

**Bad  
Medicine  
For**

# DR. DREUCS!

**To Avenge a Friend, Teenage Superheroes Tackle the Syndicate!**

written by

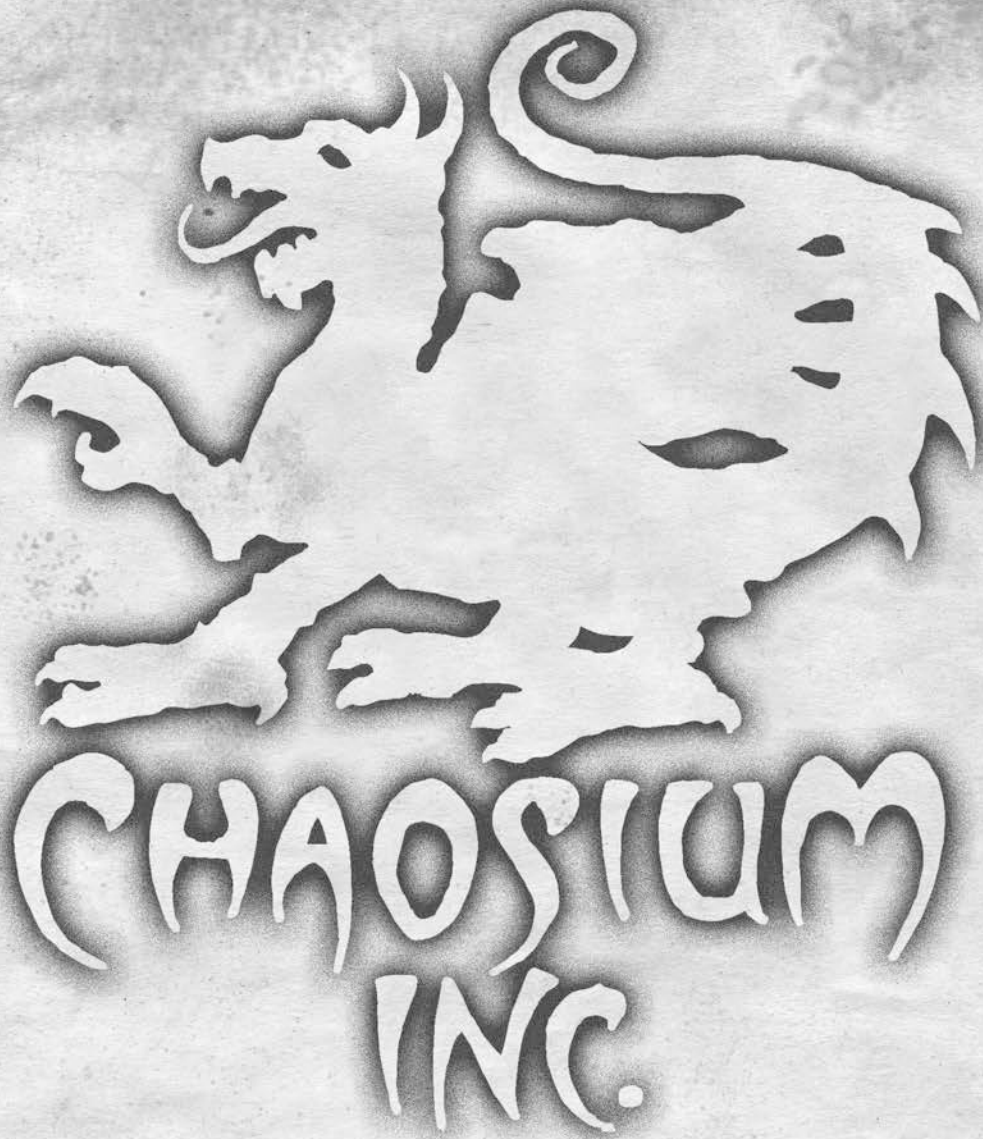
**Ken Rolston**



This Complete  
**Superworld and Champions**  
Adventure Includes  
Superheroes and Supervillains  
For Both Systems

BUTCH  
GUICE  
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*TO AVENGE A FRIEND,  
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TACKLE THE SYNDICATE!*

words by

**Ken Rolston**

art by

**Butch Guice**

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**Bob Sharen**



**A  
SUPERWORLD  
Adventure**

*And For*  
**CHAMPIONS**

Illustration p.4 by MIKE BLUM

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# Bad News for Dr. Drugs

# Introduction

*Bad Medicine for Dr. Drugs* is a mini-campaign for comic book adventure using the *Superworld* roleplaying game system. In a series of brief episodes, the superheroes will discover drug dealings in their local high school; their search for the source leads them to a confrontation with Dr. Drugs and his odd assortment of associates.

The center half of this booklet is designed to be removed and used independently. Within it are seven prepared superteen hero and four gamemaster supervillain reference sheets. Each such sheet is a unit: on one side is the *Superworld* version of a particular character, and on the other side is the *Champions* version. Related notes and a drawing of the character are repeated from side to side, so that *Superworld* and *Champions* players have complete information. There are as well player notes for designing teenage superheroes, and another page which outlines the Unwritten Code of superteen behavior. These latter two pages should not be cut apart, for on their backs is a two-page plan of Warren G. Harding High School, where some of the action occurs.

If your players decide to design their own heroes rather than use the prepared characters, they should model the results after the prepared characters: as the note emphasizes, superteens are fledglings, not completed and powerful superheroes. If another NPC is desirable, Brain serves as a good mentor for any superteens your players might create.

## Familiar Settings

If possible or reasonable, use familiar settings, rather than the ones prepared in the package, so that as gamemaster you can freely improvise the details of the setting by referring to memory and experience of the location where the adventure is taking place. If a player looks for a telephone, you can instantly locate a phone for him or her, and be confident that your response is reasonable. If the player wants to know the weight of a chair, you can mentally scan the room to the very chair you had in mind and suggest he try picking it up. A good scenario depends on a detailed setting. The gamemaster should make the scenario so vivid to the players that they feel like they are really in the place, moving through the space, touching and examining the objects around them. Portraying an intimately familiar locale greatly simplifies this task, permitting you to concentrate on the game mechanics, the superheroes, the NPCs, and the unravelling of the plot.

In this scenario, try using a map of the high school you attended as your floorplan, rather than using the floorplan provided in the scenario. Also, you can use a floorplan of a familiar house for the hideout where the bad guys keep their captives.

## A Matter of Style

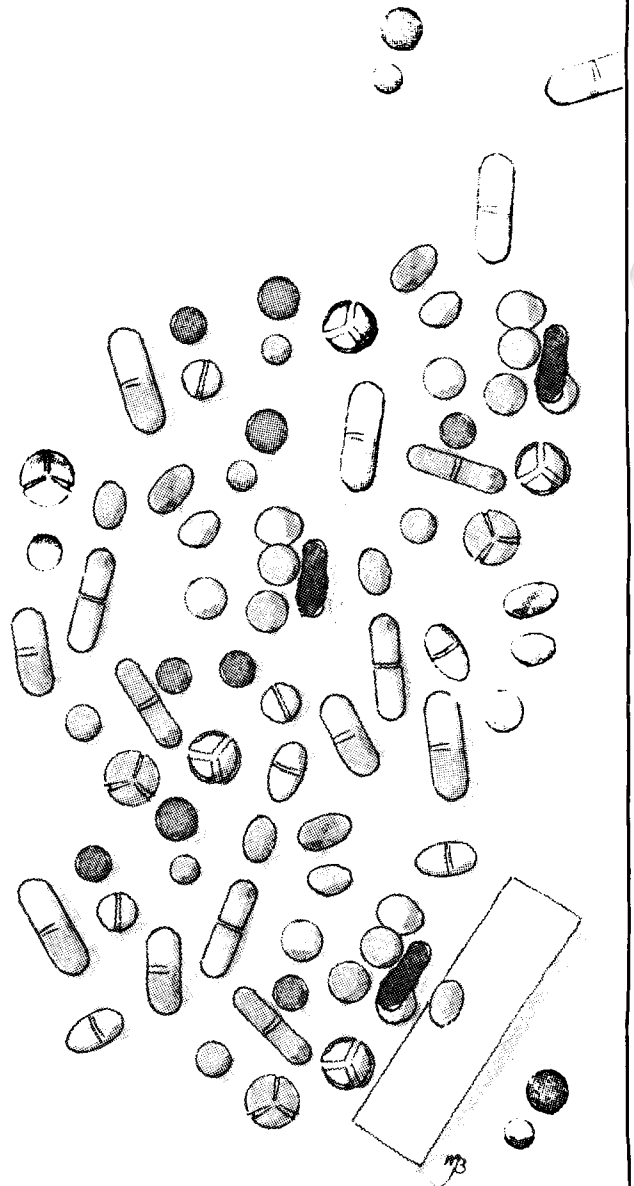
This scenario does not represent standard comic book fare. Dr. Drugs is not a megalomaniac attempting to take over the world, nor are his minions hyper-men with earth-shaking powers. This adventure concerns an investigation

of a high school narcotics ring by the people most affected, the students themselves, who just happen to have superpowers.

The real fun of this scenario is in playing teen-age heroes who have just come into their powers. Players in this scenario should try to immerse themselves in the high-school world depicted. Beating the bad guys is actually secondary to participating in a hero's maturation.

## About Champions

The *Champions* statistics in this adventure were done by Ray Greer of Hero Games, following guidelines devised by Steve Perrin and George McDonald. *Superworld* and *Champions* are not totally compatible. Where discrepancies exist in the *Champions* statistics between Disadvantage Points available and points needed for the conversion, the character is given a conversion bonus.



# The Situation

Once the players have selected or designed their teenage superheroes, the referee must get the heroes involved in the scenario. This scene should serve both as an introduction to the background of the problem and as a personal motivation for the characters to get mixed up in this drug business.

## The Obituary

The following obituary appears in the *Glenside Daily Ledger*. It may be pointed out by a parent or grandparent of one of the heroes as he or she is browsing through the Sunday paper. The heroes are, of course, presumably studying the comics.

**CARSON, Michael F.**, beloved son of Lawrence and Grace Carson. Relatives and friends may attend services on Tuesday, July 12, at 10am at the Mount Carla funeral home, 401 Franklin St., Glenside. A funeral mass follows at 11:30am, at Holy Cross church, Glenside. Interment is at Holy Cross cemetery, North Arlington. Friends and relatives may call at the Mount Carla funeral home on Monday from 2-4pm and 7-9pm. In lieu of flowers, contributions to the California Drug Abuse Council are appreciated.

The adult who points out the obituary will ask, "Look, isn't that the name of that nice boy you used to play with in junior high? What ever happened to him? And what's this about contributions to the California Drug Abuse Council?"

Michael Carson was indeed a good friend of one of the superheroes in years past, though they have grown apart since they entered Warren G. Harding High. Michael might have been encountered in the hall from time to time, but generally paths ceased to cross and the friendship waned. All of the heroes will remember Michael, and everyone will wish to visit the funeral home to pay their respects, at least as a courtesy to Mrs. Carson, who was always pleasant and unfailingly discovered freshly baked cookies and milk whenever young friends visited Michael at his home.

## The Funeral

When the heroes arrive at the funeral home, they find it nearly empty and quite grim. Only Mr. and Mrs. Carson are present, along with a sprinkling of elderly relatives. Michael's coffin is open and he is hardly recognizable, even allowing for the mortician's solemn art. The body is gaunt and emaciated, rouged cheeks only emphasizing the corpse's ghastly pallor and almost powdery skin texture.

When Mrs. Carson spies the youths, she is overcome with emotion, breaking into wracking sobs and streams of tears. She approaches the teens almost hysterically, simultaneously thanking them for coming and cursing those

fair-weather friends who couldn't be bothered to attend his funeral. She is effusively grateful to the party for coming, but she speaks with an accusing edge when she laments the friendship with Michael that had slowly languished since grade school.

As the teens try to politely disengage themselves and escape the morbid atmosphere, Mrs. Carson grips one of the heroes (the formerly closest friend of Michael — the Brain, if the pre-rolled superteens are used), and desperately whispers, "Find out who did this to him! Find out who killed my son! You are the only friends he had left! You owe it to him!" Mr. Carson will intervene and pull his hysterical wife away, but not before she powerfully burns the image of a grieving mother demanding justice or revenge into the heroes' memory.

At school the next day during morning announcements, there is a polite official request for a moment of silence in memory of Michael of Carson. In the halls, everyone says that Michael died of a heroin overdose. Some speculate that the overdose might not have been accidental. It could have been suicide — or even murder.

If the heroes contact and question the Carsons about Michael's death, they learn that he apparently overdosed in his room at home while his parents were away. The parents were completely unaware that he had been using drugs, though they had noticed a personality deterioration over the past six months. Michael's parents attributed his newly sullen demeanor to adolescence. He had a new group of friends at school, but they were never brought home or introduced to his parents. Mike rode his bike or walked to meet them at various locations away from hoe. Mrs. Carson discovered from a police investigator that there has been a growing drug problem at Harding High, though the officer could offer no more than rumors and suspicions.

The heroes have been confronted with a moral and personal obligation to investigate the death of Michael Carson. The first step is to find out who is behind the distribution of drugs at Harding High.

## Directing Drug Traffic at Warren G. Harding High

The superheroes have been motivated to investigate the serious drug problem at Harding High, with intimations of perhaps even more disturbing criminal activity in the background. The heroes must now attempt to discover the system by which the drugs are distributed and who is behind these sinister activities. In the course of their investigation they receive a note from an anonymous informant requesting a secret meeting.

## The Situation At Harding High

There is indeed a drug problem at WGHHS. At the time of this scenario the activity is relatively minor and confined to a small number of students, but the trade is growing all the time, and the traders are persuasive merchandisers. The word is out that you can get anything you want, fast and cheap, from Dewey Wright. Dewey is hardly the kind of kid you'd suspect — an honor student with a sterling reputation among the adults of the community. His reputation so far perfectly has screened his contemptible activities.

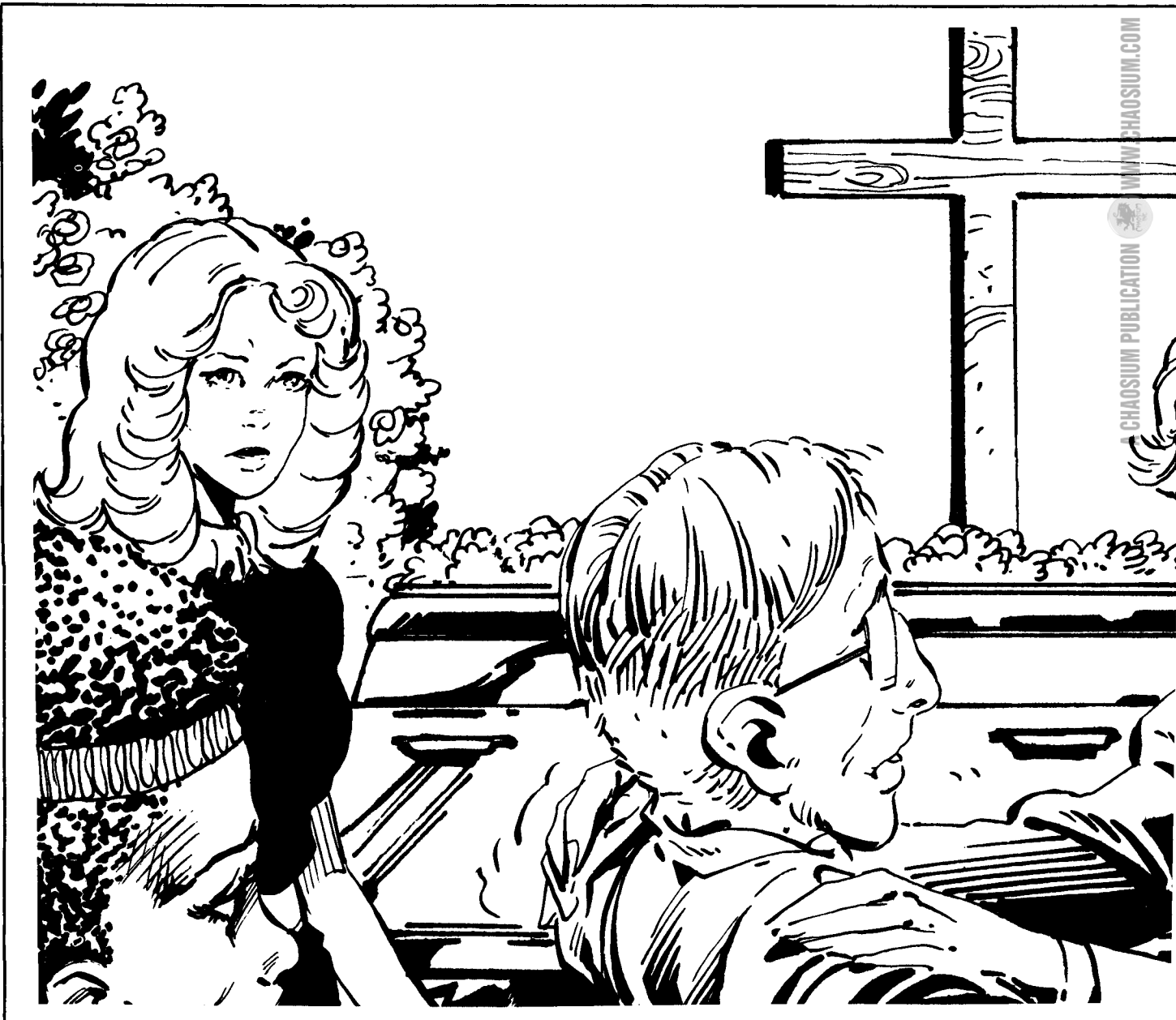
A student desiring to sample Dewey's wares must contact him in the cafeteria, where he will arrange a time and place to discuss price and delivery. Dewey cleverly and resourcefully finds locations where the transaction is unlikely to be observed. There Dewey states a price, delivery date, and location of delivery. The price is low, and the delivery swift. Dewey will mention, almost as an afterthought, that it would be unwise to speak of this to anyone else, joking about student life insurance programs or untoward incidents in the gym. The prospective buyer is smoothly warned without being intimidated. The pipeline works beautifully; many of Dewey's recent customers are referrals from satisfied clientele.

Dewey does not manufacture drugs himself; he is a salesman. Dewey's supplier is a fellow named Rocky Mollaro, a quiet, hulking football letterman who is the delight of his line coach. This placid boy is eager to please and happy to take orders. Dewey and Rocky share a gym locker. Dewey leaves his orders and cash wrapped in

rotting towels in the locker. (Dewey takes impish pleasure in never washing the towels, chuckling at Rocky's discomfort when he must touch the gruesome clump.) Rocky stuffs everything in his gym bag and returns the next day with the goods.

Dewey extends credit to regular customers, at ruinous rates of interest. If a customer is late in his or her payments, Dewey passes the word to Rocky, and the Monkey Thugs (Dr. Drugs' local enforcers) bend their fingers — or break them.

Rocky is Dewey's direct line to the Monkey Thugs and Dr. Drugs. Dewey met Dr. Drugs once, though he does not recall it; Dewey was drugged and given post-hypnotic suggestions to reinforce his loyalty to Dr. Drugs as well as to cover any incriminating connections that might be discovered if Dewey were interrogated. Dewey actually needs very little reinforcement; he believes in the gospel of drugs, and he is happy with the side benefits — free samples and copious cash.



The Funeral



Rocky is simpler than Dewey. Rocky does what Doug (leader of the Monkey Thugs) tells him to do. In return, he gets money and acceptance by his buddies. He is the only Thug who actually handles the drugs; the other hoodlums provide muscle or act as lookouts or spies. He is told by Doug where to make deliveries and pick-ups; he also relays messages from Dewey to Doug, who in turn reports to Dr. Drugs.

Doug and his boys are a well-established gang that has been engaged in nefarious purposes since they were in grade school. Dr. Drugs found them suitable when he originally investigated the market for retail pharmaceuticals at Harding. He recruited Doug with the prospect of immediate cash and the promise of a more substantial position when Doug is too old for high school action. The Doctor has set up this operation as a trial period for Doug. Doug is eager to succeed and impress his employer. Doug had not been looking forward to leaving high

school; the chances for a high-paying position in the legitimate job market were limited for a man in his position. He would be quite happy to swing a full-time position with Dr. Drugs.

The other Thugs are only in the racket for the short term benefits – cheap drugs and spending money. They provide the muscle for collection services now, but Dr. Drugs and Doug are grooming them for major league activities. The Thugs have never been above petty larceny, assault, and extortion, but major theft and firearms are new and fascinating to them. These are the Hired Guns of Tomorrow – the Future Henchmen of The Supervillains of America. Doug is perhaps operative material – sophisticated and intelligent enough to be a clear improvement over Dr. Drugs' current mob leader, the Ogre (Dr. Drugs' own dad) – but Doug also shares some of the Ogre's less attractive traits, such as a love a violence and a tendency towards sadism. Doug also seems to have an unstable personality, which so far he has kept under control.



# The Investigation

The players have a map of WGHS. (The gamemaster is encouraged to substitute a map of a high school that he is familiar with, and to make any adaptations necessary to use the following notes.) The players must devise a pattern of surveillance that will turn up clues about the drug traffic. They may also prepare plans to employ the heroes' superpowers in their detective work.

Using recollections of their own high school days, the players will probably be able to focus on several likely locations where drug contacts might be made. The following background information provides details on important locations and possible informants that the superteens may investigate in their search for clues.

This section of the adventure offers many opportunities for character playing, sleuthing, and problem-solving. If the players prefer superhero combat action, the gamemaster could compress this section by rapidly introducing the note from the anonymous informer providing the transition to the next section. On the other hand, if the players enjoy playing the roles of teenage superdetectives, the gamemaster should expand and improvise to suit their tastes — perhaps adding another level or two of underlings before Dr. Drugs himself is encountered.

The gamemaster should contrive a brief encounter with Ginny Lincoln, the Sophomore Queen, who is Quicksilver's heart-throb. Later, she will play a part as a kidnap victim. This early introduction sets the stage for later events.

## Locations for Surveillance

A location is simply a place where information may be obtained. The following indicates the kinds of information the teens can gather in each location. The chance that the heroes will find any useful information in other locations is small; they might stumble upon Dewey in the midst of a transaction, or overhear another student discussing his drug connection, but there should probably be no more than a 01% chance of a useful clue.

Information that leads directly to Dewey or Nick is in italics. Obtaining this information is the climax of this section.

**1. The Cafeteria** is too public for anything but very subtle contacts (notes in textbooks, secret signs, etc.). Here Dewey is approached by clients, but after the initial meeting, each client is given his own contact signal. Dewey may listen for a code word in the food line from one client, look for a present of a cookie from another. He may recognize a student in a special seat, or a food tray with a double dessert left untouched as a signal. *However, if the heroes are already suspicious of Dewey, they will be able to catch some corroborating evidence of Dewey's involvement.*

**2. The Front Office** is where Dewey works. He has access to all of the student schedules. After a contact signal, he sends a message (each time in a different way) to the client with a meeting place where the order may be discussed in private. The only clue the players may pick up here is that the other kids that work here don't seem to work as hard as Dewey, and that nobody else seems to know student schedules as well.

**3. The Guidance Office** is where the official student records are kept. They are generally bland. All drug offenses are listed as Administrative Discipline without details. No useful clues here either about heavy users or records of drug-related discipline.

**4. The Assistant Vice-Principal's Office** houses informal files on all drug-related events. There is ample evidence of drug-use among the Monkey Thugs, the Rockers, the Burnouts, and the Car Freaks. The assistant vice-principal is under the mistaken impression that the Rockers are the likeliest to be dealers in the school, mostly because the Rockers are the most abrasive and anti-social of the groups in the school. All clues here point misleadingly to the Rockers as the source of the drugs.

**5. The Smoking Lounge** is an excellent spot to pick up gossip and romors — mostly irrelevant and mostly untrue. A player has the chance of his hero's POW as a percentage

to discern relevant information for every hour spent eavesdropping. This relevant information may be either true, false, or too vague to be useful. (See "Rumors and Clues" below.)

**6. The Gym** is a center for lots of casual talk. *Each hero has his POW as a percentage per hour to overhear a useful bit of information about Dewey being a drug contact.* A hero might overhear whispers about parties where drugs are easily available. The heroes may notice an intimidation session — the Thugs handling a slow-paying customer. *The heroes might even notice Rocky's frequent trips to his gym locker and the furtive air he has about him in the process.* On the other hand, the party will also view some freelance, unrelated intimidation — just the macho posturing and casual torture of the weak and socially unacceptable that is a common feature of high school society. The girl's locker room may also contain whispers about Dewey and parties, but the Thugs and Rocky are naturally absent.

**7. The Bathrooms** are good spots for eavesdropping. There is a powerful sense of privacy here, and students may talk unusually freely. Each hero will get 1D4 rumors or clues for each hour spent concealed in a bathroom. (See "Rumors and Clues" below.)

**8. The Stairwells** are Dewey's favorite drop spots between classes — especially the less-used stairwells. *A character concealed here might actually observe a drug transaction. His chances of doing so are equal to his Luck roll minus 50 percentiles or less on 1D100.*

#### Judging the Heroes' Investigation Techniques

The gamemaster should assign positive modifiers to the chances of success if the heroes are specific and methodical in their investigation. For example, if the player indicates that he is looking specifically for strange activity by Dewey, and attempting to sit at or near his table during lunch hour, he should have a higher percent chance of surveillance success in the cafeteria. On the other hand, if the party is just hanging around with no clear idea of what they are looking for, the clues ought to be more vague and inconclusive; the players might notice that Rocky the Thug shares a gym locker with Dewey, a Good Kid — unusual, but hardly decisive. Additionally, the game master should set out a number of irrelevant details along with the critical information, leaving the players to puzzle out what is significant. Such irrelevant details could include things like: hearing that Johnnie Sacco was beat up by the Rockers last Thursday because he stole something from one of them; Ruth Solomon got really sick and threw up at a party last week after drinking only a sip of wine; one of the Burnouts has been going steady with a cheerleader — hardly an auspicious match; etc.

#### Looking for Informants

The players may seek for informants among the students. Most students fall into one of the seven major social groupings found at Warren G. Harding High School. Some may belong to more than one group, or to no group, but these are the exceptions. The general response a player-character may expect when contacting a member of one of these groups is described below. Also, within each group there will be at least one student who is a potential informant.

An Idea roll should be made to determine whether the informant can be successfully located, and a Persuasion roll should be made to determine whether the informant is forthright and accurate in his information. In general, a failed Persuasion roll indicates that the potential informant is suspicious that the hero is a squealer, or that the informant dislikes the hero on general principles. The gamemaster should adjust the percentage chance of success according to the role-playing of the characters. If any action of the heroes indicates that they are potential 'narcs,' the chance of success should be reduced. On the other hand, if the intent is to purchase drugs is feigned convincingly, the chances should be improved. Additionally, each social group has a positive or negative modifier to the Persuasion roll according to the group members' inherent resistance to interrogation (a distinctive feature of each social group). This general modifier might be further



Gathering Rumors

adjusted by the gamemaster to reflect an individual's personal attitude toward the hero (e.g., respect, contempt, distrust, grudge, friendship, owed favor, etc.)

No individual at Harding, except, of course, the Monkey Thugs, knows any more than that Dewey is the main drug connection. Many students do not even know that.

If the heroes fail their Persuasion roll, any contact will be characterized by the general response described for each group (for example, the Thugs would be amused and sell the party some oregano). If the roll is successful, the heroes will come face-to-face with a knowledgeable and potentially willing squealer.

## Groups & Information

### 1. *The Monkey Thugs (-80% from Persuasion)*

A hero contacting this group is likely to amuse the members, spurring them to mock the investigator or to attempt some humiliating scam, like selling the student an ounce of oregano in lieu of marijuana. The Monkey Thugs will be uncooperative in drug investigations, and greatly scorn Good Kids like the heroes.

### 2. *The Jocks (-20% from Persuasion)*

Jocks are generally scornful of non-Jocks. They are hypocrites about drugs, offended that anyone would suspect them of using drugs, despite the fact that many of them do. They will give the PCs a good-naturedly hard time, but do nothing harmful.

### 3. *The Rah-Rahs (-20% from Persuasion)*

These are the school-spirit types, gung-ho on school, patriotism, and their position in America's future. Some are hypocritical about drug use, but many are sincerely concerned, and might offer to help. Most will deny any knowledge of drugs at the high school. At worst Rah-Rahs play dumb; at best, they are helpful.

### 4. *The Rockers (-60% from Persuasion)*

These folks are hostile and anti-Establishment. They are close-knit in their loyalties, and suspicious of outsiders, but will send a superteen they trust to Dewey. lishment culture — the Rockers will point out Dewey.

### 5. *The Burn-Outs (-80% from Persuasion)*

These hopelessly wasted dopers are usually mellow and cooperative, but they have a sixth sense that detects narc behavior, and will clam up immediately rather than inform on the source of their recreation.

### 6. *The Car Freaks (-40% from Persuasion)*

Vaguely hoodlumesque in temperament, and shrewd, the Car Freaks have little respect for outsiders, and will probably offer to sell the heroes drugs at outrageous prices if they express an interest. The Car Freaks are particularly honorable with respect to the Unwritten Code, and might be prone to violence in redress of any crime of squealing.

### 7. *The Good Kids (+20% to Persuasion)*

Naive and innocent, with a few surprising exceptions, the Good Kids are generally ignorant of the drug culture except from rumors and a few illicit experiments.

The informant's inclination to squeal may be affected by bribes and intimidation, but the effect may not be the one intended. For example, Brain may offer to do a term paper for a potential informant. If Brain is persuasive, the informant will be seriously tempted to squeal. However, if the informant sees through Brain's persuasive offer (possibly simulated by a successful Idea roll), he may decide that Brain is a narc. Brain will at best get no information. At worst, the informant will lie convincingly and send Brain off on a wild goose chase. The Unwritten Code prohibits squealing, and most students require a strong inducement to transgress against this universally accepted moral principle.

### Investigative Techniques

The superheroes may take several approaches to finding an informant. They might observe carefully before making a contact. They might try subtle snooping — posing as interested clients, for instance. They might try unsubtle information gathering, like walking up to people and asking who's the source for drugs in school. They may employ supersleuth methods — employing powers like the Dark Duchess's telepathy or using Brain's gimmick ability to make bugging devices. The heroes could try tailing suspects, or researching police and school records by legal or by illegal means.

Other sources of information include teachers and administrators, who will usually point at the most suspicious students, who ironically may be innocent. The heroes may question the custodial staff, who may have some tips about the use of the bathrooms as pickup spots. They may even go directly to Arthur Lincoln, the Narcotics Bureau agent, though it is a terrible transgression against the Unwritten Code, and is futile, since Lincoln is as ignorant as the superteens.

Depending on the mundane and exotic abilities of the superheroes the gamemaster should expect the players to improvise a number of unanticipated investigative techniques. The results should be smoothly handled by the gamemaster. The more detailed his or her vision of the society of Harding High, the easier it will be to improvise appropriate responses.

Most of the characters' efforts will produce no clues whatsoever; these episodes should be kept brief and only be used to maintain the suspense and drama of the detective work. In due course the party should find enough clues or locate an informant who can provide the connection between Dewey and the drug racket.

### Conclusion

The climax of this part of the scenario should be the discovery of solid evidence linking Dewey with the WGHHS drug trade. Just as the heroes are focusing in on the principal agents of the WGHHS drug distribution system, the villains are becoming aware of the heroes' investigation through Dewey's and the Thugs' observations or through other informants. Dr. Drugs has decided that this sudden interest must be discouraged. Eager for a little physical action, the Thugs cheerfully set in motion a little plan devised by the good doctor. The heroes receive a mysterious note from an anonymous informant requesting a secret meeting.

### Creating a List of Student Non-Player-Characters

Copy names at random from the phone book. Assign each name randomly to one of the seven social groups, then list the following information in table form:

1. Student Name.
2. Social group of student.
3. Knows Dewey as contact? [Judge by social group.]
4. Buys from Dewey? [Judge by social group.]
5. Attitude toward teen heroes. [Consider Persuasion modifier for the social group and individual personal friendships or contempt.]
6. Percentage chance that the informant is unreliable.

Don't list the entire student body. It is sufficient to give each group's main informant and any major characters you deem to be necessary. A gamemaster should add to the chart any student with which the superteens interact during the scenario. In this you can keep minor characters consistent in their behavior.

For example, a sample entry might go: **Luke Potter; Burn-Out; knows about Dewey but doesn't buy from him; -40% from Persuasion; very perceptive, hates narcs, may take heroes for suckers.**

## Clues and Rumors

The following are examples of information that might be picked up by eavesdropping or from informants. The examples included the kinds of misinformation an informant might offer if the heroes are incompetent or insufficiently persuasive. Whenever possible, the gamemaster should supplement this list with his own prepared or improvised rumors that reflect his personal vision of the ambience of Harding High. He should personalize the rumors with specific non-player-character student names, keeping track of who said what to whom. The rumors/clues should be coded as to whether they are true, false, or only partially true. Any false or qualified statements should be explained in parentheses after the rumor, in case the PCs check it out against more reliable sources.

The heroes will often have to use Fast Talk or Persuasion to obtain an informant's cooperation. The more favorable the die roll, the more cooperative the informant. A special roll indicates complete cooperation; a fumble means completely misleading info.

Some of the following rumors can be collected by the heroes as they investigate. Each entry is rated for truth and relevancy. Rumors directly pertaining to the scenarios are italicized.

1. *"Need some ludes." "Joey got some." (He got them from Dewey.)* [True.]
2. "The school won't squeal to the cops about drug stuff — they just call the parents." [Mostly true. The police may have records on some kids — mostly Rockers — but they know nothing about the Thugs.]
3. "Frank Christensen got pulled out of school and sent to private school because his parents found out about the crowd he was running with and the drugs they used." [True. But there is no clear connection with Dewey.]
4. "Some Jocks put the muscle on Reggie (a Rocker) for selling drugs." [False. The Jocks really extorted some drugs from Reggie, who had bought them from Dewey.]
5. "The drug sources have all dried up lately." [False. This kid doesn't buy from Dewey.]
6. "Kyle got kicked off the team for smoking dope." [False. It happened, but Kyle was innocent.]

7. *"Mark has some great stuff. Let's get high after school."* [True. Dewey was the source.]

8. *"Dewey'll let you go on credit since he's a good friend of mine."* [True. Dewey was the source.]

9. "Janet Crockston was in the office, caught with drugs, and suspended." [False. Janet was suspended for truancy.]

10. "Bryan Loving (good kid) uses drugs." [True. But hard for the superteens to believe. It is irrelevant anyway, since he steals the drugs from his folks.]

11. "Mr. Wolfe (teacher) is a dooper." [False. In college, he was a dooper, but not any more.]

12. "Mr. Bloomfield turned Paul Anderson in for drugs. I thought Bloomfield was cool." [True and false. Mr. Bloomfield just told Guidance that Paul was nodding out in class; he thought it could be bad diet, illness, or depression. It was drugs, but not from Dewey.]

13. "Need some drugs for the Baby Eaters concert." "I don't know where to get any." [False. The second kid's lying — he just hates the first kid and so he won't tell him about Dewey.]

14. "The (insert social group) uses drugs." [True. Except for the Good Kids.]

15. "The (insert social group) sells drugs." [False. Except for the Car Freaks, who occasionally resell what they get from Dewey to the naive and ignorant for a grossly inflated price.]

16. "(Insert student name) is a narc." [Sometimes true. Only Good Kids, most Teachers, the Administration, and the Informers from each social group would perform such antisocial crimes. *The Informers all know Dewey as a source of drugs.*]

17. *"(insert student name) knows where to get drugs." [True. Someone in each social group is likely to know that Dewey is the major dealer. Only 90% of the Good Kids, 50% of the Rah-Rahs, and 30% of the Jocks are likely to be totally unaware of this source of Harding's drugs. On the other hand, many might lie or speak in ignorance, just for spite.]*

18. *"Drugs are really bad news for you, Cathy. You'd better lay off."* [True. One friend telling another to lay off, though Cathy isn't likely to listen. If a hero tails the kid, she might eventually lead him to Dewey.]

# The Parking Lot

Dr. Drugs has learned that Dewey suspects a group of students have an unhealthy interest in the Harding High drug trade. He decides that a conference with the Monkey Thugs might induce these busybodies to mind their own business. The bait is a note from a possible informer. The setting is a dark high school parking lot late at night.

## The Bait

Just as the investigations of the heroes are beginning to bear fruit, a hero receives an anonymous note typed incompetently on a high school typewriter:

## The Setting

Review the map of the back parking lot of the high school. The lights by the back entrance illuminate a 5m-radius-area and up to 10m away shapes and moving objects are discernable. There is no moon, and the sky is overcast; visibility is quite poor beyond the lights. A metal dumpster, about 5 feet deep is half-full of ripe cafeteria trash; the lids are open. There is a stack of empty plastic milk crates next to the cafeteria staff door. There are no lights from the classroom windows, though the windows are dimly lit from an interior hallway. The cafeteria windows are similarly lit. There are no windows in the shop wing. All doors are locked. The parking lot has two cars in it (belonging to the night custodians).

To the north and east are level, open, playing fields with trimmed grass. Even in this pitch black, there is no penalty for running movement. There is no cover for at least a hundred yards, but on such a dark night, a person could approach unobserved anyway. To the south and west is the dimly-lit school building.

The only people within earshot are the two night custodians. The gamemaster may choose to have them intervene if the encounter becomes too threatening to the heroes or to the Thugs. If the custodians arrive on the scene, the Thugs will immediately run across the field to their car waiting in the housing development.

## The Monkey Thugs

The Monkey Thugs are Doug Fischitsky, Rocky Mollaro, Ron Morgan, and Nick Russo. Dewey Wright is not officially a Thug, but he must be present anyway. Doug wants Dewey to know that he's in this all the way. Doug doesn't trust Dewey, feeling Dewey is still a snotty rich kid.

Read the character descriptions of the Monkey Thugs and visualize them, embellishing freely from the mythic hoodlums, real, literary, and cinematic, of your youth. Doug is the gang leader, because he is so self-assured and so crazy that no one wants to disagree with him. The other thugs have all the moral restraint of hyenas. It's really just their youth; don't paint them as hardened criminals. They laugh a lot during their intimidation sessions, believing that it's all just a little joke (at the victim's

if you want some information about mike,  
meet me atll tonite in the parking lot near  
the cafeteria. dont bring any cope or i wont  
show

A friend

expense, of course, but their sense of humanism is in an immature state). Rocky and Ron will usually hold the victim, occasionally tickling his ribs or twisting his arm for emphasis. Nick is a little less innocent; he is sober and deliberate in his actions. He thinks the others are immature, though he finds Doug an acceptable though unstable leader.

### THE MONKEY THUGS (Superworld)

#### Doug Fischitsky

Doug appears very calm and poised, but that poise can dissolve into instant berserk rage. When Doug was very young he almost beat one of his playmates to death with a Tonka truck. Whatever psychological and social problems Doug has, he usually keeps them firmly bottled-up. Doug is verbally sophisticated and charming: a born leader. His persuasive techniques rely on unexpected and ruthless sadism – cigarette lighter and low blows.

#### DOUG FISCHITSKY (Superworld)

STR 15  
CON 14  
SIZ 10  
INT 14  
POW 10  
DEX 13  
APP 10

MOVE (m/AR): Walk 12

ACTION RANKS: 13/3

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	60%	1D3+1D6	60%	–	3
Grapple	50%	2D6	50%	–	3

HIT POINTS: 12

ENERGY: Personal (2) 24

SKILLS: Command 30%, Fast Talk 45%, Listen 70%, Observation 28%, Persuade 60%, Streetwise 50%

#### Rocky Mollaro

Rocky is a pleasant and tractable high school wrestler and football player, and thinks Doug is clever and amusing. He follows Doug's directions unquestioningly. Rocky is self-centered and insensitive to moral dilemmas.

#### ROCKY MOLLARO (Superworld)

STR 18  
CON 16  
SIZ 14  
INT 10  
POW 10  
DEX 15  
APP 10

MOVE (m/AR): Walk 12

ACTION RANKS: 15/5

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+1D6	50%	–	3
Grapple	80%	2D6	80%	–	3
Club*	30%	1D6+2+1D6	30%	–	3
Club**	30%	1D6+2+2D6	30%	–	12

\* the club can be used for parrying 6 K.

\*\* Rocky often takes an AR to boost his club attack. The statistics given here are for a boosted attack.

HIT POINTS: 15

ENERGY: Personal (3) 26

SKILLS: Dodge 45%

#### Ron Morgan

A big, but inept, bully, he is feared by reputation as a dirty fighter – biting, gouging, and low punching.

#### RON MORGAN (Superworld)

STR 17  
CON 16  
SIZ 18  
INT 9  
POW 11  
DEX 11  
APP 12

MOVE (m/AR): Walk 12

ACTION RANKS: 11/1

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+2D6	50%	–	6
Club*	30%	1D6+2+2D6	30%	–	6
Grapple**	40%	3D6	40%	–	6

\* can be used to parry 6 K.

\*\* all 3D6 are capable of impaling; dirty blows.

HIT POINTS: 17

ENERGY: Personal (3) 29

SKILL: Streetwise 40%

#### Nick Russo

If not for his ugly appearance and stutter, Nick might lead a gang. He is an experience hoodlum, while the rest of the Thugs are amateurs. Doug lets Nick do the real work.

#### NICK RUSSO (Superworld)

STR 14  
CON 18  
SIZ 13  
INT 13  
POW 15  
DEX 14  
APP 8

MOVE (m/AR): Walk 12

ACTION RANKS: 14/4

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+1D6	75%	–	3
Light Pistol	40%	1D6	–	30m	6 shots

HIT POINTS: 16

ENERGY: Personal (3) 33

SKILLS: Climb 80%, Fine Manipulation 33%, Hide 75%, Move Quietly 75%, Spot Hidden 50%, Streetwise 60%

#### Dewey Wright

Dewey is an opportunist who has gotten in too deep with the Thugs. Doug probably will force him to fight, but Dewey is a cross-country runner who may choose to jog away rather than to dirty his hands.

#### DEWEY WRIGHT (Superworld)

STR 9  
CON 11  
SIZ 12  
INT 16  
POW 18  
DEX 12  
APP 16

MOVE (m/AR): Run 18

ACTION RANKS: 12/2

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	25%	1D3	25%	–	0

HIT POINTS: 12

ENERGY: Personal (3) 29

SKILLS: Fast Talk 85%, Hide 50%, Persuade 69%

**THE MONKEY THUGS (Champions)**

**DOUG FISCHITSKY (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
15	Strength	5	-	None
13	Dexterity	9		
9	Constitution	-2		
8	Body	-4		
13	Intelligence	3		
10	Ego	0		
10	Presence	0		
10	Comeliness	0		
4	Physical Defense	1		
3	Energy Defense	1		
3	Speed	7		
5	Recovery	0		
20	Endurance	1		
21	Stun	0	0	TOTAL DISAD.
OCV = 4    DCV = 4    ECV = 3    PD = 4    ED = 3				
PHASES:    4    8    12				
<b>POWERS</b> 3    1 level with punch				
3    Streetwise on 11				
6    TOTAL COST FOR POWERS				
CHAR. PTS 21 + POWER PTS 6 = 27				

**ROCKY MOLLARO (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
15	Strength	5	-	None
14	Dexterity	12		
13	Constitution	6		
10	Body	0		
10	Intelligence	0		
10	Ego	0		
10	Presence	0		
8	Comeliness	-1		
6	Physical Defense	3		
4	Energy Defense	1		
3	Speed	6		
6	Recovery	0		
26	Endurance	0		
25	Stun	0	0	TOTAL DISAD.
OCV = 5    DCV = 5    ECV = 3    PD = 6    ED = 4				
PHASES:    4    8    12				
<b>POWERS</b> 5    1 level hand-to-hand				
5    TOTAL COST FOR POWERS				
CHAR PTS 32 + POWER PTS 5 = 37				

**RON MORGAN (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
20	Strength	10	-	None
11	Dexterity	3		
13	Constitution	6		
11	Body	2		
6	Intelligence	-4		
8	Ego	-4		
10	Presence	0		
12	Comeliness	2		
5	Physical Defense	2		
3	Energy Defense	0		
2	Speed	-1		
5	Recovery	0		
26	Endurance	0		
28	Stun	0	0	TOTAL DISAD.
OCV = 4    DCV = 4    ECV = 3    PD = 5    ED = 3				
PHASES:    6    12				
<b>POWERS</b> 5    Armor-piercing for punch (activates on 11)				
3    Streetwise on 11				
8    TOTAL COST FOR POWERS				
CHAR PTS 15 + POWER PTS 8 = 23				

**NICK RUSSO (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
15	Strength	5	5	Stutters
14	Dexterity	12	5	Ugly, bad reaction on 8
13	Constitution	6	2	Experience
12	Body	4		
10	Intelligence	0		
14	Ego	8		
10	Presence	0		
8	Comeliness	-1		
6	Physical Defense	3		
4	Energy Defense	1		
3	Speed	6		
6	Recovery	0		
26	Endurance	0		
27	Stun	0	62	TOTAL DISAD.
TOTAL    44				
OCV = 5    DCV = 5    ECV = 5    PD = 6    ED = 4				
PHASES:    4    8    12				
<b>POWERS</b>				
3    1 level with firearm				
5    1D6 RKA--pistol, 6 uses				
5    Streetwise on 12				
5    Stealth on 12				
18    TOTAL COST FOR POWERS				
CHAR PTS 44 + POWER PTS 18 = 62				

**DEWEY WRIGHT (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
10	Strength	0	-	None
10	Dexterity	0		
10	Constitution	0		
10	Body	0		
19	Intelligence	9		
20	Ego	20		
10	Presence	0		
16	Comeliness	3		
2	Physical Defense	0		
2	Energy Defense	0		
2	Speed	0		
4	Recovery	0		
20	Endurance	0		
20	Stun	0	0	TOTAL DISAD.
TOTAL    32				
OCV = 3    DCV = 3    ECV = 3    PD = 2    ED = 2				
PHASES:    6    12				
<b>POWERS</b>				
None				
CHAR PTS 32 = 32				

**Thugs' Tactics**

Nick will arrive just after nightfall and climb the drainpipe onto the roof of the high school, obtaining a commanding view of the meeting place. The Thugs arrive by car, parking in the housing development east of the rendezvous location at 10:30. They will hide in the narrow barrier of trees separating the high school grounds from the housing development. From this point they can observe the parking lot, waiting for the heroes to arrive in the small illuminated area outside the back entrance. Nick will signal with a lighter twice if everything is as planned. If the heroes are concealed nearby, or are snooping around, Nick will signal three times, then leave the roof and circle around to report to Doug. Doug will either improvise a new plan or abandon the operation until the next night. If the heroes have not arrived by 11:30, the Thugs will leave.



# Lorelei

Superworld

For the Gamemaster

## Lorelei (Evonne Eckberg)

Evonne has always had a way with men, but after a brief romance with a shady Asian mystic, she began to suspect her charms were more than mundane. She obtained the assistance of a hypnotist and went in search of herself. After she had twisted that man around her finger until he could offer no more, she went off in search of a new mentor.

Thus Evonne encountered The Prince (the Syndicate's principal supervillain) at a society affair. The distinguished and fabulously wealthy playboy induced her to trust herself to his tutelage. She fell in love, and he taught her how to use her mental powers. Even after she discovered the Prince's underworld connections, she was hopelessly attracted to him — perhaps this element appealed to her.

In the course of their relationship, Lorelei has been accessory to some rather grim and ruthless exercises of the Syndicate. The Prince is dependent on the Syndicate for his high life style, and Lorelei is dependent in turn on the

Prince. Lorelei is not evil; she is a psychopath completely without morals. Whatever amuses or pleases her is right. Men worship her as a goddess, while women curse her as a manipulative and calculating vixen. She is cool and imperious to her admirers, but the phrase "Hell hath no fury" was never so true. Any man who resists her charms is instantly a target for her spite. She also dislikes other women, particularly attractive women. She is famous for terrible fights with feminine competitors. She is a vicious and dirty fighter.

In supermeles Lorelei uses her mental powers, aura attacks, and persuasive abilities to slow potential combatants. She attempts to control them while the melee is in progress; later they can be dealt with individually. She might even manage to cause a love-struck opponent to turn and attack his own friends, particularly if Lorelei has had a few previous opportunities to work her charms on the victim. When things look bad, she will quietly abandon friend and foe to make her escape.

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STR	10	HERO POINTS	
CON	12	Characteristics	98
SIZ	9	Disad/Handi	78
INT	17	Experience	—
POW	18+ 2 = 20	Available	176
DEX	14+ 9 = 23	Used	176
APP	18+ 9 = 27		

MOVE (m/AR): Walk 8

ACTION RANKS: 23/13/3

SUPERPOWERS	Level	Energy	Hero Pts
SuperPOW, SuperDEX, SuperAPP	20		33
Mind Control: POT 27, 300m range	10	30	30
(D) Conditional Use: vs. men only (1/3)			+10
Emotion Control: POT 27, 300m range	10	30	30
(D) can create love of Lorelei only			+15
(D) Conditional Use: vs. men only (1/3)			+10
Extra Hit Points: +22	11		11
Mental Hypnosis: POT 15	5	15	15
Skills: Persuade +84%, Fast Talk +84%	6		6
Listen +35%	7		7
Energy Supply: +150	15		15
Armor: 9K/4E/5R	19		19
(D) located in removable costume (1/6)			+3
(D) 20% failure chance			+4
Skill: +50% Grapple	10		10
(D) Conditional Use: vs. women only			+5
Non-Super ID: takes act of will to turn on			+5
Psychological Problem: goes berserk in female vs. female melee			+10
Psychological Problem: obsessive hatred and spite for males who resist her charms			+5
Psychosocial Problem: conceited and vain			+5
Psychosocial Problem: fears loss of looks			+5

DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Grapple	75%	1D6	75%	—	0
Hair-Pulling	50%	1D3	—	—	0
Biting	50%	1D3	—	—	0
Scratching	50%	1D3	—	—	0

PROTECTION: Armor 9K/4E/5R has 20% failure chance

HIT POINTS: 33

ENERGY: Personal (3) 182

SKILLS: Fast Talk 89%, Listen 80%, Persuade 89%

This section (all un-numbered pages) should be removed for use in play.

# Lorelei

Champions

For the Gamemaster

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VAL	Characteristic	PTS	100+	DISADVANTAGES
10	Strength	—	20	Berserk in combat with women on 14, recover on 11
14	Dexterity	12		
13	Constitution	6		
8	Body	-4	20	Hates women, and men who can resist her charms
23	Intelligence	13		
33	Ego	46	20	Vain and conceited
38	Presence	28	15	Secret ID
28	Comeliness	9	42	Villain Bonus
5	Physical Defense	3		
4	Energy Defense	1		
3	Speed	6		
5	Recovery	—		
70	Endurance	22		
20	Stun	—	219	TOTAL DISAD.
TOTAL		146		

OCV 5    DCV 5    ECV 11    PD 5    ED 4  
 DEX roll = 12    EGO = 16    INT = 14    PER = 14  
 PHASES:    4    8    12

POWERS	END
25 10D6 Mind Control (+1, males only)	10
33 10D6 Mental Illusion (+1/2, illusions do no harm)	10
3 Persuasion on 16	
10 +4 Hand-to-Hand levels (+1, women only)	
71 TOTAL POINTS FOR POWERS	

CHAR PTS 146 + POWERS PTS 71 = 219

## Dr. Drugs (Oliver Stottlemeyer Jr.)

Dr. Drugs was born only shortly before his father was sent to prison. Soon after, his mother ran off with a delivery man. Oliver Jr. was doomed to spend the next 10 years being shuttled between various uncaring relatives, none of whom was much interested in taking care of young Ollie.

As Ollie, Jr. grew older, he showed signs of being a childhood prodigy. Supplementing his scanty schooling with voracious reading, Dr. Drugs independently made the same discovery about the nature of superpowers as did the Brain. Oliver, Jr., however, used drugs to establish the necessary conscious links with his supertalents — hence his nickname of Dr. Drugs.

Dr. Drugs turned on his girlfriend Dahlia's superpowers using drugs, and showed his discovery to his dad.

Dr. Drugs is Mr. Mellow himself. He is far too laid back to be really sinister. He imagines that his drug operation is a public service. He has employed ogre as the muscle in his operation, and may even honestly regret the ruined lives and dead kids that are a necessary side effect of the service he is offering.

Dr. Drugs likes to offer a sporting chance to his foes. He is particularly proud of the wit and humor he applies to the art of coercive persuasion, but if an opponent can turn the tables on him, Dr. Drugs is the first to appreciate his antagonist's ability. He likes and trusts most people he meets. He has a well-developed sense of humor and a healthy respect for any opposition. All in all, Dr. Drugs is a likable villain; one might even reflect on the kind of good guy he'd make if he'd just go straight.

Dr. Drugs has found drugs that help him focus and stimulate his mental powers. He is certain that experimentation with new drugs will release other, as yet hidden, abilities in himself. Dr. Drugs is currently struggling with the idea of turning everyone in the world on to their superpowers. He feels obligated to share his knowledge

with the rest of the human race, but he's not sure he wants to live through the chaos that would follow after such a disclosure. The burden of this difficult moral issue weighs upon him heavily when his mood is not artificially elevated by drugs.

STR	12	HERO POINTS	
CON	12	Characteristics	91
SIZ	10	Disad/hahdi	100
INT	17	Experience	—
POW	14	Available	191
DEX	14+12 = 26	Used	191
APP	12		

MOVE (m/AR):	Walk	8
	Fly (when insubstantial)	8

ACTION RANKS: 26/16/6

<i>SUPERPOWERS</i>	Level	Energy	Hero Pts
SuperDEX	12		12
Astral Body: 3 km range	3	42	42
(D) Vulnerable Device: pills (1/3)			+14
(D) Side Effect: when Astral Body turned on, rush from drugs causes stun as though had received damage greater than half current hit points. Recovery as per normal stun. (1/3)			+14
Insubstantiality	1	10	20
(D) Vulnerable Device: pills (1/3)			+7
(D) Side Effect: when Insubstantiality is turned on, rush from drugs causes stun as though had received damage greater than half current hit points. Recovery as per normal stun. (1/3)			+7
Supervision: range 60m	1		2
(D) Vulnerable Device: pills (1/3)			+1
Supertaste: chance for success 17%	1		2
(D) Vulnerable Device: pills (1/3)			+1
Supersmell: chance for success 51%	3		6
(D) Vulnerable Device: pills (1/3)			+2
Supertouch: chance for success 51%	3		6
(D) Vulnerable Device: pills (1/3)			+2
Dangersense 70%	14		14
(D) Action Rank Delay: warning is delayed two action ranks (1/3)			+5
Gas Projection: 5D6 POT hallucinogens	5	15	15
Extended Duration: 4 action ranks	10	10	10
Energy Supply: 8 gas canisters	20		20
(D) Vulnerable Device: canisters (1/3)			+15
(D) Use Limit: only 8 shots			+7
Extra Hit Points: +4	2		2
Adaptability: drugs	1	3	3
Resistance: 10K/10E/10R	6		18
Energy Supply: +190 personal	19		19
Personal Problem: drug addict			+5
Personal problem: personal pacifist (coward)			+5
Phobia: fears loss of drug supply			+5
Phobia: paranoid about police			+5
Psychosocial Problem: respects opponents			+5

DAMAGE BONUS: 0

<i>WEAPON</i>	Attack	Damage	Parry	Range	Energy
Gas Canisters	90%	5D6 POT.*	—	30m	8 shots

\* Gas cloud 2m diameter remains for 4 Action Ranks. Hallucinogens act as sleep — victims experience alternately blissful and terrifying dreams.

PROTECTION: Insubstantiality; Resistance 10K/10E/10R

HIT POINTS: 15

ENERGY: Personal (3) 216

SKILLS: None



# Dr. Drugs

Champions

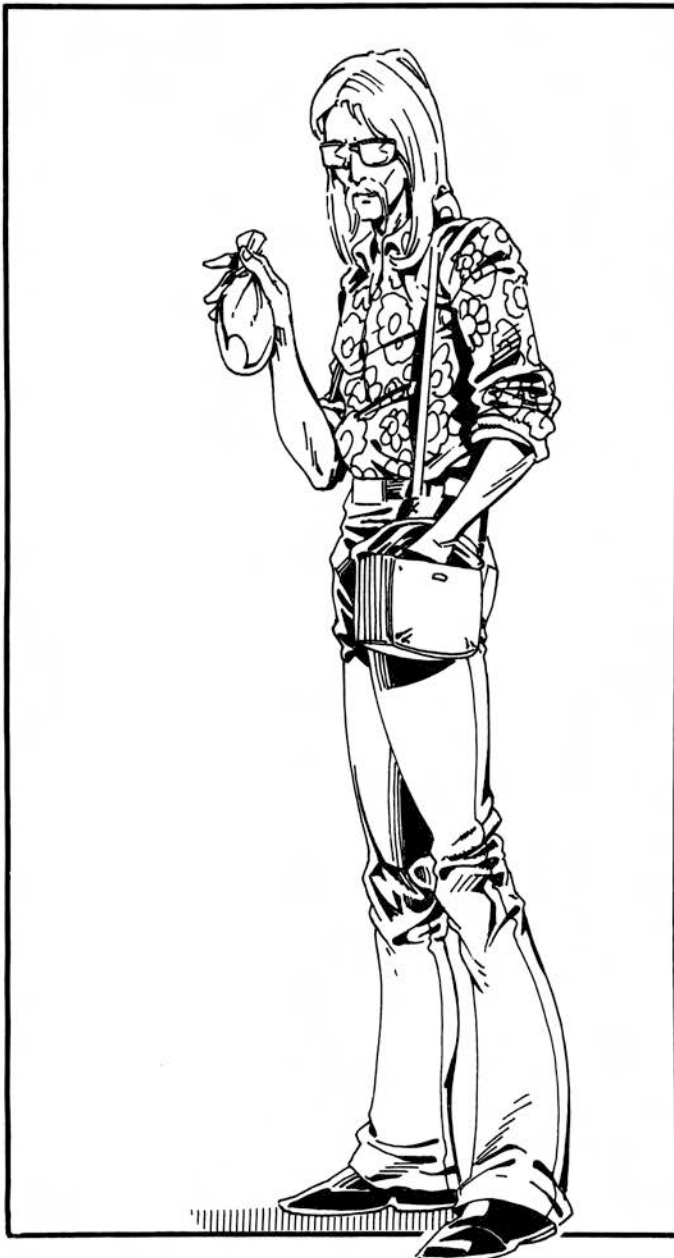
For the Gamemaster

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VAL	Characteristics	PTS	100+	DISADVANTAGES
10	Strength	—	10	Unusual Looks (Super-mellow) on 11+
15	Dexterity	15		
13	Constitution	6	15	Drug Addict
9	Body	-2	20	Non-violent
24	Intelligence	14	20	Hunted—Police on 8+
12	Ego	4	15	Trusts Everyone
10	Presence	—	12	Conversion Bonus
10	Comeliness	—		
5	Physical Defense	3		
5	Energy Defense	2		
3	Speed	5		
6	Recovery	2		
60	Endurance	17		
25	Stun	3	195	TOTAL DISAD.
TOTAL		69		

OCV 5    DCV 5    ECV 4    PD 5    ED 5  
 DEX roll = 12    EGO = 11    INT = 14    PER = 14  
 PHASES: 4    8    12

### POWERS

- 20 "Astral Projection" END 1  
 8 Body Desolid, Invisibility with no fringe, leaves body behind. Still affected by energy and mental attacks. Cannot Recover while Desolid.  
 (1D6 NND each phase if no END left)  
 (Delay of one phase stunned when activated)  
 (OAF — Pills)
- 26 END cost reduced to 1/8 for Astral Projection
- 16 Super-senses: Parabolic Hearing, Telescopic Vision, Discriminatory Taste, Discriminatory Touch, Discriminatory Smell.  
 (+1, OAF — Pills) (stunned 1/2 Phase)
- 16 Danger Sense on 14 (Stunned 1/2 Phase)
- 45 6D6 NND (10 points Life Support) Hallucinogenic Gas cannisters, 1" radius. 8 charges, each lasts 2 segments.

123 TOTAL POINTS FOR POWERS

CHAR PTS 69 + POWERS PTS 123 = 192

## Brain (Ptolemy Morgenstern)

Everyone calls Ptolemy "Brain." He is not a lovable child; tending to mordant and sarcastic wit, and far too smart to put up with the social nonsense that makes normal society function smoothly. Like Henry, Brain is inveterately honest. Unlike Henry, Brain enjoys giving people the bad news that they are lame and dispensable.

Brain abuses adults and students alike at school, pretty much with impunity. Brain is not above providing circus entertainment, ruthlessly insulting both teachers and students for the amusement of onlookers. There are few people he respects enough to consider his friends; Henry, because his purity is beyond Brain's comprehension; Lucy, because her vitality awes Brain; Duke and Ronnie for their distinctive personalities; and Brutus for his primitive sense of humor and feral instincts, defying mockery.

Brain has an insatiable curiosity and possesses the concentration necessary to satisfy that curiosity. He has inherited both his mom's capacity for abstract reasoning and her interest in physics, along with his dad's gift for tinkering and incredibly detailed memory. Brain is a big fan of superheroes. Through complete social isolation (Brain has little use for other people), and using the resources of his parents' home (library, lab, and workshop), Brain has become quite adept in the mysteries of modern technology, and has been encouraged in these pursuits by his foster-parents.

Brain has a terrible temper, at times seeming to be on an emotional hairtrigger. Sometimes when interrupted at his work Brain becomes hysterical. He doesn't know how to relax and might have serious emotional trouble if it weren't for his friends. Brain is impulsive, following a burst of inspiration as it comes to him, but when in his garage working on a project, his concentration is total. His house is a wonderland of little devices and simple robots he has designed to handle everyday tasks. He is never happier than when he is tinkering with Duke on some new contraption.

Brain's contributions to the superteam are his gimmicks, which simulate a broad range of superpowers. An avid comic reader, Brain is familiar with most superpowers and effects and constantly tries to reproduce them with technology. His specialty lies in robotics and superdetection devices; he is reluctant to design weaponry.

STR	9	HERO POINTS	
CON	10	Characteristics	90
SIZ	9	Disad/Handi	56
INT	18+5 = 23	Experience	—
POW	18	Available	146
DEX	14	Used	146
APP	12		

MOVE (m/AR): Walk 12

ACTION RANKS: 14/4

### SUPERPOWERS

	Level	Energy	Hero Pts
SuperINT	5		15
Skills: Chemistry +92%, Robotics +92%			8
Computer Programming +92%			4
Electrical Engineering +92%			4
Mechanical Engineering +92%			4
Invent +92%			4
X-Ray Vision: 75cm thickness	5	5	15
(D) Vulnerable Device: glasses (1/2)			+8
Telekinesis: 15 STR	5	15	15
Energy Supply: +50	5		5
Gimmick: 48 points	24		24
Bad Habit: addicted to comic books			+5
Clumsiness: -30% Agility			+10
Physical Handicap: Horribly nearsighted			+5
Psychosocial Problem: sarcastic and ironic, even among friends			+5
Psychosocial Problem: fanatic hatred of large petroleum corporations			+5
Psychological Problem: obsessive about love, duty, and honor due one's parents			+5
Psychological Problem: Code vs. Killing			+5
Skill Limits: -25% Fist, -15% Kick			+8

DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	25%	1D3	25%	—	0
Kick	10%	1D6	—	—	0
Telekinesis	50%	STR 15	—	30m	15

PROTECTION: Telekinesis can serve as 15 K forcefield

HIT POINTS: 10

ENERGY: Personal (3) 78

SKILLS: Chemistry 92%, Robotics 92%, Computer Programming 92%, Electrical Engineering 92%, Mechanical Engineering 92%, Electronics Engineering 92%, Invent 92%

NOTE: Agility roll is only 40%



## Brain (Ptolemy Morgenstern)

Everyone calls Ptolemy "Brain." He is not a lovable child; tending to mordant and sarcastic wit, and far too smart to put up with the social nonsense that makes normal society function smoothly. Like Henry, Brain is inveterately honest. Unlike Henry, Brain enjoys giving people the bad news that they are lame and dispensable.

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VAL	Characteristic	PTS	100+	DISADVANTAGES
9	Strength	-1	5	Badly Nearsighted
14	Dexterity	12	15	Hates Large Companies
10	Constitution	-	5	Clumsy, -3 DEX roll
8	Body	-4	20	Exaggerated Moral Code
40	Intelligence	30	5	-2 levels HtoH combat
20	Ego	20	10	Unusual "looks" on 11
15	Presence	5		(harshly impulsively sarcastic)
12	Comeliness	1		
			18	Conversion Bonus
2	Physical Defense	-		
2	Energy Defense	-		
3	Speed	6		
4	Recovery	-		
42	Endurance	7		
18	Stun	-	178	TOTAL DISAD.
	TOTAL	80		

OCV 5    DCV 5    ECV 7    PD 2    ED 2  
 DEX roll = 9    EGO = 13    INT = 17    PER = 17  
 PHASES:    4    8    12

### POWERS

- 15 15 STR TK
- 10 X-Ray Vision (OAF Glasses)
- 36 30 point Gadget Pool
- 4 Chemistry on 14
- 5 Computer Programming on 15
- 4 Electrical Engineering on 14
- 4 Electronics on 14
- 5 Gadgeteering on 15
- 4 Mechanical Engineering on 14
- 4 Robotics on 14
- 3 Scientist
- 98 TOTAL POINTS FOR POWERS

CHAR PTS 80 + POWERS PTS 98 = 178

END  
3

# Dark Duchess

Superworld

For the Players

## The Dark Duchess (Lucy Evans)

Lucy is a pint-sized dynamo of nervous energy, the classic hyperactive child. She never sits still and is always getting into one kind of trouble or another. She drives most of her acquaintances and teachers crazy.

She spent some time in special classes designed to handle her problem. This social stigma has made her rather hostile toward authority figures — parents, teachers, police, and so on. She is loud, and always wants to interject her two cents worth. Most of Lucy's classmates think she is a panic; they get a kick out of the havoc she wreaks. She has few close friends. She is unusually quiet around Brain, and more particularly around Henry. She would never admit it aloud, but she has quite a crush on Henry. It's not that Henry doesn't notice Lucy; it's just that Henry doesn't notice her in the way she'd like to be noticed. She is (oddly enough for her) quietly suffering

in her unrequited love. She hates those other girls that make Henry stammer and gawk. It is not unusual for Lucy to explosively interrupt any discourse Henry has with a pretty girl, though so far neither Brain nor Henry have caught the connection.

Lucy's superpowers are a telling reflection of her fantasies about herself. Her powers suggest a fascination with quiet, dark, movements and the power to control the thoughts and feelings of others. Brain helped her find the powers within herself and has told her that they have only begun to take form. She hopes that she will become increasingly quiet and enigmatic in her alter ego — a silent shadowy figure of grace and romantic mystery. Some day.

She is impulsive and has a sharp tongue. No matter how subtle and secretive the plan, she usually relies on direct and frenetic action, though she has an instinctive dramatic flair in her use of her Darkness and Fear aspects.

STR	10	HERO POINTS	
CON	15	Characteristics	90
SIZ	7	Disad/Handi	79
INT	16	Experience	—
POW	14	Available	170
DEX	16+15 = 31	Used	170
APP	12		

MOVE (m/AR):	Walk	6
	Fly (when insubstantial)	30

ACTION RANKS: 31/21/11/1

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts</i>
Darkness: 8m radius, lasts 1 MR (swirled cape forms area of darkness) (D) Missing Effect: no range (1/3)	4	12	12
Insubstantiality: (D) Missing Effect: not in sunlight	1	7	20
Flight	1	3	3
Telepathy (D) Cond. Use: inside darkness only (1/2)	1	3	3
Mind Blast: POT 21 (D) Cond. Use: inside darkness only (1/2)	7	21	21
Emotion Control: POT 21 (D) Cond. Use: inside darkness only (1/2) (D) Missing Effect: fear only (1/3)	7	21	21
Darkness Energy Projection: 7D6R Special Effect: does Stun as well as damage	7	21	21
Resistance: 5K/15E/20R	8		24
Energy Supply: +250	25		25
Defense: 20%	20		20
Bad Habit: uncontrollable loudmouth and hyperactive			+10
Bad Habit: Overly Rash			+5
Non-Super ID: takes act of will to activate			+5
Personal Problem: unrequited love for Henry			+5
Added Damage: +2/D6 from light radiation attacks			+6
Special Vulnerability: 3D6 Energy loss from light radiation attacks			+6

DAMAGE BONUS: 0

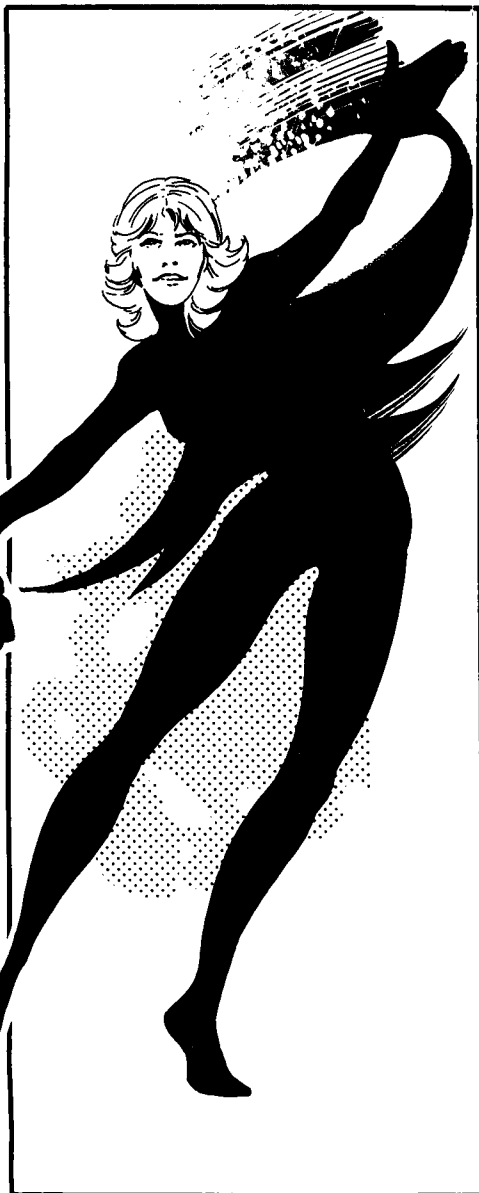
<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Dark Bolt	50%	7D6	—	30m	21
Fist	50%	1D3	50%	—	0

PROTECTION: Defense 20%; Insubstantiality;  
Resistance 5K/15E/20R

HIT POINTS: 11

ENERGY: Personal (3) 281

SKILLS: None



# Dark Duchess

Champions

For the Players

## The Dark Duchess (Lucy Evans)

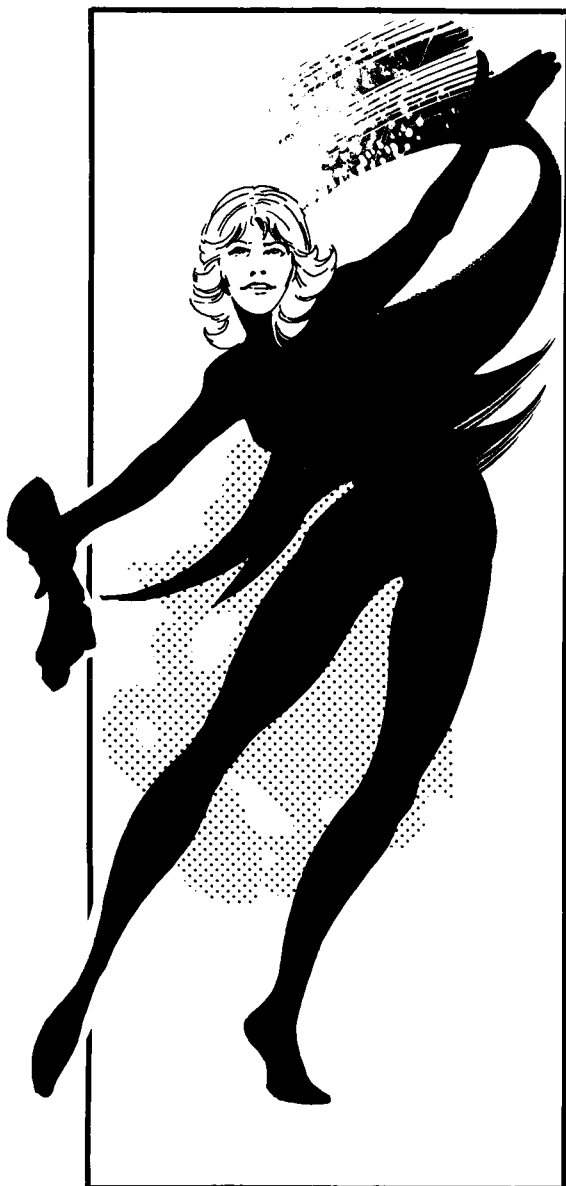
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VAL	Characteristic	PTS	100+	DISADVANTAGES
10	Strength	—	10	1.5 Stun from light-based attacks
16	Dexterity	18		
15	Constitution	10	10	Unusual "looks" on 11 (hyperactive loudmouth)
9	Body	-2		(5) Secretly in love with Quicksilver
19	Intelligence	9	3	
14	Ego	8		
15	Presence	5	10	Protective of Quicksilver
12	Comeliness	1	15	Intensive hatred of girls Quicksilver likes
5	Physical Defense	3	20	Berserk if Quicksilver hurt on 11, recover on 11
5	Energy Defense	2		
4	Speed	14	15	Secret ID
10	Recovery	12	85	Conversion Bonus
80	Endurance	25		
25	Stun	3	268	TOTAL DISAD.
TOTAL		107		

OCV 5    DCV 5    ECV 5    PD 5    ED 5  
 DEX roll = 12    EGO = 12    INT = 13    PER = 13  
 PHASES:    3    6    9    12

POWERS	END
30 Darkness 8" Radius (+1/2, no range)	8
20* Desolid 8 BODY (+1/2, affected by energy attacks)	8
12* Flight 12" (+1/2, only used with Desolid)	2
10* Telepathy 3D6	3
26* Ego Attack 4D6	8
10* 4D6 Mind Control (+1/2, Fear Only)	4
3* Infrared Vision	
* +1/2 only in Darkness Field	
50 10D6 Energy Blast — Darkness Bolt	10
161 TOTAL POINTS FOR POWERS	

CHAR PTS 107 + POWERS PTS 161 = 268



# Flashdance

Champions

For the Players

## Flashdance (Ronnie Marsh)

Ronnie is a hip, streetwise import from New York City. Other students at Harding regard her as something of a hood, but she is an artist at heart. Ronnie's dream is to become a professional dancer; in pursuit of this dream, Ronnie attempts to dance 24 hours a day.

Ronnie and her Walkman are inseparable. Every move she makes is choreographed. She has trained as a martial artist since she was a toddler, solely to learn the philosophy and rhythm of movement. She has become a skilled practitioner of several disciplines of self-defense.

Ronnie doesn't say much that she can't say with body language; she is a very private person, seldom speaking except through rhythm and motion. She is acutely aware

of how different she is from her peers, and she is quite shy, despite the volume of her radio and the grace of her movements. Ronnie and Lucy are quite close friends — seemingly mismatched, but each respecting in the other what she sees missing in herself. Ronnie had an unpleasant childhood in a rough neighborhood. Her martial skills permitted her some self-confidence, but she is still sometimes engulfed by waves of bitterness and contempt for the smug middle-class satisfaction of the self-assured suburbanites of Glenside.

Ronnie thinks that Henry, though perhaps noble, is ignorant of the real world and she sometimes chafes at his idealistic posturing. She does what she thinks must be done, whether it is noble or dishonorable. To Ronnie, the end justifies the means, particularly when dealing with ruthless villains.

Ronnie's role in the Grenades is as a combat specialist. She does not need to be told when or how to act, trusting her own instincts. She complacently ignores any criticism of her actions. She is the most likely member of the Grenades to be careless about performing an illegal act, having no ingrained fear of the law like the locals.

Ronnie is a skilled martial artist, but tends to overemphasize the rhythm and choreography of her movements. Often she executes flashy maneuvers that, though graceful, have no tactical purpose, reducing her combat power.



VAL	Characteristic	PTS	100+	DISADVANTAGES
15	Strength	5	5	-3 Hearing Perception —
28	Dexterity	54		Plugged into Walkman
13	Constitution	6	5	Unusual Looks on 8 —
10	Body	—		continually dancing
13	Intelligence	3	5	Shy
10	Ego	—	10	Careless in Combat
10	Presence	—	15	Bitter about Poverty and
14	Comeliness	2		Prejudice
			41	Conversion Bonus
8	Physical Defense	5		
5	Energy Defense	2		
6	Speed	22		
8	Recovery	4		
60@	Endurance	7		
25	Stun	1	196	TOTAL DISAD.
	TOTAL	111		

OCV 9    DCV 9    ECV 3    PD 8    ED 5  
 DEX roll = 15    EGO = 11    INT = 12    PER = 12/9  
 PHASES:    2    4    6    8    10    12

### POWERS

- 9\* +6" Running (total — 12")
- 17\* Passive Sonar
- 7\* @ Extra Endurance — 20 points
- 16\* Martial Arts +1/2 Damage
- 3\* +1 level w/Martial Arts
  - \* +1/2 — only when Walkman is on
- 10 Acrobatics on 15
- 7 Streetwise on 13
- 16 +2 levels all combat
- 85 TOTAL POINTS FOR POWERS

END  
2

CHAR PTS 111 + POWERS PTS 85 = 196

# Flashdance

Superworld

For the Players

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STR 15	HERO POINTS	
CON 13	Characteristics	93
SIZ 10	Disad/handi	79
INT 13	Experience	—
POW 12	Available	172
DEX 17+17 = 34	Used	172
APP 13		

MOVE (m/AR): Walk 24, costs 3E

ACTION RANKS: 34/24/14/4

SUPERPOWERS	Level	Energy	Hero Pts
SuperDEX	17		17
Martial Arts	6		120
(D) Conditional Use: only in presence of dancing music (1/2)			+60
Supermove: +18/AR	3	3	3
(D) Conditional Use: only in presence of dancing music (1/2)			+2
Skills: Acrobatics +85%, Dodge +68%	9		9
Jump +25%, Streetwise +40%	13		13
Supertouch: 65% within 30m	5		10
(D) Conditional Use: only in presence of dancing music (1/2)			+5
Skill Limit: Listen - 35% (plugged into Walkman)			+7
Bad Habit: always dancing with Walkman plugged in			+5

DAMAGE BONUS: +1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	110%	1D3+7D6	110%	—	3
Kick	85%	1D6+7D6	—	—	3
Grapple	85%	1D6+7D6	85%	—	3

PROTECTION: Defense 60%; 6D6 Parry; (both from Martial Arts)

HIT POINTS: 12

ENERGY: Personal (3) 25

SKILLS: Acrobatics 90%, Dodge 85%, Jump 70%, Streetwise 50%, Listen 10%

## The Unwritten Code

The behavior of student characters is circumscribed by The Unwritten Code. Anyone who has been to high school knows that it is dishonorable to squeal. This is the cornerstone of the Code. No matter how low the misconduct, or how vile the perpetrator, it is contemptible to run to adults or authority as a tattletale. In game terms, it is suggested that squealers temporarily lose 05% or more off all their skills, on the theory that dishonor weakens self-assurance, and that a conviction of one's righteousness gives confidence and sureness of action. This is, of course, also true for high school villains — don't believe for a moment that the villain normally doubts his own righteousness. Further, a squealer's friends may suffer dishonor by implication (with accompanying loss of skill); the friends in turn should elaborately disapprove of their companion's behavior. This skill loss may last for as long as the gamemaster feels the character has severe guilt.

The second fundament of the Code is never to reveal one's superpowers to an adult, and only to a completely loyal and reliable peer. Young exotics have no more freedom nor rights than ordinary minors. Worse yet, their potential for mischief and their presumed immaturity permits numerous invasions of privacy and restrictions on activities and personal freedoms under the guise of "guidance counselling." There are several government agencies that concern themselves with underage exotics (most prominently FORCE and the FBI). Each kid is justifiably paranoid about

how the adult world might exploit his talents if they were made public. Teens are also justifiably worried about the repercussions if the authorities should discover any exotic abilities.

The third principle of the Code is that no innocent should be hurt. For the bad guys this is a practical principle, often transgressed inadvertently; getting too many people mad and hitting the wrong target are both inefficient. For the good guys, it is another matter. There is a strong imperative to avoid involving innocent bystanders. This principle is even extended to protect the dupes of the bad guys, the weak and ignorant who are manipulated into doing the dirty work. Certain good guys are more compelled by this extreme interpretation of the principle. For example, Quicksilver might be inclined to spare Rocky, since he is really just a dim-witted youth caught in Doug's web, but Brain might cheerfully elect for capital punishment on the grounds that Rocky has, on numerous occasions, hit people who wear glasses.

The Code's final restriction for good guys only, is that it is dishonorable to stoop to the level of the antagonists. The tactics of the good guys should be characterized by wit and subtlety and rich good humor wherever possible. In the case of the duller-witted heroes, more clumsy and direct actions are sanctioned, but they must be in the proper spirit of righteous retribution, and must not be mean or overtly brutal in their application.

## Designing Teenage Superheroes

### Characteristics

Teenage superheroes should have relatively low characteristics. One way to do this is to roll STR, CON, SIZ, INT, POW, DEX, and APP on 3D6 instead of 2D6+6. Also, the usual minimum of 91 points does not apply to teenagers.

### Skills

Teen superheroes are perfect for candidates for handicap points in the skills area. For example, few youths can drive before they're legally of age (sixteen in most states) and a Move Quietly of 25% is too high for most young people. A typical alter ego for a teen hero is the classically inept nerd — someone always chosen last for softball won't have a Throw skill of 45%.

### Selecting and Adapting Superpowers and Skills

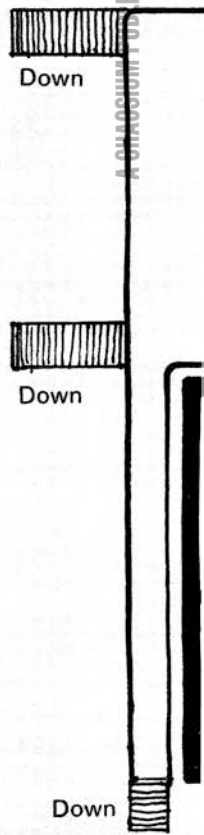
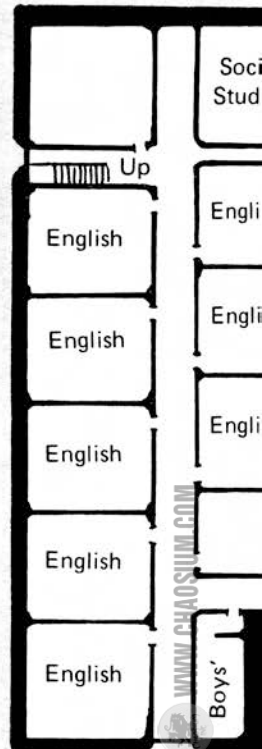
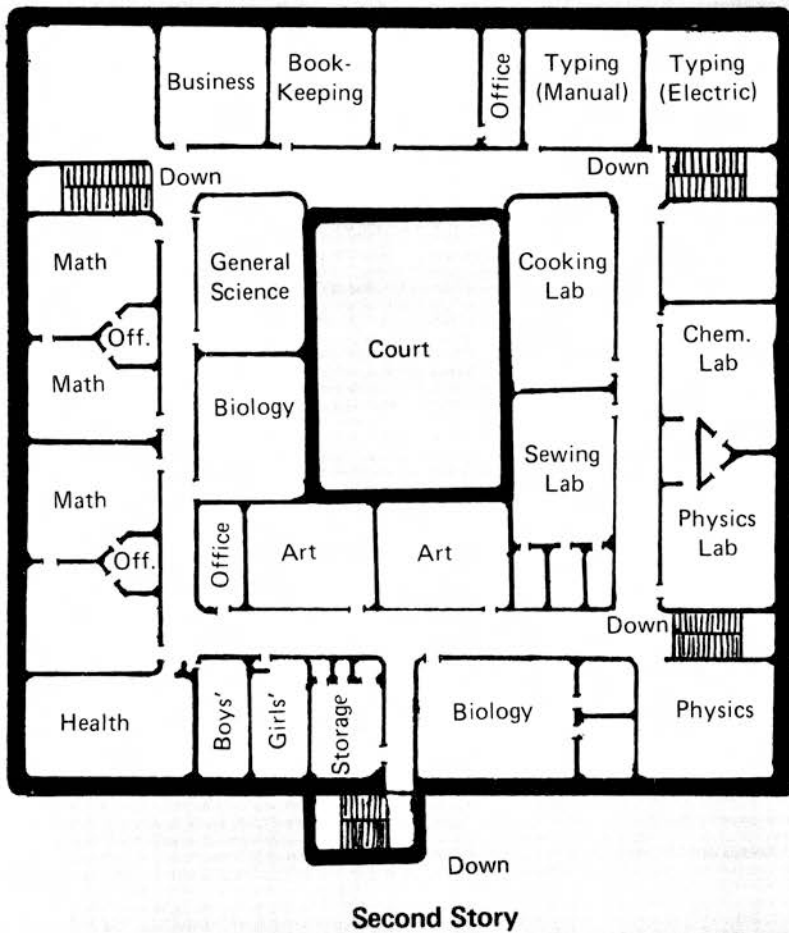
Teen heroes should not be the equals of their mature counterparts. However, they should not be easy pickings for the bad guys. One way to strike a balance between expertise and ineptitude is to endow each character with a full complement of normal superpowers, then take each power and use disadvantages to make the power less reliable or effective than it normally would be. Use these power disadvantages to represent an immature power not yet fully understood or developed. For example, add an

element of randomness into the exercise of the power. Invisibility, not yet fully comprehended, might occasionally (25%) only make part of the character invisible (everything but his feet, for instance). As the character matures through experience, he will grow into his powers, and the disadvantages would disappear gradually, leaving the character with reliable superpowers.

### Creating Weaker Supercharacters

For each of the handicaps and power disadvantages assumed by a superteen, there will be additional Hero Points to spend in the initial character set-up. These Hero Points should not be used to make the character more powerful, since the whole idea of adding the limitations was to make a suitably weaker teen character. There are several ways to use these extra Hero Points. They may simply be saved for later expenditure or they may be spent for Personal Energy points, representing that irrepressible vitality that teenagers have. This extra energy could disappear with age, being freed up for character overhauls as the character's powers are brought under full control. Both these methods essentially create a reservoir or trust fund of Hero Points that the character will be able to use later as he matures.

# Warren G. Harding High School



## Warren G. Harding High School

This is the high school which the superheroes attend. Before the start of the campaign the players should fully familiarize themselves with the layout of the school, since their characters will know the building well.

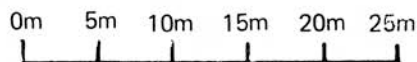
The administrative offices are located in the circular area near the main entrance.







Students wishing to go to the floor of the gym must enter through the small doors in the north, the larger doors on the east and west lead to the stands.

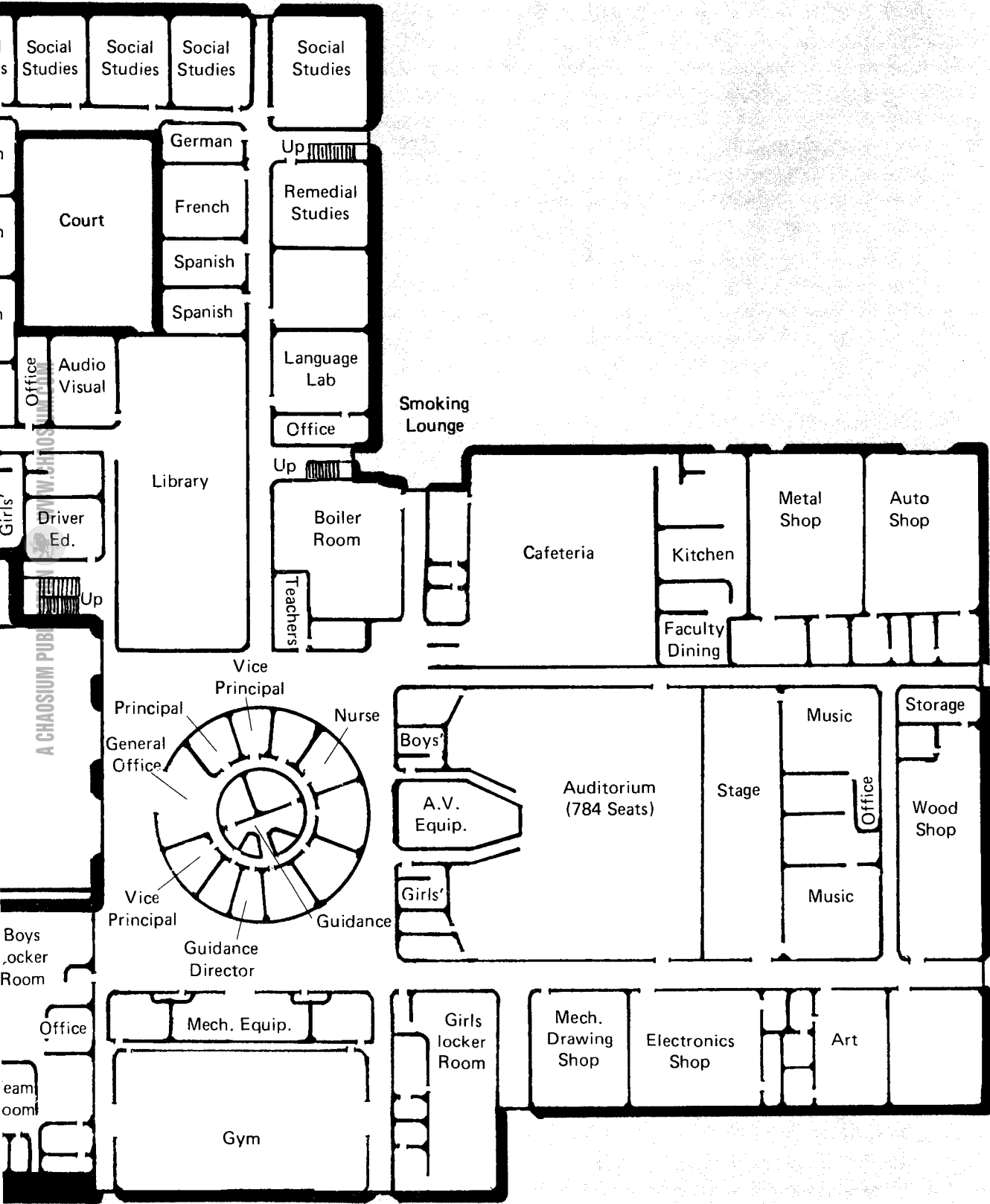
The court is a grassy area reachable only through the library.

Windows are not indicated on the map but are present in all rooms exposed to the outside wall of the building except for the shop rooms.

Large unmarked rooms are general subject class rooms, smaller unmarked areas are usually storerooms or offices.



-  Exterior Wall
-  Door to Exterior
-  Interior Wall
-  Interior Door
-  Stairs (each will be labeled, Up or Down.)
-  Shaded areas are outside of the school building



# Player Information



## The Origin of the Grenades

Brain's mother was a nuclear researcher and his father was an engineer. Both parents were killed in a suspicious car crash, just when Brain's mother had begun to publicly discuss the potential benefits of nuclear power. Early in childhood Brain concluded that he was a favorable mutation — a chance by-product of his mother's radiation exposure. Brain became curious about the mechanisms of superpowers and detecting latent superpowers. He thought that he had isolated a process that should enable him to detect the presence of superpowers. He tried the test on himself first, and was skeptical when the tests positively indicated that he had latent superpowers. To confirm his results, he tested school chums Henry Abbott and Lucy Evans. Every indication suggested that Henry and Lucy also had super powers.

Having discovered his and his friends theoretical potential for superpowers, Brain resolved to find a method of triggering them. He decided to use a Jungian psychological trigger mechanism. He was successful in identifying Henry's powers with the Greek god Hermes, and Lucy's powers with Ratri, a Hindu deity of night, thieves, and

robbers. He discovered in himself a fascination for archetypal Chaos, but has not yet found the key to his own powers. After the others overcame the shock of discovering their abilities, Brain insisted that the three swear an oath of secrecy. Brain argued that if anyone ever found out that the trio had superpowers, at the worst they might be kidnaped by the government or anti-governmental forces for use as secret agents, and at the best, they'd never have a moment's peace.

Duke, Ronnie, and Brutus are the more recent members of the super club; they all owe the discovery and their subsequent control of their superpowers to Brain. The name the group has adopted, *The Grenades*, is an acronym. Each individual was invited to contribute one word to the acronym:

Glenside Research (Brain), Engineering (Duke), Nobility (Lucy), Asperity (Henry), Dance (Ronnie), and Edacious (Brutus: fancy word for "eats a lot") Society

The *Grenades* have sworn to keep their identities secret, and have thus adopted the popular superhero practice of wearing distinctive, but identity-concealing costumes.

# Masked Avenger

Superworld

For the Players

## The Masked Avenger (Arthur "Brutus" Monroe)

Brain says that Brutus is the modern avatar of Bacchus, god of revelry. To party is Brutus' career ambition and he is as reserved and dignified as a werewolf. Brutus eats pencils and swallows pennies in class and thinks that "F Troop" was the greatest television show ever. When Brutus threatens to eat a shoe, or a door, no one assumes that he's exaggerating. Brutus is an expert on the Mongols; every term paper and book report he has written since he was in the second grade has been about the Mongols, no matter what subject was originally assigned. Brutus has a literal sense of humor, for example, he interprets "Give me a break," as a request to be assaulted.

Brutus is rightfully considered a monster by most people. It is only by good fortune that he has not yet committed a serious crime. This good fortune is Brutus' super gift. The horrible things Brutus does always turn out all right, however perilous or destructive they seem at first. Brutus envisions himself as an Errol Flynn swashbuckler; though whenever he attempts to use skills in this style, his Luck roll is used rather than the skill. He is the only Grenade who is completely immersed in the traditional superhero dramatic personae — costume and posturing particularly. Brutus does not read comic books; his knowledge of superhero mores comes mainly from old Batman reruns. His costume is the most appalling display of sartorial poor taste in Western history. He wears rude, clashing colors with vulgar and gaudy metal ornaments and flashing lights. This overwhelming display serves as the focus for Brutus' charismatic powers. When in costume, he always makes a grand entrance, striking a pose, immediately making an Aura attack on everyone present. Brutus' aura attack seldom impels anyone to follow his orders; the usual response is shock and/or disbelief.

Brutus' superbite reflects his mystical belief that the soul expresses itself in the act of food consumption. His

philosophy is broad enough to include objects and substances not ordinarily thought of as food — pencils, coins, plastic, biology lab specimens, etc. When Brutus achieves an exalted state of enlightenment (taught to do so by Brain, who may now regret his action), he is able to conceive of all substances as divine food. He gains a particularly blissful expression when he reaches this exalted mystical plane, recognizable by his friends as a warning of imminent sacramental chomping.

Despite his garish appearance and gastronomical excesses, Brutus has an unerring sense of justice which always leads him to defend the weak and (especially) to annoy the powerful. This instinct endears him to the other members of the superteens. Brutus has one more powerful motivation — to take revenge on those who wrong his friends. He never forgets such a slight, no matter how trivial, nor does he forget injustices. However, Brutus isn't bloodthirsty; his style of revenge is a humorous jape or a hideously appropriate prank.

STR	16	HERO POINTS	
CON	15	Characteristics	99
SIZ	14	Disad/handi	90
INT	10	Experience	—
POW	10+ 3 = 13	Available	189
DEX	16+16 = 32	Used	189
APP	18+ 9 = 27		

MOVE (m/AR): Walk 6

ACTION RANKS: 32/22/12/2

<i>SUPERPOWERS</i>	Level	Energy	Hero Pts
SuperPOW, SuperDEX, SuperAPP	28	41 (A)	41
(D) only in Avenger costume and in pursuit of justice or revenge (1/3)			+14
Mind Block	24	24 (A)	24
(D) only in Avenger costume and in pursuit of justice or revenge (1/3)			+8
Resistance: 30K/25E/25R	16		48
(D) only in Avenger costume and in pursuit of justice or revenge (1/3)			+16
Skills: Acrobatics +48, Balance +25%			
Climb +25%	12		12
(D) only in Avenger costume and in pursuit of justice or revenge (1/3)			+4
Fortune (raises Luck to 80%)	15		15
Adaptability: poison, acid, cold, heat	4	12 (A)	12
(D) Conditional Use: only things he eats (1/2)			+6
Energy Projection: Superbite 7D6K	7	21	21
(D) Missing Effect: no range (1/3)			+7
Energy Supply: 160	16		16
Bad Habit: gross and depraved			+5
Bad Habit: always stops to posture before entering combat			+5
Non-super Secret ID: must put on costume			+10
Psychosocial Problem: Madly Reckless			+5
Psychosocial Problem: goes inanely berserk when confronted with the object of righteous revenge or injustice			+10

DAMAGE BONUS: +1D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Superbite	50%	7D6+1D6	—	—	24
Fist	50%	1D3+1D6	50%	)	3

PROTECTION: Resistance 30K/25E/25R; Mindblock 24

HIT POINTS: 15

ENERGY: Personal (3) 178

SKILLS: Acrobatics 53%, Balance 30%, Climb 80%



# Masked Avenger

Champions

For the Players

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VAL	Characteristic	PTS	100+	DISADVANTAGES
15	Strength	5	20	Berserk in the face of injustice on 11, recover on 11
16	Dexterity	18		
15	Constitution	10		
12	Body	4	15	Unusual looks on 14, gross and depraved
10	Intelligence	—		
10	Ego	—	20	Overconfident/irrational
20	Presence	10	10	Vengeance motivated
18	Comeliness	4	5	(10) irrational gourmand
			15	Secret Identity
10	Physical Defense	7	50	Conversion Bonus
8	Energy Defense	4		
4	Speed	14		
8	Recovery	4		
60	Endurance	15		
35	Stun	10	235	TOTAL DISAD.
	TOTAL	105		

OCV 5    DCV 5    ECV 3    PD 10 (25)    ED 8 (23)  
 DEX roll = 12    EGO = 11    INT = 11    PER = 11  
 PHASES:    3    6    9    12

POWERS	END
10 Full Life Support (only vs. things he eats)	
30 3D6 HKA (Superbite) + 1D6 from STR	9
4 Knowledge of Mongol Empire on 14	
20* Full Damage Resistance	
7* +10 Presence	
20* +15 PD, +15 ED	
7* 2D6 Luck	
7* 2D6 Luck	
8* Acrobatics on 12	
4* Climb on 12	
20* +30 Ego Defense (+2 for INT = 32)	
* +1/2 only in Hero ID and in name of justice	
130 TOTAL POINTS FOR POWERS	
CHAR PTS 105 + POWERS PTS 130 = 235	



## Overdrive (Ferdinand "Duke" Lascalla)

Duke would be the starting quarterback for Harding but for a tragic football injury incurred two years back. Now Duke is confined to a wheelchair, though it has hardly cramped his style. Duke's first love is cars; he can be heard shifting up the gears, lost in his fantasy world of fuelies and street rods, as he careens through the halls of WGHHS. In fact, Duke gets around a lot better than many "healthy" souls, and no one would be foolish enough to arm wrestle him. He is a poor student, but friendly and pleasant enough that he suffers no contempt from teachers or the Good Kids. Though not brilliant Duke has an intuitive grasp of things mechanical. He provides the perfect complement to Brain's engineering and design skills. Anything Brain can design, Duke can build.

Duke has contempt for those who pick on the weak and helpless. He takes delight in teaching them manners, appreciating the humiliation a bully faces when thrashed by a cripple. He is especially protective of Brain, whose physical weakness makes him vulnerable to physical intimidation. Duke is sensitive to Brain's unstable moods, and will arbitrate any friction between the members of the Grenades, though Duke, unfortunately, acts like a bull in a china shop when he himself gets excited.

Brain taught Duke how to activate his superpowers through meditation. He appreciates the power that Brain

has given him over his actions, emotions, and his super-talents, though his fascination for cars and speed still gets him in trouble from time to time.

Brain and Duke have rigged a powered exoskeleton that permits him to walk after a fashion, though there are still a lot of bugs in the design. Duke doesn't let rough terrain deter him. He is the first to engage in melee when the opportunity presents itself, ramming opponents with the wheelchair, then grappling them into submission. There is usually an element of surprise in such an attack. Duke hasn't lost his quarterback's eye or arm; he can still hit a moving target downfield.

STR	15+30 = 46	HERO POINTS	
CON	13+13 = 26	Characteristics	96
SIZ	16	Disad/handi	96
INT	10	Experience	-
POW	16	Available	192
DEX	11+10 = 21	Used	192
APP	15		

MOVE (m/AR):	Walk	3 (in exoskeleton)
	Wheelchair	8
	Motorized Wheelchair	62

ACTION RANKS: 21/11/1

SUPERPOWERS	Level	Energy	Hero Pts
SuperSTR, SuperCON, SuperDEX	33	33 (A)	33
Skills: Throw +50%, Grapple +50%	20		20
Crafts: Mechanical +96%	8		8
Electronic +60%, Electrical +60%	10		10
Meditation +65%	5		5
Forcefield: 20K/30R	25	25 (A)	25
Reflection: 30 points Radiation	30	30	30
(D) Vulnerable Device: wheelchair-mounted gizmo (1/3)			+18
(D) Activation only lasts 20 minutes			+4
(D) FF useless in alternating magnetic fields (1/6)			+9
Supermove: 54m/AR	9	9	9
(D) Vulnerable Device: wheelchair (1/3)			+3
(D) Condition Use: 1/2 speed in rough terrain (1/6)			+2
Recharge: +15	15		15
Energy Supply: +300 batteries	30		30
(D) Vulnerable Device: on wheelchair (1/3)			+10
Energy Supply: +70 personal	7		7
Personal handicap: crippled			+10
Psychosocial Problem: code vs. killing			+5
Psychosocial Problem: reckless on wheels			+5
Skill Limits: Jump -45%, Move Quietly -21%			+10
Swim -21%, Climb -45%			+10
Non-super Secret ID: must meditate to become Overdrive			+10

DAMAGE BONUS: +4D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+4D6	50%	-	12
Grapple	75%	1D6+4D6	75%	-	12
Smash	25%	8D6*	-	-	9
Throw	95%	up to 9D6	-	20+m	to 27

\* this includes Overdrive's kinetic resistance (+4), kinetic FF (+3), and wheelchair (+4)

PROTECTION: Forcefield 20K/30R + 30 point R reflection; Resistance 20K/20E

HIT POINTS: 21

ENERGY: Personal (19) 112                      batteries 300

SKILLS: Mechanical Craft 101%, Electronic Craft 65%, Electrical Craft 65%, Meditation 65%, Jump 00%, Move Quietly 4%, Swim 4%, Climb 10%



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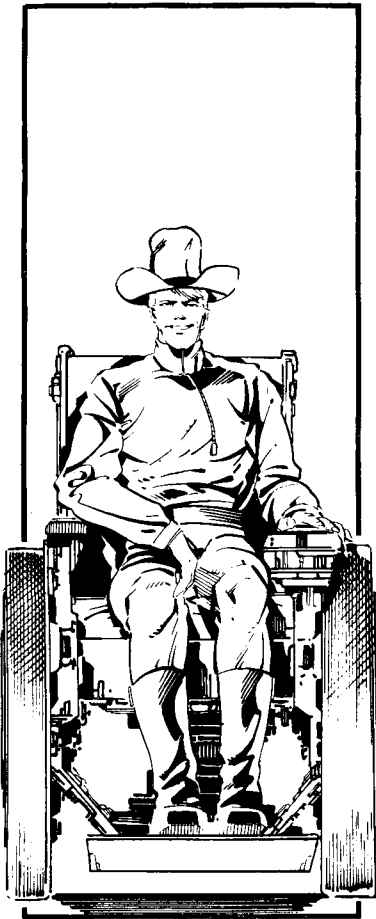
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VAL	Characteristic	PTS	100+	DISADVANTAGES
16	Strength	6	20	Crippled legs, no normal ground movement
14	Dexterity	12		
18	Constitution	24	15	Reckless on wheels
13	Body	6	15	Defender of weak (irrational)
18	Ego	16		
15	Presence	5	15	Secret Identity
16	Comeliness	3	93	Conversion Bonus
5	Physical Defense	2		
5	Energy Defense	1		
3	Speed	6		
8	Recovery	2		
50	Endurance	9		
35	Stun	5	258	TOTAL DISAD.
TOTAL		100		

OCV 5    DCV 5    ECV 6    PD 35    ED 29  
 DEX roll = 12    EGO = 13    INT = 12    PER = 12  
 PHASES: 4    8    12

POWERS	END
2* +2" Running, activates on 14	1
5@ +5" Running	2
15† Force Field, 15PD/15ED	6\$
22† Reflection on 23	6\$
27@ Armor 15PD/9ED	
30@ +15" Running	6\$
\$ END battery — 160 END, recovery 1/turn	
* OAF — exoskeleton	
@ OIF — Wheelchair	
† OAF — Gizmo on chair	
6 Mechanics on 16	
3 Electrical Engineering on 12	
3 Electronics on 12	
20 4 levels with Grab and Thrown Object	
12** +19 (total = 35) STR	
13** +20 (total = 28) CON	
** +1/2, takes 1/2 phase of meditation to activate	
158 TOTAL POINTS FOR POWERS	
CHAR PTS 100 + POWERS PTS 158 = 258	



## Quicksilver(Henry Abbott)

Most kids at Harding High think Henry Abbott is a jerk. He always does his homework and never talks back to teachers. His clothing is always conservative, his speech is painstakingly correct, and he is always polite and considerate to his elders. Physically, he is neither ugly nor handsome. Henry lacks both the athletic skill that might earn his male peers' respect and the devilish charm that his female peers find attractive. He is naive and inexperienced in a world full of sins and corruptions. But Henry has real potential, though few are acute enough to perceive it.

Henry is bright and intense. He achieves any goal he sets for himself. He is loyal and dedicated to his friends, and he is relentlessly fair and honest. His closest and most perceptive friends understand that Henry just has to grow up a bit. Privately, they feel that a bit more worldly experience would permit Henry to better understand the complexities of human nature, though they speculate as to whether his idealism would survive worldly experience.

Henry is a careful, deliberate character. He likes to plan and discuss in detail before embarking on a course of action. Inflexibly resolved to avoid dishonorable or immoral deeds, he is always inclined to think the best of others until conclusively proved wrong. Henry turns to mush in the presence of a pretty girl, which might be perceived as cute if he didn't stagger, stumble, and stutter so. Brain jokes that Henry is so fast because his drugs are pure, but Brain really believes Henry's ability to use his powers is closely linked with his purity of personality.

Henry, a rationalist, has a strong subconscious block against his superpowers. Brain evaded the problem by supplying him with trigger phrases to activate and deactivate his superpowers.

To activate: *Tornemous, Occular, Temen, McGilver – Faster than thought can I turn to Quicksilver*

To deactivate: *Meagle, Prennis, Doxilon, Wormal – Now it's time to go back to normal.*

Henry's flawed supermovement forces him into the role of a human cannonball, a role somewhat at odds with his deliberate personality. Nonetheless, Henry is thankful for the ability to pre-empt evildoers with his blinding speed. He delivers little speeches about virtue and honor to amused villains, and is occasionally self-righteous in condemning excess zeal among the Grenades. Nonetheless, he is loved and respected as their moral and spiritual leader.

STR 14	HERO POINTS	
CON 13	Characteristics	96
SIZ 11	Disad/Handi	43
INT 15	Experience	–
POW 17	Available	139
DEX 12+12 = 24	Used	139
APP 14		
MOVE (m/AR):	Walk	8
	Run	68 (costs 10E)

ACTION RANKS: 24/14/4

<i>SUPERPOWERS</i>	Level	Energy	Hero Pts
SuperDEX	12		12
Supermove +60 AR	10	10	10
Missing Effect: must move full rate/AR, unless blocked			+3
Side Effect: small objects snatched up in wake of supermove			+3
Resistance: 40K	8		24
Armor: 8E/8R	16		16
Vulnerable Device: improvised insulated and reflective suit			+5
Defense	40		40
Skills: Acrobatics +60%, Smash +25%	10		10
Leap: +50 horizontal, +30 vertical	10	10	10
Conditional Use: only after full Supermove			+5
Energy Supply: +200	20		20
Non-Super Secret ID: must say code phrase to transform			+10
Imperceptive: -30% Idea roll			+10
Personal Problem: Dazzled by beautiful women			+5
Psychological Problem: takes time to lecture villains on their evil ways			+5

DAMAGE BONUS: +1D6

<i>WEAPON</i>	Attack	Damage	Parry	Range	Energy
Smash	50%	7D6	–	–	10
Fist	50%	1D3+1D6	50%	–	3

PROTECTION: 40% Defense; Resistance 40K; Armor 8E/8R

HIT POINTS: 12

ENERGY: Personal (3) 230

SKILLS: Acrobatics 65%

NOTES: Idea roll is only 45%



# Quicksilver

Champions

For the Players

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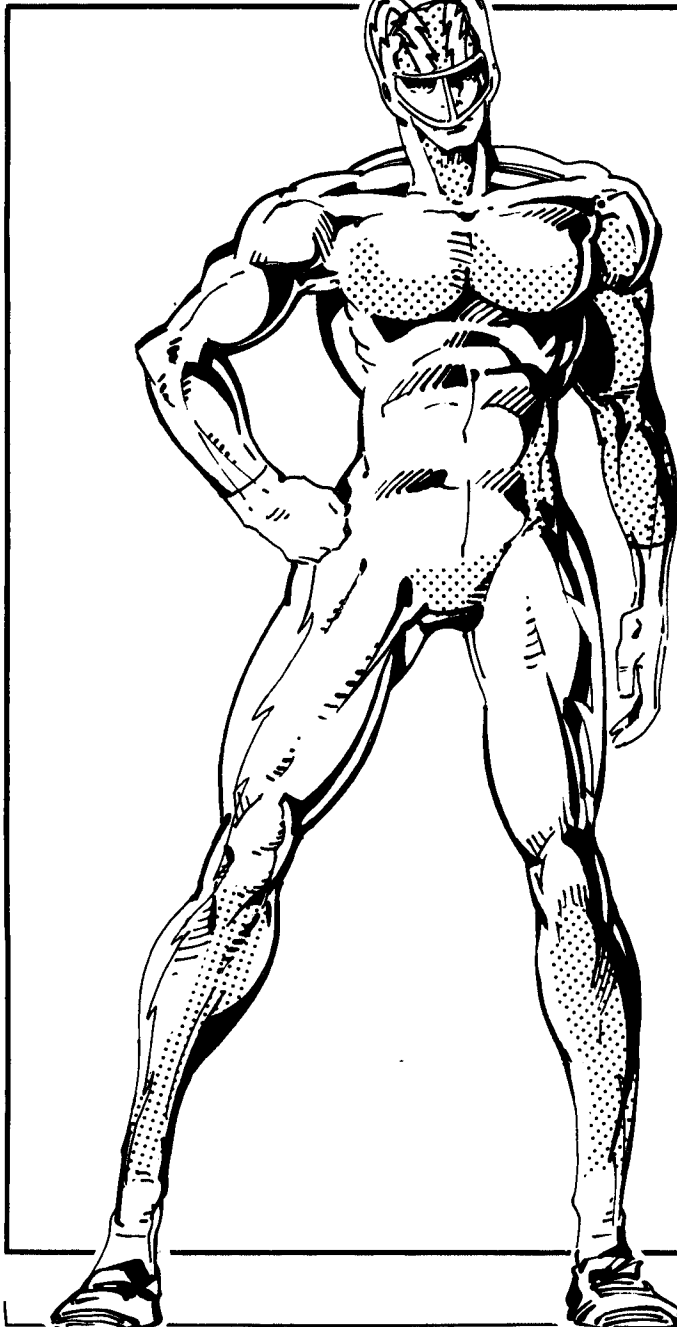
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VAL	Characteristic	PTS	100+	DISADVANTAGES
15	Strength	5	10	High code of morals and honor
24*	Dexterity	34		Naive
13	Constitution	6	5	Dazzled by beautiful women (add 3D6 Presence to any attack)
10	Body	—	15	Secret Identity
16	Intelligence	6		Conversion Bonus
18	Ego	16		
13	Presence	3	15	
14	Comeliness	2	23	
6	Physical Defense	3		
5	Energy Defense	2		
6*	Speed	21		
8	Recovery	4		
80	Endurance	27		
30	Stun	6	173	TOTAL DISAD.
	TOTAL	105		

OCV 8    DCV 8    ECV 6    PD 24    ED 17  
 DEX roll = 14    EGO = 13    INT = 9    PER = 12  
 PHASES:    2    4    6    8    10    12

### POWERS

13	15" Running (only use full velocity +1)	6
	(only in Hero ID +1/4)	
29	Armor 18PD/12ED (OIF Crash Helmet and suit, +1/2)	
	(only in Hero iD +1/4)	
4	Superleap (usable only after full velocity move +1)	2
	(only in Hero ID +1/4)	
12	Acrobatics on 15	
10	+2 levels with Superleap and Move Through	
68	TOTAL POINTS FOR POWERS	

CHAR PTS 105 + POWERS PTS 68 = 173

## Ogre (Oliver Stottlemeyer Sr.)

The Ogre, christened Oliver Nevens Stottlemeyer, started his life of crime as a henchman quickly working his way up to operative in a small-time racket. Things went well till an informer fingered Oliver for a warehouse break-in. The ensuing trial afforded Oliver 10 years in a highly structured setting. While he was in prison, his wife ran off with a delivery man, leaving a son (Oliver, Jr.) to be shuttled from relative to relative until Oliver, Sr. was released.

When he was released, he attempted to start where he had left off as an operative, but found himself in little demand. Times had changed, and Oliver didn't have the specialized skills required of a modern gangster. Lacking the brains and will to operate on his own, he struggled along, seldom employed legitimately or otherwise. He did manage to provide a home for his son.

Oliver, Sr. was truly awed to discover his superpowers. He still tends to forget them when he's excited, reverting to his old habits of fist and gun. He has practiced his Heat Projection ability and has found that his fiery temper seems to feed the potency of his powers, the only problem being that when he is in a rage he aims carelessly, not infrequently destroying his surroundings and threatening the safety of his colleagues. It takes a while to get the newly-named Ogre cooled down after one of his tantrums.

Another interesting feature of Ogre's superpower is his low personal energy supply. Unless he gets angry, Ogre

can't generate enough energy to repeatedly drive his power. But if somebody attacks him he boils over with extra energy (his Absorption ability).

Though of average intelligence, Ogre has had little formal schooling. He expresses resentment for the shoddy treatment he has received from society in his sadistic and brutal rages, though to Oliver, Jr. he is a devoted father. Even Oliver Jr. admits that his father's sudden rages and cruel sense of humor indicate an unstable personality, but Dr. Drugs understands Ogre's grim background and doesn't presume to judge him.

STR 16	HERO POINTS	
CON 15	Characteristics	95
SIZ 16	Disad/Handi	60
INT 11	Experience	13
POW 14	Available	168
DEX 13+10 = 23	Used	168
APP 10		

MOVE (m/AR): Walk 8

ACTION RANKS: 23/13/3

<i>SUPERPOWERS</i>	Level	Energy	Hero Pts
SuperDEX	10		10
Heat Energy Projection: 7D6 radiation	7	21	21
Special Effect: reduces resistance of flammable objects by 1 pt/level			
Energy Field Formation: Wall	7	7	7
Radius Effect: 4m	14	14	14
(D) Failure Chance: 25%			+5
Absorption: 24K to energy supply	12		36
Energy Supply: +100 pts	10		10
Increased Skills: Grapple +50%, Listen +25%			15
Move Quietly +23%, Swim +23%			2
Fist +20%, Energy Projection (pistol) +20%			8
Streetwise +45%			9
Energy Projection: 1D10+2 K (pistol)	2	6	6
Impale: 1D10+2 at 20%	2	2	2
Energy Supply: 10 shots	8		8
(D) Vulnerable Device: pistol			+8
Armor: 10E/10R	10		10
Immunity: to heat radiation	1		20
Added Damage: +3/die from cold radiation			+9
Imperceptive: -30% Idea roll (closed-minded)			+10
Non-Super Secret ID: turns on with act of will			+5
Psychological Problem: goes berserk when struck or fired upon			+10
Personal Problem: police record			+5
Psychosocial Problem: sadistic clod			+5
Skill Limit: Knowledge 11% (no formal schooling)			+3

DAMAGE BONUS: +1D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Pistol	70%	1D10+2*	-	30m	10 shots
Fist	70%	1D3+1D6	70%	-	3
Grapple	70%	1D6+1D6	70%	-	3
Heat Ray	50%	7D6**	-	30m	35

\* capable of impaling

\*\* in 4m radius. When ray is used to form Wall, costs 7 pts extra.

PROTECTION: Immune to heat radiation; Absorption 24K; Armor 10E/10R

HIT POINTS: 16

ENERGY: Personal (3) 129

SKILLS: Knowledge 11%, Listen 70%, Move Quietly 48%, Streetwise 50%, Swim 48%

NOTE: Idea roll is only 25%



## Ogre (Oliver Stottlemeyer Sr.)

The Ogre, christened Oliver Nevens Stottlemeyer, started his life of crime as a henchman quickly working his way up to operative in a small-time racket. Things went well till an informer fingered Oliver for a warehouse break-in. The ensuing trial afforded Oliver 10 years in a highly structured setting. While he was in prison, his wife ran off with a delivery man, leaving a son (Oliver, Jr.) to be shuttled from relative to relative until Oliver, Sr. was released.

When he was released, he attempted to start where he had left off as an operative, but found himself in little demand. Times had changed, and Oliver didn't have the specialized skills required of a modern gangster. Lacking the brains and will to operate on his own, he struggled along, seldom employed legitimately or otherwise. He did manage to provide a home for his son.

Oliver, Sr. was truly awed to discover his superpowers. He still tends to forget them when he's excited, reverting to his old habits of fist and gun. He has practiced his Heat Projection ability and has found that his fiery temper seems to feed the potency of his powers, the only problem being that when he is in a rage he aims carelessly, not infrequently destroying his surroundings and threatening the safety of his colleagues. It takes a while to get the newly-named Ogre cooled down after one of his tantrums.

Another interesting feature of Ogre's superpower is his low personal energy supply. Unless he gets angry, Ogre

can't generate enough energy to repeatedly drive his power. But if somebody attacks him he boils over with extra energy (his Absorption ability).

Though of average intelligence, Ogre has had little formal schooling. He expresses resentment for the shoddy treatment he has received from society in his sadistic and brutal rages, though to Oliver, Jr. he is a devoted father. Even Oliver Jr. admits that his father's sudden rages and cruel sense of humor indicate an unstable personality, but Dr. Drugs understands Ogre's grim background and doesn't presume to judge him.

VAL	Characteristics	PTS	100+	DISADVANTAGES
15	Strength	5	15	Berserks when attacked on 11, recovers on 11
15	Dexterity	15		Hunted by Police on 8
15	Constitution	10	20	Unusual Looks on 11 (ill-mannered clod)
13	Body	6	10	No Formal Education
10	Intelligence	-		-3 INT roll
11	Ego	2	5	Sadistic Bully
10	Presence	-		Secret ID
10	Comeliness	-	20	Deep love for son (Dr. Drugs)
			15	Villain Bonus
15	Physical Defense	12	5	
6	Energy Defense	3		
3	Speed	5	70	
8	Recovery	4		
50	Endurance	10		
30	Stun	2	260	TOTAL DISAD.
	TOTAL	74		

OCV 5    DCV 5    ECV 4    PD 20    ED 6  
 DEX roll = 12    EGO = 11    INT = 8    PER = 11  
 PHASES: 4    8    12

### POWERS

45	Absorption 3D6 Physical Energy to END	END
10	1/2 physical Damage Resistance	
	Heat Elemental Control	
40*	12D6 EBlast - Heat	12
20*	Force Wall - 12" +6PD, +6ED	12
20*	6D6 E Blast - Area Affect radius 3"	12
	* all activate on 14 or less	
6	Enhanced hearing +2, 2" range	
15@	1D6+1 RKA - Pistol - 8 charges	
	AP if 1/2 roll is made to hit (+1, OAF pistol)	
6	2 levels with pistol	
10	2 levels hand-to-hand combat	
7	Streetwise on 15	
7	Stealth on 13	
186	TOTAL POINTS FOR POWERS	
	CHAR PTS 74 + POWERS PTS 186 = 260	



# Blossom

Superworld

For the Gamemaster

## Blossom (Dahlia Green)

Dahlia is a pretty girl, but not bright. She is self-conscious about her slow wits, since her parents took pains to point out her failings whenever they had an opportunity. Until she met Dr. Drugs her life was an unbroken string of unhappy romances; men would exploit her physical charms, then abandon her for some new novelty. She felt her life was shallow and insignificant, and her own personality hopelessly inferior.

Then she met Dr. Drugs, who is truly fond of her. The combination of his real affection and the availability of pleasant drugs was very attractive to her, but mostly Dahlia was drawn by Dr. Drugs' missionary and revolutionary zeal, feeling that he was doing something significant. She has given herself wholeheartedly to his crusade.

Dr. Drugs provided Dahlia with drugs that enhance her sense of well-being. With her new transcendent self-confidence, she feels capable of anything. Her martial training took advantage of her natural talents, but the drug-induced euphoria makes her an imposing fighter. When she is under the influence, and she usually is, she believes herself invincible. Fanatically loyal to Dr. Drugs, Dahlia would cheerfully lay down her life for him. He is devoted to her, but not to the same degree. She is somewhat less enamored of the physically unappealing Ogre and his boys, but tolerates them for the doctor's sake. She has a vicious dislike of Lorelei, who Dahlia sees as constantly plying her feminine wiles on Dr. Drugs.

The one chink in her psychological armor is her lingering feeling of mental inferiority. Any verbal attack impugning her mental capacity will hurt her terribly and cause her to be tentative and indecisive. She is particularly vulnerable to Fast Talk and Persuasion from anyone with obviously superior intellect.



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STR	13+6 = 19	HERO POINTS	
CON	15+10 = 25	Characteristics	98
SIZ	13	Disad/Handi	38
INT	10	Experience	—
POW	14	Available	136
DEX	17+15 = 32	Used	136
APP	16		

MOVE (m/AR): Walk 6

ACTION RANKS: 32/22/12/2

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts</i>
Martial Arts	4		80
SuperSTR, SuperCON, SuperDEX	27		27
Skills: Acrobatics +96%, Dodge +80%	11		11
Jump +25%, Fist +5%, Kick +10%	8		8
Grapple +20%	4		4
Extra Hit Points: +12	6		6
Bad Habit: Drug Dependency			+5
Bad Luck: -15% Luck roll			+5
Imperceptive: -39% Idea roll			+13
Psychological Problem: mental inferiority complex			+5
Psychological Problem: vulnerable to Fast Talk and Persuade from 'intelligent' folk			+5
Psychological Problem: overconfident in combat (except with respect to mental inferiority complex)			+5

DAMAGE BONUS: +1D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	95%	1D3+5D6	95%	—	3
Kick	75%	1D6+5D6	—	—	3
Grapple	85%	1D6+5D6	85%	—	3

PROTECTION: Defense 40%; Parry 4D6; (both from Martial Arts)

HIT POINTS: 31

ENERGY: Personal (4) 39

SKILLS: Acrobatics 101%, Dodge 96%, Jump 70%

NOTES: Idea roll is only 11%; Luck roll is only 55%

# Blossom

Champions

For the Gamemaster

## Blossom (Dahlia Green)

Dahlia is a pretty girl, but not bright. She is self-conscious about her slow wits, since her parents took pains to point out her failings whenever they had an opportunity. Until she met Dr. Drugs her life was an unbroken string of unhappy romances; men would exploit her physical charms, then abandon her for some new novelty. She felt her life was shallow and insignificant, and her own personality hopelessly inferior.

Then she met Dr. Drugs, who is truly fond of her. The combination of his real affection and the availability of pleasant drugs was very attractive to her, but mostly Dahlia was drawn by Dr. Drugs' missionary and revolutionary zeal, feeling that he was doing something significant. She has given herself wholeheartedly to his crusade.

Dr. Drugs provided Dahlia with drugs that enhance her sense of well-being. With her new transcendent self-confidence, she feels capable of anything. Her martial training took advantage of her natural talents, but the drug-induced euphoria makes her an imposing fighter. When she is under the influence, and she usually is, she believes herself invincible. Fanatically loyal to Dr. Drugs, Dahlia would cheerfully lay down her life for him. He is devoted to her, but not to the same degree. She is somewhat less enamored of the physically unappealing Ogre and his boys, but tolerates them for the doctor's sake. She has a vicious dislike of Lorelei, who Dahlia sees as constantly plying her feminine wiles on Dr. Drugs.

The one chink in her psychological armor is her lingering feeling of mental inferiority. Any verbal attack impugning her mental capacity will hurt her terribly and cause her to be tentative and indecisive. She is particularly vulnerable to Fast Talk and Persuasion from anyone with obviously superior intellect.



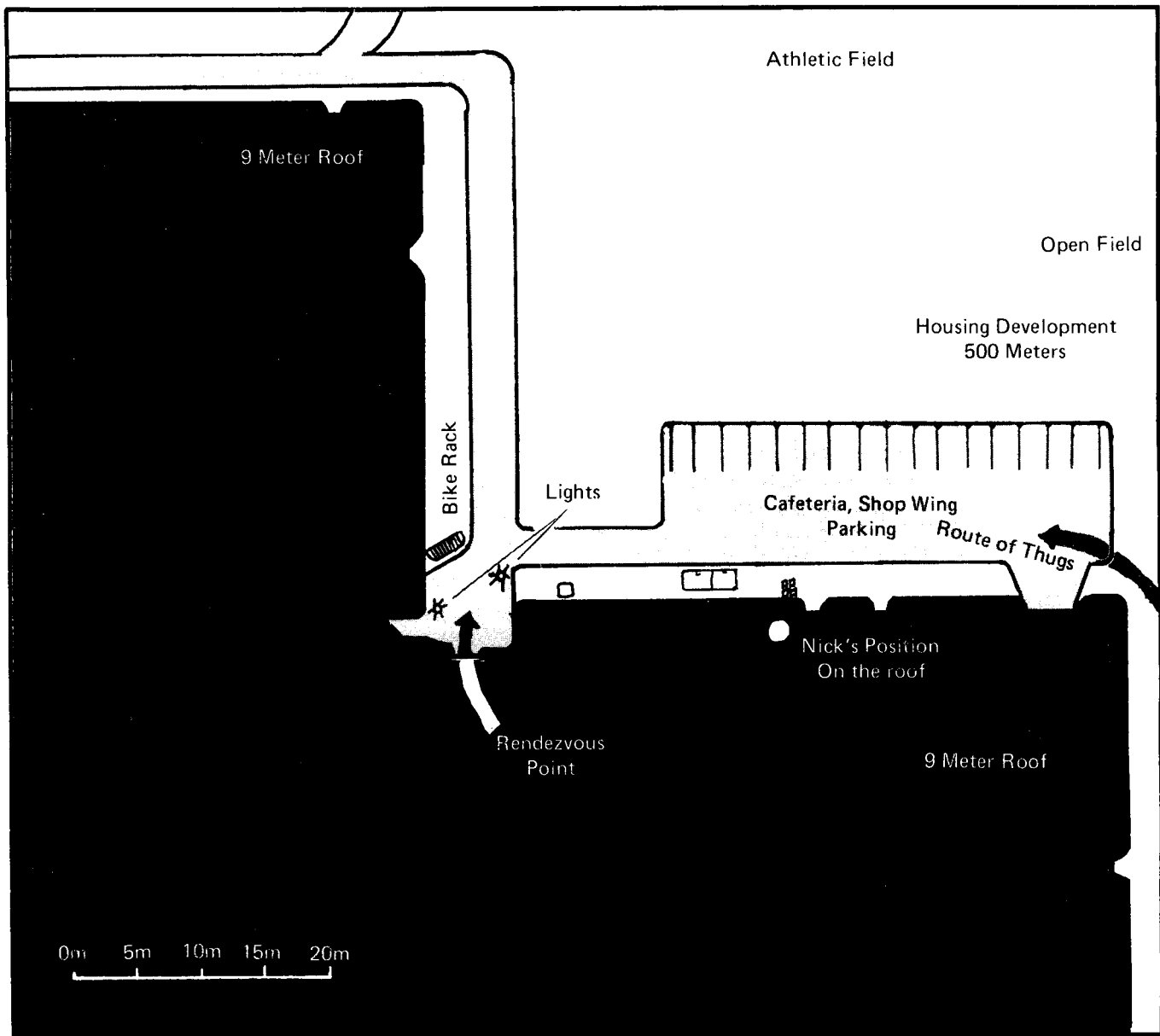
VAL	Characteristic	PTS	100+	DISADVANTAGES
18	Strength	8	10	Drug Addict
32	Dexterity	66	20	Overconfident/Irrational
25	Constitution	30	15	Dedicated to cause of Dr. Drugs
10	Body			Mental Inferiority
8	Intelligence	-2	15	Complex
14	Ego	8		Villain Bonus
18	Presence	8	60	
16	Comeliness	3		
14	Physical Defense	11		
10	Energy Defense	5		
8	Speed	38		
8	Recovery	-		
50	Endurance	-		
35	Stun	3	220	TOTAL DISAD.
TOTAL		178		

OCV 11    DCV 11    ECV 5    PD 14    ED 10  
 DEX roll = 15    EGO = 12    INT = 11    PER = 11  
 PHASES:    2    3    5    6    8    9    11    12

POWERS		END
27	Martial Arts, +1/2 Damage	4
5	1 level Martial Arts	
10	Acrobatics on 15	
42	TOTAL POINTS FOR POWERS	

CHAR PTS 178 + POWERS PTS 42 = 220





## A CYCLE OF THE DAY AT WGHHS

**8:30AM:** A custodian unlocks the doors. Wet, cold kids slosh in, to use the toilets and dig through their lockers. Classrooms and offices stay locked until a functionary or teacher comes. Good Kids magically appear to open doors for science teachers laden with talcum-powder volcanoes. The school secretary — who actually runs WGHHS — is in by 8:00.

**9AM:** Classes begin. Students more than 10 minutes late must go to the General Office and get a pass (or skip class entirely, hoping that the teacher did not take attendance). Getting a class-pass takes 20 minutes of listening to other people's lame excuses.

**10AM:** Most students and teachers now are awake. Students who went to cover in language labs, the toilets, the cafeteria, and so on have been flushed out by enforcers and

student-council members. On the second floor, fumes from the cooking lab and the chem lab commingle with astounding results.

**11AM:** A study-hall period for many. The Rah-Rahs pass notes and giggle; the Jocks chew pencils; the Rockers peruse comix; the Burn-Outs nod off; the Car Freaks draw custom fenders. The monitor tries to enforce the rule of silence.

**NOON:** This is the first of two lunch hours; those assigned late-lunch (intellectuals, socio-paths, klutzes) get an hour of PE instead. Students who cannot afford \$.60 (cafeteria lettuce, chicken-dogs, beans, jello, and milk) eat out of doors when possible — grotesque lumpy sandwiches and overripe bananas — sitting alone. Non-WGHHS (*wigs*) kids infiltrate the school at lunch time, seeing friends, making dates, and hanging out.

**1PM:** The second cafeteria shift. Like the first, vast gossip, screeches, pranks, shouts, and smooches. Several lucky teachers won a

lottery which enables them to eat in the cafeteria. Each year the room must be refinished and refurbished. There are screens on the insides of the windows. Every clique has regular lunchtime seats except the Car Freaks, who motor instead to local hamburger joints.

**2PM:** Fifth-period classes are the worst of the day. Everybody — staff, teachers, even the Good Kids — is half asleep. Since nothing can be accomplished during this hour, the administration schedules meetings for the student council, newspaper, yearbook, Pep Squad, and so forth.

**3PM:** Most PE classes, and all letter sports are at this hour, for then practices can continue till 6-7pm. For the weak and breathless, this is the worst hour of the day. The Rockers and Burn-Outs fade away. The Rah-Rahs and Good Kids are baffled as another day ends without personal reward for their behavior. The Jocks, godlike in their element, destroy everyone they catch.

The next day the heroes receive a note offering another rendezvous under the same circumstances, but warning them against funny business.

When the heroes arrive, the Thugs will sneak their way down the grassy slope toward the meeting spot. Ron will proceed directly toward the heroes while the other Thugs move obliquely from the southeast, using the autoshop wing to cover their approach. Nick will position himself where he can get into the action quickly if necessary, Ron will come up to the eastern edge of the parking lot and stop, asking the heroes to identify themselves and to stay in the light where he can see them clearly. He will tell the heroes not to move, then he will walk to the center of the parking lot and place an envelope on the ground. (This envelope is actually empty.) He'll then retreat into the darkness. While the heroes advance to pick up the note, Doug, Dewey, and Rocky will appear around the corner of the shop wing and stalk the superteens. Doug is supreme in his confidence that his intimidation tactics and ruthlessness be able to handle the heroes, even if the heroes outnumber the Thugs. Doug assumes that none of the heroes are skilled or confident fighters. Besides, Nick is in reserve on the roof.

Doug will opt to quickly grab a hostage; the weakest-looking hero, taking out his lighter and roasting some skin on his victim's forearm or leg. The other Thugs are ordered to use their clubs at their discretion to intimidate and scatter the other heroes. Once Doug has a hostage, he will explain the purpose of his visit — to discourage further snooping. He will punctuate and emphasize the critical points of his address with the application of the lighter flame to his hostage. If the heroes should surprise him and put up a stiff fight, he will threaten to ignite his victim's hair unless the heroes immediately cease resistance. Nick will enter the fray if he feels he is needed.

If the Thugs seem routed, Doug will call, "Shoot 'em down!" and Nick will open fire with his gun. Doug will try to escape to his car, holding off the heroes with a hostage if necessary, so that the other Thugs get a head start.

Probably Doug's plan will not actually occur as he intends. Adapt tactics to the situation, though any revelation of superpowers will break Doug's morale and send all of the Thugs running.

#### The Good Guys

In this encounter limit the superpowers used or shown. During later encounters combat should become increasingly vicious and deadly.

The heroes should appear at the rendezvous in their secret identities. Emphasize the risks that the heroes take if they reveal their superpowers. If the superheroes decide to go public, the Thugs will be routed easily. But make the players nervous about exposure. Later, when Dr. Drugs appears, he should be ruthless against known superheroes.

Further, warn the players of the consequence of illegal acts. If the heroes fight fairly, the Thugs will be honor-bound not to report even illegal actions, but if the heroes use superpowers against them, then the Thugs will feel cheated and no longer bound by the Code.

The circumstances of the encounter might permit covert use of superpowers — Brain might employ a secret surveillance gadget, or Masked Avenger use his superbite, for instance. The players should be challenged to employ their heroes' powers without revealing them.

#### Conclusion

The heroes now know that someone strongly wants them to discontinue the investigation; their resolve to defeat the wicked conspiracy threatening WGHHS should be strengthened. Dr. Drugs suspects that the student sleuths are more than they seem. To test this hypothesis (and perhaps recruit new criminals to aid him), Dr. Drugs arranges a surprise meeting between the superteens and a few of his staff.



*The Monkey Thugs: from left to right, Nick, Dewey, Doug, Ron, Rocky.*

# Wallace Park

In the course of their investigation, the superteens will discover information revealing that the Monkey Thugs will be making a drug pickup and payoff at a small city park near the high school. The rendezvous is scheduled for 1:00 am, but the heroes don't know the exact location. This information is planted purposely by Dr. Drugs, and the supposed drugs/money delivery is really an ambush laid for the heroes. This false information will be slipped to a hero, possibly through a treacherous informer or an "accidentally-left" note. When the heroes trail the Thugs to the park, they will be ambushed by Dr. Drugs and his cohorts. A melee is inevitable. Even if the heroes manage to approach the rendezvous without being detected, Dr. Drugs and his minions will soon learn of the heroes' presence and will attack. The engagement should prove inconclusive, with either side retreating the moment it is clear that the opposition is too powerful. If the heroes are unusually unfortunate or if they are too foolish to withdraw when overmatched, one or more might be taken captive. At this site, there is no reason for them to go in their secret identities, allowing them to go in their superteen identities and use their powers more freely.

## Wallace Park

Wallace Park is a city park. At the southern end are a small lake, a small bandstand, and some playground equipment. The northern section is a series of paths along a creek that has cut a deep and narrow gorge into the hard bedrock. On the eastern border of the park is a steep upslope, densely-wooded; about a half mile upslope is a small residential section. The western border is a rock cliff that grades in height from 5m in the south to 50m in the north; atop the cliff is a street with some shops. At the north the park narrows to about 10m on either side of the creek. Paths continue along the edge of the shallow gorge for about 2 miles till the brook abruptly turns into a slow-moving, broad stream. On the west is a rock cliff with shops atop it; on the east lies the brush-covered upslope. To the south is a residential and commercial district. To the southwest is the creek that feeds into Park Lake and continues through the gorge; there is a small bathing beach and parking.

The upper park (the portion containing the lake and the parking lot) is grassy and pleasant, with benches around the lake. The playground equipment includes monkey bars, a swingset, and a merry-go-round.

The lower park is the section that follows the brook through the gorge to the north. Apart from two paths on either side of the gorge, the area is covered with brush and small trees. There is a clump of trees southwest of the basketball court, and the area north of the Big Rock is densely covered with brush. Two bridges cross the gorge: one is wooden and crosses near the dam where the gorge is relatively shallow; the second is a large concrete arch that spans the brook at a height of 20 meters. The path on the east side of the gorge is paved; the others are hard-packed earth. There is a macadam basketball court with two metal backboards near the stone bridge on the west side of the park.

The Big Rock is a 15m x 20m boulder, popular with local kids who climb its summit, which is hidden from view from the paths below. The sides of the rock are steep and angular, but a nearby tree and some precarious handholds afford just enough purchase to permit intrepid youths to ascend carefully. The area around the bandstand, the east path, and the basketball court are well-lit at night by overhead lights. There is plenty of traffic in the park during the day, but it is virtually deserted after 8:00 pm. Police patrols are conspicuous by their absence.

Dutchman's Creek is medium-sized, rapid-flowing, and treacherous in the winter and spring. There are two small waterfalls with a pool at the foot of each. The creek cannot be crossed without a prodigious leap, except at the bridges. The walls of the gorge are steep, high (5m to 20m), and rocky. In several places trees grow out over the gorge. Both pools in the creek have a large rope hanging over them, tied to one of these trees, suitable for swinging and dropping into the pools.

## Dr. Drugs and Friends

Dr. Drugs will be accompanied to the park by several other thugs and villains. Dr. Drugs is guarded by his dad, Ogre, and Ogre's experienced criminal gang: Mario, Scen,



Frank, and Rollie (see box). Also with Dr. Drugs is Dahlia Green (Blossom), a skilled martial artist and his devoted sweetheart. The final member of Dr. Drugs' party is Lorelei, an observer and advisor detailed by the Syndicate to assist and scrutinize Dr. Drugs in his operations. Dahlia is unswervingly loyal to Dr. Drugs; Ogre and his men are also very dedicated to him. Lorelei is a bit of a disruptive influence (with her cataclysmic impact on men), but she is playing the role of a subordinate advisor and following Dr. Drugs' directions.

The Ogre is a traditional bad guy; he is brutal, crude, antisocial, and congenitally unpleasant. His bodyguards are professional and perilous villains; nothing like the high school desperadoes the heroes have faced so far. Ogre is pleased that his son has taken after him in his life of crime, but the generation gap is unmistakable. Their styles are radically different.

Dr. Drugs is a mellow crook. He means well, believing he is spreading the joy of drug reveries to his clientele. Dahlia is genuinely fond of the Good Doctor, in addition to being enamored of the illegal substances he shares so generously with her. Dr. Drugs is not completely happy with the Monkey Thugs. Dewey is more to the Doctor's liking — clever, sophisticated, and open to experiment.

Currently Dr. Drugs is his father's (Ogre) boss, a bitter pill for the old man's pride. There just aren't the same kind of opportunities for an old crook any more. Dr. Drugs is mildly embarrassed by his father's vicious brutality and thankful for Ogre's valuable criminal experience and his swift and decisive way of handling problems. Dr. Drugs couldn't hope for a more loyal and dedicated bodyguard. Occasionally a tense moment occurs when father and son confront one another over a question of policy, but Ogre recognizes that his son is far more sophisticated than he, and eventually backs down, attempting to follow Dr. Drugs' directions with good humor.

Lorelei has been directed by The Prince (the Syndicate's principal supervillain) to oversee the Doctor's operation. So far she has few reservations about Dr. Drugs and his operation. She is uncertain about his ability to be adequately ruthless when necessary. Dr. Drugs has an independence that makes him unreliable as a subordinate. Ogre and his men are more typical of the Syndicate's hirelings, and thus a known quantity.

## THE HENCHMEN (Superworld)

### Frank Petrusky

This is Ogre's head bodyguard — tough, experienced, and capable. He will stick close to Ogre and keep himself in reserve. He follows Ogre's orders unless told otherwise, but in Ogre's absence Frank will exercise initiative.

### FRANK PETRUSKY (Superworld)

STR 16  
CON 16  
SIZ 16  
INT 10  
POW 10  
DEX 15  
APP 10

MOVE (m/AR): Walk 12

ACTION RANKS: 15/5

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+1D6	75%	—	3
Kick	50%	1D6+1D6	—	—	3
Grapple	50%	1D6+1D6	50%	—	3
Magnum	75%	2D6+2*	—	30m	6 shots
Rifle	40%	2D6+3**	—	60m	20 shots

\* capable of impaling

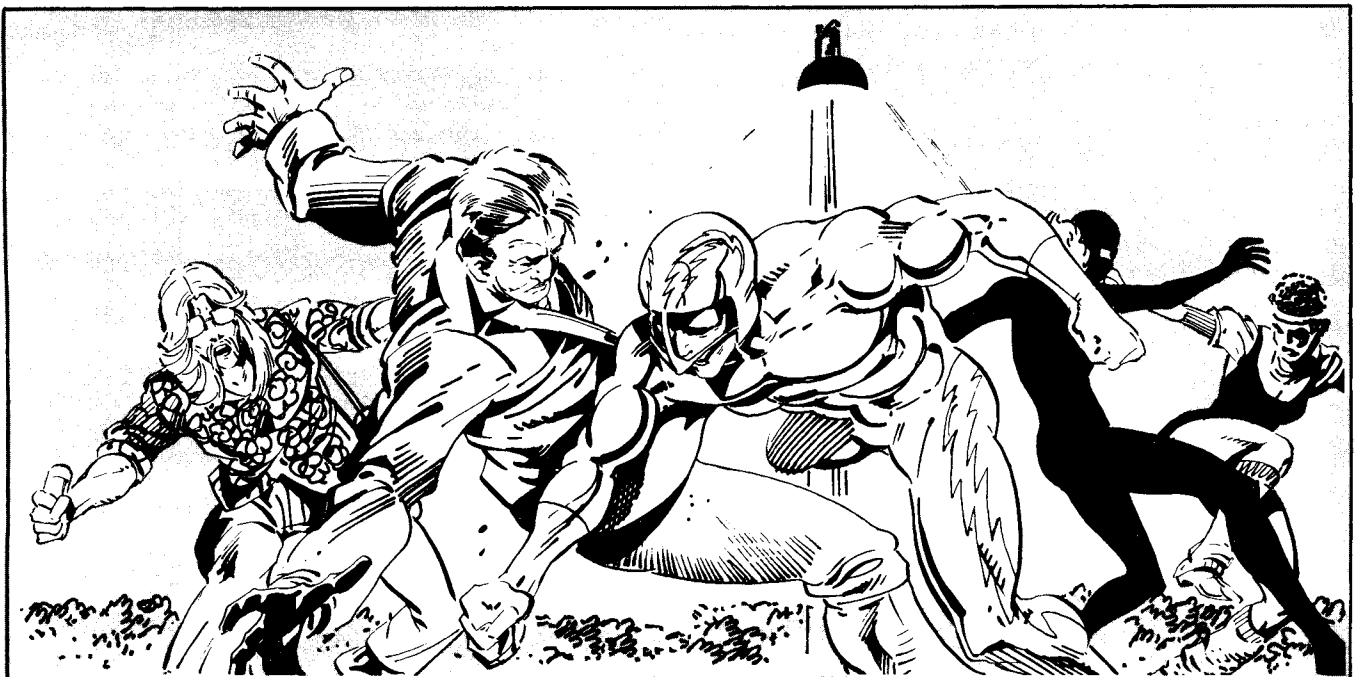
\*\* capable of impaling and rapidfire

PROTECTION: Armor 2K/2E/2R (heavy leather jacket)

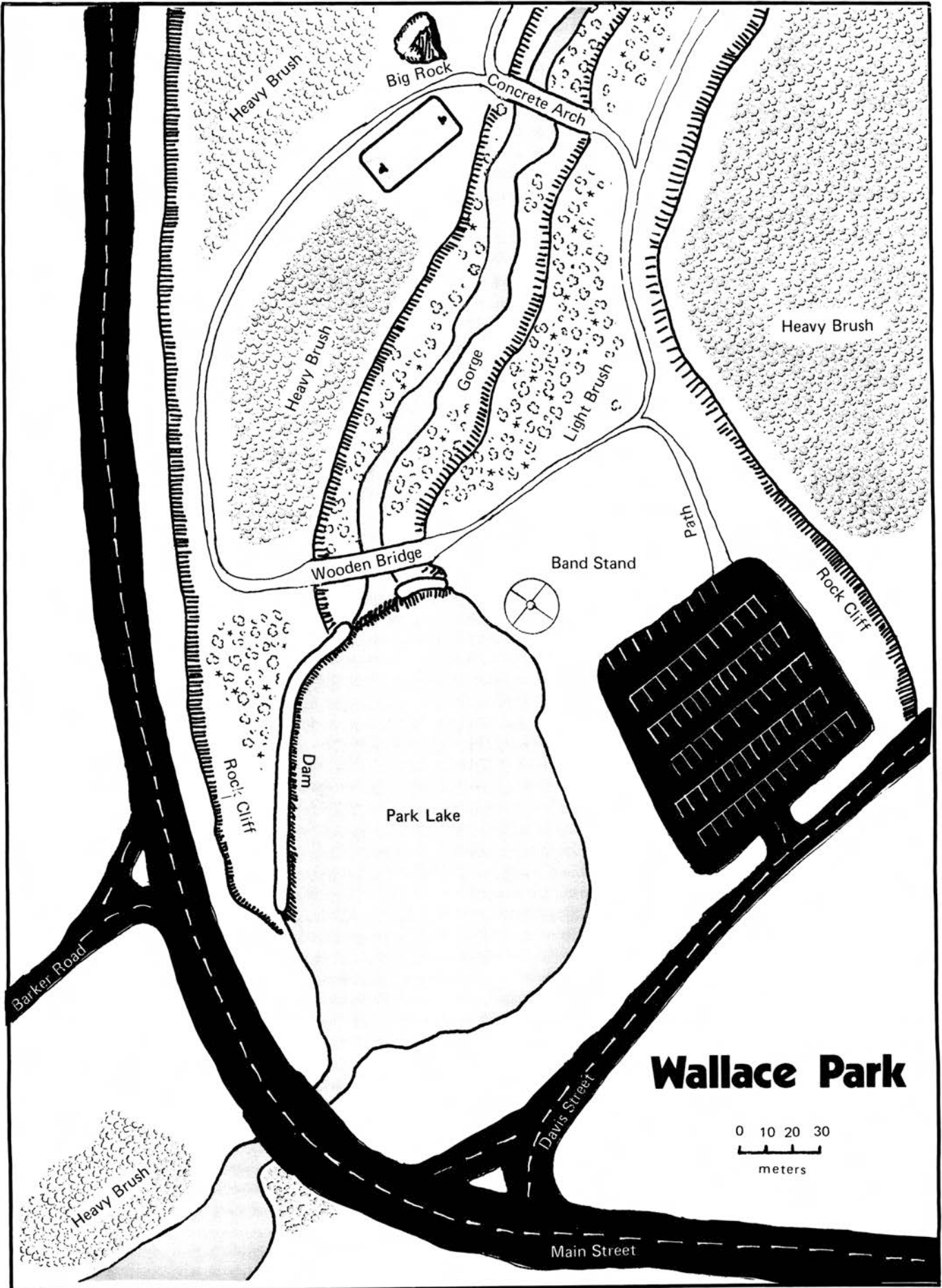
HIT POINTS: 16

ENERGY: Personal (3) 26

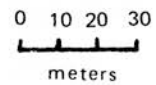
SKILLS: Dodge 45%, Listen 85%, Move Quietly 75%, Observation 50%, Spot Hidden 75%, Streetwise 75%, Throw 60%



Night Fight



# Wallace Park



**Sven Bosen**

Sven is Ogre's wheelman. He is disinclined to mix into melee or gunfights, though he will follow orders.

**SVEN BOSEN (Superworld)**

STR 12  
CON 14  
SIZ 14  
INT 12  
POW 10  
DEX 12  
APP 12

MOVE (m/AR): Walk 12

ACTION RANKS: 12/2

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+1D6	50%	—	3
H. Pistol	25%	1D10+2*	—	30m	6 shots

\* capable of impaling

HIT POINTS: 14

ENERGY: Personal (2) 24

SKILL: Drive 95%

**Rollie Foote**

Loyal and willing, this second-rater's shotgun is his equalizer. When not shooting, he is Ogre's errand boy.

**ROLLIE FOOTE (Superworld)**

STR 9  
CON 12  
SIZ 12  
INT 14  
POW 16  
DEX 15  
APP 12

MOVEMENT (m/AR): Walk 12

ACTION RANKS: 15/5

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	25%	1D3	25%	—	0
Shotgun	70%	4D6	—	10m	4 shots
L. Pistol	35%	1D6*	—	30m	6 shots

\* capable of impaling

HIT POINTS: 12

ENERGY: Personal (3) 28

SKILLS: None

**Mario Gianella**

Young and handsome, Mario is Ogre's favorite (and much disliked by the other henchmen therefore). He is insufferably vain, regarding himself as God's gift to women.

**MARIO GIANELLA (Superworld)**

STR 16  
CON 16  
SIZ 16  
INT 10  
POW 16  
DEX 16  
APP 16

MOVE (m/AR): Walk 12

ACTION RANKS: 16/6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+1D6	75%	—	3
Shotgun	50%	4D6	—	10m	4 shots
H. Pistol	50%	1D10+2*	—	30m	6 shots

\* capable of impaling

HIT POINTS: 16

ENERGY: Personal (3) 32

SKILLS: Dodge 60%, Fast Talk 50%

**THE HENCHMEN (Champions)****FRANK PETRUSKY (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
13	Strength	3	—	None
11	Dexterity	3		
13	Constitution	6		
11	Body	2		
8	Intelligence	-2		
7	Ego	-6		
10	Presence	0		
10	Comeliness	0		
5	Physical Defense	2		
3	Energy Defense	0		
3	Speed	9		
5	Recovery	0		
26	Endurance	0		
25	Stun	0	0	TOTAL DISAD.
TOTAL		17		

OCV = 4 DCV = 4 ECV = 3 PD = 8 ED = 3  
PHASES: 4 8 12

**POWERS**

3 1 level w/firearm  
13 Martial Arts  
7 1D6+1 RKA—heavy pistol; 6 uses  
3 3 points PD armor (OIF—suit)  
5 1 level with martial arts  
31 TOTAL COST FOR POWERS

CHAR PTS 17 + POWERS COST 31 = 48

**SVEN BOSEN (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
13	Strength	3	—	None
11	Dexterity	3		
13	Constitution	6		
10	Body	0		
10	Intelligence	0		
8	Ego	-4		
10	Presence	0		
8	Comeliness	-1		
4	Physical Defense	2		
3	Energy Defense	0		
2	Speed	0		
5	Recovery	0		
26	Stun	2		
22	Stun	0	0	TOTAL DISAD.
TOTAL		11		

OCV = 4 DCV = 4 ECV = 3 PD = 4 ED = 3  
PHASES: 6 12

**POWERS**

7 1D6+1 RKA—heavy pistol; 6 uses  
5 Combat Driving on 12  
12 TOTAL COST FOR POWERS

CHAR PTS 11 + POWERS PTS 12 = 23

**ROLLIE FOOTE (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
10	Strength	0	—	None
11	Dexterity	3		
13	Constitution	6		
9	Body	-2		
13	Intelligence	3		
16	Ego	12		
0	Presence	0		
12	Comeliness	1		
4	Physical Defense	2		
3	Energy Defense	0		
3	Speed	9		

5	Recovery	0		
26	Stun	2		
21	Stun	0	0	TOTAL DISAD.
	TOTAL	24		
OCV = 4	DCV = 4	ECV = 3	PD = 4	ED = 3
PHASES:	4	8	12	

**POWERS**

- 6 2 levels with shotgun
- 8 1 1/2D6 RKA—shotgun; 5 uses
- 14 TOTAL COST FOR POWERS

CHAR PTS 24 + POWER PTS 14 = 38

**MARIO GIANELLA (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
15	Strength	5	5	Vain
14	Dexterity	12	5	Woman Chaser
13	Constitution	6	5	Experience
11	Body	2		
10	Intelligence	0		
16	Ego	12		
10	Presence	0		
16	Comeliness	3		
6	Physical Defense	3		
4	Energy Defense	1		
4	Speed	16		
6	Recovery	0		
26	Endurance	0		
26	Stun	0	15	TOTAL DISAD.
	TOTAL	50		

OCV = 5	DCV = 5	ECV = 5	PD = 6	ED = 4
PHASES:	3	6	9	12

**POWERS**

- 3 1 level with firearms
- 5 1 level with hand-to-hand
- 7 1D6+1 RKA—heavy pistol; 6 uses
- 15 TOTAL COST FOR POWERS

CHAR PTS 50 + POWERS PTS 15 = 65

**Setting up the Rendezvous**

At midnight two cars pull into the parking lot: in one is Dr. Drugs, Blossom, Lorelei, and Mario (driver), and in the other are Ogre, Frank, Rollie, and Sven (driver). Dr. Drugs will go Astral and reconnoiter the park before entering it to ensure that there are no police, strollers, or ambushers. If he discovers superteens hidden in the park, he will simply note them and adapt his plans accordingly. Once he is sure the coast is clear, the villains will take up positions in the park. Sven and Rollie stay inside the cars to guard them; with walkie-talkies they can warn of any approach from the upper park. Ogre and Frank will scramble up to the top of Big Rock, where they command an excellent view of the basketball court while concealed by darkness and elevation. Lorelei and Mario will take positions in the thick brush south of the basketball court where they too have a clear view. Dr. Drugs and Blossom will conceal themselves in the same area, but a different location.

At 12:45 Dr. Drugs and Blossom will take position under the lights in the center of the basketball court. From their position anyone coming down the lit eastern path can be clearly seen across the gorge. This is the path the Monkey Thugs will use in approaching the rendezvous.

Over the course of the evening, the Monkey Thugs have gathered at Doug's house. At 12:30 they will pile into Nick's car and cruise to the park. They were warned not to be alarmed if there are two cars already in the lot. The Thugs will disembark and proceed down the paved and lit eastern path to the rendezvous at the basketball court. They will not react to anyone following them.

If the heroes arrive after Dr. Drugs, but before the Monkey Thugs, Rollie and Sven will warn the others by walkie-talkie, then tail the heroes into the park. Depending on the situation, Dr. Drugs may direct Rollie and Sven to cover the wooden bridge or the western path to prevent the superteens from leaving once they've been drawn into the trap. If the heroes approach the basketball court from the north, east, or west, there is a good chance that they will be detected by those in the woods or on Big Rock. Even if they elude detection, Dr. Drugs' Dangersense will warn him of possible trouble; he will use his supersenses or Astral ability to locate the problem, then try to trap the superteens.

**Supervillain Tactics**

Dr. Drugs primary objective is to persuade and recruit the heroes to his evil ways using the following technique. He attempts to persuade others that drugs are beneficial, but that they have been too intimidated by old-fashioned codes of morality and behavior to experiment. He emphasizes the weak timidity of those who won't try drugs, and accuses them of having a closed mind and unscientific approach. Dr. Drugs tries to exploit the generation gap and governmental credibility gap. ("Do *you* trust the government? Do you allow yourself to be intimidated by their Nazi tactics? Can you swallow the hypocrisy of outlawing drugs, while leaving alcohol legal?") Thus, his first attack is Fast Talk, followed by Persuade, aimed at winning the sympathy of an opponent while undermining the logic and virtue of his moral principles.

If Dr. Drugs is not adequately successful at persuasion, he will advance into verbal intimidation. This is a verbal attack (Fast Talk and Persuade) belittling the intelligence, physical power, and moral fiber of his opponents. This is done in a snide and sarcastic fashion, as if in casual but sympathetic contempt for his opponent. ("Well, mighty agents of the narc, how does it feel to be Sir Galahad and "rescue" people from themselves? Fun, is it?" If successful, this will break down the opponent's morale, making him more susceptible to persuasion at a later date. It also might precipitate the Physical Intimidation stage if the opponent is sufficiently angered by the verbal abuse. Whenever possible, Dr. Drugs will attempt to induce the opponent to voluntarily renounce any numerical advantage in response to a verbal challenge. ("What bravery and honesty! Does it *really* prove you're right if you can beat me up? Doesn't your moral superiority bother you when you gang up on me? At least have the decency to come at me one at a time!")

At this point Dr. Drugs, if his previous tactics prove unsuccessful, applies force to weaken his opponent. He does not seek to cripple or kill, only to humiliate and weaken the victim for subsequent persuasion attempts. He will apply several levels of force in successively more

challenging quantities. In this case, he begins with the Monkey Thugs, then a mixed attack using Mario, Duke, Lorelei, and Blossom, finally pulling out the stops using himself, Ogre, Blossom, and Lorelei. After each escalating stage of physical intimidation, he engages in the fourth stage: evaluation.

After each physical intimidation step, Dr. Drugs will contrive a brief break in the action to critique his opponents' strengths and weaknesses as revealed by the preceding physical challenge. This serves the dual purpose of humiliating the opponents for their flaws while flattering them for their virtues. This is intended to soften them up for later persuasion attempts. If Dr. Drugs discovers that his resources are inadequate to the purpose of humiliating his opponents, he will attempt an orderly withdrawal. He will compliment his foes on their physical power, while lamenting the misdirection of their moral principles. He will politely thank them for presenting him with a worthy challenge and promises to resume the contest at his earliest convenience.

In the park, Dr. Drugs will follow his standard tactics. He will first hail the superteens verbally and invite them to parlay. He will obtrusively display his knowledge about supposedly-concealed heroes and will urge caution and restraint in the heroes' responses. First he tries gentle persuasion, but since he doesn't expect immediate converts, he will move almost immediately into verbal intimidation.

The first verbal challenges will be offered by the Monkey Thugs. They will employ the less sophisticated attacks on masculinity, courage, and honor that always precede fights in high school. Dr. Drugs doesn't expect the Thugs to succeed against the heroes, but he is eager to watch the heroes in action so he can prepare his own tactics. The Thugs are expendable to Dr. Drugs, and in need of a lesson about their own limitations, anyway. (If the Thugs were roundly defeated in their previous scuffle with the superteens, or if the heroes are already revealed as exotics, Dr. Drugs will begin directly with the combatants below, assisted by the Monkey Thugs.)

After the Monkey Thugs have briefly engaged the heroes and presumably been beaten, Dr. Drugs will express surprise and admiration that the superteens have been so effective. He will suggest that they are perhaps ready for a more substantial challenge. At this point, he will send Blossom, Lorelei, Mario, and Frank into the fray. This will be the heroes' first encounter with supervillains. The gamemaster should use Lorelei's powerful emotional and mental attacks against the males of the hero group, while Blossom displays a little of her martial prowess.

Dr. Drugs will call off the attack once the initiative has clearly shifted to one side or another. Again he will

praise the heroes while regretting their hypocritical and outdated moral principles. Then he will withdraw to the cars in the parking lot. The four supervillains will cover this retreat, while giving the superteens a taste of real combat. The Ogre is likely to lose his head and attempt to kill the heroes, but Dr. Drugs will keep him moving to get them out of the park. If the party threatens to cut off retreat, Dr. Drugs will call in the normals by walkie-talkie directing them to use firearms and kill if necessary, while Ogre is turned loose to do his worst. The bad guys might split up, the normals taking the cars, while the supervillains escape to the four directions of the compass. Each group will attempt to discourage pursuit, then rendezvous at a neutral location, check again for followers, then return to home base.

### The Good Guys

The heroes could go directly to the park and set up an ambush. If this is done before 12:00, the heroes will certainly be discovered by Dr. Drugs' astral tour of the park. This will give Dr. Drugs plenty of time to prepare his trap for the heroes. If the heroes arrive after 12:00 but before the Monkey Thugs, they will probably find Sven and Rollie with the cars in the parking lot. If the heroes enter the park and search, they will be seen by Dr. Drugs' lookouts on the rocks and in the bushes, probably before the heroes notice the lookouts. Dr. Drugs will have a few minutes to prepare his attack. In any case, Dangersense will warn Dr. Drugs of the superteens' approach. If no one can see the teens, yet Dangersense is warning Dr. Drugs, he will retreat to the woods and go Astral to search.

If the heroes follow the Monkey Thugs to the park, the Thugs pretend they are unaware of being followed. Dr. Drugs is alert for the possibility of the Thugs being tailed, and as soon as the Thugs enter the park, Dr. Drugs will use his supersenses and lookouts to prevent a surprise visit. When the heroes are detected, Dr. Drugs will do everything in his power to force a confrontation, and lure them to a parlay.

### Conclusion

This encounter ends inconclusively, with both sides given ample opportunity to withdraw. The heroes have met their adversary and might be weakened in their self-confidence and resolve to defeat him. Dr. Drugs decides that a more decisive encounter should be arranged. He will plan to abduct a hostage that the heroes will be compelled to rescue. The next encounter will be somewhat more dangerous; Dr. Drugs has decided to eliminate those who are least amenable to recruitment, while giving a real scare to those who waver in their commitment.



# The Kidnaping

Dr. Drugs' plan to disseminate drugs has been partially thwarted by a group of young do-gooders. How could such bluenoses appreciate the true power of drugs? Something must be done swiftly or the careful infiltration of Harding High may have gone for naught. Worse yet, one can never tell when those prudes will yell for the feds. The doctor has just the plan: it will draw the heroes into his net, and at the same time, catch even greater fish.

Dr. Drugs kidnaps Ginny Lincoln, the pretty young Sophomore Queen. Ginny is a sweet capture, since Ginny's father is Arthur Lincoln, a detective for the Narcotics Bureau. Further, it is an open secret that one of the superteens is sweet on Ginny, stammering and stumbling in her presence like a victim of tularemia. (If the pre-rolled superteens are being used, Henry Abbott is the one with the crush on Ginny.) Dr. Drugs has no doubt that the love-smitten swain and his companions will attempt to rescue Ginny. Dr. Drugs knows that both Detective Lincoln and the heroes will attempt the rescue, but that they are unlikely to confide in one another, or to join forces, partly due to the Unwritten Code.

Arthur Lincoln receives an anonymous phone call suggesting an appropriate amount for the ransom of his daughter. Simultaneously her would-be beau receives his own anonymous phone call:

"Hello? (Insert name here)? Just wanted you to know that Ginny Lincoln is in good hands. (Crude cackling noises.) We have her under drug therapy now, and she seems to be responding very well to it. (More hideous cackling.) Quite well indeed. (Thoughtful pause.) Say, (insert first name), why don't you stop by sometime and try our therapy? Do wonders for you, I bet." (More derisive laughter, then the click of the phone on its receiver.)

The gamemaster should have briefly introduced Ginny much earlier under the guise of a random encounter, as well as pointed out that the appropriate hero is sweet on her. It will be clear to the hero that he must attempt to save poor Ginny from the fiends who have abducted her. The heroes will have to devise a method of discovering

Ginny's whereabouts but, since Dr. Drugs wants to be found, the search should come to a quick conclusion. Since Dr. Drugs knows that he is dealing with super-types, he may leave the address prominently fixed in his minions' heads (including the Monkey Thugs), hoping that someone will telepathically eavesdrop. He could also continue to make mocking phone calls to Ginny's beau, under the supposition that Brain will devise a wiretap that will lead the heroes directly to the hideaway. Alternatively, the referee could speed play by assuming the location is given by Dr. Drugs as a direct challenge.

Dr. Drugs will not reveal the location of the hideout to Arthur Lincoln until he has taken care of the superteens. Then he will confidently lure the Feds to their destruction against his superior gang of supervillains and gunmen.

## The Hideout

The suggestion of the kidnaping was music to Ogre's ears, putting him back in his element, doing what he knows best. The Ogre made all the arrangements to guard the house and is in charge of the whole operation. Dr. Drugs is devoting his time to convincing Ginny that drugs are beneficial. Ginny is holding up well, though the doctor is quite persuasive. His mental powers do not produce a lasting change of heart, so he has refrained from their use.

The Ogre, on the other hand, can't wait to get his hands on the scrawny punks who'll bust in to rescue Ginny, and is tickled pink at the prospect of a shootout with Federal Narcotics Agents. He has his gang worked up to a fever pitch. Everyone is a little jumpy, and perhaps a bit overeager, but the Ogre likes that in his men; he thinks it gives them an offensive edge.

## Greaseball (Syndicate Operative)

Greaseball is an operative, an expert in security systems, on loan from the Syndicate. He has a protective suit obtained by the Syndicate from FIRE technologists. The suit's systems are unconventional, but have proved their

worth in past encounters with supertypes. Greaseball is not aggressive, but he follows Lorelei's orders, and will cooperate with Dr. Drugs and Ogre. He counts on his suit to protect him from kinetic damage. He uses his Grease-spray to blind and hamper opponents. Neither loyal nor brave, he protects his own skin when things get sticky.

### GREASEBALL (Superworld)

STR 13	HERO POINTS	
CON 14	Characteristics	84
SIZ 12	Disadv/Handi	—
INT 10	Experience	—
POW 11	Available	84
DEX 14	Used	84
APP 10		

MOVEMENT (m/AR): Walk 12

ACTION RANKS: 14/4

### SUPERPOWERS

	Level	Energy	Hero Pts
Greasespray: 5D6 Snare	5	15	15
4m radius	10	10	10
Power advantage: Obscures vision	5	5	5

*[As per Snare, but resist with DEX vs. grease potency or movement and skill use is impossible. A resistance roll may be made every AR to escape. Vision is blocked until agility roll is made to clear eyes.]*

Greaseshield: Reduction vs. Grapple 5 15 15

-50% from target's Grapple till cleaned off

Energy Supply: grease store +180 pts 18 — 18

Resistance: 20K/10E/5R 7 21 21

DAMAGE BONUS: +1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Greasespray	85%	5D6 Snare	—	30m	30
Greaseshield	85%	-50% Grapple	—	30n	15

PROTECTION: Resistance 20K/10E/5R

HIT POINTS: 13

ENERGY: Personal (3) 25 Grease supply 180

SKILLS: Dodge 35%, Electronics 85%, Hide 75%, Listen 95%, Observation 50%, Security Systems 75%, Spot Weakness 10%

### GREASEBALL (Champions)

VAL	Characteristic	PTS	100+	DISADVANTAGES
15	Strength	5	20	High Self-Preservation
14	Dexterity	12		Instinct
14	Constitution	8	3	Experience
10	Body	—		
10	Intelligence	—		
10	Ego	—		
10	Presence	—		
10	Comeliness	—		
3	Physical Defense	—		
3	Energy Defense	—		
3	Speed	6		
6	Recovery	—		
28	Endurance	—		
25	Stun	—	123	TOTAL DISAD.

OCV 5 DCV 5 ECV 3 PD 18 ED 12

DEX roll = 12 EGO = 11 INT = 11 PER = 11

PHASES: 4 8 12

### POWERS

32 3D6 Entangle, 3" radius, vs. DEX not STR  
Acts as Darkness to normal sight  
Range mzx. 10", Range modifier -1/2"

(+1, OAF - Grease Gun)

27\* "Grease" Armor - 15PD, 9ED

10\* -5 to opponent's Grab maneuvers

\* OIF Grease Armor

9 Security Systems on 13

5 Stealth on 12

9 Enhanced Hearing, +3 Perception, +3" range

92 TOTAL POINTS FOR POWERS

CHAR PTS 31 + POWERS PTS 92 = 123

END

### The Hideout

The hideout is a split-level home with three main sections: the lower level, the living room/dining area, and the upper level.

All the doors and windows are wired to silent alarms which can only be disarmed from the inside. Additionally, the downstairs entrance doors, the sliding glass door to the patio, and the garage doors are each wired to a gas bomb defense which will spray 4D6 sleep gas in a 5m radius if a door is opened without a proper key. These systems have been rigged by Greaseball, the technician on loan from the Syndicate. Greaseball has set up a master alarm panel in the southeast bedroom; a tone sounds if an alarm is set off, and a display indicates the location of any break-in. This panel is manned by Greaseball.

### The Lower Level

The lower level contains a small bedroom, the den, and kitchen. Outside of a large sliding glass door is a concrete patio with some redwood lawn furniture. From this door there is a commanding view of the backyard. In the den are several sofas and easy chairs, a TV, and a coffee table.

The kitchen is a horseshoe-shaped series of counters and cabinets that permit a person inside the horseshoe to look out between the counter surface at waist height and the cabinets which start at eye level.

One of the Ogre's experienced guards is in the den at all times. He will attempt to conceal himself from anyone in the backyard, but he will be able to see anyone moving about there. At night he will sit with the TV on, leading a viewer to guess that someone is watching the TV. In reality, he will hide behind the curtains at the sliding door, keeping an eye out for intruders. It is unlikely that these experienced bodyguards will fall asleep on duty.

In the small bedroom, two of the Monkey Thugs will be off-duty resting. They are so hyper at this time that they won't be sleeping. Instead, they will be playing cards, telling lies, and watching moronic television programs. They will be slow to react to a crisis; they will jump to their feet immediately, but each must succeed in an Idea roll each melee round until he succeeds, and cannot act with full effectiveness until then. The gamemaster should improvise the nature of the Thugs' incapacity, should they fail to make their wakefulness roll.

### The Living Room/Dining Room

Here the Ogre has stationed one Monkey Thug as a lookout at the window above the garage and one Monkey Thug at the foot of the stairs to the second level. Ogre has little faith in these teenagers, and his mistrust is well placed. Each must succeed in a Luck roll to notice anything obvious (like the crash of a tipped trash can or a paperboy that strangely looks just like one of the super-teens). They must succeed in rolling their POW or less on 1D100 to notice anything even remotely plausible (such as Boy Scouts selling cookies, or oversized kids playing hide-and-seek). Ogre won't let the Thugs watch TV, so they just swap lies and daydream.



*The Superteens: from left to right, Flashdance, Overdrive, Brain, Quicksilver, Masked Avenger, Dark Duchess.*

### The Upper Level

Here the Ogre has stationed one of his experienced guards at the end of the hall near a window, where the guard will use the curtains to conceal himself from outside observers. This guard keeps an eye on the south side of the house.

The southeast bedroom is Ogre's headquarters and sleeping quarters. He will be found there either sleeping or struggling futilely with financial records, which are in disarray all over the room. (The Ogre might have been a sharp crook once, but he was never a smart business man. For that matter, he wasn't ever even a smart crook.) Ogre is Mr. Alertness, though; he will be up and ready at the slightest noise. He will always wake and respond instantly if an obvious alarm is raised. The off-duty professionals (Ogre's men) and Greaseball may be sleeping or relaxing nearby. They will awaken if they hear the slightest noise (attempt Listen rolls for them) and will waken completely ready for action. Someone will always be awake, manning the security panel.

The northeast bedroom is where Dahlia and Dr. Drugs sleep, and where Ginny is kept. Dahlia and the Doctor are often in their own private reverie. The Doctor often works with his portable lab equipment to check shipments of drugs for purity and quality while Dahlia cooks or watches TV downstairs. They sleep normally and are slow to wake. Roll POW or less on 1D100 for Dr. Drugs or Dahlia to be awakened by a subtle disturbance, and suc-

cessful Luck roll to wake upon an obvious disturbance. Even then, it may take some time for the Doctor to get up.

Ginny sleeps on a cot in a corner of the room. While Dr. Drugs and Dahlia are awake, or if there is a guard in the room, Ginny is allowed to move about freely, though she cannot leave the room. At night she is put under a hypnotic suggestion that prevents her from leaving the room; as a further precaution, she is chained to her cot by a single steel manacle (Resistance 13, SIZ 3). Lorelei hypnotizes Ginny and is sure to suggest that Ginny is perfectly free to leave, but is staying of her own free will. (Dr. Drugs wants to maintain the illusion of friendly persuasion as long as possible.) Ginny has resisted the effects of Lorelei's hypnosis and Dr. Drugs' blandishments, but she is becoming disoriented and confused. She is having an increasingly hard time resisting the mental assaults. Dahlia is genuinely sympathetic to and protective of Ginny, and Ginny has begun to look on Dahlia as a friend; Dr. Drugs is trying to exploit this as much as possible.

Lorelei has the southwest bedroom all to herself, much to the chagrin of the males of the household.

### Supervillain Tactics

Dr. Drugs is using Ginny as bait to bring the superheroes to him. He intends to use the same persuasion techniques that he used in the park, only this time his challenges are more specifically physical threats, and his gang is under no

restraints about the use of deadly force. Dr. Drugs hopes to capture the weaker heroes while eliminating the more aggressive and dangerous superteens. He is confident that the teen heroes will not go to the authorities for help, but even if they surprise him and transgress the Unwritten Code, the Syndicate has a plant in the Narcotics Bureau who will inform them if Lincoln is planning something. This will allow Dr. Drugs plenty of time to move Ginny to a new hideout.

The gang has directions to kill or subdue any intruders. They will attempt to subdue only after it is clear that the intruders present no serious offensive threat. If prisoners are taken, they are to be brought to Lorelei, who will use hypnosis to obtain their complete cooperation. Dr. Drugs has instructed his forces to exploit whatever codes of honor the superteens may adhere to; for example, if a hero can be maneuvered into a one-on-one challenge of honor, his men are encouraged to use this opportunity to cheat and gain an unfair advantage. This is part of Dr. Drugs' program to show the superteens how foolish they are.

#### Specific Tactics

If there is a disturbance but no obvious alarm, the professionals will take cover and train their weapons on entrances and along the halls, awaiting directions from Ogre. Lorelei and Greaseball will join Dr. Drugs and Dahlia to guard Ginny in the northeast bedroom. The Monkey Thugs will make a lot of noise, yelling "What's going on?" and "Where's Doug?" They will dash impulsively outside to search for intruders generally getting in the way. The professionals will ignore the thugs, hoping they will divert attention from the real villains. Ogre might tell the Thugs to shut up and stay put, or he might use them as cannonfodder to discover the nature of the disturbance. Usually he will just ignore them and concentrate on the real problem.

If there is an obvious alarm, the professionals will move to support each other at the point of entry, with Ogre keeping himself and Sven or Mario in reserve. The Monkey Thugs will panic and run to the scene of the alarm, getting in the way. The Ogre will use his guards to flush the opposition, then pounce on the intruders from the flank or from behind. If possible, he will leave Sven as a reserve, covering the door to the room where Ginny is held.

Dr. Drugs will take some time getting ready. Dahlia quickly moves to employ her martial skills, guarding the bedroom door till Dr. Drugs is ready. When he gets organized, Dr. Drugs will use his Astral ability to discover the cause of the disturbance, then using his superior senses, Telepathy, and Gas Projection abilities, he will stalk and capture as many of the opposition as he can, relying on the element of surprise and his superpowers to take out his opponents before they notice him. He will make his attacks in the most demoralizing fashion possible, attacking from surprise and whispering telepathically into the victim's ear just before delivering a gas canister. He will leave Dahlia, Lorelei, and Greaseball behind to watch Ginny. If he has problems, he'll use his Telepathy to call for assistance; Dahlia will make haste to help him, leaving Lorelei and Greaseball with Ginny.

If things look bad for the villains, either the doctor or Ogre can call for a withdrawal. The crooks will try to fight

their way to the garage then force their way into the van and car waiting below. If access to the garage is cut off, the villains will retreat on foot through the backyards in the housing development, looking for a vehicle to steal. They may break into a house, take hostages, and steal the family station wagon to avoid pursuit.

If escape is obviously hopeless, the doctor and Dahlia will cheerfully surrender, counting on a sharp lawyer. The Ogre is of the old school; he'll have to be carried away from the fight. The Thugs are notorious cowards and will surrender if injured, with the exception of Doug, who will fight to the bitter end, screaming defiance at his antagonists and attacking berserkly when least expected. The Ogre's bodyguards are professionals who will follow orders, but when there are no more orders and no likelihood of any more, they will attempt escape or surrender. In any event, Dr. Drugs will try to organize a tactical withdrawal in his father's absence.

Lorelei and Greaseball have only a limited interest in supporting Dr. Drugs. They will abandon the other villains the moment they anticipate that they might be defeated. They will report back to The Prince and the Syndicate; if possible they will take Ginny with them.

#### The Good Guys

If the teen heroes decide to call in Arthur Lincoln and the Feds, Dr. Drugs will be warned and shift Ginny to a new location. The heroes and the narcotics squad will arrive to find an empty house. Dr. Drugs will call Ginny's boyfriend anonymously later, expressing regret that the superteens felt inadequate to accept his challenge. He will offer a second chance, and give the heroes a new location where they can find Ginny. He will caution them that if they go to the Feds this time, they will endanger Ginny's life.

The superteens could get the Feds in on the action by first encircling the hideout, then calling Lincoln and anonymously tipping him off about the location. This way the heroes can perhaps hold Dr. Drugs until the Feds arrive.

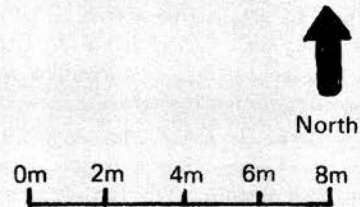
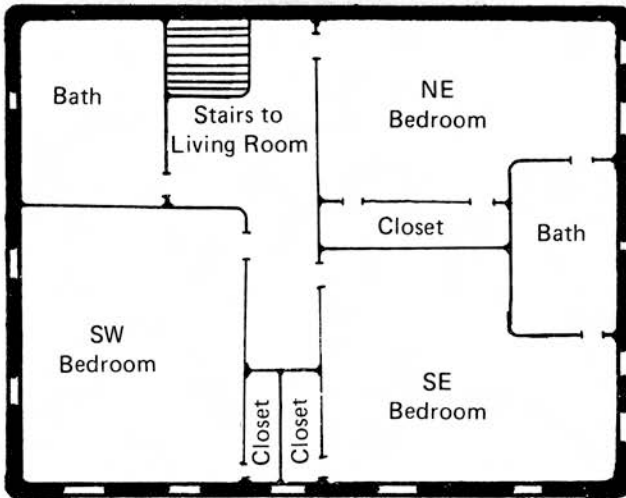
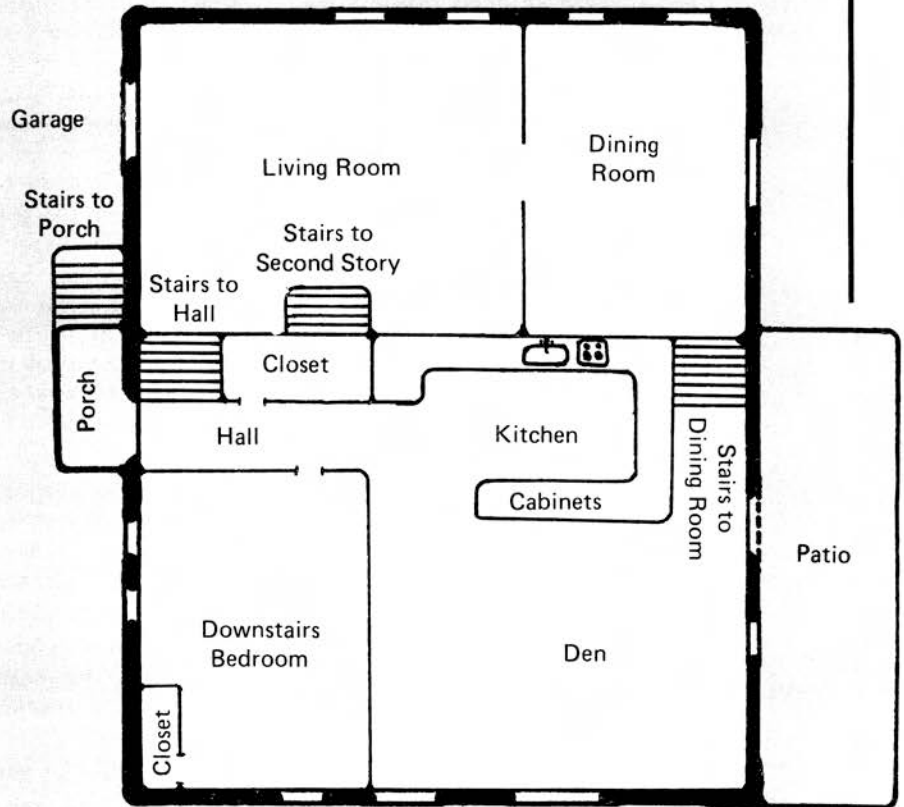
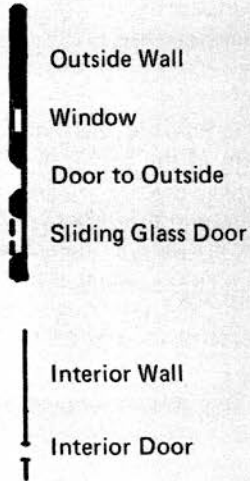
The gamemaster could use the Feds as a *deus ex machina* to save the heroes if they are failing miserably. The arrival of the agents outside, presumably with Flying Squad support, will force Dr. Drugs to retreat, using Ginny as a hostage and screen.

#### The Federal Agents

For the purposes of this scenario, all of the federal agents are considered to be identical in their statistics (see the next page for the entry). Arthur Lincoln and the other four Feds never will do anything to endanger the lives of hostages — the fact that Ginny is a relative does not jar their cool professionalism. They also realize that they are not trained as shock troops, and will not be foolishly ambitious in attacking supertypes.

Arthur will, however, call in a flying-squad of supertypes to assist him in freeing his daughter. The gamemaster should use Fury, Stormbolt, Captain Wonder, and Maestro (pp. 31-33 in the *Superworld* gamemaster book) for the flying-squad, or he might draft heroes from the local campaign, or perhaps design new heroes specifically for the occasion.

# The Hideout



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## ARTHUR LINCOLN & THE FEDS (Superworld)

STR 11  
CON 11  
SIZ 11  
INT 11  
POW 11  
DEX 11  
APP 11

MOVE (m/AR): Walk 12  
ACTION RANKS: 11/1

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3	75%	—	0
Nightstick*	50%	1D6+2	50%	—	0
H. Pistol	50%	1D10+2**	—	30m	6 shots

\* capable of parrying 6 K.

\*\* capable of impaling

PROTECTION: Nightstick parry 6K; bullet-proof jacket armor 8K/8E/8R

AGENT	Hit Pts	Shots
1	11	6
2	11	6
3	11	6
4	11	6
5	11	6

**ARTHUR LINCOLN & THE FEDS (Champions)**

VAL	Characteristic	Cost	50+	DISADVANTAGES
13	Strength	3	5	Must follow letter of law
11	Dexterity	3	4	Experience
13	Constitution	6		
10	Body	0		
10	Intelligence	0		
10	Ego	0		
10	Presence	0		
12	Comeliness	1		
5	Physical Defense	2		
3	Energy Defense	0		
3	Speed	9		
5	Recovery	0		
26	Endurance	0		
24	Stun	0	9	TOTAL DISAD.
TOTAL		23		

OCV = 4    DCV = 4    ECV = 3    PD = 14    ED = 3  
 PHASES: 4    8    12

**POWERS**

3	1 level w/firearms
10	9 PD Armor
13	Martial Arts
7	1D6+1 RKA—heavy pistol; 6 uses
3	+1D6 to martial punch—OAF nightstick
36	TOTAL COST FOR POWERS

CHAR PTS 23 + POWER PTS 36 = 59

**Heroes' Tactics**

The gamemaster should take every opportunity to discourage the heroes from revealing their identities as super-types to the Feds. If the heroes take care to disguise themselves or otherwise keep their abilities secret, they can possibly continue to act as free agents. Of course, if the superteens heroically save Ginny from Dr. Drugs, Arthur Lincoln might not feel inclined to turn them in, but other Feds working with him might do so.

If the heroes accept Dr. Drugs' challenge and try to rescue Ginny on their own, they can use superpowers to scout the house and grounds. The Brain can manufacture bugging or scanning devices, or little robots to gain access to the house. X-Ray vision could be used to discover details not evident to normal inspection. The Dark Duchess' abilities permit her to make close inspections of the house without arousing suspicion, and she can obtain entry through the roof, eaves, or fireplace. She can also read the minds of the inhabitants if she can get within range. The talents of the other pre-rolled superteens are less useful for surveillance, but they can at least watch the windows, trying to discern the routine of the house. The floorplan will be evident enough from an outside inspection of the house that the gamemaster should give the players a rough interior map if they do a careful survey of the house.

**Extending the Campaign**

If the gamemaster wishes to continue this campaign, designing his own adventures for the established player-characters, here are a few suggestions.

Permit Lorelei and Greaseball to escape (or jump bail). They can provide continuity in later encounters with the Syndicate. The escape of Dr. Drugs, Dahlia, or Ogre, with or without Ginny, is of secondary significance. The Syndi-

cate may be happy to see Dr. Drugs retired. The presence of these characters in later scenarios would add to player motivation, but capturing these characters now resolves the current action and sets the stage for further fights with the Syndicate — a powerful octopus whose tentacles reach into many aspects of American life.

**The Syndicate**

Joseph and Mike Morgan, Allen Poitreau, and Tony Loban are the heads of the local arm of the Syndicate. Of late, they have depended on exotics for muscle and enforcement; some exotics are now even in the higher councils of the Brotherhood. The Prince, urbane and sophisticated, is the head of the supertalent division. Many bitter superheroes have turned to crime in the face of the hostility shown by normals. The inducements offered to exotics by the Syndicate are powerful:

1. Riches (honest exotics can only make money in the entertainment field, and even there they are losing their novelty value.
2. Protection from government interference.
3. Ready access to power and importance for lower-class and uneducated individuals.
4. Personality quirks are tolerated. (unlike the close public scrutiny and criticism received by public superheroes)

Further adventures might take the heroes deeper into the hard core of crime. The Prince focuses his resources on eliminating superheroes who are prying into Syndicate business, preparing deathtraps and ambushes that utilize the operatives and supervillain minions employed by the Syndicate. The heroes can try to track the Prince and the Syndicate to its lair: in the process they will come across warehouses of illicit materials, webs of terror and intimidation, and at last the considerable might of the Syndicate itself. Compared to fights with these hardened and ruthless criminals, the campaign Dr. Drugs will seem like a Sunday School picnic.

**Dr. Drugs' Last Stand**

When dealing with a crook of Dr. Drugs' propensities, one wonders just how far he will go. Is he a budding world-conquerer who will sacrifice anything or anyone for his own aggrandizement, or will he sacrifice himself for the sake of his followers?

Simply put, Dr. Drugs is too mellow to consciously hurt someone, though he is enough of a hypocrite to let others hurt their victims while he looks away.

He will, for instance, threaten Ginny the Sophomore Queen, but if his bluff is called he will not hurt her after all. Threats against Blossom will also prompt his cooperation, though such threats hardly would be in the nature of superheroes to make.

If given the opportunity to escape by leaving behind his girlfriend and father, he will flee (telling himself that he can rescue them later). He will sacrifice Lorelei or Greaseball without hesitation; he intensely dislikes both of them. Though he finds it politic not to say so, he believes that he doesn't actually need the Syndicate, and he resents their interference in his chemical crusade.

**Page 28. Aura Attack:** (Clarification) "... the hero may add his experience *points*, both used and unused to the resistance chance."

**Page 29. Parry:** Parries may be done one per one of the hero's action ranks. If his action ranks are 15 and 5, and he parries on 13, he cannot parry again until after action rank 5 has passed.

**Page 30. Double Knockback:** "Damage to the hero is determined as if hitting a solid object with *segment SIZ* equal to the lesser damage."

**Page 30. Preparing for Knockback:** "... based on his STR+SIZ vs. the damage. . ."

**Page 32. Glossary:** "No Time" should be "Instantaneous."

## SUPERPOWERS BOOK

**Page 4. Absorption—Purchase Restriction:** This power can only convert damage into energy or powers and characteristics which use energy at least every melee round, if not every action rank. Thus, it cannot be used to enhance hit points or Armor, unless these powers are bought with the disadvantage of costing energy per melee round to use. Force Fields and Mind Block, which cost energy when they are assailed, count as using energy per action rank.

**Page 5. Animate:**

HERO POINT COST PER LEVEL: 1.

ENERGY COST PER MELEE ROUND: 1.

**Page 6. Mind Block:**

HERO POINT COST PER LEVEL: 1.

**Page 8. Emotion Control:** "Costs only 3 total to maintain control of *one target*, expended on the controller's first action rank each following melee round."

**Page 9. Energy Projection Special Effects:** (Next to last paragraph) "... the amount of protection is equal to the *hero points* in the projection."

**Page 12. Flight:**

HERO POINT COST PER LEVEL: 1/2 SIZ. (Addition) minimum of 1 per level.

ENERGY COST PER MELEE ROUND: 1/2 SIZ. (Addition) minimum of 1 energy point per level.

**Page 14. Gravity Projection:** (Explanation) Like any other projection, the user has a 50% chance to hit which can be increased through experience or expenditure of hero points.

(Clarification) Combat skill abilities are only reduced once for increased or decreased weights, no matter how many times they are doubled or halved.

**Page 16. Martial Arts:** Eliminate extra attack option. Buy Simultaneous Attack advantage if you want the hero to do more than one attack per melee round (qv).

**Page 18. Mind Search:** "May be attempted once per *melee round*."

**Page 19. Reduction:** (Correction) The superpower reduced must be specified when the power is *purchased*. Energy projections may be specified by either energy type (Electrical Projections) or by source (magical energy projections). Other powers are treated similarly.

**Page 20. Sidekick:** (Clarification) The sidekick's characteristics may be increased to the maximum possible *for the hero*. Thus, a hero with an INT of 18 could bring his INT up to 24, so a Sidekick would have a maximum INT of 24.

(Addition) Sidekicks may not use their points to buy more Sidekicks or Gimmick points.

**Page 20. Snare:** (Clarification)

LEVEL: 50% chance to entrap a target within 30 meters with an entrapping force with 1D6 potency.

(Change)

PURCHASE RESTRICTIONS: None

**Page 24. Teleport:** (Addition) Level effects are specified at time of use. Teleport will not take a hero into a solid object. He will appear as close to the object as possible on a line drawn from his starting place to the point he would have appeared if clear space was present.

**Page 26. Impaling:** (Clarification) Maximum of 1/4 POW in levels is only for damage producing levels, not for levels in increasing chance to impale.

**Page 26. Power Transfer:**

ENERGY COST: If the power has no normal energy cost, Transfer costs one energy point per hero point transferred per melee round.

If the Transfer is an attack, such as using Shape Change to turn a target into a toad, the target may resist the attack in a POW vs. POW roll on the Resistance Table.

**Page 27. Rapidfire:** (Correction)

ENERGY COST: None, each shot has normal energy cost.

**Page 28. Simultaneous Attacks:**

LEVEL: One simultaneous attack for one level of damage of an attack.

**Page 29. Skills:** (Clarification) If buying a Skill through Previous Experience, the level increase is based on the original rolled characteristic. If buying with regular hero points, the level increase is based on the final characteristic.

**Page 29. Skills List:**

Skill	Base Chance	Level Increase
Fist	50%	05%
Grapple	25%	05%
Kick	25%	05%
Smash	25%	05%

**Page 35. Action Rank Delay:** (Clarification)

LEVEL: One of *the hero's* action ranks.

**Page 39. Psychological Problem:** (Correction)

HERO POINT GAIN: 10 if the inciting occasion is common, 5 if uncommon. . .

**Page 39. Special Vulnerability:** HERO POINT GAIN PER LEVEL: Correct for Energy loss, but for Hit Point loss—(Correction) 2 if the substance is very rare. . ., 4 if the substance is reasonably common. . ., or 6 if it is very common.

## GAMEMASTERS BOOK

**Page 19. Blackflash:** (Corrections)

MOVE (m/AR): Walk 8; Fly 40-200; Teleport 3000.

SUPERPOWERS	Level	Energy	Hero Pts
Teleport	28	14	28

**Page 29. Brainwave:** (Addition)

SUPERPOWERS	Level	Energy	Hero Pts
Gimmick Points	60	—	180

**Page 29. Cerebella:** (Correction)

SUPERPOWERS	Level	Energy	Hero Pts
Energy Supply: +240	24	—	24
Mind Block: 6 pts	6	6 (A)	6
Teleport: 20 SIZ pts	20	7	20

**Page 37. Leviathan:** (Correction) Leviathan should not get Conditional Use bonus for having increased SIZ only when a giant, though getting the bonus for the STR is legitimate. Find him a 2-point handicap (Bad Habit: always follows orders—?).

## NEW POWERS:

### IMMUNITY

Hero Points — 20

Energy Cost — None

This is total immunity from the harmful effects of one form of attack/damage. The form must be limited strictly. For instance, Energy Projections should be limited both by energy and by source, or by energy sub-type. Thus, one could buy "Immunity from Magical Lightning" or "Immunity from Sonics (Kinetic)."

Similarly, one could buy "Immunity from nerve-toxin poison." Side effects of the attack the user is immune to will still take effect. For instance, one who is immune from magical lightning will still take knockback from such an attack.

One cannot buy immunity from aspects of the game system, such as knockback.

### ULTRAVIOLET VISION

Hero Points — 2

Energy Cost — None

Ability to see normally by ultraviolet radiation. Ultraviolet is present both day and night under the stars, and under most artificial lighting, but is not present under conditions of absolute darkness, such as in a cavern or tunnel.

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## Team Up Against Dr. Drugs!

Dr. Drugs had a nice retail outlet at Warren G. Harding High School, and his pills, poppers, and nastier substances went at bargain prices – to the Doctor, who dreamt of turning on all of humanity to the way of drugs, profit was inconsequential, though his Syndicate backers hardly thought so.

But after a student-customer overdosed and died, the Doctor got some bad medicine too, when a band of teen superheroes attending Harding vowed to end forever such despicable trafficking.

BAD MEDICINE FOR DR. DRUGS is a campaign of four episodes, intended for Superworld and Champions players. Notes outline the building of original teen superheroes, though pre-rolled player-characters are also provided ready to play.

Reproduction of high school atmosphere (including the Unwritten Code of behavior) is stressed, as is the presentation of awkward, not fully-formed, fledgling defenders of freedom.

*This Official Adventure Includes*

*All Necessary Materials for SUPERWORLD and CHAMPIONS Roleplaying*