard's top field man, although he has little respect for her methods or her attitude. That they never do business personally (all contact is through ultra-encrypted electronic correspondence) is the only reason their relationship has survived this long.

Silikon

Real Name: Unpronounceable to human tongues.

Occupation: Professional criminal.

Alignment: Aberrant.

Attributes: I.Q.: 15, M.E.: 17, M.A.: 17, P.S.: 40, P.P.: 15, P.E.: 20, P.B.: 12, Spd: 15.

Age: 100

Sex: Male

Height: 6 feet, 2 inches (1.87 m).

Weight: 190 lbs (86.3 kg).

Appearance: Humanoid: Crystalline (Natural A.R.: 14).

Environment: Toxic Atmosphere; Twilight World.

Familiarity with Earth: Some Familiarity; Speaks English, German and Chinese (90%).

Reason for Coming to Earth: Why else? To set up a criminal enterprise! However, after discovering that Alpha Prime was on this world, Silikon now is looking to make a few big scores and then procure the means to leave this planet while the getting is good.

Experience Level: 10th

Hit Points: 75

S.D.C.: 280

Power Category: Alien.

Major Super Abilities: Mechano-Link and Gem Powers.

Special Alien Abilities: Nightvision (600 feet/183 m) and Sensitive Hearing.

Combat Training: Hand to Hand: Expert.

Number of Attacks: 7

Bonuses: +3 to initiative, +2 to strike, +5 to parry, +5 to dodge, +28 to damage, +5 to roll with punch/fall/impact, +5 to pull punch, and +2 to disarm.

Saving Throws: +1 vs insanity and psionic attack, +3 vs magic and poison, and +10% vs coma/death.

Other Combat Info: Punch: 1D6+28, Karate Kick: 2D4+28, Axe Kick: 2D6+28, Roundhouse Kick: 3D6+28, Body Throw/Flip, Pin/Incapacitate: 18-20, Knockout/Stun: Natural 20, and Critical Strike: 18-20.

Education Level and Skills: Rogue/Smuggler Special Training.

Scholastic Skills: Detect Ambush (75%), Intelligence (68%), Laser Communications (75%), Boxing, Wrestling, Mechanical Engineer (70%), Pilot: Jet Pack (78%), Computer Operation (85%), Basic Mathematics (90%), Detect Concealment (70%), Computer Hacking (75%), Prowl (70%), Streetwise (56%), Concealment (56%), and Safecracking (56%).

Secondary Skills: Recognize Weapon Quality (70%) and Law (General; 70%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Sub-Machinegun.

Money: \$8,000 in precious metals, \$250,000 in cash.

Weapons:

Alien Sub-Machinegun: **Damage:** 4D6. **Range:** 600 feet (183 m). **Rate of Fire:** Single shot or burst firing. **Payload:** 30- and 60-round magazines. **Note:** Silikon has modified this weapon (which is roughly the size of an Uzi pistol) to accept standard 9 mm ammunition. Silikon typically carries 8 extra 60-round magazines for this weapon. These special magazines, once inserted into the base of the weapon's handgrip, split apart like a downward-facing "Y".

Vehicles and Other Equipment:

Micro-Jet Hover Boots: **Top Speed:** 100 mph (160 km). **Maximum Altitude:** One mile (1.6 km).

Personal Rebreathers (3): These small devices, resembling a high-tech surgeon's mask, make it possible for Silikon to survive on this world. He must always wear one. He also always keeps an additional rebreather on his person, as well as one more cached elsewhere. The rebreathers each have 50 S.D.C.

Photogoggles (3): Without these, Silikon would be blinded by the bright sunlight of this world. He keeps a spare set on his person as well as another spare set hidden with his spare rebreather.

Universal Translator: This device affixes itself to Silikon's throat and ears by way of small, self-activating static fields. The device translates any language into Silikon's native tongue, whether he is hearing it or speaking it.

Gemstones: Silikon also wears a pouch belt carrying two of each category of gemstone that can be used with his Gem Powers. Given how fast Silikon sometimes goes through these, his acquisition of new gemstones is his top priority. This is good news for Motherboard, since it keeps him always willing to take on freelance work.

Sinistry

This group is widely regarded as Century Station's Public Enemy Number One. Led by the devious alien Mastermind *Modulus*, Sinistry uses its large number of superbeings to command a formidable crime empire. Where other supergroups may focus on more conventional crime, Sinistry specializes in mega-capers, the world-class schemes that only a group with this assembly of talent could consider pulling off. To Modulus and his lackeys, it is not enough just to commit a crime; they must commit crimes in such a way that increases their infamy. Considering Sinistry's considerable reputation, topping it each time out is no mean feat.

This group is the arch-enemy of The Centurions, who are the only group willing to tussle with them on a regular basis. Of the supergroups in the city, Sinistry is the only major one to have been around before Bloody Monday and still remain relatively intact afterwards. While the po-

lice and hero community suffered terrible losses, so did the supervillain community, and many groups lost at least one member, if not all of them. That Sinistry made it through unscathed is a testament to their toughness, tenacity, and sheer survivability.

Sinistry consists of *Modulus*, *Proton*, *Hive*, the *Green Man*, *Obelisk*, *Scream Queen* and *Phaze*. On occasion, it might assemble small armies of mercenaries to carry out particular missions or to provide overwhelming fire support.

Modulus

Modulus is a "synthetic." An artificial life form — a person genetically engineered from scratch. On his distant homeworld of *Skalon*, such artificial beings are created in huge replication factories and designed to handle the menial and dangerous jobs society has to offer. Something happened with Modulus' genetic compilation, and he was engineered to unknown specifications, making him much smarter and more powerful than the average synthetic. He quickly engineered his escape off-world, easily defeating the security systems designed to contain him and heading into deep space. Some years later, after developing a taste for power and wickedness, Modulus came to Earth, where he could reign from the shadows as the highest mind on the planet.

Modulus is evil through and through, but he enjoys a good challenge above all, and will often show mercy to opponents who provided him with a stimulating struggle. Likewise, he is a villain of his word ... at least until he feels his foes are somehow no longer worthy of it. Modulus prefers not to join in direct combat with his enemies, but he will when pressed into it. Like many masterminds, he is every bit as deadly as his minions, perhaps even more so, something many heroes facing him for the first time fail to take into account.

Modulus

Real Name: Unknown

Occupation: Criminal, power-junkie, and criminal mastermind.

Alignment: Aberrant

Attributes: I.Q.: 30, M.E.: 24, M.A.: 24, P.S.: 24, P.P.: 15, P.E.: 16, P.B.: 14, Spd: 24.

Age: 73

Sex: Male

Height: 5 feet, 6 inches (1.68 m).

Weight: 190 lbs (86 kg).

Appearance: Human. Modulus' nondescript appearance makes it easy for him to move freely within human society, as well as infiltrate secured areas.

Environment: High Gravity.

Familiarity with Earth: Has studied Earth extensively.

Reason for Coming to Earth: To establish a criminal empire. Why else?

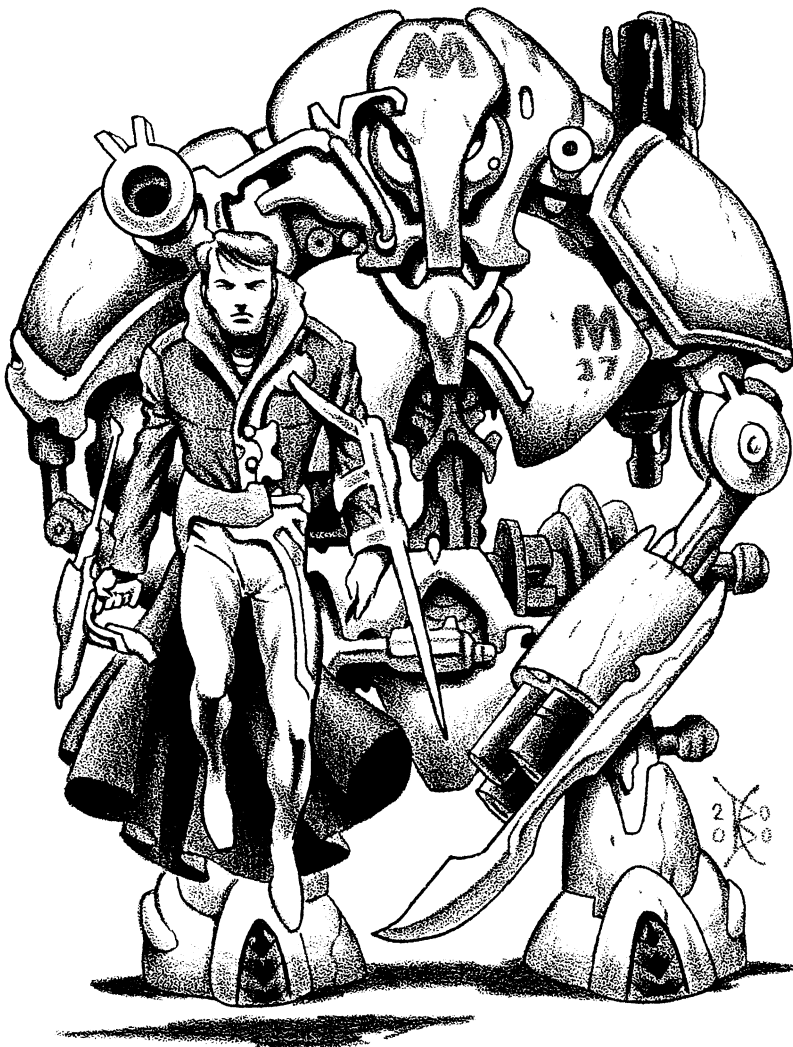
Experience Level: 12th

Hit Points: 75

S.D.C.: 140

Power Category: Alien Hardware (Analytical Genius).

Special Ability: Hyper Deductive Reasoning (Special!).
Modulus' brain is so advanced he can crunch data like



a super-computer. With this ability, he can compile his vast stores of memory and use it to make projections of the future. He has become so adept at this talent (one highly revered among his people) that he can see the future as if he had the psionic power of Clairvoyance. However, this power is *always* on and requires no I.S.P. or P.P.E. Furthermore, this ability gives Modulus several bonuses: +3 to initiative and +2 to strike, parry and dodge. **Note:** These extra bonuses are included in the Bonuses section below.

Special Skills: Analyze and Operate Devices (120%), Build/Modify Armor (120%), Communications: Electronic Countermeasures (110%).

Combat Training: Hand to Hand: Assassin.

Number of Attacks: 7

Bonuses: +11 to initiative, +8 to strike, +7 to parry, +7 to dodge, +13 to damage, +5 to pull punch, +3 to roll with punch/fall/impact.

Saving Throws: +5 vs psionic attack, +7 vs insanity, +1 vs magic and poison, and +4% vs coma/death.

Other Combat Info: Punch: 1D4+13, Karate Kick: 2D4+13, Roundhouse Kick: 3D6+13, Tripping/Leg Hook, Body Flip/Throw, Death Blow, Knockout/Stun: 17-20, and Critical Strike: 18-20.

Education Level and Skills: Special.

Scholastic Skills: Electrical Engineer (98%), Mechanical Engineer (98%), Weapons Engineer (98%), Robot Mechanics (98%), Robot Electronics (98%), Radio: Basic

(98%), Read Sensory Instruments (98%), Chemistry (98%), Chemistry: Analytical (98%), Computer Operation (98%), Computer Programming (98%), Computer Repair (98%), Astrophysics (98%), Art (98%), Anthropology (98%), Biology (98%), Paramedic (98%), Intelligence (98%), Research (98%), and Advanced Mathematics (98%).

Alien Pilot Skills: Pilot Starship (98%), Pilot Jet Aircraft (98%), Pilot Jet Fighter (98%), Pilot Airplane (98%), Pilot Helicopter (98%), Basic Mathematics (98%), Laser (Communications) (98%), Cryptography (98%), Locksmith (98%), Aircraft Mechanics (98%), Navigation: Space (98%), Navigation (Land, Air, Water; 98%), and Weapon Systems (98%).

Weapon Proficiencies: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapon, W.P. Sword (+4 to strike and parry).

Secondary Skills of Note: Speak/Literacy: English (98%), Speak/Literacy Chinese (98%), Speak/Literacy: Swahili (98%), Speak/Literacy: German (98%), Speak/Literacy: Spanish (98%), Astronomy (98%), Running, Swimming (98%), Climbing (98%/98%), Wilderness Survival (96%).

Money: \$1D6x100 million in ready liquid assets (cash, stocks, bonds, etc.), \$1D4 billion in hard assets (real estate, equipment, art, etc.).

Weapons:

Energy Sword: Damage: 5D6+10. Note: Upon activation, a laser-like blade springs forth from the hilt of this technological melee weapon.

Energy Pistol: Damage: 5D6. Range: 1,000 feet (305 m). Rate of Fire: Single shot. Payload: Effectively unlimited, thanks to the micro-fission reactor built into the weapon's handle! Of course, if the gun itself is ever destroyed (the device has 65 S.D.C.), it will go critical and explode, inflicting 3D6x100 damage, with a blast radius of 500 feet (152.5 m).

Vehicles and Other Equipment:

Anti-Gravity Harness: Top Speed: 300 mph (482 km). Range: Unlimited. S.D.C.: 55. Carrying Capacity: 500 lbs (227 kg).

Universal Translator: This device consists of a subvocal throat mike and earpiece that enable Modulus to speak and understand any language at 98% proficiency.

Additional Equipment: Modulus can build or modify with ease *any* of the conventional equipment, special hardware, cybernetics, or robotics found in the **Heroes Unlimited™**, **2nd Edition**, **Heroes Unlimited™ G.M.'s Guide**, **Skrapers™**, and **Aliens Unlimited™** rule books. Exactly how well equipped he is when confronted by the player characters is up to the G.M., but something to keep in mind is Modulus' supreme intellect and ego. He is much more likely to surround himself with robots, cyborgs and high-tech killers to do his fighting for him rather than load up on tons of weapons himself. Likewise, he tends to underestimate his opponents and make things up as he goes along, figuring he can improvise as necessary (and sometimes getting caught by surprise). That said, he always has his anti-gravity harness, universal translator, energy sword, and energy pistol just in case his minions fail him.

Proton

Alexi Kolshoi was born and raised in one of the numerous "science towns" dotting the Siberian landscape of what used to be the Soviet Union. Educated by the state to become a nuclear scientist, he began working at the town where he grew up, a state-built community based around a massive laboratory and R&D complex. However, by the time Alexi was a working scientist, the Soviet Union was no more, and the new Russian government hardly had the money to adequately fund its science programs any longer. Thus, the first thing to go at the few operational facilities left were safety measures. Unfortunately for Alexi, this led to a serious radiation leak at his complex, killing several scientists and irradiating the entire town. Alexi survived, saved by some unknown factor that used the radiation to imbue his body with incredible power. Once he recovered from the incident, Alexi found his town and his job gone. Angry and bitter, he left for Century Station, where even in the post-Daedalus recession, there were still more jobs to be had than back home. However, soon after arriving, he found supervillainy came naturally to him, and it became his new career. He joined Modulus and Sinistry soon thereafter and the rest is history.

Real Name: Alexi Kolshoi

Occupation: Scientist turned supercriminal.

Alignment: Aberrant

Attributes: I.Q.: 20, M.E.: 20, M.A.: 10, P.S.: 9/40 (Supernatural), P.P.: 11, P.E.: 13, P.B.: 8 (scarred), Spd: 16.

Age: 36

Sex: Male

Height: 6 feet, four inches (1.9 m), but 7 feet (2.1 m) transformed.

Weight: 180 lbs (81.7 kg); 300 lbs (136 kg) transformed.

Experience Level: 10th

Hit Points: 60

S.D.C.: 40 (175 transformed).

Power Category: Mega-Experiment.

Mega Abilities: All common Mega-Powers plus does not have to eat or drink for nourishment. Proton is like a living nuclear reactor, and generates all the energy he needs to survive.

Major Super Abilities: Control Radiation.

Minor Super Abilities: Superhuman P.S., Energy Resistance, and Flight: Wingless (Top Speed: 400 mph/642 km).

Achilles' Heel: Must physically transform to use powers. Transformed self is a hulking, orangeish-skinned humanoid with rippling muscles, bulging veins, and slightly bugged-out eyes.

Side Effect: The left side of Proton's body (where he got irradiated) does not age. While the results of this are not so apparent now, they will be in about 10 years, when the other side of his face begins to wrinkle.

Combat Training: Hand to Hand: Basic.

Number of Attacks: 6

Bonuses: +1 to initiative, +1 to strike, +2 to parry, +2 to dodge, +27 to damage, +4 to roll with punch/fall/impact, +2 to pull punch, and +1 to disarm.

In-Flight Bonuses: +1 attack per melee, +2 to strike and parry, +4 to dodge at under 80 mph (128 km), +6 to

dodge at or above 80 mph (128 km), +4 to damage per 20 mph (32 km); maximum damage bonus: +20.

Saving Throws: Impervious to radiation, half damage from light, lasers and electricity.

Other Combat Info: Restrained Punch: 3D6+27, Full Strength Punch: 6D6+27, Kick: 1D4x10+27, Power Punch: 2D4x10+27, Nuclear Fire Blast: 13D6 (300 feet/91.5 m, +3 to strike), Body Throw/Flip, Critical Strike: 19-20.

Education Level and Skills: Ph.D.

Science Program: Computer Operation (98%), Advanced Mathematics (98%), Chemistry (98%), Chemistry: Analytical (96%), Astrophysics (98%), Anthropology (98%), Archaeology (98%), Botany (96%).

Mechanical Program: Mechanical Engineer (98%), Basic Electronics (98%), and Locksmith (96%).

Electrical Program: Electrical Engineer (98%), Basic Mechanics (98%), and Computer Repair (96%).

Secondary Skills: Research (98%), Writing (76%), Play Violin (86%), Computer Programming (81%), General Repair/Maintenance (86%), Speak/Literacy: Russian (98%), Speak/Literacy: English (98%), Speak/Literacy: German (98%), and Art (86%).

Money: Proton has gone from a hard working, unappreciated and underpaid Russian scientist to living like a king as one of Modulus' most trusted lieutenants. He tends to take what he wants and lives lavishly while socking away a modest savings (\$500,000).

Weapons: None. Doesn't need them.

Vehicles and Other Equipment: None.

Lady Hive

Sharon Schwartz never wanted to be a superhero, but when her mother, the hero known as *Monarch*, retired, she was forced to take carry on the family legacy. Sharing an identical set of powers as her mother, Sharon took on the role of Monarch briefly, but she hated the rules and codes of being a crimefighter. She began a quick slide down the morality scale as a ruthless, law breaking vigilante, which soon gave way to a life of supervillainy. This broke her mother's heart, and she died soon thereafter (many say she lost the will to live after her daughter's betrayal). By that time, Sharon (now dubbing herself Lady Hive in the latest of a string of alternate names) had a heart of stone, and cared not one whit about her mother's passing. She skipped her mother's funeral (at which many heroes, young and old, attended) to pursue criminal activities. She was soon captured by a group of The Centurions, but Modulus broke her out of prison the following month. Since then, she has been the evil supergenius' ally and partner in crime.

Lady Hive: a.k.a Queen Bee, Ladybug, Damselfly and Monarch.

Real Name: Sharon Schwartz

Occupation: Ex-superhero turned supercriminal.

Alignment: Miscreant

Attributes: I.Q.: 15, M.E.: 16, M.A.: 10, P.S.: 21, P.P.: 17, P.E.: 19, P.B.: 13, Spd: 21.

Age: 29

Sex: Female



Height: 5 feet, 9 inches (1.75 m).

Weight: 150 lbs (68 kg).

Experience Level: 9th

Hit Points: 64

S.D.C.: 190

Power Category: Mutant

Major Super Abilities: Control Insects and Arachnids

Minor Super Abilities: Flight: Winged (Top Speed: 260 mph/416 km), Radar (Range: 1,400 feet/427 m) and Energy Expulsion.

Unusual Characteristics: Insectoid features: Large, round, dark eyes, large mouth, virtually no upper lip, small nose, pair of antennae stemming from upper forehead, near the hairline.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 8

Bonuses: +7 to initiative, +5 to strike, +8 to parry, +8 to dodge, +6 to damage, +4 to disarm, +9 to roll with punch/fall/impact, and +3 to pull punch.

In-Flight Bonuses: +1 attack per melee, +2 to strike and parry, +4 to dodge at under 80 mph (128 km), +6 to dodge at or above 80 mph (128 km), +4 to damage per 20 mph (32 km); maximum damage bonus is +13.

Saving Throws: +2 vs magic and poison, and +8% vs coma/death.

Other Combat Info: Punch: 1D4+6, Karate Kick: 2D4+6, Crescent Kick: 2D4+8, Axe Kick: 2D6+6, Tripping/Leg Hook, Backward Sweep, All Jump Kicks, Leap Attack, Energy Expulsion: 1D6x10+10 (600 feet/183 m) Body Throw/Flip, Pin/Incapacitate: 18-20, Crush/Squeeze: 18-20, and Critical Strike: 18-20.

Education Level and Skills: Trade School

Physical Program: Boxing, Wrestling, Acrobatics, Gymnastics.

Espionage Program: Detect Ambush (90%), Intelligence (83%), Wilderness Survival (85%), Interrogation (95%), Tracking (80%).

Secondary Skills: Prowl (80%), Streetwise (56%), Seduction (47%), Computer Operation (85%), Computer Programming (75%), Swimming (95%), First Aid (90%), and Pick Locks (75%).

Weapon Proficiencies: W.P. Blunt.

Money: Lady Hive has plenty of money put away between her criminal exploits and the trust fund her mother set up for her years ago.

Weapons: None.

Vehicles and Other Equipment: First-aid kit, lock picking tools.

The Green Man

Little is known about William Dempsey, a.k.a. The Green Man, other than that his powers are mystic in nature, and he has crafted himself in the image of The Green Man, a major figure of modern pagan worship. Exactly how he got his powers are also unknown, but he does note that he is not *The* Green Man, but merely *one* of "the Green Men." Whatever he means by that, the fact remains that his self-styled supervillain identity has outraged no small number of people to whom The Green Man is a sacred figure. Chief among them are the free agents

Hierophant and *Undine*, who have a special contempt for this villain.

This strange plant being exhibits cunning and a wicked sense of humor, often making the opposition look clumsy and foolish, while he makes smart remarks about their failings.

Real Name: William Dempsey

Occupation: Ex-botanist turned evil superbeing.

Alignment: Aberrant

Attributes: I.Q.: 15, M.E.: 11, M.A.: 14/24, P.S.: 17/36 (Supernatural), P.P.: 15/20, P.E.: 15, P.B.: 13, Spd: 12/60.

Age: 33

Sex: Male

Height: 5 feet, 10 inches (1.78 m); 7 feet, 6 inches (2.5 m) transformed.

Weight: 150 lbs (68 kg); 250 lbs (113 kg) transformed.

Experience Level: 7th

Hit Points: 43

S.D.C.: 30 (950 transformed).

Power Category: Mega-Mystic (Bestowed).

Mega Abilities: All the usual Mega-Powers plus Tremendous S.D.C.

Major Super Abilities: Plant Control and Alter Physical Structure: Plant (Natural A.R.: 14).

Achilles' Heel: Solar Powered.

Combat Training: Hand to Hand: Basic

Number of Attacks: 5

Bonuses: +2 to initiative, +7 to strike, +8 to parry, +8 to dodge, +21 to damage when transformed (+2 normal), +2 to roll with punch/fall/impact, and +2 to pull punch.

Saving Throws: Immune to all plant toxins.

Other Combat Info: Restrained Punch: 2D6+21, Full Strength Punch: 4D6+21, Power Punch: 1D4x10+21, and Critical Strike: 18-20.

Education Level and Skills: Three Years of College.

Science Program: Computer Operation (85%), Advanced Mathematics (90%), Chemistry (75%), Chemistry: Analytical (70%), Biology (75%), and Botany (70%).

Wilderness Program: Wilderness Survival (70%), ID Plants and Fruits (70%), Land Navigation (75%), Track Animals (75%), Hunting.

Technical Program: Art (80%), Speak/Literacy: Gaelic (95%), and Research (95%).

Secondary Skills: Swimming (80%), Climbing (70%/60%), Prowl (55%), Pilot Sailboats (90%), Pilot Motorboats (85%), Pilot Horsemanship (74%), Astronomy (55%), History: Celtic (98%), and Writing (55%).

Money: The Green Man makes a nice living off his criminal work, although he still dabbles in the area of botanical research. He discovered a few interesting species of plant life that with a little genetic tweaking would be very useful to certain pharmaceutical companies. His stake in that project (although he is no longer directly affiliated with it, he is still a consultant) could still potentially earn him millions. The Green Man enjoys living in his superhuman form more than as a normal person, and as such, is finding less and less need for material things like money.

Weapons: None. **Vehicles and Other Equipment:** None.





Obelisk

Greg Stenner was always a thick-headed bully and braggart who enjoyed intimidating others through strength and violence. However, once he realized his life would never amount to being more than a low-rent flunkie for some crime lord, he began looking for ways to become a *real* powerhouse. Somewhere along the line, he hooked up with a rogue scientist who was conducting fairly dicey research regarding how to empower test subjects with the ability to *absorb matter*. As an experiment, he injected Stenner with a kind of molecular agitator serum designed to "unsettle" his genetic code so he could begin absorbing the properties of whatever material he touched. Falling back against a desk in the scientist's lab that contained a piece of hardened lava (a stolen memento from a trip to Hawaii), Stenner touched the rock which triggered a whole set of related powers. The experiment did not exactly play out as expected but by then, Stenner was already long gone, and it could not be repeated.

Basically, Obelisk is a monster who enjoys crime and hurting people. He has zero chance of reforming, regardless of the circumstances.

Real Name: Greg Stenner

Occupation: Ex-bodybuilder and bully turned career criminal.

Alignment: Miscreant.

Attributes: I.Q.: 10, M.E.: 10, M.A.: 10, P.S.: 121 (supernatural), P.P.: 12, P.E.: 30, P.B.: 8, Spd: 8.

Age: 30 **Sex:** Male

Height: 6 feet, 2 inches (1.88 m).

Weight: 1,000 lbs (454 kg).

Experience Level: 7th

Natural A.R.: 16; stone.

Hit Points: 70

S.D.C.: 1,650

Power Category: Mega-Experiment.

Mega-Abilities: All usual Mega-Abilities plus Tremendous Physical Strength and Tremendous S.D.C.

Major Super Abilities: Alter Physical Structure: Stone.

Achilles' Heel: Slow and ponderous.

Side Effects: Power Lock! Obelisk is forever held in his Altered Physical Structure of stone. To him, it's not much of a disadvantage, since he enjoys the incredible strength and near-indestructibility he gets.

Combat Training: Hand to Hand: Expert.

Number of Attacks: 6

Bonuses: +2 to initiative, +2 to strike, +6 to parry, +6 to dodge, +106 to damage (Owie! Owie! Owie!), +4 to pull punch, +5 to roll with punch/fall/impact.

Saving Throws: +30% vs coma/death and +8 vs magic and poison.

Other Combat Info: Restrained Punch: 5D6+106, Full Strength Punch: 2D4x10+106, Kick: 2D6x10+106, Power Punch: 3D6x10+106, Death Blow: 16-20, Pin/Incapacitate: 18-20, Knockout/Stun: Natural 20, and Crush/Squeeze: 1D4+106.

Education Level and Skills: High School Graduate.

Physical Program: Boxing and Wrestling.

Criminal Program: Streetwise (49%), Interrogation (75%), Pick Locks (65%), Find Contraband & Illegal Weapons (55%), Concealment (49%).

Money: Obelisk spends whatever he makes, but he's never broke. He usually has \$2D6x1,000 in cash on hand, but at the rate he goes through cash (he has a taste for truckloads of fine food and wine, as well as eating precious stones), it never lasts him long.

Weapons: Yeah. Like he needs them.

Vehicles and Other Equipment: None.

Scream Queen

This perfectly average young lady was doing well in college until her mutant powers awakened, turning Brandi Taggart into a frightful, superhuman outcast. Hurt and confused, she learned to hate the world, adopting a shocking neo-primitive look and becoming a supercriminal for the thrill of striking fear into the heart of a society that has shunned her. Modulus recruited her and is turning her into quite a formidable ally, but perhaps under the right conditions, she could be convinced to forgive society and renounce her craven ways.

This girl does *not* look pretty. She is one of those chicks you see who's tattooed, scarred, pierced and dyed herself into looking like something even die-hard punk rockers would shy away from. The way she sees things, the freakier she looks, the better.

Real Name: Brandi Taggart

Occupation: Ex-college student, punk rocker (for the bands "Slime Coat," "One Ton Tongue," and "The Indigo Squirrels"), occasional B-movie film actress (bit

parts in "Scrub," "Splatter 13," and "That Stuff Will Kill You"), but mainly a despicable supercriminal.

Alignment: Aberrant.

Attributes: I.Q.: 14, M.E.: 13, M.A.: 13, P.S.: 15, P.P.: 12, P.E.: 10, P.B.: 10 (could be 17+ if she abandoned her freakish look), Spd: 16.

Age: 22 **Sex:** Female

Height: 5 feet, 9 inches (1.75 m).

Weight: 125 lbs (56.75 kg).

Experience Level: 5th

Hit Points: 30

S.D.C.: 105

Power Category: Mutant

Major Super Abilities: Sonic Power and Vibration.

Unusual Characteristics: Sharp, bestial teeth.

Combat Training: Hand to Hand: Expert.

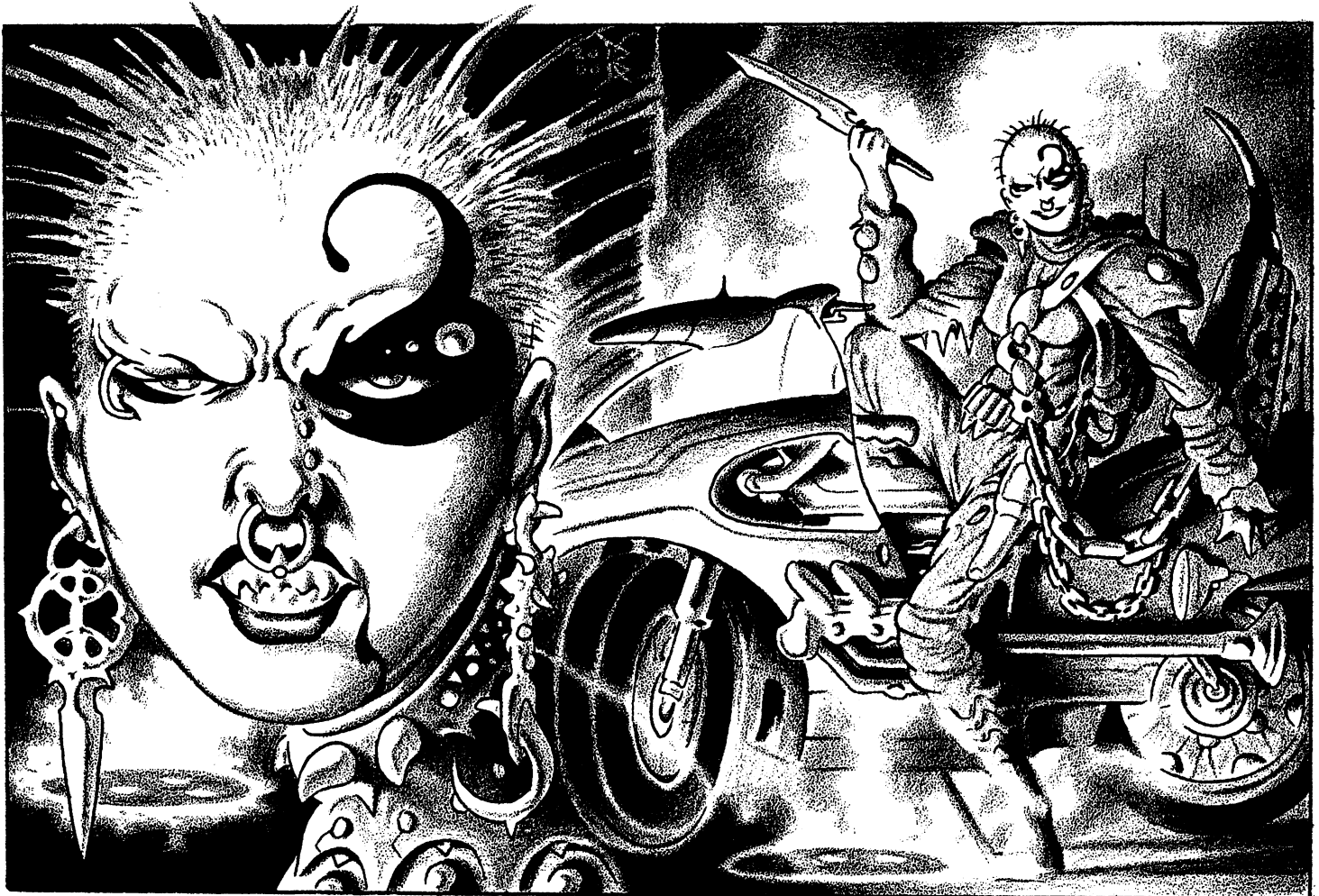
Number of Attacks: 5

Saving Throws: Sonic attacks do no damage, loud sound does only half damage, and +9 vs Horror Factor.

Bonuses: +5 to initiative, +3 to strike, +5 to parry, +5 to dodge, +3 to roll with punch/fall/impact, and +2 to pull punch.

Other Combat Info: Vibrating Punch: 1D4+1D6, Vibrating Snap Kick: 2D6, Vibrating Karate Kick: 2D4+1D6, Tripping/Leg Hook, Sonic Boom: 1D4x10 (1D4x10+10 underwater; 250 feet/76.25 m), Shockwave: 1D6x10 (170 feet/51.6 m), Shock Blast: 4D6/6D6 underwater (250 feet/76.25 m).

Education Level and Skills: Two Years of College.



Business Program: Basic Mathematics (70%), Business & Finance (70%), Computer Operation (75%), Law (General; 60%), and Research (85%).

Science Program: Advanced Mathematics (80%), Chemistry (65%), Biology (65%), Botany (60%), and Anthropology (55%).

Weapon Proficiencies: W.P. Knife (+1 to strike, +2 to parry, +1 to throw), and W.P. Chain (+1 to strike, +2 to parry). **Secondary Skills of Note:** Sing (55%), Play Guitar (55%), Athletics (General), Dance (50%), Streetwise (36%), Concealment (36%), and General Repair/Maintenance (55%).

Money: Not much, perhaps \$15,000. Rolling in dough would ruin her image as a grungy nihilistic punk, anyway.

Weapons: *Scream Queen* carries two polycarbonate daggers (1D6 damage; being plastic, metal detectors can not sense them) and a length of metal chain (2D4+2 damage), and although a part of her costume, they are functional weapons. Still, for serious fighting, she would much rather rely on her super abilities.

Armor: She wears what she likes to call her "combat leathers," basically a motorcycling outfit with steel plates bolted on here and there, kevlar underweave, and extra-thick leather. The entire suit provides an A.R. of 11, and 40 S.D.C. If damaged, she will not try to repair this suit, since she likes the look of ripped up clothing.

Vehicles and Other Equipment: She used to have an old school bus van, but she crashed it. Now she rides on whatever vehicles *Modulus* or her teammates provide. Usually, she just hitches a ride off of her buddy *Phaze*.

Phaze

Sly, cautious, and reserved combined with a methodical mind makes this young man a thorough professional. *Phaze* is a supervillain contractor who has never been apprehended, much less tried or sentenced for any of his numerous "alleged" crimes. *Phaze* chooses his work very carefully to assure that things stay that way. The authorities barely even know who he is, much less his real identity, which is the way *Phaze* has planned it.

Phaze is the only associate of *Modulus* who does not work with him constantly. Instead, he joins in only when called, preferring to live the high life in his mansion on the East End of town. He also performs freelance thievery, intelligence work, surveillance, spying, and transportation work without *Modulus*' knowledge or approval. *Phaze*'s list of contacts in the local underworld could fill a small phone book, and he never has a shortage of prospective work lined up for him.

Real Name: Sean Garrety

Occupation: Professional Thief and Criminal Subcontractor

Alignment: Miscreant.

Attributes: I.Q.: 19, M.E.: 19, M.A.: 15/19, P.S.: 15, P.P.: 15, P.E.: 15, P.B.: 15, Spd: 15.

Age: 20 **Sex:** Male

Height: 5 feet, 10 inches (1.78 m).

Weight: 140 lbs (63.6 kg).

Experience Level: 5th

Hit Points: 35

S.D.C.: 100

Power Category: Experiment.

Major Super Abilities: Intangibility, Invisibility, and Teleport.

Side Effects: Completely hairless (makes him look more mature, or so he seems to think).

Combat Training: Hand to Hand: Expert.

Number of Attacks: 5

Saving Throws: +2 vs psionic attack and insanity.

Bonuses: +3 to parry, +3 to dodge, +2 to pull punch, +2 to roll with punch/fall/impact.

Other Combat Info: Punch: 1D4, Karate Kick: 2D4, Tripping/Leg Hook, Backward Sweep.

Education Level and Skills: Four Years of College.

Journalism Program: Computer Operation (80%), Research (90%), Photography (75%), and Writing (Journalist-style) (65%).

Professional Thief Program: Locksmith (65%), Prowl (65/98% when intangible), Climbing (80%/70%), Surveillance Systems (70%), Pick Locks (70%), Safecracking (56%), Streetwise (56%), Concealment (56%), and Find Contraband & Illegal Weapons (62%).

Secondary Skills: Art (55%), Business & Finance (55%), Computer Programming (50%), Law (General; 45%), Basic Mechanics (50%), Basic Electronics (50%), Radio: Basic (65%), First Aid (65%), T.V. & Video (41%), and Swimming (70%).

Money: Millions! *Phaze* has wisely bankrolled all of the money he has made, and has gone to great lengths to appear respectable in his civilian life. His neighbors think he is a day trader working from his house, and for all they know, he is just a reserved but wealthy man living a quiet life by himself. He has five million in a Swiss bank account for emergencies, with the rest (an estimated 90 million) split 50/50 between banks in Century Station and New York and the stock market.

Weapons: None.

Vehicles and Other Equipment: None.

The Shadow Margin

This ancient and evil organization is the work of *Xian Long*, a sinister wizard who has made the Earth his dark playground for thousands of years. During that time, he has always kept on hand an assembly of warriors ready to carry out his bidding. At times, this has resembled a small army, at other times it consisted only of two bodyguards. The size of **The Shadow Margin** has usually depended on *Long*'s circumstances and intentions. At present, the group has 12 members, each an anonymous warrior bestowed with mystical powers by a mysterious ritual *Long* himself developed using bizarre and forbidden magicks. Each of his warriors was once a simple peasant who was captured by the wizard and put into suspended animation until the time came when he had 12 perfect specimens for his grand experiment. Only a decade ago did he finally complete his "collection" of subjects, enabling him to craft them all into enchanted warriors of darkness, each modeled after an animal of the Chinese zodiac.

Since then, The Shadow Margin has relocated to Century Station for purposes undisclosed by Xian Long. For the time being, the group runs in the shadows of the great city, committing deeds most foul, ostensibly for the purpose of eventually opening a gate to the netherworld, so that the great *Yama Kings of the Nine Hells* might come to this world and enslave it (and, presumably, promoting Xian Long to some great station, as a reward for his labor). The only superhero to oppose this plot is the immortal warrior **Iron Lotus**, who upon discovering Xian Long's relocation to Century Station, came here herself and joined The Centurions so she might fight her arch-enemy and finally defeat him once and for all.

G.M. Note: Xian Long's minions are not evil by nature. Rather, they have been tainted by the evil sorceries the ancient wizard has used to transform them. Thus, if Long were destroyed, his evil influence will lift and the 12 warriors might either regain their human form (although several centuries out of their native time and culture) or remain with super abilities, but no longer evil. (Depending on the circumstances, those who retain their powers might very well become Free Agents or full-fledged heroes.)

Culture Note: The reference to the Chinese Zodiac in this book is used only as comic-book story material. It is not intended to insult the Chinese culture. One of the reasons why I used the Chinese Zodiac in this sourcebook the way that I did was not to slight the long and rich tradition that it embodies, but rather to enhance the villainy of Xian Long, who would subvert such a tradition to meet his own dark and twisted vision.

Xian Long

Lord of the Shadow Margin

The Immortal Dragon, Lord of the Shadow Margin — he obtained immortality long ago by using a secret enchantment on himself. For years Long has carried out his evil schemes until finally confronted by the stalwart **Iron Lotus**, and was quite nearly defeated. Inspired by a true challenge, The Immortal Dragon captured Iron Lotus at their next confrontation, whereupon he performed the same magic immortality ritual on her that he had performed on himself. Only, this time, there was a twist, Iron Lotus would stay young only while he, Xian Long, lived. That way, he figured she would never have the heart to *really* destroy him. Since then, he has delighted in his constant conflicts with her and as much as he despises his arch-rival, he respects her just as strongly.

Xian Long, the Immortal Dragon, has hatched a current plot to obtain the magic components and knowledge required to create a huge portal to the infernal realm of the dreaded Yama Kings. Having already journeyed to their court, he has struck a bargain with them: If he delivers to them the planet Earth, then they will elevate him to Yama King status as well. For the Immortal Dragon, such power would render him unstoppable.

Xian Long appears as a robust Chinese gentleman with just a touch of gray hair at his temples. He often wears flowing silk robes, but when traveling in ordinary society, he will simply wear a conservative business suit and blend in. Although evil through and through, he is always quick with a smile and has impeccable manners.

Xian Long the Immortal Dragon

Real Name: Unknown

Occupation: Immortal wizard, alchemist, conqueror, and supreme criminal mastermind (not to mention would-be god).

Alignment: Aberrant

Attributes: I.Q.: 21, M.E.: 24, M.A.: 25, P.S.: 10, P.P.: 10, P.E.: 14, P.B.: 18, Spd: 10.

Age: 3,210 (although he looks to be around 50, and in great shape).

Sex: Male

Height: 5 feet, 9 inches (1.75 m).

Weight: 150 lbs (68.1 kg).

Experience Level: 12th

Hit Points: 120

S.D.C.: 80

Power Category: Mega-Mystic (Wizard).

Mega Abilities: Awe Factor: 13

Major Super Abilities: Immortality.

Wizard Abilities: Astral Projection, Familiar Link, Sense Enchantment, Sense Supernatural Evil, and Sense Magic.

Spell Strength: 16

P.P.E.: 210

Spell Knowledge: All spells from levels 1-4. Calling (8), Circle of Flame (10), Energy Disruption (15), Eyes of Thoth (8), Heal Wounds (10), Call Lightning (15), Control the Beasts (18), Fireball (10), Magic Pigeon (20), Teleport: Lesser (15), Tongues (12), Animate and Control Dead (20), Circle of Containment (15 or 100), Constrain (Supernatural) Being (20), Fly as the Eagle (25), Life Drain (25), Exorcism (20), Eyes of the Wolf (25), Negate Magic (30), Wisps of Confusion (40), Age (50), Havoc (50), Swords to Snakes (50), Mystic Portal (60), Anti-Magic Cloud (140), Remove Curse (140), Call Storm (200), Sanctuary (390), and Talisman (500).

Achilles' Heel: Must ingest a magical potion each day to maintain his immortality. After 48 hours of not having his potion, Xian Long will begin aging rapidly and losing strength. His Immortality super power will shut off, his attacks will be reduced by half, and he loses all bonuses. He can still cast spells at this time, but his P.P.E. will be down by 50%. After 72 hours, he will be too weak to move at all (no attacks, no spell casting, nothing), and after 96 hours, he will lapse into a coma and appear dead. However, if the potion is poured upon his shriveled lips within the next 300 years, he will reawaken (longer than 300 years he dies). Of course, as long as he takes his daily potion, all of his powers remain in full force.

Combat Training: Hand to Hand: Assassin.

Number of Attacks: 7 hand to hand attacks per round or two by magic.

Bonuses: +5 to initiative, +4 to strike, +3 to parry, +3 to dodge, +4 to damage, +4 to disarm, +3 to roll with punch/fall/impact, and +5 to pull punch.

Saving Throws: +4 vs magic, +8 vs Horror Factor, +9 vs possession, +5 vs psionics, and +7 vs insanity.

Other Combat Info: Punch: 1D4+4, Karate Kick: 2D4+4, Tripping/Leg Hook, and Backward Sweep.

Education Level and Skills: Special.

Wizard Skills: Spell Translation (39%), Lore: Demons & Monsters: (97%), Geomancy (92%), Lore: Religion (98%), Archaeology (92%), Chemistry (98%), and Holistic Medicine (92%)

Language Program: Speak/Literacy: English (98%), Speak/Literacy: Chinese (98%), Speak/Literacy: Japanese (98%), Speak/Literacy: French (98%), and Speak/Literacy: Russian (98%).

Science Program: Computer Operation (98%), Advanced Mathematics (98%), Chemistry (98%), Analytical Chemistry (98%), Botany (98%), and Archaeology (98%).

Medical Doctor Program: Biology (98%), Pathology (98%), and Medical Doctor (98%).

Secondary Skills: Swimming (98%), Astronomy (87%), Law (General; 87%), and Art (97%).

Weapon Proficiencies: W.P. Sword (+4 to strike and parry), W.P. Staff (+4 to strike, +5 to parry, +3 to throw), and W.P. Knife (+3 to strike, +4 to parry, +3 to throw).

Money: Millions upon millions upon millions. This guy has been building a fortune for the last few *millennia*. He has more than enough to meet all of his operating costs. He is conservatively worth 12.3 billion with a collection of "antiquities" worth 600 million alone. Heck, he could probably buy out most multi-national corporations if he really wanted to.

Weapons: None. He relies exclusively on his spells and his transformed minions for combat.

Vehicles and Other Equipment: None. Xian Long did at one time have a huge arsenal of magic items, but over the last thousand years, he has either bartered them for spell knowledge, or broken them down for components in both making the potions he needs to stay young, and the formation of his zodiacal minions. Now that he has finally finished crafting his army, he will once again turn to acquiring things of antiquity and arcane power. Being an immortal gives one a special perspective on worldly possessions, so Xian Long is in no hurry to create a vast stockpile of special things. As far as he is concerned, he has until the end of time. And unless he is stopped by some heroes, he might very well be right.

Rat

Real Name: Unknown

Occupation: Minion of Xian Long — a spy and seeker.

Alignment: Miscreant

Attributes: I.Q.: 16, M.E.: 15, M.A.: 18, P.S.: 27, P.P.: 32, P.E.: 30, P.B.: 9, Spd: 40.

Age: 21

Sex: Male

Height: 5 feet, 6 inches (1.68 m).

Weight: 160 lbs (72 kg).

Experience Level: 6th

Hit Points: 50

S.D.C.: 160

Power Category: Magic (Bestowed)

Major Super Abilities: Animal Abilities (Nocturnal).

Minor Super Abilities: Nightstalking and Extraordinary P.P.

Combat Training: Hand to Hand: Assassin

Number of Attacks: 8

Bonuses: +4 to initiative, +10 to strike, +11 to parry, +11

to dodge, +2 to auto-dodge, +16 to damage, +9 to roll with punch/fall/impact, +5 to pull punch, and +3 to disarm.

Saving Throws: +10% vs coma/death, +3 vs magic and poison.

Other Combat Info: Punch: 1D4+16, Kick: 1D6+16, Body Block/Tackle, Pin/Incapacitate: 18-20, Knockout/Stun: Natural 20, Crush/Squeeze, and Body Flip/Throw.

Education Level and Skills: Trade School.

Physical: Acrobatics, Gymnastics, Boxing, Wrestling.

Secondary Skills of Note: Swimming (75%), Speak/Literacy: English (75%/55%), Pick Locks (55%), Pick Pockets (50%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Knife (+2 to strike and parry, +1 to throw), W.P. Sword (+2 to strike and parry), and W.P. Chain (+1 to strike, +2 to parry).

Money: None

Favorite Weapon: A pair of butterfly knives (2D4 damage each).

Vehicles and Other Equipment: None

Ox, Horse & Pig Minions

Real Names: Unknown

Occupation: Minions of Xian Long — represent strength and serve as Enforcers and defenders.

Alignment: Aberrant, Aberrant and Miscreant, respectively.

Attributes of each are identical: I.Q.: 10, M.E.: 10, M.A.: 18, P.S.: 65, P.P.: 20, P.E.: 43, P.B.: 10, Spd: 90.

Age: 20, 21, and 22 respectively.

Sex: Male, Female, Male.

Height: 6 feet (1.83 m).

Weight: 250 lbs (113.5 kg).

Experience Level: 6th

Hit Points: 100

S.D.C.: 380

Power Category: Magic (Bestowed)

Major Super Abilities: Animal Abilities (Hoofed).

Minor Super Abilities: Superhuman P.S. and Extraordinary Endurance.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6 each.

Bonuses: +2 to initiative, +5 to strike, +5 to parry, +8 to dodge, +50 to damage, +5 to pull punch, +2 to disarm, and +3 to roll with punch/fall/impact.

Saving Throws: +3 vs possession, +9 vs magic, +43% vs coma/death.

Other Combat Info: Punch: 1D6+50, Karate Kick: 4D6+50, Axe Kick: 4D6+50, Roundhouse Kick: 5D6+50, All Jump Kicks, Backward Sweep, Tripping/Leg Hook, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, Critical Strike: 18-20.

Education Level and Skills: Trade School.

Physical: Boxing, Wrestling, Gymnastics, and Acrobatics.

Secondary Skills: Speak/Literacy: English (75%/55%), Body Building, Swimming (75%), and Astronomy (50%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Blunt (+2 to strike and parry), W.P. Staff (+2 to strike

and parry, +1 to throw), W.P. Pole Arm (+2 to strike, parry and throw).

Money: None.

Weapons:

Ox: Pole Axe: 4D6

Horse: Studded Hercules Club: 4D6

Pig: Jiu Long Bar (Nine Dragon Trident): 3D6+1

Vehicles and Other Equipment: None.

Tiger

Real Name: Unknown

Occupation: Minion of Xian Long — Strong, competitive and a natural leader.

Alignment: Aberrant.

Attributes: I.Q.: 12, M.E.: 14, M.A.: 18, P.S.: 46, P.P.: 28, P.E.: 19, P.B.: 14, Spd: 30.

Age: 23

Sex: Male

Height: 6 feet, 6 inches (1.95 m).

Weight: 220 lbs (100 kg).

Experience Level: 6th

Hit Points: 49

S.D.C.: 230

Power Category: Mystic (Bestowed)

Major Super Abilities: Animal powers (Feline).

Minor Super Abilities: Body Weapons and Extraordinary P.S.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6

Bonuses: +4 to initiative, +9 to strike, +12 to parry, +12 to dodge, +31 to damage, +5 to pull punch, +4 to disarm, +3 to roll with punch/fall/impact.

Saving Throws: +3 vs possession, +4 vs magic, +3 vs poison, and +8% vs coma/death.

Other Combat Info: Claws (Body Weapons): 4D4+31, Karate Kick: 2D4+31, Crescent Kick: 2D4+33, Axe Kick: 2D6+31, Roundhouse Kick: 3D6+31, Tripping/Leg Hooks, All Jump Kicks, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, Critical Strike: 18-20

Education Level and Skills: Trade School.

Physical: Boxing, Wrestling, Acrobatics, Gymnastics.

Espionage Program: Detect Ambush (70%), Intelligence (67%), Wilderness Survival (65%), Tracking (65%), Escape Artist (70%).

Secondary Skills: Swimming (75%), Speak/Literacy: English (75%/55%), Art (60%), Ventriloquism (36%), First Aid (70%), Holistic Medicine (45%).

Weapon Proficiencies: W.P. Paired Weapons (All).

Money: None.

Weapons: None.

Vehicles and Other Equipment: None.

Hare

Real Name: Unknown.

Occupation: Minion of Xian Long — in harmony with his environment; sensitive and positive.

Alignment: Anarchist.

Attributes: I.Q.: 12, M.E.: 8, M.A.: 18, P.S.: 25, P.P.: 24, P.E.: 15, P.B.: 13, Spd: Special, see Extraordinary Speed.

Age: 19 **Sex:** Male

Height: 5 feet, 2 inches (1.57 m).

Weight: 100 lbs (45.4 kg).

Experience Level: 6th

Hit Points: 39

S.D.C.: 210

Power Category: Magic (Bestowed).

Major Super Abilities: Adapt to Environment.

Minor Super Abilities: Heightened Sense of Hearing and Extraordinary Speed (Top Speed: 340 mph/545 km).

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 7

Bonuses: +10 to initiative, +7 to strike, +12 to parry, +16 to dodge, +2 to auto-dodge, +10 to damage, +4 to damage per 20 mph/32 kph (maximum damage bonus: +17), +7 to pull punch, +7 to roll with punch/fall/impact, and +2 to disarm.

Saving Throws: +3 vs possession, +4 vs magic and poison, +15% to save vs coma/death.

Other Combat Info: Punch: 1D4+12, Snap Kick: 1D6+12, Karate Kick: 2D4+12, Crescent Kick: 2D4+14, Axe Kick: 2D6+12, Backward Sweep, All Jump Kicks, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush Squeeze, Critical Strike: 18-20.

Education Level and Skills: Trade School.

Wilderness Program: Wilderness Survival (70%), Land Navigation (71%), Track Animals (60%), I.D. Plants & Fruits (65%) and Preserve Food (65%).

Secondary Skills of Note: Swimming (75%), Art (75%), Speak/Literacy: English (75%/55%), Targeting, and Radio: Basic (70%).

Weapon Proficiencies: W.P. Paired Weapons (All), W.P. Sword (+2 to strike and parry), W.P. Spear (+3 to strike and parry, +2 to throw), W.P. Targeting (+3 to throw, Rate of Fire: 7).

Money: None.

Weapons:

Paired Short Spears: 1D6 damage.

Throwing Knives (12): 1D4 damage each.

Vehicles and Other Equipment: Sketch pad and various artist drawing and painting tools.

Snake

Real Name: Unknown.

Occupation: Minion of Xian Long — Elegant and confident; serves Long as a cold, calculating killing machine with all manner of imaginative ways to incapacitate, torture/interrogate and kill.

Alignment: Diabolic.

Attributes: I.Q.: 18, M.E.: 17, M.A.: 18, P.S.: 27, P.P.: 34, P.E.: 17, P.B.: 19, Spd: 104.

Age: 25

Sex: Female

Height: 5 feet, 8 inches (1.72 m).

Weight: 140 lbs (63.6 kg).

Experience Level: 6th

Hit Points: 40

S.D.C.: 180

Power Category: Magic (Bestowed).

Major Super Abilities: Animal Powers (Reptile).

Minor Super Abilities: Extraordinary P.P. and Mental Stun.

Combat Training: Hand to Hand: Assassin

Number of Attacks: 7

Bonuses: +3 to initiative, +10 to strike, +13 to parry, +13 to dodge, +3 to auto-dodge, +16 to damage, +7 to pull punch, +3 to disarm, and +3 to roll with punch/fall/impact.

Saving Throws: +3 vs possession, +1 vs magic, +2 vs psionics, and +2 vs insanity.

Other Combat Info: Punch: 1D4+16, Kick: 2D4+16, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, and Body Flip/Throw.

Education Level and Skills: Trade School

Espionage: Disguise (65%), Escape Artist (70%), Intelligence (67%), and Interrogation (80%).

Secondary Skills of Note: Prowl (74%), Running, Swimming (75%), Dance (55%), and Seduction (35%).

Weapon Proficiencies: W.P. Sword (+2 to strike and parry), W.P. Chain (+2 to strike, +1 to parry), and W.P. Whip (+3 to strike, +1 to damage, +2 to entangle).

Money: None.

Favorite Weapons: Giau Tzu Jen (Snake-Headed Sawtooth Sword): 2D6+2 damage, and a variety of chain and whip weapons.

Vehicles and Other Equipment: Materials for disguise and escape.

Ram

Real Name: Unknown.

Occupation: Minion of Xian Long — sensitive and aware, he serves as a merciful Enforcer.

Alignment: Aberrant

Attributes: I.Q.: 10, M.E.: 20, M.A.: 18, P.S.: 53, P.P.: 15, P.E.: 30, P.B.: 10, Spd: 100.

Age: 20

Sex: Male

Height: 6 feet, 4 inches (1.93 m).

Weight: 250 lbs (113.5 kg).

Experience Level: 6th

Hit Points: 60

S.D.C.: 260

Power Category: Magic (Bestowed).

Major Super Abilities: Animal Powers (Hoofed).

Minor Super Abilities: Extraordinary P.S. and Power Channeling.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6

Bonuses: +2 to strike, +6 to parry, +6 to dodge, +38 to damage, +5 to pull punch, +2 to disarm, +2 to initiative, +3 to roll with punch/fall/impact

Saving Throws: +3 vs possession, +9 vs magic, +8 vs poison, +30% vs coma/death.

Other Combat Info: Body Tackle: 5D6+38, Head Butt: 3D6+38, Punch: 7D6+38, Power Punch: 6D6x2+38, Kick: 8D6+38, Jump Kick: 2D4x10+38, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, Critical Strike: 18-20.

Education Level and Skills: Trade School.

Physical: Boxing, Wrestling, Acrobatics, Gymnastics, Body Building, Running, Athletics (General), and Climbing (75%/65%).

Secondary Skills of Note: Cook (60%), Art (60%), Sewing (65%), Dance (55%), and Fishing (65%).

Money: None.

Weapons: None.

Vehicles and Other Equipment: None.

Monkey

Real Name: Unknown

Occupation: Minion of Xian Long — cleverness, conniving and imagination; a thinker and trickster used by Long as a team leader, tactician, spy and seducer.

Alignment: Anarchist.

Attributes: I.Q.: 17, M.E.: 16, M.A.: 31, P.S.: 27, P.P.: 32, P.E.: 17, P.B.: 13, Spd: 42.

Age: 19

Sex: Male

Height: 5 feet, 10 inches (1.57 m).

Weight: 150 lbs (68.1 kg).

Experience Level: 6th

Hit Points: 52

S.D.C.: 160

Power Category: Magic (Bestowed).

Major Super Abilities: Animal Powers (Nocturnal).

Minor Super Abilities: Heightened Sense of Touch and Extraordinary M.A.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6

Bonuses: +3 to initiative, +10 to strike, +11 to parry, +11 to dodge, +3 to auto-dodge, +12 to damage, +5 to pull punch, +2 to disarm, +3 to roll with punch/fall/impact.

Saving Throws: +3 vs possession, +2 vs magic, +1 vs poison, and +4% vs coma/death.

Other Combat Info: Punch: 1D4+12, Karate Kick: 2D4+12, Crescent Kick: 2D4+14, Axe Kick: 2D6+12, Tripping/Leg Hook, Backward Sweep, All Jump Kicks, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush Squeeze.

Education Level and Skills: Trade School (includes training, extraordinary M.A. and I.Q. bonuses).

Rogue Skills: Seduction (64%), Ventriloquism (49%), Prowl (88%, includes animal ability), Find Contraband (74%) and Streetwise (68%).

Secondary Skills of Note: Swim (73%), Climb (98%/88%), Pick Locks (78%), Pick Pockets (88%), Write (53%), Pilot Automobile (73%) and Speak English (63%).

Weapon Proficiencies: W.P. Paired Weapons (all), W.P. Sword (+2 to strike and parry), W.P. Staff (+2 to strike and parry, +1 to throw).

Money: None.

Favorite Weapon: Paired Jen Chiang (Sword-Staves): 2D4+2

Vehicles and Other Equipment: None.

Rooster

Real Name: Unknown

Occupation: Minion of Xian Long — loyal, bold, courageous Enforcer.

Alignment: Miscreant.

Attributes: I.Q.: 11, M.E.: 28, M.A.: 18, P.S.: 27, P.P.: 20, P.E.: 15, P.B.: 11, Spd: 30.

Age: 20

Sex: Male

Height: 5 feet, 8 inches (1.75 m).
Weight: 150 lbs (68.1 kg).
Experience Level: 6th
Hit Points: 40
S.D.C.: 140
Power Category: Magic (Bestowed).
Major Super Abilities: Animal Abilities (Bird).
Minor Super Abilities: Super Vision: Advanced Sight (7 miles/11.2 km) and Extraordinary Mental Endurance.
Combat Training: Hand to Hand: Martial Arts.
Number of Attacks: 6
Bonuses: +4 to initiative, +5 to strike, +7 to parry, +8 to dodge, +12 to damage, +5 to pull punch, +2 to disarm, +3 to roll with punch/fall/impact.
In-Flight Bonuses: +1 to initiative, +1 to strike, parry and dodge.
Saving Throws: +9 vs possession, base saving throw vs psionics: 12, +8 vs psionics, +11 vs insanity, +9 vs mind-altering drugs and Horror Factor, +1 vs magical illusions, and +1 vs magic.
Other Combat Info: Punch: 1D4+12, Snap Kick: 1D6+12, Karate Kick: 2D4+12, Crescent Kick: 2D4+14, Axe Kick: 2D6+12, Roundhouse Kick: 3D6+12, All Jump Kicks, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, Critical Strike: 18-20.

Education Level and Skills: Trade School.
Physical: Boxing, Wrestling, Acrobatics, and Gymnastics.

Secondary Skills: Speak/Literacy English (75%/55%), General Repair/Maintenance (60%), Wilderness Survival (50%), Land Navigation (56%).

Weapon Proficiencies: W.P. Targeting (+2 to strike), W.P. Archery (+3/+5 to strike, +1 to parry, Rate of Fire: 6), W.P. Staff (+2 to strike and parry, +1 to throw).

Money: None.

Favorite Weapons: Bow (Range: 820 feet/249.6 m): 2D6 (30 arrows). Used as a staff weapon, the bow itself inflicts 1D8 (2D4 damage).

Vehicles and Other Equipment: None.

Dog

Real Name: Unknown

Occupation: Minion of Xian Long — loyal and faithful servant.

Alignment: Aberrant.

Attributes: I.Q.: 13, M.E.: 9, M.A.: 18, P.S.: 53, P.P.: 20, P.E.: 34, P.B.: 11, Spd: 20.

Age: 23 **Sex:** Male

Height: 6 feet (1.83 m).

Weight: 200 lbs (90.8 kg).

Experience Level: 6th

Hit Points: 82 **S.D.C.:** 255

Power Category: Magic (Bestowed).

Major Super Abilities: Animal Abilities (Canine).

Minor Super Abilities: Healing Factor and Extraordinary P.S.

Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 6

Bonuses: +2 to initiative, +5 to strike, +8 to parry, +8 to dodge, +38 to damage, +5 to pull punch, +2 to disarm, +3 to roll with punch/fall/impact.

Saving Throws: +3 vs possession, +12 vs magic, +54% vs coma/death, +11 vs poison, and +3 vs psionics.

Other Combat Info: Punch: 1D4+38, Karate Kick: 2D4+28, Crescent Kick: 2D4+40, Roundhouse Kick: 3D6+38, Tripping/Leg Hook, Backward Sweep, All Jump Kicks, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, Critical Strike: 18-20.

Education Level and Skills: Trade School

Physical: Boxing, Wrestling, Acrobatics, and Gymnastics.

Secondary Skills: Prowl (70%), Climbing (75%/65%), Swimming (85%), Body Building, and Speak English (55%).

Weapon Proficiencies: W.P. Paired (All), W.P. Axe (+2 to strike and parry, +1 to throw), W.P. Sword (+2 to strike and parry).

Money: None.

Favorite Weapon: Paired Axes (equally suitable for hand-to-hand use or for throwing): 2D6 damage.

Vehicles and Other Equipment: None.

Dragon

Real Name: Unknown.

Occupation: Minion of Xian Long — strong, energetic and full of killer-charm.

Alignment: Miscreant.

Attributes: I.Q.: 17, M.E.: 17, M.A.: 23, P.S.: 24, P.P.: 18, P.E.: 18, P.B.: 21, Spd: 33.

Age: 25 **Sex:** Female

Height: 7 feet (2.1 m).

Weight: 250 lbs (112.5 kg).

Experience Level: 6th

Hit Points: 58 **S.D.C.:** 130

Power Category: Magic (Bestowed).

Major Super Abilities: Animal Powers (Reptile).

Minor Super Abilities: Energy Expulsion: Electricity (1D4x10+10 damage per full power blast; 400 feet/122 m) and Bend Light.

Combat Training: Hand to Hand: Assassin.

Number of Attacks: 7

Bonuses: +3 to initiative, +6 to strike, +7 to parry, +7 to dodge, +13 to damage, +5 to pull punch, +3 to disarm, and +9 to roll with punch/fall/impact.

Saving Throws: +3 vs possession, +1 vs magic, +2 vs psionics, and +2 vs insanity.

Other Combat Info: Punch: 1D4+13, Kick: 2D4+13, Knockout/Stun: Natural 20, Body Block/Tackle, Pin/Incapacitate: 18-20, Crush/Squeeze, and Body Flip/Throw.

Education Level and Skills: Trade School.

Physical: Boxing, Wrestling, Acrobatics, and Gymnastics.

Secondary Skills of Note: Prowl (74%), Running, Swimming (75%), Dance (55%), and Seduction (38%).

Weapon Proficiencies: W.P. Sword (+2 to strike and parry), Targeting and Archery.

Money: None.

Favorite Weapons: Giau Tzu Jen (Snake-Headed Sawtooth Sword): 2D6+2 damage, and long bow (2D6 damage per arrow).

Vehicles and Other Equipment: None.

INDEPENDENT VILLAINS

Most of the individual, lone wolf villains in this town don't last long. Either they run afoul of a superhero or they are done in by other supervillains who don't like them horning in on their territory. Just as it is difficult for superheroes to break into this city, so too is it for supervillains. However, villains not being too bright to begin with, still try anyway, without the kind of regard for life and limb that ordinary people have. Thus, there are always a small legion of one-hit wonders and three-time losers in the making prowling the streets, looking for a score that will put their names into the big time. Many of these low-rent supervillains are little more than thugs with one or two minor powers or a single major power, low-grade cybernetics, or some tricky weapon or magical item they found or stole. They make for great fodder for young heroes looking to make a name for themselves. They also make for the perfect fodder of more powerful mastermind villains who don't mind recruiting flunkies to do their dirty work for them.

Some of the villains detailed here fall into the criminal mastermind category or possess significant experience. They are the pros who have survived the city long enough to have established serious reputations as a heavy-hitters, supervillains to be respected and feared. Low-level supervillains will often seek employment at the hands of these master manipulators, who are all too glad to send trusting fools on suicide missions.

Daddy Longlegs

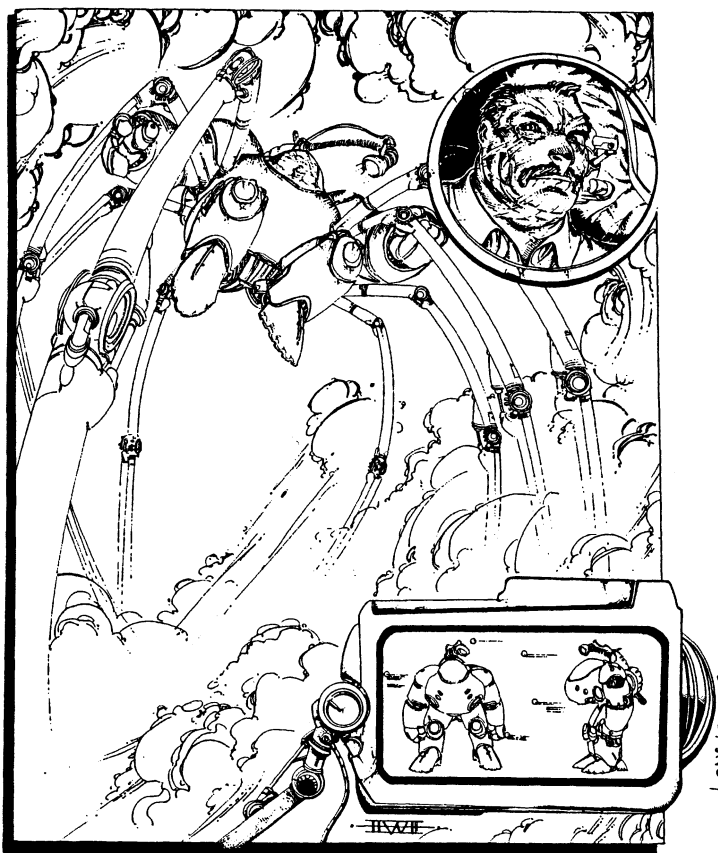
Dr. Oliver Telluride, brilliant scientist and inventor, was paralyzed from the waist down nearly 20 years ago when a drunk driver slammed into him. Since then, his work in robotics mainly dealt with high-power prosthetics as well as other "mobility solutions" for the disabled. About seven years ago, he finally perfected a design for a robotic, multi-legged, all-terrain wheelchair that would offer people like him unprecedented personal speed and mobility. Sure, the thing looked weird, but that was part of its charm! Unfortunately, Telluride kept copies of his work on his computer at work, even though he did all of the development on his own time. When he tried to market the "walking wheelchair," his employers seized the intellectual property as theirs, and had their action backed up in court. The company ultimately released the device and made a mint off it, embittering Telluride to no end. He swore from that day forth he would take revenge on this company, and on the cruel world that took his legs from him. They would all pay. Oh, yes, they would *all* pay!

Embezzling a huge amount of money from his employers, Telluride simply vanished, hiding out in a secret production facility he had set up in the Iron Beach subdistrict. Here he incorporated his "longlegs" concept into a suit of remarkable power armor that would serve as his calling card and his criminal outfit. Once the suit was ready for action, the mastermind Daddy Longlegs was born.

Daddy Longlegs is one of the most feared and respected criminal masterminds in the city, known for his vi-

cious streak, his grand designs for one day destroying the entire city, and his propensity for taking huge numbers of innocent people hostage to secure his escape from superheroes. (Once, the ex-superhero *Justiciar* doubted Longlegs' resolve on a threat to release poison gas on a crowded hotel lobby. When Longlegs came through on the threat, over 30 people died, and Justiciar eventually committed suicide because of the emotional trauma.)

Bitter, angry and unpredictable, Daddy Longlegs is a difficult opponent to put down, since he almost always has a legion of super powered flunkies or homemade killer robots to do his bidding. Even without them, his Longlegger armored exoskeleton is a formidable piece of combat machinery. Those who intend to do battle with him had better bring lots of friends or a secret weapon. Those who do not often end up retiring to a chalk outline.



Daddy Longlegs

Also Known As:

Real Name: Oliver Telluride

Occupation: Scientist, inventor, professional criminal mastermind.

Alignment: Miscreant psychotic who is a coldblooded killer.

Attributes: I.Q.: 25, M.E.: 20, M.A.: 11, P.S.: 12, P.P.: 10, P.E.: 10, P.B.: 9, Spd: 2.

Age: 53 **Sex:** Male

Height: 5 feet, 10 inches (1.76 m).

Weight: 210 lbs (95.3 kg).

Experience Level: 8th

Hit Points: 42 **S.D.C.:** 30

Power Category: Robot (Exoskeleton).

Special Skill: Pilot Robot Vehicles (98%).

Combat Training: Hand to Hand: Basic.

Number of Attacks: 5 (7 when piloting Longlegger exoskeleton).

Bonuses: +1 to initiative, +1 to strike, +2 to parry, +2 to dodge, +2 to damage, +1 to disarm, +2 to roll with punch/fall/impact, and +2 to pull punch.

Saving Throws: +3 vs psionic attack and insanity.

Other Combat Info: Punch: 1D4+2, Critical Strike: 19-20.

Education Level and Skills: Special

Scholastic Skills: Mechanical Engineer (98%), Automotive Mechanics (96%), Locksmith (91%), Aircraft Mechanics (91%), Robot Mechanics (98%), Weapons Engineer (98%), Basic Mechanics (95%).

Computer Program: Basic Electronics (98%), Computer Operation (98%), Computer Programming (98%), and Computer Repair (98%).

Communications: Radio: Basic (98%), Radio: Scrambler (98%), T.V. & Video (94%), Laser (98%), Cryptography (98%), Optic Systems (98%), and Read Sensory Equipment (98%).

Electrical Program: Electrical Engineer (98%), and Robot Electronics (98%).

Secondary Skills (includes +11% I.Q. bonus): Advanced Mathematics (91%), Recognize Weapon Quality (71%), Streetwise (59%), Astronomy (71%), Art (81%), Business & Finance (81%), Law (General; 71%), Research (96%), Speak French (96%), Speak Spanish (96%).

Money: Hovering at about \$10 million in ready funds, almost all of which are dedicated to building and repairing his many different robot devices used in his criminal exploits. Personally he lives like a hermit in his workshop, and by the look of him, one would never guess that he has that much money.

Weapons, Vehicles and Other Equipment: None aside from his robot suit and whatever robot devices he designs for criminal work. He has recently devised a pair of exoskeleton-like leg braces that fit snug along the legs and enable him to (seemingly) walk like a normal person on two-legs (maximum spd. 33). However, these are used only for the purpose of "disguise" — to walk among people unnoticed (not that he does so very often). This mad scientist sees himself as *Daddy Longlegs* with eight telescoping legs, not a mere two like other mortals.

The Longlegger All-Terrain Combat Exoskeleton

Type: Exoskeleton.

Body Frame: Large Humanoid, Reinforced.

Dimensions: 8 feet (2.4 m) tall, 6 feet (1.83 m) wide.

Power Supply: Micro-Fusion Power System.

Legs: Two Humanoid Legs with a speed of 50 mph (80 km).

Eight fully retractable insect-style legs, Speed: 330 (225 mph/360 km).

Propulsion Systems: Jump Jets (500 feet/152 m up and 600 feet/183 m across).

Arms & Hands: Each leg has a Supernatural P.S. of 30 (Full Strength Strike: 4D6+15, Power Strike: 1D4x10+15) plus retractable manipulators and utility arms (P.S. 16) built into the end.

Audio Systems: Wideband Receiver & Transmitter, Loudspeaker, Modulating Voice Synthesizer, Radio Signal Scrambler System

Optics: Advanced Robot Optic System, Targeting System, Telescopic Vision, Thermo-Imager, Video Receiver & Transmitter, Searchlight.

Sensors: Combat Computer and Micro-Radar.

Weapons:

Particle Beam Cannon: Range: 1,200 feet (366 m). Damage: 1D6x10+20. Rate of Fire: 2 shots per melee round. Payload: Unlimited. The cannon runs off the suit's internal fusion generator.

Armor Rating (A.R.): 15

S.D.C.: 1,000

Pilot-Oriented Systems: Telemental Helmet, Pressurized Cabin, Radiation Shielding, Underwater Capabilities, and Reinforced Pilot's Compartment (A.R.: 19, S.D.C.: 300).

Miscellaneous: Self-Destruct System, +2 attacks per melee round.

Cumulative Robot Bonuses: +5 to initiative, +3 to parry, +2 to dodge, +2 to strike with ranged weapon systems, and +1 to strike in melee combat. **Note:** When piloting the Longlegger, Daddy Longlegs has a total of 7 attacks per melee.

Total Cost: \$21.771 million.

Polarity

Originally from Bethlehem, Pennsylvania, Richard Moby worked in a large steel mill until it closed down a few years ago, prompting him to move to Century Station. There he found work at a small manufacturing and research facility specializing in prototypical electromagnetic field generators. Apparently, Moby's unique genetic structure developed super abilities once he was exposed to the intense magnetic fields. When he realized this, Moby's working days came to an end, and his criminal career as Polarity began. Working as a superhuman mercenary as well as pulling down his own scores, Polarity feels he finally has a chance to make it big. He hopes people don't have to get hurt in the process, but if they do, well, better them than him.

Real Name: Richard Moby

Occupation: Ex-Factory Worker, supervillain

Alignment: Anarchist

Attributes: I.Q.: 11, M.E.: 9, M.A.: 9, P.S.: 18, P.P.: 12, P.E.: 17, P.B.: 9, Spd: 15.

Age: 40 **Sex:** Male

Height: 6 feet, 1 inch (1.84 m).

Weight: 190 lbs (85.5 kg).

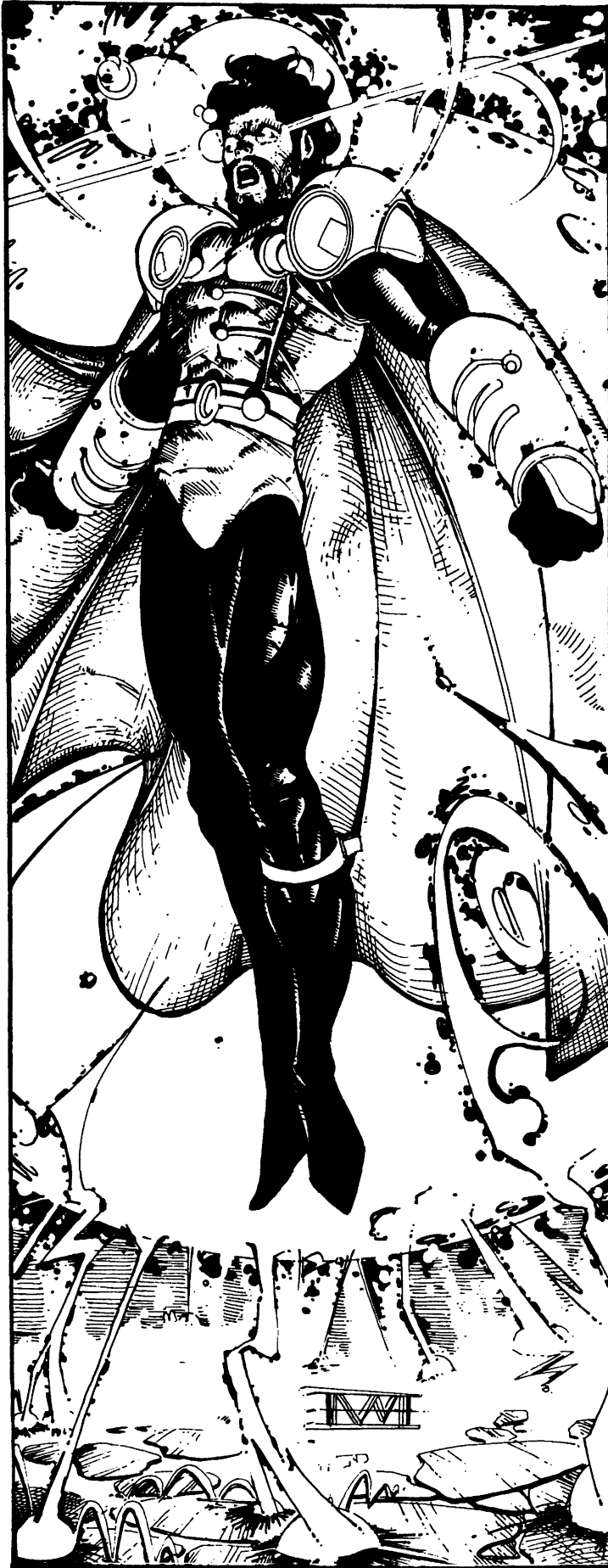
Experience Level: 8th

Hit Points: 48

S.D.C.: 55

Power Category: Experiment.

Major Super Abilities: Magnetism and Weight Manipulation.



Side Effects: Chemical Resistance.

Combat Training: Hand to Hand: Expert

Number of Attacks: 5

Bonuses: +2 to initiative, +2 to strike, +4 to parry, +4 to dodge, +3 to damage, +3 to roll with punch/fall/impact, +2 to disarm, and +2 to pull punch.

Saving Throws: +6 vs all drugs and poisons, +3 vs magic potions, +2 vs all other magic, and +5 vs coma/death.

Other Combat Info: Punch: 1D4+3, Karate Kick: 2D4+3, Tripping/Leg Hook, and Backward Sweep.

Education Level and Skills: Trade School.

Mechanical Program: Mechanical Engineer (75%), Basic Electronics (80%), and Locksmith (75%).

Electrical Program: Electrical Engineer (80%), Basic Mechanics (80%), Computer Operation (90%), and Robot Mechanics (90%).

Secondary Skills: Body Building, Athletics (General), Pilot Truck (68%), Pilot Airplane (78%), General Repair/Maintenance (70%), and T.V & Video (53%).

Weapon Proficiencies: W.P. Paired Weapons (all).

Money: Polarity makes about \$1D6x10,000+\$50,000 a year on his criminal enterprises, mostly because he prefers small-time, relatively low-risk scores. For this, his fellow supervillains see him as something of an underachiever and an amateur, which makes him a second-string choice at best when criminal masterminds are recruiting help.

Weapons: Polarity carries no weapons, but he is fond of magnetizing metal objects for use in combat. He uses this to deadly effect when encountered in his hideout in one of the city's scrapyards.

Vehicles and Other Equipment: Polarity recently bought a new aircar, and owns a sports coupe and a monster truck (don't ask).

Mimetic

Mimetic is a renowned shapeshifter and master of disguise said to have assumed so many false identities over the years that he has no true identity of his own. Such theories are difficult to prove, as almost nothing is known about this cunning, inventive, and audacious master of deception. Those heroes who have encountered him know that he uses his power more to manipulate others than to fight them head-on, making him very difficult to locate and pin down. Mimetic has been known to impersonate law enforcement officials, politicians, and even other superbeings (good and evil) to get what he wants. He frequently uses (tricks) people and henchmen to help him in his schemes. Almost always, his dupes do not realize what is really going on or who he really is (or isn't as the case may be) until well after the fact.

Real Name: CHIMERA believes Mimetic's real name is either Gaston Trebuchet or Mahmoud Al-Zarif.

Occupation: Supervillain, master spy, and criminal freelancer. He has worked for many of the syndicates and masterminds in the city as well as The Sector (a fact unknown by Sector 10 heroes).

Alignment: Miscreant.

Attributes: I.Q.: 15, M.E.: 15, M.A.: 15, P.S.: 15, P.P.: 15, P.E.: 15, P.B.: 15, Spd: 30.

Age: 40 **Sex:** Male
Height: 6 feet, 3 inches (1.86 m).
Weight: 170 lbs (76.5 kg).
Experience Level: 10th
Hit Points: 59
S.D.C.: 46
Power Category: Mutant.
Major Super Abilities: Shapechanger and Mimic.

Combat Training: Hand to Hand: Expert.

Number of Attacks: 6

Bonuses: +2 to initiative, +2 to strike, +4 to parry, +4 to dodge, +3 to damage, +3 to roll with punch/fall/impact, +4 to pull punch, and +2 to disarm.

Other Combat Info: Punch: 1D4+3, Karate Kick: 2D4+3, Axe Kick: 2D6+3, Roundhouse Kick: 3D6+3, Body Throw/Flip, and Critical Strike: 18-20.

Education Level and Skills: Master's Degree.

Journalist/Investigation Program: Computer Operation (98%), Research (98%), Photography (98%), Writing (Journalist-style; 95%), Impersonation (97%/77%), Forgery (80%), Pick Pockets (95%), and Escape Artist (90%).

Criminal Program: Streetwise (81%), Pick Locks (98%), Palming (90%), Prowl (95%), and Ventriloquism (77%).

Technical Program: Law (General; 95%), Speak/Literacy English (98%), and Business & Finance (98%).

Secondary Skills: Athletics (General), Body Building, Running, Swimming (98%), Climbing (85%/75%), Pilot Airplane (86%), and Horsemanship (86%).

Money: It is assumed that Mimetic has a great deal of cash stowed away somewhere (at least 4-6 million), having been a successful supervillain for several years now. However, nobody really knows who he is, much less how much money he is pulling down. Thus, his financial state remains a mystery.

Weapons: Mimetic only uses weapons if they are part of a disguise. Ordinarily, he relies on mimicking his opponent's abilities in combat. In general, he disdains fighting and tries to avoid it whenever possible, a relatively easy feat for this master of disguise and deception.

Vehicles and Other Equipment: None.

Mr. Dark

The alien mastermind Mr. Dark has plagued Century Station for over 10 years, engineering numerous acts of murder, sabotage, and random destruction, all for the sake of satisfying his dark appetite for witnessing misery, as well as to draw out superbeings so that he may catalog their powers, and perhaps, to slay them. He is a quiet and creepy alien who looks vaguely human, but makes no attempt to hide his true nature. Although he dresses in conservative suits and hats, there is no disguising it, this guy is a true force of evil, a menace stalking the earth that must be stopped. But how? And by whom?

Mr. Dark is well known for his ability to compel lackeys to carry out his hatchet work, as well as his ability to disappear from a crime scene almost effortlessly. With a criminal mind as devious, detail-oriented, and ruthless as Mr. Dark's, capture is a difficult option, as more than a few vigilantes have learned the hard way.

Real Name: That is his real name.

Occupation: Criminal mastermind, villain and alien scout.

Alignment: Diabolic.

Attributes: I.Q.: 20, M.E.: 30, M.A.: 24, P.S.: 10, P.P.: 14, P.E.: 11, P.B.: 5, Spd: 6.

Age: 629 **Sex:** Male

Height: 7 foot, 5 inches (2.26 m).

Weight: 400 lbs (181.6 kg).

Appearance: Skeletal Human (Horror Factor: 14)

Environment: Earth-like.

Familiarity with Earth: Has studied Earth intensively.

Reason for Coming to Earth: To scout out the planet for possible colonization by his people, an ancient race inhabiting a dead star in the galactic core. His primary mission is to gather data on Earth and send it back to his superiors, which he has already done. His superiors are much pleased with his, and with the particulars of Earth. As a result, they have launched their ships to pacify and colonize the planet. They will arrive in 3D6+2 years unless destroyed or given a reason not to come to Earth.

In the meantime, Mr. Dark's new mission is the destruction or subjugation of all superpowered entities on the planet. To that end, he routinely assembles supervillain teams to ambush known heroes. He is already responsible for the deaths of several well-known figures in town, including the heroes *Widget*, *Freestyle*, *Outlander*, *Bigmouth*, and *The Herculean*. (**Note:** His superhuman henchmen don't realize that he is out to destroy or enslave all superbeings so they continue to serve him for money, power and chance for revenge.) Mr. Dark's exploits have earned him intense notoriety, and he is actively sought by *all* heroes and law enforcement in Century Station. This makes it difficult for him to recruit talent, as working with this mastermind is a fast way to earn a death warrant or prison time commitments of the superhero community. As a result, usually only pure psychopaths, thrill junkies, foolish newcomers and the most desperate villains work for Mr. Dark. As a last resort, Dark will psionically compel supervillains to work for him, but he would much rather they join him of their own volition.

This race of aliens is recognized to be foul villains by most sentients. Alpha Prime, of The Centurions, has tangled with Mr. Dark's ilk many times before, and wants very badly to bring him to justice. They don't know an invasion force is on route to Earth, although Alpha Prime fears such a thing could happen.

Experience Level: 8th

Hit Points: 45

S.D.C.: 50

Power Category: Alien Psionic.

I.S.P.: 240

Psionics:

Healing Psionics: Bio-Regeneration (Self) (6), Deaden Pain (4), Detect Psionics (6), Induce Sleep (4), and Lust for Life (15).

Physical Psionics: Alter Aura (2), Death Trance (1), Float (8), Nightvision (4), Resist Fatigue (4), and Teleport Object (10).

Sensitive Psionics: Astral Projection (8), Clairvoyance



(4), Empathy (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Super Psionics: Mentally Possess Others (30), Mind Block Auto-Defense (Special), Mind Bond (10), Mind Wipe (Special), Telekinesis (Super) (10+), and Telekinetic Force Field (30).

Combat Training: Hand to Hand: Basic.

Number of Attacks: 5

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +2 to damage, +2 to roll with punch/fall/impact, +1 to initiative, and +1 to disarm, 80% to intimidate.

Saving Throws: +8 vs psionic attack and +13 vs insanity.

Other Combat Info: Punch: 1D4

Education Level and Skills: Special.

Science Skills: Astrophysics (81%), Advanced Mathematics (98%), Anthropology (81%), Biology (91%), and Chemistry (91%).

Medical Skills: Medical Doctor (98%/98%) and Pathology (98%).

Pilot-Related Skills: Navigation (Land, Air, Water) (98%), and Navigation: Space (91%).

Communication Skills: Laser (81%), and Radio: Satellite (76%).

Secondary Skills: Basic Mathematics (86%), Read Sensory Equipment (68%), Speak English (98%), Speak French (98%), Speak Russian (98%), Speak Chinese (98%), and Speak Arabic (98%).

Scholastic Skills: Literacy (71%), First Aid (86%), Astronomy (76%), and Pilot Airplane (80%).

Money: Dark keeps no valuables of any kind for himself. As he needs funds, he acquires them, usually by

psionically coercing people to turn over bank vault keys, jewelry boxes, etc.

Weapons: None, relies entirely on his natural abilities and smarts.

Vehicles and Other Equipment: None.

Bloodstone

Raspalos Apolga, known throughout the Megaverse® as **Bloodstone**, is an infamous warrior and assassin best known for having the extremely poor fortune of letting his true name get out into the open. As a result, he is constantly drawn across the Megaverse® by various mystics who summon him to do their bidding. After the first few cases of this, he got used to it, and now merely serves whatever lord has a hold on him at present.

Bloodstone is cold and bloodthirsty, a relentless monster who has never failed to destroy whatever target he is set against. For this, it is said that a death mark involving Bloodstone is an invitation to suicide — better to go out quickly than at his evil, stony hands.

Real Name: Raspalos Apolga

Occupation: Otherworldly magical minion/monster.

Alignment: Diabolic.

Attributes: I.Q.: 9, M.E.: 11, M.A.: 18, P.S.: 60, P.P.: 30, P.E.: 32, P.B.: 8, Spd: 125.

Age: 100 **Sex:** Male (?)

Height: 10 feet (3 m).

Weight: 1410 lbs (634.5 kg).

Appearance: Humanoid Mineral (Natural A.R.: 14). This guy is HUGE! He looks as if an obsidian statue wearing stylized armor and ornamentation came to life; a baroque golem.

Environment: Abrasive Atmosphere.

Familiarity with Earth: No familiarity.

Reason for Coming to Earth: Mystically summoned by the Obsidian Federation, a ring of black-hearted sorcerers and summoners, for the sole purpose of destroying the free Agent Triskelion. Once that task is completed, Bloodstone is free to go.

Experience Level: 6th

Hit Points: 117

S.D.C.: 845

Power Category: Alien Mystic (Bestowed).

Minor Super Abilities: Extraordinary P.S., Extraordinary P.P., Extraordinary P.E., Healing Factor, and Power Channeling.

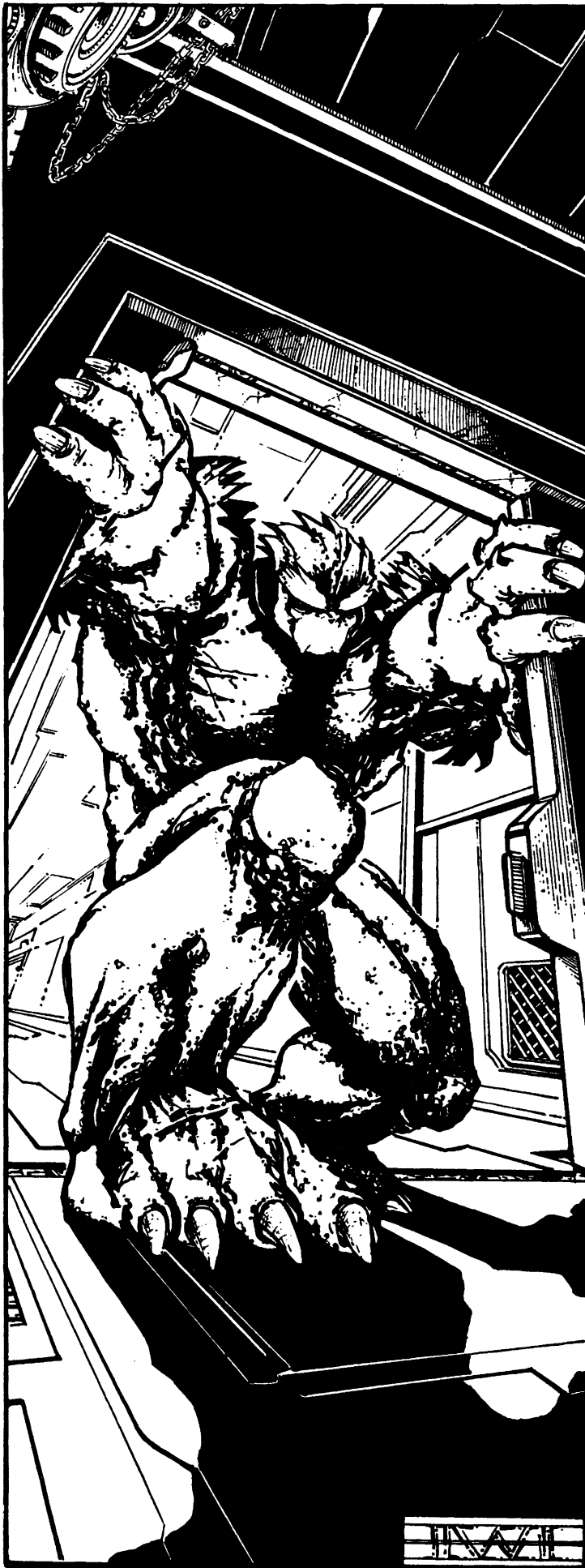
Combat Training: Hand to Hand: Martial Arts.

Number of Attacks: 7

Bonuses: +2 to initiative, +11 to strike, +14 to parry, +14 to dodge, +3 to auto dodge, +45 to damage, +5 to pull punch, +9 to roll with punch/fall/impact, and +2 to disarm, 50% to intimidate.

Saving Throws: +12 vs magic, +3 vs possession, +6 vs Horror Factor, +3 vs psionics, +52% vs coma/death, and +11 vs poison.

Other Combat Info: Body Block/Tackle: 5D6+45, Head Butt: 3D6+35, Punch: 7D6+45, Power Punch: 1D4x10+45, Snap Kick: 1D6+45, Karate Kick: 1D4x10+45, Jump Kick: 2D4x10+45, Roundhouse Kick: 1D6x10+40, Tripping/Leg Hook, Backward Sweep,



Pin/Incapacitate: 18-20, Crush/Squeeze, and Critical Strike: 18-20.

Education Level and Skills: Alien Combat Specialist.

Physical Skills: Boxing, Wrestling, Acrobatics, Gymnastics.

Secondary Skills: First Aid (70%) and Speak English (80%). Recognize Weapon Quality (50%), Land Navigation (56%), Prowl (50%).

Weapon Proficiencies: W.P. Sword (+2 to strike and parry), W.P. Knife (+1 to strike, +2 to parry, +1 to throw), W.P. Blunt (+2 to strike and parry), W.P. Chain (+1 to strike, +2 to parry), W.P. Axe (+2 to strike and parry, +1 to throw), W.P. Pole Arm (+2 to strike, +3 to parry, +2 to throw).

Money: None.

Weapons: None.

Vehicles and Other Equipment: None.

Pipin

While on a routine mission of freelance industrial espionage at one of the city's remaining high-tech research firms, freelance thief Samuel Longfellow plundered an untested shrinking serum with plans to sell it himself on the black market. However, during his exit, he spilled it on himself, thereby gaining his powers. The company for which he did this job brought him on as a full-time saboteur until they went out of business thanks to an IRS investigation (and more than a few arrests for fraudulent bookkeeping and tax evasion, not to mention numerous other unsavory business practices). Pipin still does occasional work for the few principals who did not go to jail, but he prefers to work for criminal masterminds such as *Modulus* or *Daddy Longlegs* because they pay better and because there's more prestige to be had there.

Pipin is none too bright, although smart enough to know he needed to study hard to be good at his profession. He also possesses a photographic memory equivalent to the psionic power of Total Recall, only it works all the time and has no I.S.P. cost. Why he chose the name "Pipin" is unknown — he just smiles when asked.

Real Name: Samuel Longfellow

Occupation: Industrial spy turned superhuman spy.

Alignment: Miscreant.

Attributes: I.Q.: 8, M.E.: 10, M.A.: 11, P.S.: 17, P.P.: 18, P.E.: 14, P.B.: 9, Spd: 12.

Age: 27

Sex: Male

Height: 5 feet, 8 inches (1.73 m).

Weight: 140 lbs (63.6 kg).

Experience Level: 10th

Hit Points: 54

S.D.C.: 40

Power Category: Experiment.

Major Super Abilities: Shrink (to the size of a speck).

Minor Super Abilities: Adhesion, Supervision: Advanced Sight, and Super Vision: X-Ray Vision.

Side Effects: Pale White Skin (Albino).

Combat Training: Hand to Hand: Basic.

Number of Attacks: 6

Bonuses: +1 to initiative, +3 to strike, +4 to parry, +4 to dodge, +4 to damage, +4 to pull punch, +4 to roll with punch/fall/impact, and +1 to disarm.

Other Combat Info: Punch: 1D4+2, Body Flip/Throw, and Critical Strike: 19-20.

Education Level and Skills: Trade School Equivalent.

Criminal Program: Streetwise (71%), Pick Locks (90%), Palming (95%), Concealment (86%), and Pick Pockets (98%).

Professional Thief Program: Locksmith (85%), Prowl (85%), Surveillance Systems (90%), and Climbing (98%/90%).

Secondary Skills of Note: Art (80%), Business & Finance (80%), Law (General; 70%), Photography (80%), Basic Electronics (75%), Basic Mechanics (75%), and T.V. & Video (61%).

Money: Deeply in debt! Pipin is a compulsive gambler who is well on his way to an early grave if he doesn't stay a step ahead of his bookies and loan sharks. While his constant stream of scores pay well (\$2D6x100,000 annually), he constantly burns his cash on the horses, cards and living large.

Weapons: None.

Vehicles and Other Equipment: Basic gear like cameras, surveillance items, etc. He drives a sporty Toyota Spider and also owns a Viper.

Thunderhead

Maggie Albright was a farm girl from Gary, Indiana who came to Century Station to become a flashy supervillain. She immediately hooked up with a mad scientist by the handle of *Dr. Kregor* who had come up with a means of imparting super powers on normal folks (this was actually an early, secret Halcyon experiment sponsored by The Creator, so Maggie is lucky to have survived at all). The process actually worked on Maggie, and she spent the next three years working off her debt to her mysterious benefactor. She still had plenty of indentured servitude to him left when **Modulus** moved in, killed the doctor (The Creator's frontman), and stole all of his techno-gear (nothing with the superbeing creation process). He gracefully "asked" Thunderhead to join the growing ranks of superbeings under his service. Although flattered at the opportunity to work with a mastermind as infamous as Modulus, Maggie turned him down, preferring to try things on her own.

Since that time nearly ten years ago, Thunderhead has done very well for herself. However, Modulus never take rejection well, and has a great dislike for the impetuous young lady (especially since she's done well without him). If their paths should ever cross, he will make her suffer for her insolence.

Real Name: Maggie Albright

Occupation: Professional supervillain.

Alignment: Miscreant.

Attributes: I.Q.: 10, M.E.: 11, M.A.: 11, P.S.: 12, P.P.: 20, P.E.: 18, P.B.: 14, Spd: 30.

Age: 29

Sex: Female

Height: 5 feet, 10 inches (1.78 m).



Weight: 130 lbs (59 kg).

Experience Level: 10th

Hit Points: 53

S.D.C.: 70

Power Category: Experiment.

Major Super Abilities: Control Elemental Force: Air

Minor Super Abilities: Power Channeling and Flight: Wingless (Top Speed: 400 mph/642 km).

Side Effects: Vulnerable to Radioactivity.

Combat Training: Hand to Hand: Basic.

Number of Attacks: 6

Bonuses: +1 to initiative, +4 to strike, +5 to parry, +5 to dodge, +2 to damage, +4 to roll with punch/fall/impact, +1 to disarm, and +4 to pull punch.

In-Flight Bonuses: +1 attack per melee, +2 to strike, +2 to parry, +4 to dodge under 80 mph (128 km), +6 to dodge at or above 80 mph (128 km), +4 to damage per 20 mph (32 km; maximum damage bonus: +20).

Saving Throws: +6% vs coma/death and +2 vs magic and poison.

Other Combat Info: Body Block/Tackle: 1D6x10, Head Butt: 5D6+2, Punch: 1D6x10+2, Power Punch:

1D6x10+10, Kick: 1D6x10+6, and Jump Kick: 2D4x10+10.

Education Level and Skills: Trade School Equivalent.

Domestic Program: Basic Mathematics (98%), Cook (95%), Sewing (98%), and Sing (95%).

Wilderness Program: Wilderness Survival (98%), Identify Plants & Fruits (85%), Land Navigation (87%), Preserve Food (95%), and Skin & Prepare Animal Hides (90%).

Money: Thunderhead makes about \$1D6x10,000+100,000 a year from her various criminal enterprises. The really weird thing is she pretends to the world that she is an insurance industry consultant and actually pays taxes on what she takes home from her regular job (\$32,000 annually).

Weapons: None, relies entirely on her super abilities.

Vehicles and Other Equipment: None, other than a new black SUV.

Part Three:

It's Not Just a Job, It's an Adventure!

Century Station 101

For G.M.s strapped for time or wanting to throw a red herring into their ongoing adventure or campaign, here are 101 adventure ideas you can incorporate into almost any **Heroes Unlimited™** game. Some of these might be good as an entire adventure, or just a superheroic vignette to have some fun with while taking a breather from your ongoing adventures. Most of them do not necessarily involve villainous superhumans, largely because it is assumed that most campaigns routinely involve villain conflict already, and these encounters were meant more as an off-beat circumstance to throw into the mix.

The first hundred are given percentile numbers so the G.M. can roll percentile dice and use this section as a kind of giant random encounter table. The 101st entry is a bonus prize for all of you who toughed it out and read this until the end.

01%: Century Station vs the Flying Saucers! A fleet of alien warships have appeared in the skies overhead and have launched a small invasion of the city. The aliens might be one of the more hostile races from **Aliens Unlimited™** or **Skrappers™**, or a previously unknown race such as the Kittani or other aliens from **Rifts®**. Whoever they are, they mean business, and it's up to the entire superhero community (and maybe some supervillains, too!) to rally and save their hometown from oblivion. Meanwhile, the worst villains and crooks use the chaos to riot, raid and score heists.

02%: A purse snatcher with super abilities(!) has been working the streets of the more affluent parts of town. Gifted with at least Extraordinary Speed or Teleportation,

the thief grabs people's parcels and then bolts away (or vanishes). The CSPD and CHIMERA are trying to lay traps for the high-speed heister, but none are working, and they are appealing to the local hero community for help. This rogue can be a mutant or whatever, but is probably only 1st or 2nd level, and young (under 20 years old).

03%: The entire city has frozen in time except for the player characters, perhaps some other heroes, and a host of bad guys. Who has perpetrated this freakish plot, what are they trying to gain by it, and how can the heroes free themselves and the city from this bizarre prison? Or maybe it's an accident, a time travel experiment gone wrong.

04%: S.H.O.C.K. and its sympathizers have organized a parade that many local residents violently oppose. When this demonstration gets underway, it will almost certainly spark a small riot, something which S.H.O.C.K. plainly looks forward to. Without a superhuman presence there, things could turn ugly, even with plenty of cops and CHIMERA agents on hand.

05%: A plague of super-smart mice and rats have escaped from the Genesys bio-labs and have begun a campaign of terror to avenge the many cruelties they endured as lab animals. Acting like a well-organized army, the several hundred mutant rodents are chewing through the power cables for traffic lights, magline switching stations, and communication dishes. By the day's end, they will graduate to even more severe acts of vandalism, such as arson. Within 48 hours, if their rampage is not stopped, they will begin attacking humans at random, both by swarming them and by taking over heavy machinery and

vehicles and using them as weapons. The easiest way to stop this is to locate the Genesys scientist who created the super-strain of rodents, **Dr. Dmitri Geller**, but he has been missing since the beginning of the crisis. Might his rodents have something to do with his disappearance?

06%: Terrorism! A band of heavily armed terrorists have begun a campaign of bombing and/or sniping in a random part of town. Most of their bombs are the home-made types. Sniping is done with a garden variety automatic or semiautomatic rifle. Getting any one of the terrorists should not be difficult, but with CHIMERA spread thin over the city trying to lock things down, it is inevitable that a few slip through the net. If not caught they will simply lay low for a few days and then resume their terror campaign.

07%: Turf War! Two large gangs of Street Punks or Colorpunks have decided that each is horning in on the other's turf, and a vicious street war has erupted because of it. Periodically, there is a large brawl out in the open, but more often, the two gangs snipe at each other in drive-by shootings and back-alley ambushes. So far, no innocent bystanders have been hurt, but it is only a matter of time before they are. In any event, the section of town where this is occurring (determine randomly, but not in Silver Hill) is seriously disrupted, and needs help to stop it.

08%: Bank Robbery! Either by a band of conventional villains or superbeings, depending on the player character's power level. The robbers have taken \$1D4 million in cash, by the time the heroes arrive. There is a 01-50% chance that the bandits will still be in the bank when the heroes show up, which will turn the robbery into a hostage scenario. If the heroes arrive when the robbers are leaving the bank, the situation turns into a chase. The bad guys must be taken down quickly, or they will open fire upon the heroes and are likely to hit plenty of innocent bystanders in the process.

09%: A high-profile assault, kidnapping or killing has shocked the city, and the heroes are required to help solve the dastardly deed. The motive is as yet unknown, but the victim is a celebrity of some kind, to be determined by the G.M. Likely candidates include the Mayor (excluding his murder), somebody on the City Council, a CEO from the Council of Industry, a prominent citizens' group leader, an ex-superhero or reformed supervillain, or a VIP visiting the town from afar.

10%: A major burglary has stricken the Silver Hill residents' arcology, resulting in the theft of some \$1D10+2 million in personal possessions. Apparently, some of the things taken were of such importance to the victims that a \$1 million reward has been offered for the return of the merchandise. Apparently whoever was hit wants revenge, too, since there is a \$2 million reward for the apprehension of the thief(s)! Word on the street is one of the persons who got hit is a wealthy industrialist who lost a few videotapes bearing incriminating footage on them. Exactly who and of what is unknown. Chances are the burglar(s) have some idea.

11%: Daedalus has gone on-line! The supercomputer has somehow jumpstarted itself and is now up and running! The original engineers are seriously freaked out by this, since they pulled Daedalus' motherboards years ago.

Now the city awaits nervously to see what Daedalus' first actions are going to be, and the extent to which it still can control the city's functions. CHIMERA fears that a mastermind or supervillain is behind the reactivation, and needs superhumans to enter The Labyrinth to see what has happened.

12%: Superbrawl! The fight can be in any part of town, and has been going on for at least a few minutes by the time the heroes arrive on the scene. Exactly why the brawl erupted is unknown. At this point, there are still 1D4+1 participants on each side. Who these fighters are is up to the G.M. There is a 01-50% chance that it is a superhero group taking on a gang of supervillains. There is a 51-70% chance that it is two supervillain gangs duking it out, and a 71-90% chance that the fight is between a superhero or supervillain group and a bunch of freelance agents (good or evil), and 91-00% that both sides are squabbling good guys!

13%: Rampage! A robot unit from the police or Sector 10, or a powerful superhuman or villain has gone nuts and is carving a path of destruction through the city. All conventional attempts to stop the rampager have failed, but superhumans are willing to give it a try for a variety of reasons. If captured, the rampager might be able to implicate his known associates or the mastermind he works for in any number of crimes. If the rampager is a hero, then why has he or she gone crazy? Is it mind control? Has he or she turned bad? The rampager could be a new arrival in town too, making a big entrance.

14%: Alien touchdown! An alien ship has landed or crashed in or around Century Station, and the entire city has gone on high alert. Every alien watch group is scrambling their people to cover this, as is CHIMERA and at least two supervillain groups who wish to capitalize on the situation. Roll randomly on the various character creation charts in the Aliens section of the **HU2** rule book to see who these visitors are, what they can do and why they have come to Earth. Or the G.M. can whip up something of his/her own. Chances are, the next few days are going to be very eventful for the aliens and whoever is involved with their planetfall.

15%: A hostage situation has gone down somewhere in town. Roll randomly to determine exactly what has happened. 01-25%: A band of thugs have skyjacked a passenger plane at one of the city airports. 26-50%: Assailants have captured one of the top three floors of a high-rise building in Silver Hill. 51-75%: A gang of Street Punks or Colorpunks has 100 people held hostage in one of the Dreadzones in town, threatening to kill them all if their unspecified demands are not met. 76-00%: A prominent person in town (Mayor, CEO, etc.) is held hostage by a deranged individual (superbeing?) who holds him responsible for all the bad things that have happened in his or her life.

16%: A huge cyber-pagan ritual is being held along Route 99 along Rattle Ridge where hundreds of people have come together to set on fire a 100 foot (30.5 m) tall structure that looks like a giant person composed of television sets, satellite dishes, and other electronic communications equipment. The worshipers have obtained all the required permits for the event, and the local fire depart-

ment is on hand to make sure the fire does not get out of control. The worshippers themselves are very good natured and have about a zero chance of starting any trouble, but officials are worried that gangs, villains or other nefarious elements might crash the event to wreak some havoc.

17%: A nefarious superbeing who has tangled with the player characters before is on the run, and wishes to turn him/herself in to the authorities. It seems the individual has had a change of heart and wishes both to pay for all of his crimes and to renounce past villainous ways. However, the villain's associates do not appreciate this, and are trying to kill him before he reaches protective custody. The player characters have been asked either by CHIMERA or the runaway villain to help!

18%: Heroes and law men from all over the world are convening in Century Station this weekend to meet with CHIMERA to discuss the possibility of creating CHIMERA-like law enforcement organizations in other cities. At first glance, it would seem that the city is safer than ever because of the unusually high number of crimefighters in town. However, to some evildoers, there has never been a better time to strike than now and embarrass CHIMERA and terrorize the authorities. Although this meeting is being held in a secret location, there is always the possibility somebody could leak it out, or that a mastermind will lay siege to half the city as an alternative. Whatever the reason, the player characters need to be on full alert.

19%: Arcology fire! One of these massive structures has gone ablaze and is spreading like wildfire. Hundreds of people are in danger, and the Century Station fire and police departments need all the help they can get to rescue people, to stop the fire, and to suppress looting. Meanwhile, with so many police (and heroes?) diverted to the fire zone, the other parts of town will be more vulnerable, and may see a temporary spike in crime. The arcology on fire is up to the G.M., as is the cause.

20%: Over 20 are dead and 50 injured at one of the trendiest nightclubs in town. Apparently, a superbrawl of some kind broke out during an all-night rave and a lot of innocent bystanders got caught in the crossfire. While CHIMERA is all over this case, the player characters have a special stake in finding out who the perpetrators are since somebody they know (a loved one, friend, or contact) got hurt in the fracas.

21%: Hurricane Boris is bearing down on the city with a vengeance and will make landfall within 24 hours. Already, intense wind and rain have kicked up before the Category 6 storm slams into the coastline. (That's right, hurricanes only go to Class 5. Until today, that is!) The city is locking down and preparing for the worst, but severe windstorm and flooding damage is likely, as will be looting and possible rioting in the worst parts of town. Even in a best case scenario, thousands of people will lose their homes to the storm, and the floodwaters will severely disrupt communications, electricity and water service to entire areas. Federal troops are stationed throughout the city, as well as all CHIMERA personnel. Still, the Mayor has asked for the help of vigilantes and superhumans, offering them all a 72 hour clemency period in which they can help without risk

of arrest. Needless to say, those who can control water, air, electricity or the weather are in especially high demand, as are those with magic powers who might be able to negate Boris's deadly effects or change its direction.

22%: A rogue trader has sunk one of Silver City's most prestigious financial institutions by participating in some very risky and illegal trading practices. The trader is now on the run, having embezzled some \$1.2 billion before the company's stock value crashed and burned. The company's failure could have a serious ripple effect on the rest of the city's financial sector, and it needs the stolen \$1.2 billion for restructuring. The rogue trader must be found at all costs. Rumor has it, he has gone to a mastermind or syndicate to procure transport out of the city and to have a new life set up for him elsewhere. Of course, the trader probably does not realize that the criminal elements he is dealing with will probably just kill him and take all of his money.

23%: Do you know what day it is? That's right, it's *Thrash Day*. An annual crisis in which every gang of punks in the city goes on a spree of random violence, robbery and vandalism. Thrash Day almost always causes widespread rioting in the worst sections of town, and each year is always a little worse than the last. CHIMERA is working triptime to put an end to this before it begins, but it is very outmatched. Any help other heroes could lend would be extremely appreciated. The word is Thrash Day was created by a Color Gang called the Eightballs, who are considered the official leaders of the event. Until they go nuts, none of the other punk gangs will. As a result, CHIMERA is very interested in quietly apprehending the Eightballs to nip this in the bud. Any independent heroes who do so will probably be offered a position with CHIMERA or will at least have their previous vigilantism record wiped clean.

24%: Jailbreak! A riot has erupted at Gramercy Prison, and in the chaos, nearly 25 convicts have escaped from the island. At least half of the convicts are superbeings; most of the rest are members of a Syndicate. All are considered extremely dangerous.

25%: An act of industrial espionage in Silver Hill has resulted in the leaking of a top-secret project by one of the Council of Industry companies. The company will stop at nothing to retrieve the lost information, including sending armed security detachments into the worst parts of town to shake down entire neighborhoods. For some reason, CHIMERA is turning a blind eye to this, which has many heroes among Cavaliers and Legionnaires concerned, and enterprising villains very interested. Maybe there is some handsome profit to be made here — a scandal to exploit or perhaps a secret new weapon to be obtained.

26%: A daring robbery gone wrong has left numerous police and Sector 10 agents severely injured and the bad guys on the run through various parts of the city. This adventure is a pure combat run, seek and capture. There are as many bad guys as there are good guys. Each has run off in a different direction. It's up to the heroes to decide who goes after who and how to catch up with them and take them down.

27%: A case of weapons-grade plutonium was picked up off a gang of arms dealers by Sector 10 and sent for

holding in CHIMERA's evidence depot until Federal officials can pick up the material and transport it to a weapons facility. However, the CSPD truck containing the material got hijacked on its way to the depot. The four cops are dead, and numerous shell casings are evident at the scene, as well as numerous blast marks that could only have come from energy weapons or energy-blasting superbeings. The plutonium, of course, is gone.

28%: The Mayoral election has turned increasingly ugly, as the top challenger, thought to be backed by several crime syndicates, is also believed to be intimidating people into voting for him. Apparently, Enforcer squads are sweeping the worst parts of town, shaking down the citizens there (who normally don't vote) into casting their ballots for the challenger. None of this can be proven as yet, but if it could, it might prevent a mobster from getting elected to the city's top office. Depending on how things turn out, the top candidate might drop out of the race if exposed, but not before ordering the assassination of the Mayor and a few other choice city officials, as well as any heroes who played a part in his uncovering.

29%: Assassins' War! The biggest wetworkers in Century Station are tired of constantly competing and sniping at each other, so they have all decided to throw down in a formalized bloodbath to see who's got the juice to work this town. When innocents get caught in the crossfire, business becomes personal for Century Station's own, and the player characters decide to get involved.

30%: Some villains have decided to destroy the player characters in a preemptive strike, so they do not foil their upcoming scheme. The *ambush* will be well planned and ruthless, with the objective being the death, not capture, of as many of the heroes as possible.

31%: A Mastermind has learned one or more of the player characters' secret identities, and threatens to use it against them if they do not permanently retire, commit a criminal act on behalf of the Mastermind, or both.

32%: An anonymous tip gets to the heroes that a band of wanted supervillains are making some kind of deal with a band of conventional criminals on one of the warehouse islands of the Archipelago. While taking the lot of them out will be difficult, at least there's no worry about causing collateral damage.

33%: A strange and alien portal of some kind has appeared in the middle of Century Park, compelling all superheroes in town to enter it. The player characters all may roll a D20 against their M.E. to resist the call of the portal. If they roll above their M.E., they are compelled to suit up immediately, head straight for the portal and enter it. Where the heroes are whisked to is up to the G.M., but this could take the heroes to anywhere else in the Palladium Megaverse®, including **Rifts®** Earth, **Skraypers™**, **Phase World®**, the future, the magical world of **Palladium Fantasy®**, the supernatural world of **Nightbane®**, or to the alternate future of alien invaded **Systems Failure™**. The portal could also transport the heroes to any one of the alien worlds described in **Aliens Unlimited™**, or to a completely new world or alien dimension. What exactly happens while the heroes are gone is up to the G.M. If the heroes roll equal or lower than their M.E., they resist

the call to the portal, but now must reckon with a city largely devoid of its strongest protectors and the question of whether they follow their friends and acquaintances through the portal even if they can resist its call.

34%: The King without a sword, the Land without a King! The worst has happened: CHIMERA has been disbanded. The Century Station Police Department faces huge budget cuts, Sector 10 has been dissolved entirely, and even The Centurions are considering breaking apart. However the player characters felt about CHIMERA, they realize that this will not be a good thing for the city. Crime is sure to skyrocket soon, and there may not be much anybody can do about it. That is, expect for those heroes willing to show the rest of the city what true bravery is all about.

This is it. Operation Overlord is about to get really nasty, so the heroes had better be prepared. Note that one strategy the heroes might pursue is investigating why exactly CHIMERA was disbanded. The story behind the dissolution is enshrouded in mystery, and nobody is coming clean on this, leading more than a few vigilantes and heroes to think some kind of conspiracy is involved, either by folks within the Federal government who want a reason to send military forces into the city, or by a sinister mastermind who engineered CHIMERA's fall in order to plunge the city into chaos.

35%: A super-arsonist has gone haywire in a largely evacuated commercial sector of town. The firebug is wearing some kind of power armor and is using a plasma ejector to set buildings on fire and to blow up gas stations. What's worse, reports of another operator just like this one have begun coming in on the other side of town. Maybe there is a whole gang of thrillkillers like this guy, all on a coordinated rampage...

36%: A serial killer stalks the city, preying on superheroes! He strikes every Valentine's Day, which is today (or tomorrow). The question is, is one of the player characters the lucky target this year? Do they know who is, if they are not? And, what are they willing to do to capture this lunatic? Just who is this killer anyway? A supervillain? A sick superhero? Who?

37%: A supernatural creature of great power (a demon lord, an ancient dragon, etc.) has taken up residence in the city and is causing major waves in the mystical part of the community. There is talk of the city's wizards (there are more here than one might think!) banding together and destroying the creature, but why? Somewhere, the answer is buried in secrets and shadows. Where the player characters get involved is when a mystic among them is approached to join in the ambush, or when the creature asks the rest of the heroes to help prevent it.

38%: Every week for the past month, the heroes have received a letter in the mail foretelling their future for the next few days. Unerringly, the letters have been right, somehow, indicating a psionic fortune teller at work (or one of the most sophisticated charlatans ever). This week, the precognitive letter indicates that the heroes shall all die unexpectedly, and by tragic means! Too bad the letter offers no further details!

39%: A saboteur has dropped multi-stage toxins into a wide variety of food, beverage and cosmetic products dis-

tributed throughout the city. Can this madman be stopped before he taints another load of goods, further poisoning the city? And, can an antidote for the poisons be found?

40%: A young boy in town claims to possess a magical stone that he says will transform him into a “big rock monster,” and that if the kids at school don’t stop bullying him, he’ll use it to beat them up. The thing is, the kid’s right! The stone is enchanted and upon mental command, confers the Alter Physical Structure: Stone power on its bearer. Even a nine year old transformed into a nearly invincible creature able to lift a bus is no laughing matter.

41%: It has come to CHIMERA’s attention that somewhere in one of the city’s Dreadzones, a cybernetic pit fighter operation has started. At this illicit arena (thought to be somewhere in The Underground), cyborg gladiators duke it out for prize money while the patrons bet heavily on the contestants. So far, three combatants appear to have died, and two more have been seriously injured. Obviously, this place is connected to an illegal cybernetic “body shop,” and there is evidence that the operators of it are drugging street people, fitting them with cheap combat cybernetics and pitting them against one another.

42%: Several Syndicates specializing in manufacturing designer drugs are having a meeting at a secret location in town, thought to be somewhere in Iron Beach. There, they will divide up the drug turf of Century Station and outline plans to begin mass production of a new narcotic called *Glaze*. It supposedly gives a shorter, more intense rush than heroin, is slightly more addictive, but offers virtually no chance of overdosing. If this meeting is broken up and the syndicate leaders apprehended, drug production in the city will be seriously disrupted for months. Also, the syndicate leaders could be invaluable resources for tracking down their international connections, so Sector 10 will be *very* interested in getting in on this operation.

43%: An unknown assailant has shot and seriously wounded CHIMERA Director Anja Balisong, and now CHIMERA is out for blood. Over the next two days, the city will lock down in one of the most intense law enforcement sweeps ever. Depending on how successful this sweep is, operations of this sort could become a commonly used measure for winning Operation Overlord.

44%: An amateur astronomer claims to be receiving radio communications from a distant star. The transmission is in binary code and translates into “Evacuate your planet immediately. The Dread Ones are coming! By the time you receive this message, our race will be extinct, and cannot help you. Your doom draws near.” After this was aired on the evening news, anti-alien hysteria spread throughout the city, making things very difficult for any alien characters. Of greater interest, of course, is the message and what it might pertain to. Could it be just a coincidence that a mysterious object thought to be a rogue asteroid was discovered heading to Earth just a few weeks before this message was received? Is there a real danger, or is this a hoax?

45%: The CSPD were videotaped beating a motorist in The Grinder for no apparent reason. A riot has begun there, and the cops are trapped on the roof of a crumbling high-rise building. CSPD is trying to scramble an air patrol

to pick the cops up, but the first chopper sent out was actually shot down with a Stinger portable surface-to-air missile! Thankfully, the heroes happened to be in the district investigating another crime, and are just a few blocks from the scene. But how will they break through the mob and extricate the police? Is there any other heavy weaponry in the crowd? And, can the heroes get the cops out before the rest of C-SWAT shows up and levels the district in retaliation? And finally, exactly what happened leading up to the videotaped beating?

46%: Several older ex-heroes have all been murdered in the last 10 days by parties unknown. The victims were unrelated other than having been heroes back in the 1960s. Presumably, one of their old enemies is back and taking revenge after waiting a very long time. No prominent Public Enemies have been released or broke out of Gramercy Prison lately, so the perpetrator is thought to be a villain presumed dead but has now come back to life.

47%: *Penelope Ann Finkelstein*, a freelance scientist, has invented the Thaddeus Coil, a device she has shown nobody and refuses to explain, but has procured over \$10 million in grant money from various industries to conduct further research about it. One of her investors thinks she is swindling them and plans to raid her laboratory to steal her project data and see for themselves. When the other investors find out about this, they will probably organize raids of their own to retrieve the stolen data, sparking off an industrial espionage war the likes of which the city has never seen. By the time this is over, corporate hit teams of power armor-wearing assassins will be firing mini-missiles at each other from the rooftops and lobbies of Society Hill.

48%: *Lakasha Zedo*, world renowned painter and sculptor from Namibia, is dead, murdered in her posh apartment in Society Hill. She had come to the city on commission by unknown parties to design a sculpture of her choice that once built, will be the size of a skyscraper. Thirty hours later, Zedo’s body will reanimate and escape from the morgue, while in one of the Dreadzones, a building identical to the one Zedo designed is beginning to emerge out of thin air on a patch of rubble covered land. What the heck is going on?

49%: An executive living in Battenberg Heights knows, just *knows* that there is a monster living in the Silver Hill arcology posing as a fellow executive at his corporation. He is tormented by the fear that this “demon” (which really does exist) will realize he knows its secret and come calling to silence him. The thing is, when the demon makes its move, a group of wizards in town will try to bind the beast for use as their own infernal minion. This could get messy, especially if the heroes get involved, and if the demon manages to call up reinforcements.

50%: A mutant wolf with human intelligence, no hands, speech, biped or looks, and normal size level has been sighted in Century Park. The creature means no harm and justly fears once it is discovered, authorities will either kill it or stick it in a pen for study. It came from a litter of four; the other three have yet to surface.

51%: *Grace Bardican*, currently the most popular supermodel in the world, is 18 years old, extraordinarily beautiful (P.B. 29), and earns \$50,000 *per hour*. She is currently having her entire body bit mapped by a computer

studio in town so she can license her virtual image as a kind of digital mannequin for use in multimedia, on-line catalogs, and the like. Rumor in the underworld is the villain Motherboard plans on killing Bardican and stealing her identity.

52%: A human skeleton buried near a rapidly eroding hillside in Victoria Beach has become exposed and will be discovered by the first passerby who approaches it. Once the bones are discovered, if one can commune with the dead, the skeleton will tell of a load of mined gold and silver buried within the city that by today's standards is worth over \$5 million. The skeleton will neglect to mention that the loot is squarely beneath the Labyrinth arcology, arguably the most dangerous place to conduct mining in the world.

53%: Rudy Grubeck, ex-NFL quarterback and presidential hopeful has returned to his hometown to drop out of the limelight, raise campaign money and establish political connections. He is a vicious man, however, fond of beating women, and has just accidentally murdered an escort he brought to his home. Grubeck has already gotten his top aide to dispose of the body, but a freelance photographer caught it all on film. Grubeck has issued the order for the shutterbug's death; the world must never know of this. The thing is, the girl was a friend of a local syndicate crime boss, who was rather fond of her too. When he finds out she died, he will kill whoever did it. Unless defused somehow, this situation could turn into one of those big, nasty conspiracies where people die mysterious deaths over a course of years.

54%: An as yet undiscovered strain of poison ivy is growing in Century Park that inflicts 3D6 damage upon contact to those who fail to save versus poison. This stuff is growing like crazy and is displacing other native plant species. More importantly, if a plant controlling villain gets a hold of this stuff (or has one already?), nothing short of napalm will regain control of the park.

55%: Sal Pedone, formerly known as the supervillain *Slammer*, came out of prison eight years ago a fully reformed man. Since then, he has made a nice living serving the city government (now CHIMERA) as a supercrime consultant. His old partners are back in town after a lengthy hiatus, and now want him dead before he testifies at a CHIMERA board meeting. CHIMERA has asked the heroes to watch over Sal and safely deliver him to and from the meeting. If they can capture Sal's old buddies (exactly why have they waited *this* long to get back at him?), then so much the better.

56%: A series of extraordinary superbrawls involving heroes, villains and free agents are taking place daily throughout the city. The weird thing is, they are conforming exactly to the scenes scripted by Gus Kirenci, a hot, young comic book writer working for Blaze Entertainment, a promising, new comic book publishing company. Gus is somehow involved in these superbrawls, but how?

57%: Hobbie Drestle, ex-fighter pilot and Avtran test pilot has stolen the pass codes for the Avtran mainframe, including access keys to the company's top-secret military projects. He intends to sell them to a major-league supervillain who could use the info for whatever sinister purposes he can cook up. Drestle sees himself as a

high-tech arms dealer, and has already set up a buy, but he is in way over his head and will probably be killed by his "clients."

58%: A local toy maker has released a line of super-powered action figures that are marching throughout the city, robbing banks and jewelry stores. Each action figure is only 6 inches (15.24 cm) tall and has 15 S.D.C. but has an Extraordinary P.S. of 30 (1D6+15 damage from punches and kicks) and fire some kind of laser (4D6 damage; each has a total of three attacks per melee round). One on one, these little monsters are not so dangerous, but the mystery toy maker has released over 100 of them in five groups of 20 in different parts of the city. If any one of the figures is captured, a Robotics or Hardware character could have an R&D field day with them. They are the product of illegal alien technology, so Alpha Prime may become involved.

59%: Lt. Fargo Ross is a paranoid schizophrenic AWOL Navy Seal. He has stolen a VX gas missile warhead and stashed it on top of the Silver Hill arcology, disguised in a cell tower transmitter cabinet. If detonated, the extraordinarily toxic gas payload will kill 2D4x10% of the people on The Hill within minutes. Ross himself has disappeared, but not before leaving a cryptic message to the media about the little "going away present" he left for the city.

60%: Believe it or not, a bunch of villains have crashed the city's annual comic convention in search of high-priced collectibles to steal! Thankfully, the player characters just happened to be in the area, and can respond before any CHIMERA agents show up. This is a potentially huge situation for the heroes, because nowhere else will they get more cheers and support (if all goes well) than from a bunch of hardcore comic book fans. Who knows? Over 20,000 fans are in attendance. ("Yeah, the comic is chewed up, but that's because it got stepped on by one of the bad guys who got thrashed at last year's convention! Look, a superhero signed it to prove it!")

61%: The Soft Kill. Silikon, Motherboard, and few others have hacked into nearly all of the city's mainframes and caused a citywide systems failure. As the city goes dark, chaos reigns supreme, and criminals see the black-out as free license to loot, pillage and rampage. First off, the heroes will have their hands full just keeping the city from self-destructing. Then, the perpetrators of this heinous crime must be caught and dealt with.

62%: A team of well-known superheroes has engaged a supervillain team downtown and has lost badly. Now, the player characters must intervene, both to save whatever innocents are in the killing zone, and to rescue their fallen comrades. How this turns out may affect the heroes' standing with the city, as well as their standing with their fellow crusaders.

63%: The heroes wake up one day and hear on the news that not a single crime was committed the previous night. Throughout the day, the police scanners are silent, and the sound of sirens never splits the air. Even The Labyrinth, known for its constant police activity, is silent, with no reports of any wrongdoing whatsoever. Day after day this eerie harmony continues, much to the populace's glee. What has happened? How can crime simply have

vanished overnight? And most of all, what are the heroes going to do about it? Life gets awfully boring for superhumans when all they have to do is pull stranded kittens out of trees and make public appearances at the grand opening of a shopping center. So boring, in fact, that maybe there might be a hero or two out there planning on going elsewhere. As nice as this is, something is wrong.

64%: A group of Godzilla-style monsters have descended upon Century Station and are turning it to rubble as they clash in and around the metropolis. (*"History shows again and again how nature points out the folly of men ... go, go Godzilla!"*) What exactly the heroes do amid this depends on their powers and the nature of their campaign. Mega-Heroes might try to stop the creatures themselves. Others might try to get to the bottom of their mysterious occurrence. Perhaps a brainy villain has brought them all here in a bid to destroy the town (and to service some further plot, perhaps?). Street heroes might work on stopping looters and evacuating people from the city. Or, entirely different adventures could take place within the largely deserted town that is occupied only by the monsters, the military and police, and the heroes and villains.

65%: The Centurions and The Valkyries have been spotted in a no-holds-barred superbrawl somewhere in the Archipelago. Thrillseekers and media hounds are flocking to the scene for a glimpse of the action and to find out why the fight got started. Depending on where the player characters' loyalties lie, they may wish to get involved and tip the scales one way or the other.

66%: A plague outbreak is sweeping The Labyrinth, causing horrendous loss of life. Victims however, appear to be suffering from a bio-engineered strain of a disease, which means that somewhere, somebody created this virus from scratch. What's worse, it either has gotten out of containment or was deliberately deployed in Century Station by parties unknown.

67%: For whatever reason, a major crime boss (perhaps one of the crime lords of Century Station) has abdicated his position of power and dissolved his organization. This has set the other syndicates in a violent power struggle as they all try to fill the void left by the recently departed. Predictably, peripheral damage to the city is fearsome, as major bloodbath attacks are occurring in broad daylight. As this stretches the local superhero and police community thin, other villains who have nothing to do with this phenomenon, are sensing an opportunity, and stepping up criminal activities of their own! Bank robberies, arsons, contract killings, and spree crime of every variety are hitting an all-time high, and certain parts of the city are becoming pure anarchy.

Something must be done before the national guard and a virtual army of superheroes from other cities shuts the city down in what will effectively be martial law. The only way for the heroes to stop things is to get the crime syndicates to stop fighting, but how? Perhaps tricking them all into a joint peace treaty meeting and then apprehending the heads of all the groups would be a start. Or, one might try apprehending the mastermind and seeing what he has to do with all of this. After all, it wouldn't be out of his char-

acter to have engineered this whole thing in the hopes of cleaning out his subordinate rivals and replacing them with lieutenants more loyal to him.

68%: The city's greatest heroes have all disappeared without a trace, and it's up to the players to keep the peace in the city while they are gone. Besides taking care of the villainy and chaos, what has become of the other heroes? Have they been spirited off somewhere to fight in a "secret war" or "contest of champions" of some kind? Or have they all fallen prey to the single greatest act of supervillainy in the history of Century Station? To some, this seems like a quieter replay of Bloody Monday.

69%: Deadline! A mastermind has publicly announced his or her possession of a doomsday device with which to destroy part of the city unless the Council of Industry and the Mayor's Office pony up \$1 billion in gold bullion within 48 hours.

70%: The mystical benefactors for Durandal, Triskelion and Bloodstone have all come to Century Station for a once in a century conference that will have a major impact on the supernatural community. Unfortunately, Xian Long and his legion of superfreaks have crashed the party, killed the various underlings of the three guilds, and have taken their guildmasters (and possibly, their Champions, too) hostage. Xian plans to steal their life essences (P.P.E.) to rip wide the interdimensional gate lying dormant in Arcadia and truly make Century Station Hell on Earth when he invites his lords, the Yama Kings, to come by for a visit.

71%: Some sly villains have framed the heroes for a dastardly crime in order to get a rival hero group after them. Assuming the heroes don't kill each other, they'll have an even bigger problem on their hands, a master manipulator who is pulling some serious strings behind the curtain of Century Station. Time to take him down.

72%: Mechwar! In an abandoned industrial sector near the Dream Garden, the Iron Brigade has confronted a previously unknown superteam consisting of 10-12 robot jocks, each of whom pilots a giant humanoid combat robot with four, spider-like legs. The area has become a small war zone as the two teams duke it out. To make matters worse, CSPD Snowball gunships are on the way, threatening to broaden the scope of the battle, and maybe spill it over into nearby neighborhoods. Television crews are on the scene, providing the public with some fairly dramatic footage of the battle so far. Astute heroes will notice that the designs of the villains' machines are reminiscent of the robots Daddy Longlegs is fond of building. Moreover, the way the warring robots are fighting, it seems like they are receiving some kind of direction from afar. Perhaps there is a central mastermind coordinating their actions, and if eliminated, the robots will come to a screeching stop. If that isn't incentive enough for the player characters to get involved, there is also news that a few civilians have been pinned down in the crossfire and need somebody to go in there and get them out safely. Besides, the Iron Brigade is starting to lose.

73%: A series of bizarre, ritualistic murders have occurred over the last three nights, which in and of itself is not particularly strange for Century Station. However, if one places the killing sites on a map, they are forming an

equilateral pentagon around a single point, the site of the first murder. Rumor has it a death cult of some kind is involved, using dark magical powers. To certain mystic characters, this forming pentagon may appear to be the beginning of a huge summoning circle of some kind, possibly powered by the negative energy generated by each murder. If this theory is true, Century Station might be in for one *hell* of a visitor.

74%: Thousands of rats have begun pouring out of every manhole and storm drain in the city! The streets have turned into rivers of seething brown fur, and anybody caught in the stampeding rodents' path is overcome and subjected to dozens of bites and scratches. One person has been killed by the rats themselves and numerous others have been hurt in panicked stampedes and vehicular crashes while trying to flee this freakish occurrence. Where are these rats coming from, and why have they all come to the surface? Certainly, there can't be *that* many rats in this town, can there?

75%: A recent incident regarding an alien superbeing (it does not matter which villain) has sparked a public outcry for tighter controls on alien activity within the city. To this end, S.H.O.C.K. has gone on a major publicity blitz, and is winning over hundreds of new converts to its cause. Unfortunately, this has also given rise to lots of "witch hunting," where innocent people are being victimized by angry mobs who suspect them of either being aliens or supporting alien activity. The ringleader behind this anarchy, of course, is S.H.O.C.K. itself, only they have done a very good job of eliminating any evidence that links them directly to the unrest their presence in town is causing. Unless this situation is controlled somehow, a full-blown riot will break out within the next 2D4 days! Likewise, mutants and innocent superbeings may be under attack by normal, panicking citizens.

76%: Early this morning, a bomb took out a deserted building in an old industrial park, right after an untraceable e-mail was sent to CHIMERA warning them of the blast. One hour later, another bomb went off, taking out a small shop in the Millions Pavilion before anything opened, causing some property damage, but no living casualties. Again, the bomber preceded the blast with a warning e-mail, only this one said the next bomb would be in a public place where many people would get hurt. One hour later, a third bomb went off in The Labyrinth, injuring five people. CHIMERA has now received a fourth mystery e-mail, warning of another blast, only this one would be really big. If the bomber is to be believed, it will involve a three pound (1.36 kg) block of C-4 plastic explosive! There are 45 minutes until detonation.

77%: Each day over the last week, a person wanders into a heavily crowded public place and opens fire with an automatic weapon. During each incident, the shooters appear to be horrified by their own actions but are unable to stop them. In at least two cases, the shooters were heard saying things like "I'm not in control, somebody stop me!" Could it be that a master psychic or villain is trying out a new mind control application? Or are the people of Century Station suffering from a bizarre mental condition?

78%: The police department receives a package of evidence that at first glance ties the player characters with

some recent criminal activity. But as the police quickly find out, this package is just part of a clumsy attempt to frame the heroes. However, there's no telling how much the package-sender(s) might improve on their next attempt, so the heroes might want to do something about it before they find themselves behind bars (or at the very least under perpetual police investigation).

79%: The group is contacted by a major advertising firm in town to become the official sponsors for a line of commercial products (the G.M. may determine what they are, but they should be fitting for each hero — i.e. speedsters would endorse tires, vehicles or fast delivery; hardware characters might endorse high-tech tools or gadgets, etc.). The contract is a lucrative \$1 million for each character, and all they have to do is spend one or two afternoons each month shooting commercials. While the money will be great, fellow superheroes will see this as a shameless sellout and will treat them much less seriously in the future. Indeed, even criminals might not fear these heroes as much as they once did. ("Uh-oh, guys, look out! It's Captain Crunch 'em and the Soda Pop Brigade! Don't make a move or they might slap coupons on us! Hah, hah, hah!")

80%: A supervillain from a well-known group has a sudden change of heart and turns himself in to the player heroes to be delivered into police custody. The thing is, his ex-teammates are hell-bent on eliminating this traitor and will stop at nothing to kill him and anybody who gets in their way.

81%: A Sector 10 field agent contacts the group (even if they are trying to keep a low profile) and tries to recruit them for a one-shot job on behalf of CHIMERA. If the heroes do this job, they shall be rewarded. New School style characters will have their criminal records erased and will be given free reign to operate as they like for 1D4 months. Old School style heroes will be offered deputization as official members of CHIMERA.

82%: One of the player characters most trusted friends, contacts, etc., disappears under mysterious circumstances that may or may not have something to do with the current adventure they are on.

83%: A sniper takes a shot at the player characters with a machinegun or an energy weapon, and then disappears. The sniper will track and fire upon the group once a day for the next three days. The sniper is a 1st level Hunter/Vigilante Special Training character who has no particular criminal aspirations other than taking out a few superhumans.

84%: A group of villains (super-powered or conventional) has hijacked a city bus and is holding over 25 passengers hostage. Their demands? That the player characters reveal their secret identities on television! News crews are standing by.

85%: A police officer is going on a rampage in his Juggerman Cybersystem, and must be stopped immediately! The question is, is he really just some disgruntled employee who got passed over for promotion one too many times, or is there something more sinister to all of this? After all, streetwise characters will know that this cop is corrupt and has many vices, any one of which could be

used to pressure him into carrying out somebody else's dirty work or going crazy. And interestingly enough, the police on the scene are strangely reluctant to open fire on their berserk colleague, yet will not give a reason why. Something smells fishy.

86%: The heroes (in or out of costume) are kicking back in their favorite hangout place (bar, diner, bowling alley, etc.) when they notice that a few supervillains are also here, in their civilian secret identities! The villains appear to want no trouble, but they are all wanted for outstanding felony warrants, ranging from grand larceny to murder. The place is crowded and a superbrawl will cause lots of peripheral damage. But if the heroes let these villains get outside before engaging them, they might very well slip away into the heavy crowds of sidewalk traffic. What to do?

87%: Suddenly, all of the heroes lose their powers! Super abilities go inert, special skills automatically fail, magic users lose all P.P.E., and high technology characters suffer unexplainable malfunctions. Depending on where the heroes are and what they are doing, this could prove deadly! The "power failure" lasts for 2D4 minutes, with no apparent cause in sight. What does it all mean?

88%: A group of heroes from another town (or perhaps from another part of Century Station) show up and accuse the player characters of ripping off their name! Indeed, both groups share the same name, and these newcomers are adamant that the heroes change theirs. While it seems trivial, if these other heroes are not satisfied, they will become vengeful and will take every chance they can to smear the player characters' good name.

89%: A kid who idolizes the heroes begins tagging along with them as their new "sidekick." Whether the kid actually has the potential to be a superhero or not is up to the G.M., but for the time being, this youngster really has no place patrolling with superhumans and will likely get hurt or killed in a dangerous situation. No matter what the group does to dissuade the kid from following, he will manage to turn up at the worst times ("Here I am! Miss me?") for the next 1D6+6 days. After that, he will get the point and leave them alone, but on what terms depend on how he is treated. Who knows? Maybe the kid does have superpower potential and is so embittered by his treatment by the heroes that he becomes a supervillain obsessed with their destruction. (Hey, in this line of work, crazier things have happened.) Or, maybe he'll enter into training and become an apprentice superhero, working to become a full-fledged member of the team.

90%: A mutant uprising in The Labyrinth brings media attention to the question of "human rights" for mutant animals. This sparks intense media coverage and renewed debate over this controversial issue. The question is, how far will the mutants (and the authorities) take this demonstration? Will it get out of hand? Will hostages be taken? Will innocent, well meaning mutants be gunned down? Will villains take advantage of this in some way? How do the player characters fit into all this?

91%: A large cargo ship has put in a distress call within sight of the city's waterfront. However, as Search and Rescue vessels approached, they were destroyed by heavy machinegun fire (or energy blasts) from the slowly

sinking boat! It appears somebody has something on board they want kept secret.

92%: A player hero in the group has made an unbreakable date with a loved one or family member that will completely screw up his life if he misses it. Of course, mere hours before the hero is due to go out, a supercrime erupts right in front of him and his colleagues. While there may be no question as to who will win the encounter, the question is, can the heroes do it in time to get their buddy home and cleaned up in time for his big date? Laugh all you want, but this is a serious situation here. A heartbroken crimefighter probably isn't much use to anybody, least of all himself.

93%: One of the heroes receives a packet of photos in the mail of both the character in superhero garb, and in his secret identity civvies! The photos have no note with them, nor any return address on the envelope. Who the heck sent them, and why? Could it be a supervillain trying to strike fear into the hero's heart? Could it be an investigative reporter trying to win a Pulitzer? (Or at least some trashy headlines?) Or could it be part of a gutsy plot to blackmail a superhero with the threat of exposing his secret identity? Or is it a secret admirer (or psycho-fan stalker)?

94%: Out of the blue, a massive blizzard descends upon Century Station and deep freezes the town. The thing is, it's the middle of August! Clearly some extraordinary power is responsible. The questions are, who, where, how and why?

95%: An upscale art show is on opening today, and all the movers and shakers in town will be there. Although security will be tight, with all the beautiful people, as well as the incredibly valuable art exhibit, the place is just begging for supervillains to make an appearance. When a group of wannabes crashes the party, the guests are almost not surprised by it. But when another group also shows up, well, that's downright unusual. And when a third group shows up, it is all just a little more than anybody can handle, and a superbrawl erupts between the three rival villain groups and the cops assigned to protect the place. The player characters could be attending in their secret identities or they could have decided to pull security as well. Something to remember is that collateral damage is to be avoided as much as possible, as well as civilian casualties. If any civilians get hurt here, heads will definitely roll.

96%: During an evening broadcast, video pirates hack into the airwaves and superimpose a 45 second feed loop calling for the armed overthrow of the Council of Industry. The incident is dismissed as a prank until the next morning, when six high-ranking officers with their companies are found dead in their homes, all the victims of brutal murders.

97%: A much-anticipated meteor shower turns deadly when stony fragments from space begin hitting the city! While anybody in the city has only a 01% chance of getting hit, the 4D6x10 damage they will take will almost certainly prove fatal. And of course, there are reports that a much larger near-Earth object is approaching on an arrow-straight course for Century Station.

98%: A superjumbo jet carrying 2,000 passengers is approaching Century Station and reports that it has some

kind of freakish creature on the wing, tearing into the plane's superstructure and wreaking havoc with the avionics. Somebody better get up there and see what's going on, lest the city witnesses an air crash of incredible proportion.

99%: An arsonist has been torching empty warehouses in the Dream Garden over the last few nights. Tonight, his latest piece of work was a building that still contained (unknown to anyone) several containers of dormant thermite plasma. As the building burned, the containers detonated, atomizing the building and all those around it. Now a raging fire threatens to consume that entire section of town. Although the Century Station Fire Department is on the scene, they could use some help, especially before the blaze reaches the buildings in the Dream Garden that still house active R&D operations, and which might have their own stockpiles of volatile materials in them.

00%: A conventional bank robbery goes terribly wrong when the bandits are ambushed by a large police patrol that knew about the heist beforehand and was waiting for them. The 2D6 robbers all carry fully automatic weapons and perhaps a grenade launcher or two, and immediately begin laying down heavy cover fire to make their escape. The street has turned into a battlefield, with dozens of injured civilians, cops and a few dead robbers scattered over a stretch of several city blocks. The player heroes just happen to be nearby, and realize that if they don't intervene, a whole lot more people may get hurt before this bloody incident comes to an end. Night is falling, and the remaining robbers at large must be caught before it gets dark, or they will likely slip away. For not only have they murdered many, many people, but each robber was seen carrying a slung duffel bag filled with approximately \$800,000 in cash! For vigilantes and anti-heroes, bagging these bad guys might be *very* rewarding, indeed.

Bonus adventure. The heroes learn that the street people of the city are being preyed upon by what seems to be a crew of serial killers on a rampage. If these monsters are not stopped soon, the death toll will reach frightening proportions. Already civic leaders and a few freelance journalists have drawn attention to this latest crisis, but no body seems to be doing anything about it.

The truth is, the authorities have no leads in this case, nor the resources to devote a lot of time to it. The people getting hit are all street people — vagabonds, petty criminals, mutant freaks and runaways — all folks who can disappear easily without anybody taking notice. The only reason why this particular situation has come to light is because one of the victims is the daughter of a wealthy entertainment mogul in another city. Apparently, the girl ran away from home, came to Century Station and disappeared. The mogul hired a team of private investigators to solve the mystery, and they learned about the ongoing spree killings in town. Whether or not these killings have anything to do with the girl's disappearance is entirely unknown. Century Station is a dangerous place, and it is quite possible the two things have nothing to do with each other. With CHIMERA stretched thin as it is addressing problems that threaten the entire city, chances are nobody will take this case on. That is, unless the player characters decide to get involved.

The culprits behind this endless bloodbath are even worse than anybody suspects. A cabal of vampires (or similar monsters from mutants to alien creatures) has moved into town and has been feasting. To a vampire, Century Station is a perfect hunting ground, with many targets to choose from and little opposition to get in the way. While these vampires do not belong to a larger society of the undead, their success here will probably pave the way for other bloodsuckers to come to town unless they are stopped immediately!

The vampires are essentially Mega-Villain Experiments. The leader is 11th level and has four 7th level lieutenants. They all have different super abilities, but those typically ascribed to vampires would be the most logical, such as Alter Physical Structure: Smoke/Mist, Lycanthropy, Supernatural P.S., Healing Factor, Nightstalking, Mental Stun, Extraordinary M.E., Extraordinary M.A., Extraordinary P.B., Shapechanging, and some others. In addition, the cabal has recently created a dozen soldiers who are all 1st level Mega-Villain Experiments, each with a set of powers identical to any one of the five leaders mentioned above. The cabal also has drawn to it about 50 wannabes who will perform any task asked of them because they believe if they serve these vampires well enough, they too will be turned into undead.

The cabal consists of people from all walks of life, from goth-style punks to well-dressed business folk. They rarely all gather together, choosing instead to stay spread out throughout the city, keeping in touch by phone or encrypted channels through the CityNet. With some investigation, the heroes can probably track down one of the wannabes or a soldier in a few days. Following the chain of command will reveal the vampire leaders' lair, a respectable mansion on the outskirts of town that is bristling with concealed weapons and anti-intruder security systems.

So far, the cabal has explicitly avoided preying upon any prominent citizens or any known affiliates of the city government, CHIMERA, or any superhumans. The group's philosophy is the more hidden it stays, the better. Indeed, one of the soldier vampires did abduct the moguls' missing daughter, who has now become one of the group's wannabes, a "feeder" who routinely offers herself to the vampires for feeding purposes. She is now a thrall of this legion of the mutant undead, and she will openly resist any rescue attempt. Once she is removed from the vampires, however, she will probably come to her senses in 2D4 weeks. Until then, she is, like the rest of the wannabes, a willing slave.

Incidentally, the mogul has offered a \$1 million reward for the safe return of his daughter. If the player characters crack the cabal and free her, the mogul will definitely make good on his promise and pay. Of course, what the heroes do with the money is up to them, but if they simply take the cash and deposit it into their own accounts, the local media will have a field day with it, should they find out, and the heroes will be labeled as callous mercenaries, even if they give the money back or donate it to a worthy cause. Under such public exposure, more respectable heroes will probably keep the player characters at arm's length for quite some time.



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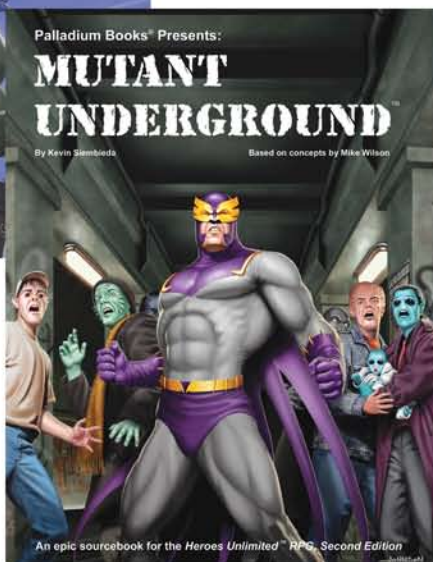


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