

VIGILANCE PRESS COMICS GROUP PROUDLY PRESENTS

THE FIELD GUIDE TO SUPERHEROES!

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The Field Guide to
Super Heroes, Volume 4

THE FIELD GUIDE TO SUPERHEROES VOLUME 4

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**Paulina: I like your silence, it the more shows off
Your wonder.**

The Winter's Tale V iii

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INTRODUCTION

We have come at last, together, to the final volume of the Field Guide to Super Heroes. Finally, we finish off the last ten of forty superhero archetypes, with all the usual analysis, dynamic art, character creation help, sample heroes, story hooks and adventure seeds you need. Each of the ten heroes gets the treatment you have come to expect in previous volumes:

A brief introduction to the archetype, touching on some of its most recognizable characteristics.

Some examples from comics to help you identify the sort of characters that archetype includes.

Related archetypes, since these are not hard-and-fast categories—many heroes drift in and out of their archetype.

The bulk of the archetype discussion is designed to aid in character creation. The “Qualities & Challenges” section will give you specific ideas for aspects like Connections, Motivation, or even Catchphrases. Likely enemies, personal and social problems, and weaknesses for each sort of hero are also explained. All of this will help you figure out what you can tag in play and what the GM will be able to compel.

Abilities are briefly discussed. Archetype often has influence over a character’s Abilities, especially scores that are super-powers of their own.

Of course, no examination of archetype would be complete without a discussion of Powers. That being said, the emphasis in this book remains on the character’s origin and motivation rather than his or her specific powers. A character like the Young Hero is identifiable because of his or her age; that same character could have almost any power, from Wizardry to Swinging.

“Specialties” is often the final section in the archetype discussion. It touches on all the skills and talents that a given archetype is likely to display.

Not every character has stunts, but if the hero does have them, they are listed last. Stunts are specialized applications of a character’s powers or skills. In play, heroes acquire stunts by spending a point of Determination, but the stunts listed on the sample character sheets usually don’t require Determination to use—the hero has successfully used that trick often enough and spent the Determination to rely on it all the time. For more on Stunts and gaining them, see pages 80 and 93 of ICONS.

Once the archetype is discussed, you get a fully developed sample hero who fills that role. These characters are all part of the Worlds of Wonder setting which was introduced in the first volume and expanded in subsequent volumes. You don’t have to make these into Player Characters to get a use out of them; each character comes with multiple stories that can bring a group of original PCs into the character’s unique story. Moreover, if you don’t like the Worlds of Wonder setting, you certainly don’t have to use it. Its primary purpose is to create some sort of context for all these heroes and their enemies to inhabit.

We at Vigilance hope you have had as much fun reading the Field Guide as we had working on it, and we also hope you find it useful in your games regardless of system. Whether you are a player looking for a way to make your Super-Weapon a little different, a game master looking for some quick NPCs to re-skin as villains, or just a superhero enthusiast who loves to nerd out on anything comics related, this book in all its volumes was written for you. Use it as you see fit.

Comments, questions, and feedback are always welcome! You can visit Vigilance Press’s podcast blog at vigilancepress.com, Jason Tondro at doctorcomics.blogspot.com, or email the publisher at the address listed on the credits page.

SIDEKICK

Every knight needs a squire; the Sidekick is squire to the superheroes. As one of the less-powerful archetypes, the Sidekick works at a disadvantage, holding his own against opponents much tougher than he is. His mentor is never far away, even when the Sidekick is making a name for himself as a solo hero.

Examples: Altar Boy, Bucky, Jimmy Olson, Rick Jones, Robin, Squire, Tawky Tawny, Toro

Related Archetypes: Descendant, Spin-Off Heroine, Young Hero

Qualities & Challenges: Traditionally the sidekick is a young and naive character who idolizes a particular hero and longs to work beside him; consider Challenges like “Hero Worship” to represent the negative side of this obsession, and “Has Studied All of Mentor’s Moves” to represent the positive. As the Sidekick aids his mentor in the battle against evil, he also refines his skills, often with the goal of becoming an even better and more effective hero than the mentor himself.

If the Sidekick has powers, he received them in an accident at which the mentor was present, and the older hero takes the youth in out of a sense of responsibility. This can lead to a Challenge for the Mentor (“Sense of Guilt”) or an Enemy for the Sidekick (“I’ll Kill the Man Who Killed My Parents!”). Because the Sidekick has been introduced to the hero community at large, and is well known and trusted thanks to his mentor, he may have Qualities like “Has the All-Americans on Speed Dial” or “Name Dropper”.

Being a sidekick is tough work: it requires unfailing dedication and a thick skin, a good excuse for the Sidekick’s large pool of Determination. The mentor is a very tough teacher and slow to grant praise or respect. It can be difficult to play a working mentor-sidekick relationship in a game, because the mentor will always be better than the sidekick. It is easier for the sidekick to “go solo” or join a team without his mentor, allowing him to show his merit without being overshadowed. A team composed solely of Sidekicks and other Young Heroes is also a traditional theme. Although the Sidekick does not specifically dream of one day adopting the mentor’s identity after time or tragedy has left the older hero dead, this is often a silent assumption (“Big Boots to Fill”). Sidekicks who do covet the spotlight often end up turning into villains with Complications like “Passed Over” or “Frustrated Heir”, but the heroic Sidekick usually fights to maintain his individuality when the mentor becomes oppressive. Adopting a new identity, he passes on the Sidekick name and outfit to the next generation.

There are advantages to role-playing the Sidekick. He has great potential for growth; far more than any other character type. While Ultimate Heroes and Weapon Masters tend to stay the same from one month (or decade) to the next,

the Sidekick is always learning new skills, mastering new equipment or fighting techniques, and using his powers in new ways. A Sidekick character should

always have at least one Quality that reflects his constant training — something like “Quick Study” or “Nights in the Danger Room” — so that, at any given moment, he can spend a point of Determination and describe some Stunt that his master taught him for this very situation. The Sidekick is dynamic and invigorating, which is why the mentor refuses to let him “graduate.” Mentors rely on their Sidekicks more than they admit, and sometimes the Sidekick is their only friend.

There are a couple of variants on the Sidekick. One is the Hero’s Pal archetype: a normal human being without costume or powers who hangs out with the hero, watches his back, and helps out while also getting into trouble from which he must be rescued. As corny as he may sound, the Hero’s Pal is actually a good fit for modern games that emphasize the mundane aspects of superheroic life. Many gamers associate superheroes with clashing colors, stupid costumes, and clichéd dialog; these players might enjoy playing a character who is basically normal, but who — through Determination — can still be effective and even do things more powerful heroes cannot. In contrast, the Super Pet archetype is an animal, often intelligent and able to speak, which accompanies the hero on his adventures and lends comic relief. While the Hero’s Pal is a more realistic, grounded version of the Sidekick, the Super Pet is more retro, at least in appearance. Despite its outlandish look and outright silliness, however, the Pet can be used to tell stories that are poignant, humane, and touching.

Abilities: The Sidekick is usually inferior to his mentor in every trait except Coordination. Because the Sidekick is younger, he is often more nimble and quick. Intellect might also be high; many mentors pride themselves on picking a Sidekick smarter than they themselves.

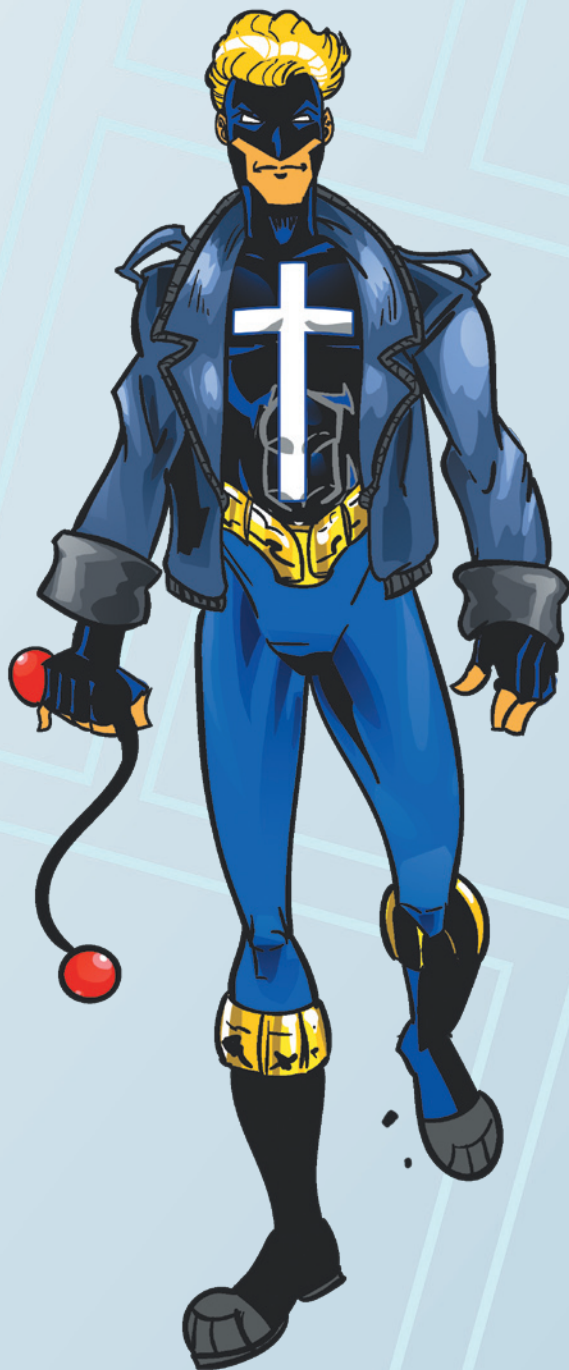
Powers: The Sidekick usually has powers similar to, but weaker than, his mentor. He may have a single power, weapon, or technique that his mentor does not have, in an effort to maintain his individuality or because his uncontrolled powers are what led him to the mentor in the first place.

Specialties: Again, the Sidekick will have the same Specialties of his mentor, but at lower level.

Stunts: The Sidekick has few, if any, Stunts written on his character sheet. However, he can manifest a host of one-off Stunts tailor-made for the story in which he finds himself, explained away as lessons taught by his mentor during grueling training sessions. Because the Sidekick has few or no powers, and his Abilities are not high, he should have plenty of Determination to use for these Stunts.



Archetypes: Sidekick, Young Hero
First Appearance: Searchlight #34



5	PROWESS		
5	COORDINATION		
4	STRENGTH		
5	INTELLECT		
5	AWARENESS		
4	WILLPOWER		

1 2 3 4 5 6 7 8 9 10

STAMINA

DETERMINATION

10 EQUIPMENT*

- INVULNERABILITY 1
- SWINGING 2
- BLAST 4 (MINI GRENADES)
- BINDING 3 (BOLOS)

1 2 3 4 5 6 7 8 9 10

*see FGtSH Vol.1, p.23

Acrobatics, Athletics, Criminology, Investigation, Law Mastery, Martial Arts Expert, Stealth

Best Wingman Ever, Has Worked with Everyone, Wonder Lawyer

Lost Boy, "I pull my own weight", Has Everyone's Rogues Gallery

Teamwork (Prowess) Esquire can spend a point of Determination to give his mentor hero a +2 on one action.

The life of Jeffrey Warren Belmont III was highly regimented. From his earliest memory, his parents had planned his Ivy League education. They selected his girlfriends from among the daughters of their wealthy and powerful friends. They bought him a sleek sports car. They screened his private tutors. Through lavish donations (and the occasional “special gift”) they ensured that no matter how bored he became with his classes, how frustrated he became at his law school training, all his grades were As and all his letters of recommendation glowing. Thus it was that on his sixteenth birthday, Jeffrey walked out of his parent’s house and never looked back.

He had realized, years before, that he had never earned a single thing in his life. True, he had a life of ease, but it had been handed to him on a silver platter — often literally. He had lived under the shadow of his parents long enough. From now on, if he succeeded in life, he could at least take the credit, and if he failed, he would take the fall. Of course, what Jeffrey had always wanted to be, ever since he was a boy, was a Wonder.

Therefore, he used the substantial trust fund set aside for him to finance a rigorous regimen of self-improvement. He lived in the poorest of conditions and found his trainers on the rough-and-tumble streets. Initially, his trainers laughed at the rich WASP trying to “play hero.” In time, his dedication, resourcefulness, quick intelligence and unwavering confidence won them over. He fashioned a uniform for himself, and chose a name that reminded him of the upper-crust life he had forsaken forever.

Esquire’s big break came several years ago, when Everest the Man-Mountain was beating the costumed crimefighter known as Searchlight to death. Jeffrey managed to distract the villain with a convenient tear gas grenade, then lure him close enough to a gasoline tanker truck that Everest was KO’d in the ensuing explosion. Wisely, Esquire gave Searchlight all the credit, and when the gasoline company later sued Searchlight for damages, Esquire defended the hero in court and won. Searchlight, who may have been getting old but was no dummy, gave the kid a job. Jeffrey became a sidekick, and spent the next three years dragging his well-meaning but aging and stubborn partner out of embarrassing and sometimes unbelievable situations. By the time Searchlight grudgingly retired, Esquire had networked with the entire Wonder community and had a reputation as a kid who could make even an idiot look good.

Although he could have gone solo, Jeffrey was so good at the sidekick business he decided to stick with it. He offered his services to the 2007 winner of *Who Wants to be a Wonder?*, showing a novice hero the ropes for a year before leaving to defend the Champ from a murder charge. In the time since, he has drifted from one hero to the next, careful to never abandon a partner when his skills

might be needed. Two years ago, he was offered a six-figure annual salary to sidekick for a well-heeled Wonder, but Jeffrey refused, tasting the bitter lure of his family wealth once more on his tongue. Instead, he lent his investigative and street-smart talents to an up-and-coming hero who was down on his luck.

Now Jeffrey Belmont is 26, and it is getting increasingly hard for him to keep up the sidekick routine. He’s getting too old to be second fiddle; he’s already the same age as the inexperienced heroes who benefit the most from his skills. He’s debated creating a new identity for himself, but the life of a sidekick has become, for him, something of a crutch. After all, if you’re always the sidekick, then no one looks to you for leadership. If the villain gets away, it’s not your fault. As a sidekick, he’s a valuable commodity that veteran Wonders fight over. As a solo hero...

Jeffrey would be just another costumed crimefighter. Even Jeffrey realizes that maybe, even though he walked out of his parent’s house ten years ago, he’s still living life with a silver spoon in his mouth; but giving that spoon up is proving to be awful hard...

“Your honor, I maintain that my client is the victim of malicious space-time distortion, and his exemplary past has been rewritten into that of a serial murderer as part of a clumsy attempt at revenge. I would like to introduce the time platform you see before you as defense exhibit A.”

Abilities: Esquire is a well-trained martial artist, an athlete, and a criminal investigator who specializes in keeping his partner out of

trouble and looking good. He doesn’t hit as hard as more physically focused heroes, but he doesn’t see that as his primary role. He’s more likely to use his Teamwork stunt than attack a villain directly, and uses Determination to produce the right piece of equipment from his utility belt. Jeffrey’s most valuable skills may be those of the courtroom; he’s an expert on criminal and Wonder law and is a master of subtle courtroom dramatics.

Appearance: Jeffrey is a good-looking man with curly blonde hair, gray eyes, and a face you can trust. Of course, it’s usually hidden behind a mask, but nevertheless. His uniform includes a loose black jacket, gloves, and boots, the shirt underneath decorated with a bold white cross.

Stories: A band of young heroes ask Esquire to not just to join their team, but lead it! Of course he refuses, but when the team is hammered by foes that are more experienced, finding itself out of its depth, guilt and a sense of responsibility compel Jeffrey to organize a rescue of the captured team members, defeat the bad guys, and help the group get on its feet. One possible tactic Esquire might employ: picking another team member to be “leader”, then masterminding the group under cover of being “just another teammate.”

Before he left his parents’ house, Jeffrey’s early attempts to flail out against his family led him to do some especially reckless things. He finds out that he has a ten-year old daughter, engendered on his prep school girlfriend, who has been



disowned by her family and is barely making it. Jeffrey is faced with a serious choice: he knows he should give up his adventuring life and be a responsible father, but being a sidekick is the only thing he has ever been good at. Is the boy who refused to grow up ready to become a father?

An imprisoned super-villain appeals to Esquire, asking the young hero to take charge of his legal case. The convict insists he was framed, that although he was guilty of many crimes in his life, of this charge he is innocent. Jeffrey decides, after much soul-searching, that the villain is telling the truth and he successfully re-opens the case. Suddenly he is a pariah on the heroic scene, as Wonders across America brand him a traitor taking his thirty pieces of silver. Meanwhile, the real murderer is trying to get Esquire (or his client) killed, and all the evidence is starting to point to one of the good guys being the culprit.

SPIN-OFF HEROINE

The Spin-Off Heroine is a female version of a famous male hero (or villain). This gives her name recognition and a set of powers, but she has a hard time escaping the shadow cast by her inspiration.

Examples: Batgirl, Hawkgirl, Ms. Marvel, Mary Marvel, She-Hulk, Spider-Girl, Spider-Woman, Supergirl, X-23

Related Archetypes: Sidekick, Ultimate Hero, Young Hero

Qualities & Challenges: Because she is living in another hero's shadow, the Spin-Off Heroine has the same problems as the Sidekick or Descendant—the heroine must live up to the legendary name she bears while at the same time struggling with questions of self-identity and self-worth. Is she more than a token? Who is she when her male equivalent is not around?

These issues are resolved by giving the heroine unique powers, personal problems, or membership in a team, while the male hero usually works solo. Her most rewarding stories are those in which she confronts her nature as a Spin-Off directly. Her relationship to the hero that inspired her is very important: she may revere him, respect him, or be related to him, but she also might resent him or try to prove herself by using tactics he would not approve of. She may have gotten her powers in an accident where the male hero was present (like a Sidekick), or she may have the same origin as he, being from the same distant world or governmental training program.

Because the Spin-Off Heroine is one of the few archetypes by definition female, she often grapples with issues of women's rights and the balance of family to career. Because super heroes almost never have children of their own, the Spin-Off Heroine has a young protégé and a circle of close friends who stand in for family, and whose needs she is forced to juggle alongside saving the world and keeping her day job. These are not plots unique to the Spin-Off

Heroine, but rather common to female heroes in general; the Spin-Off just gets her fair share of them.

In comics, the Spin-Off Heroine has a hit-and-miss record of accomplishment. Though she may be successful for a time, she is never able to break out of the shadow of the male hero who is her inspiration. Nonetheless, some of the most beloved and popular female heroes have been Spin-Offs, and they have become role models to generations of female readers and fans.

Abilities: The Spin-Off Heroine usually has Abilities within 1 point of her male counterpart. Her Perception, Coordination, and Willpower may be slightly higher, while her Strength and Prowess are slightly lower.

Powers: If the Spin-Off Heroine has the same origin as her male counterpart, her powers are nearly identical to his. If she was somehow exposed to his powers through a blood transfusion or strange accident, or if she is self-made out of a desire to emulate the hero, her powers will be similar, slightly weaker, but with an unusual twist to help distinguish her.

Specialties: Spin-Off Heroines often differ wildly from their male counterparts when it comes to Specialties, as this reflects background and a mundane life where the heroine struggles for individuality. A common trend is for the heroine to be CEO of a successful company or an outspoken advocate for equal rights, perhaps a journalist, cable news analyst, or blogger.

Stunts: The Spin-Off Heroine is likely to have one or two stunts in common with her male counterpart, which are tied to his distinctive powers. Otherwise, she relies on Determination and creativity.



VICTORIA

Archetypes: Spin-off Heroine, Alien Hero, Ultimate Hero, Psychic Hero
 First Appearance: Victor #63 (as The Void), Victor #75 (as Victoria)



ABILITIES

7	PROWESS										
6	COORDINATION										
8	STRENGTH										
5	INTELLECT										
6	AWARENESS										
8	WILLPOWER										
		1	2	3	4	5	6	7	8	9	10

STAMINA

16

DETERMINATION

1

POWERS

4	ESP										
8	FLIGHT										
6	INVULNERABILITY										
10	LIFE SUPPORT										
7	MENTAL BLAST										
6	MIND SHIELD										
6	SUPER SPEED										
8	TELEPATHY										
		1	2	3	4	5	6	7	8	9	10

QUALITIES

Everyone Deserves a Second Chance, Fan Favorite, Project Atlas

CHALLENGES

Cult of the Void, Psychic Lobotomy, "Who am I really?"

POWER STUNTS

Mental Switchboard (Telepathy): Victoria uses her psychic powers to network all her allies together. This allows them to communicate silently and at the speed of thought, even over great distances. She can link up to eight allies in perfect communion in this way, but can extend the switchboard to a vastly larger number by reducing the depth and clarity of the link.

In 2003, after an extended campaign that saw the murder of an entire star system, not to mention the death of several hundred members of an alien legion, the intergalactic criminal known as the Void was at last defeated and brought before the Parliament of Stars for judgment. The greatest danger posed by the Void was her insatiable telepathic hunger, which led her to absorb the minds and souls of countless innocent victims. Even a planetary blockade had failed to stop her, since after absorbing enough mental energy she became capable of independent travel through hyperspace. Nevertheless, some members of the Parliament saw in the Void a potential weapon, and before she could be destroyed there was a successful motion to have her subjected to psychic dissection, in the hope that the nature of her abilities would be understood and, eventually, mastered.

However, the Void was not without allies. In her brief but violent war against sentient life, she had attracted the adoration of certain cult groups who saw in her the culmination of a prophecy that detailed the end of the universe.

One of these cult cells managed to infiltrate the psychic surgery chamber and, in the midst of an intense firefight, make off with the Void's body. Fortunately for the universe, most of the dissection had already been accomplished, and additional trauma was inflicted when the Void was disconnected from her life support equipment. The insurgents smuggled the body to a waiting starship and attempted to flee, but as they were making the transition to hyperspace, they were intercepted by a naval patrol and their ship was destroyed.

Amazingly, the Void survived. Placed in an emergency life pod by her rescuers, she careened through hyperspace on a random trajectory until quantum drag brought her down to sub-light velocities and NASA scientists detected her on the outskirts of Earth's solar system. Victor, who had often cooperated with the US government on missions of this sort, was sent to investigate and brought the space capsule back with him to be opened in a secure environment. The moment it was, however, the mind of the Void instantly reached out and brushed Victor's own, filling in the vast gaps within its own memory with those of the android Wonder. Encouraged by the flood of images and sensations, the Void expanded its mental probes to include other scientists at the base and, eventually, much of Earth.

What could have been a disaster ended instead with hopeful surprise, when the being once known as the Void arose from her space capsule and announced herself as Victoria. She had no memory of her previous life and little knowledge of Earth culture, but she seemed sincere in her desire to help mankind and began an intense educational program (with the help of NASA scientists, YouTube, and the Fashion Channel). Within weeks, she had donned a uniform reminiscent of

her namesake and made a name for herself as a brave, tireless Wonder dedicated to the preservation of human life.

Years later, Victoria learned the truth of her origin when a Parliamentary Recovery Team arrived on Earth to investigate rumors that the Void had been sighted on the planet. She learned that she was responsible for the extinction of every inhabitant of the planet Anabraxis, and the full litany of the tortures – both physical and mental – she inflicted on those who were unfortunate enough to come under her power left her horrified. Nevertheless, she insisted that she no longer was that person and had committed herself to a life of service to others.

The argument had little merit with the alien soldiers, but when it was put to them more directly by an alliance of Earth Wonders, they were forced to retreat. She is still harassed by ever-escalating retrieval expeditions mounted by the intergalactic community, and has even confronted the cult that worships her former self.

Few on Earth know the truth behind Victoria's sudden appearance; because she and Victor had a brief affair, most think she is an "ex-girlfriend" who somehow managed to gain a portion of his abilities. Victor's intensely competitive nature and her own self-loathing forced the pair apart, but Victoria has since found a home for herself working with Project Atlas, an established team of Wonders whom she hopes will keep an eye on her should the lure of the Void ever rise again.

Abilities: Victoria demonstrates many of the powers of her namesake, though her abilities are psychic in nature and therefore unlike her robotic counterpart. She is incredibly strong, fast, and relatively invulnerable. Most noteworthy, however, are the telepathic talents that survived her psychic lobotomy. She can communicate over millions of miles, and often finds herself acting as a "psychic switchboard," allowing her allies to communicate easily and securely even in the midst of battle.

Appearance: Victoria is a statuesque woman with black hair and a uniform clearly based on Victor (though far more fashionable). She wears a cape, boots, and gloves and her torso is marked with a deep V pattern.

"Sometimes we don't notice the light until it gets very, very dark."

Stories: Stories starring Victoria typically center on her alien nature, her criminal past, or her relationship to Victor himself.

The citizens of New Anabraxis – an artificial planetoid colonized by those Anabraxians who were off their home-world at the time of the disaster – cry out for vengeance and are eventually able to bring enough pressure to bear in Parliament that definitive actions must be taken. A few weeks later, a naval fleet invades the Earth system and announces its intent to bombard the planet with hyperspatial missiles unless the Void is handed over. Players can be involved in many ways: in the pre-invasion period they might be able to de-rail the Anabraxian effort, or somehow persuade the Parliament that aggressive action will cause more harm than good. Of course, if there is an invasion, there will be plenty for the heroes to do, but this may be the least interesting possibility. Should Victoria surrender (likely in order to avoid a war), the heroes might have a role in a second trial, giving testimony or even serving as Victoria's legal counsel. In the end, they will have to face a difficult issue: no matter how good Victoria is now, does that earn her immunity from the crimes she committed years ago?

The Cult of the Void rejects Victoria as their leader, insisting that the "spirit of the Void" is trapped within her body and must be released into a new vessel so that their apocalyptic prophecy can come to fruition. Using alien mind-reading equipment, they take Victoria by surprise and quickly "distill" from her some of the original mental patterns of the Void before fleeing. The agenda of the Cult is clear: they will attempt to find the next "incarnation of the Void" and then beam the psychic fragments at this hapless victim, hoping to recreate the Void. Who will they choose? Might some villain, hungry for power, try to manipulate the cult for his own ends? What if the transfer process has unexpected results? What if it succeeds? What will the aftereffects of the alien procedure be on Victoria, and what relationship will she have with the new Chosen One?

Victoria's psychic powers begin to grow unexpectedly, and she fears that the Void is returning. She tries everything to bring the new abilities under control, but nothing works, and she is forced to place herself in an isolation tank lest harm come to those she has sworn to protect (leaving the heroes to pursue the investigation). Use this story as a way of probing the origin of the Void and investigating the nature of Victoria's psychic abilities. Where do they come from? Who, or what, was the Void anyway? It is only after she comes to truly understand who she is and where she came from that Victoria can begin to master her own powers, and once she does that she can stand up and take action against whatever force is secretly conspiring against her.

SUPERCOP

The Super-Cop brings “serve and protect” to the superhuman stage. He is a public servant, often with no powers of his own, who has been transformed into a hero or given high-tech equipment he can use to battle larger-than-life criminals.

Examples: Captain Metropolis, Judge Dredd, New York Guardian, Robocop, Savage Dragon, Silver Avenger, Top Ten

Related Archetypes: Defender, Super-Patriot, Super-Weapon

Qualities & Challenges: The Super-Cop is a blend of two distinct genres—the cop show and the superhero comic—so when it comes to making your own Super-Cop, think back on cop shows which you like. Perhaps your Super-Cop is the loose cannon who knows what’s best, constantly berated by his boss, the Naïve Lieutenant or the Captain Who Is Cowed By The Mayor. Maybe he lives “by the book”, insisting on a methodical approach to crime fighting. Alternatively, she’s the One Girl In The Boy’s Club, a policewoman who has to struggle to be accepted, doing twice the work for half the pay. Like most policemen, the Super-Cop struggles to be there for his family while also chasing criminals. He works long hours for low pay, his health is in constant danger, and he brings his work home with him. Unlike other superheroes, he is usually married, though the marriage is strained. As part of an organization, the Super-Cop can have a whole host of Qualities and Challenges related to that group, from “Friends on the Force” to the “Policeman’s Code”. Vigilantes who take the law into their own hands are a constant source of enemies. The Super-Cop’s partner is either a Sidekick or a Connection, if he’s heroic; a Rival or enemy, if he has turned to vigilantism; or a ghost who haunts the hero, and who is a recurring symbol of the hero’s failures.

Because policemen are so closely identified with a particular city or neighborhood, the Super-Cop is a close relative of the Defender archetype. Indeed, the Super-Cop can sometimes have a role as the city’s official spokesman, protector, and symbol. This means his weapons, powers, and tactics are influenced by and symbolize his city. His helmeted face may be on billboards all over town, warning criminals to think twice.

One common variant of the Super-Cop is the Space Cop, which is rooted in “Doc” Smith’s pulp-era Lensmen stories and which matured in comics as the Green Lantern Corps. The Space Cop is a metaphor for the Super-Cop; oppressed aliens fill in for oppressed minority groups, exotic worlds replace the urban metropolis, slum, or

suburb, and inscrutable cosmic beings replace the By-the-Book-Commanding-Officer. Indeed, the Space Cop has proven so successful in the medium that it overwhelms the more mundane Super-Cop in the public eye. In recent decades, an overall shift towards more human, “gritty” protagonists has brought the Earthbound Super-Cop back to the fore.

Super-Cops do not always have to be policemen. The key element is their nature as public servants, employees of the city who are still bound by the chain of command. The Super-Cop has to punch the clock and listen to orders, even if he chooses not to obey them.

Many superheroes were policemen but left that career when they became superheroes (the Spirit, the Cape, various incarnations of the Vigilante); these characters have elements of the Super-Cop, but since they are no longer obliged to obey commands, they are closer in spirit to archetypes such as the Dark Avenger. If the Super-Cop is actually a soldier, not a policeman, he is probably a Super-Patriot.

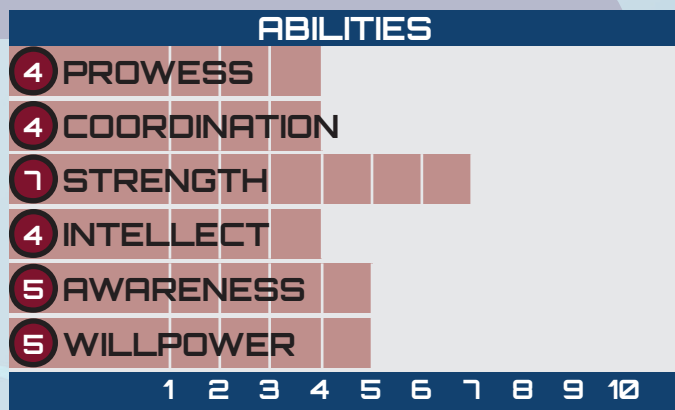
Abilities: To preserve their nature as sympathetic characters with whom the reader can easily identify, the Super-Cop usually has abilities in the 3 to 5 range. His best ability is probably Prowess or Coordination, but Willpower, Strength and Awareness are also important. Intellect is probably his lowest ability score.

Powers: Super-Cops stand out among heroes as one of the few archetypes likely to carry a gun. Advanced versions of other police hardware, such as billy clubs, handcuffs, and surveillance gear, are also common. The Super-Cop usually has an armed and armored squad car; use the Vehicles power in the Field Guide’s second volume to represent this.

Specialties: The Super-Cop relies heavily on his training and is likely to have strong specialties, especially Criminology, Drive, Investigation and Weapons (pistol). Athletics, Law, Leadership and Stealth would not be out of place. Narrators might encourage a Law Enforcement Specialty, which does for police officers what Military does for soldiers.



Archetypes: Armored Wonder, Master of the Elements, Super-Cop
First Appearance: The All-Americans #257



DETERMINATION 1

ABILITY INCREASE (Strength)										
6 BINDING										
1 IMMUNITY (Heat)										
3 INVULNERABILITY										
2 LIFE SUPPORT (Breathing, Heat)										
6 RESISTANCE (Blinding)										
6 STRIKE										
1 SUPER-SENSES (Radar)										
	1	2	3	4	5	6	7	8	9	10

Athletics, Criminology, Investigation

Smoke Jumper, Decorated for Valor, The All-Americans

Always Coming in Second Place, Brings His Work Home, Publicity Stunt, Weakness: Immunity to Affliction only works against Smoke.

Fire Extinguishing Foam (Binding): Major Rager can use his Binding power to attack any fire and he gains a +2 bonus on the roll. **Translation Program (Intellect):** Major Rager can spend a point of Determination to communicate with any civilian he is trying to rescue, regardless of language. **Hose It Down (Binding):** Major Rager can spend a point of Determination to make use of Binding and attack every target in an area.

In the years after 9/11, government money was suddenly available for virtually any project imaginable, as long as the project had some application to domestic security. In this slush-fund feeding frenzy, the nationwide association of firefighters successfully petitioned a former weapons lab to develop a set of firefighting equipment capable of acting in the super-heroic environment. This “Perfect Firefighter Project”, as it came to be called, envisioned a single man who was the equivalent of an entire fire station — able to move rapidly and safely from one edge of a fire to another, able to enter structurally unsafe buildings, and not only rescue those trapped within but also contain the blaze.

The PFP took two years to complete and saw immediate field-testing in seasonal California wild fires, where it performed above expectations. Nick Banning was the seasoned fire professional who won the right to wear the equipment in a nationwide competition; his fellow firemen christened him “Major Rager”, taking the name from firefighter slang for a big, dangerous fire.

A building collapse in early 2010 broke Banning’s leg and, although he emerged from the fire on his own two feet, higher-ups decided to select a new Major while Nick healed. The equipment and title was given to Mark Santori, who had come in second place to Banning in the original selection process.

Santori is now trying to adapt to a super-heroic role while still keeping his eye on his priorities. He is, above all, still a firefighter. He lives in New York and still takes part in the firehouse routine; he particularly enjoys his visits to schools and youth centers in the New York community. But when the alarms ring, he dons the golden helmet and cuirass of Major Rager, and he can be directed anywhere in the country on a moment’s notice. Mark is finding that being Major Rager is not all that it is cracked up to be — his superiors have a depressing amount of control over his activities and personal life, and the constant pace of on-call duty is wearing him thin. Even now, Mark is fighting with the Department of Homeland Security, which is interested in placing him on the All-Americans, a federally sponsored super-team. While it is exciting to be a publicly recognized hero, the government sometimes seems more interested in using him as a mobile publicity stunt. The Gulf Oil Spill proved to be a perfect example of this, as Santori was obligated to interrupt his usual work to accompany the President on a tour of the region while cameras rolled.

Just as Mark started to think he got his feet underneath him, he has become haunted by the legend of Nick Banning. After his forced retirement from the position of Major Rager, Banning went back to his old firehouse, where he enjoyed a position of respect and authority. He has since been promoted, and has be-

come a regular “analyst” on cable news shows. Mark has yet to make the media splash that his predecessor did, and all of Major Rager’s most renowned exploits happened on Banning’s watch. There have been quiet rumors that the Major has been “watered down.”

Mark Santori isn’t laughing.

Abilities: The Perfect Firefighter Prototype is an advanced battlesuit design specialized for the fire environment. Its wearer is immune to heat and flame and has a recycled air system to resist smoke. A mini-radar system allows perfect navigation in any environment. Although the golden armor was designed to repel falling walls, trees, and the occasional ceiling, it also does an excellent job against bullets. In the armor, Santori is capable of lifting almost ten tons and, with the benefit of high-power hydraulics, can leap 175 feet down from a moving plane. Perhaps the most amazing piece of hardware is the molecular assembler on his right arm, which synthesizes firefighting foam out of trace elements in the air. This foam can smother virtually any fire in seconds, and

Mark has used it to effectively immobilize everything from rioters and looters to hordes of faceless minions. The helmet protects its wearer from intense light and sound, and even has a state-of-the-art translation program installed so that the Major can communicate with victims in any language. Even the firefighter’s “irons” have been considered: Santori carries an axe made of a high-tech alloy which is capable of extending hooks and pry bar heads as necessary. While he has yet to become comfortable using this axe on living foes, he’s had to do it often enough.

In addition to the diverse capabilities of the PFP, Mark Santori is a veteran firefighter trained in arson investigation and with impressive physical abilities. In any dangerous situation, his priorities are civilians first, his fellow firefighters second, and anything else a distant third. In his unspoken effort to equal the reputation of Nick Banning, he’s begun pushing himself harder and farther than any man has a right to; it’s been the cause of more than one argument with his long-term girlfriend, and the two are not currently speaking.

Appearance: Major Rager wears a gleaming golden battle suit that has a basic similarity in appearance to a firefighter’s traditional turnout coat, helmet, gloves and boots. A tool belt clamps securely around his waist and a back bracket holds his iron when it is not in use. An oxygen mask covers his face and flash-resistant lenses obscure his eyes, giving him a somewhat disturbing and inhuman appearance, so governmental handlers have worked hard to present the Major’s

“I’m goin’ in.”

media image in a positive and child-friendly way. Outside of the uniform, Mark is a strapping New Yorker of Italian ancestry, clean-shaven with short black hair and dark eyes.

Stories: The government decides that since the Major is such a public relations boon, it would be good for Washington if he were on a super-team. Naturally, they pick the PC team for this “honor” and begin exerting pressure (of increasing degree) to get Santori “invited” on to the roster. The Major doesn’t want to be on the team any more than the heroes want him there, so the best way to get out of this may be for the PCs and Mark to collaborate on a covert way to defuse the situation.

Nick Banning may seem like he’s perfectly happy in his new desk job, with a fat pay raise and lots of TV time, but the truth is the loss of the Major Rager identity is torturing him like a worm in the gut. He decides he has to get it back, probably by staging a dangerous fire which wounds Mark and forces him to step down. While Banning will not initially intend the fire to be deadly, it’s hard to gauge the threat level when dealing with something like Major Rager, and “it’s best to be sure.” PC investigators get wind of the arson, but do not learn of the attempted murder. Alternately, the PCs may factor into Banning’s plan, as the way to deliver info to Mark and get him to the set-up on time.

Tall, handsome, broad-shouldered and heroic, Mark Santori is the kind of guy many girls go for. This only becomes a problem when the girl in question is the romantic interest of a PC, who is rescued by the Major and can’t stop thinking about him. This is particularly good for PCs who conceal their secret identity even from their SO; in this way, the hero knows that if he revealed his secret, his girl would know him for the hero he is, but can he risk putting her in danger?

SUPER PATRIOT

Also known as the Flagsuit, the Super Patriot identifies himself with a particular nation, whose symbol he proudly wears. He obeys a strict moral code and is considered one of the pre-eminent heroes in the world, at least by his own people. Provided he lives up to his obligations, he is revered by his nation. One false move, and the wrath of an entire country can come down on him like a hammer.

Examples: Captain America, Captain Britain, Guardian (James Hudson), Rocket Red, Star-Spangled Kid, Uncle Sam, Union Jack

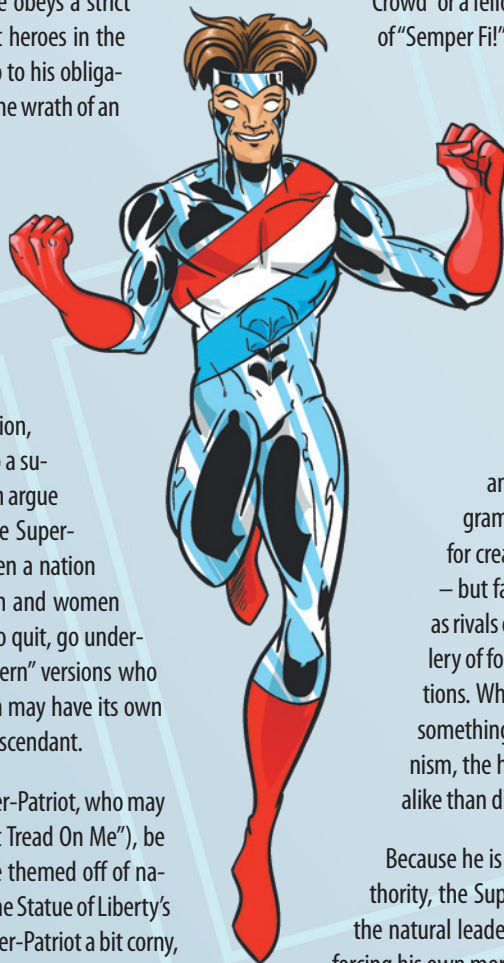
Related Archetypes: Armored Wonder, Defender, Super-Cop

Qualities & Challenges: As a living symbol of his nation, the Super-Patriot should embody his national ideals to a superlative degree. Of course, people within a country can argue and debate what those ideals are, leading to multiple Super-Patriots who embody different national agendas. When a nation goes through a crisis, that crisis manifests in the men and women who wear its colors, prompting some Super-Patriots to quit, go underground, or be replaced by more pragmatic and “modern” versions who sacrifice ideals in the name of results. Each generation may have its own incarnation of the Super-Patriot, making him into a Descendant.

History is a wonderful source of inspiration for the Super-Patriot, who may use national slogans (“These Colors Never Run”, “Don’t Tread On Me”), be named after famous individuals, or whose powers are themed off of national icons, symbols and objects like the Liberty Bell, the Statue of Liberty’s torch, or Mount Rushmore. All of this can make the Super-Patriot a bit corny, even among other superheroes, and so he is often perceived as old-fashioned, conservative, and as an authority figure worthy only of derision and disrespect. The Super-Patriot overcomes all this by holding to a strict moral and ethical code; he always tries to do right, and is thwarted in this effort only when, as a soldier in the command of his nation, he is ordered to act against his principles. The player of the Super-Patriot lives for these moments, when he is forced to choose between honor and duty. If the hero chooses duty and obeys commands, he loathes himself for it and struggles in the days and weeks that follow to make amends for his mistake, to somehow “set things right.” If he chooses honor, and refuses to obey a bad command, he is punished, forced to resign, or flee his masters in order to continue the good fight. Eventually his country needs him again, and all is forgiven.

The Super-Patriot’s military and political connections give him many potential Qualities like “Let Me Speak to the President”, “I Don’t Need A Requisition Form”, or “Yes, I’m Really A Captain”. At the same time, he is a victim of “Red Tape”, “That’s Not How We Do Things In My Office” or “Diplomatic Niceties”. In a generation in which military heroes are increasingly covert forces, snipers, and other black ops groups, the Super-Patriot may feel like “A Man Out of Time” or be isolated from his commanders because this is “On A Need To Know Basis”. However, because the

common people of the nation adore him, there is “Always A Fan In The Crowd” or a fellow marine ready to follow our hero into peril with a shout of “Semper Paratus!”



At his core, the Super-Patriot is an everyman character; he represents every citizen of his nation, and for this reason he often has no powers at all. This makes him an underdog who fights awesome and terrifying foes with little but muscles and guts. However, if he does have powers, he might be a mystical incarnation of his country, empowered with traits that symbolize his nation. He may gain power when the people have faith in their nation, and lose it when the country hates or despises him. Alternately, he represents the nation’s ingenuity and resourcefulness as the result of a “Super-Soldier Program”, a highly dangerous but strangely ubiquitous system for creating superheroes, of which the Super-Patriot is the best – but far from only – example. Other victims of this process act as rivals or enemies. Speaking of enemies, the Super-Patriot’s gallery of foes is made up of Super-Patriots from rival and enemy nations. When political considerations mix up this relationship into something more ambiguous and complex than simple antagonism, the hero and his former nemesis often find themselves more alike than different.

Because he is so recognizable and because he answers to political authority, the Super-Patriot is often placed on teams, where he becomes the natural leader. In this way, he acts as a watchdog for the group, enforcing his own moral code on the rogues and loose cannon heroes who just want to get the job done. Alternately, he finds a home on an international team, where everyone is a Super-Patriot.

Abilities: The traditional Super-Patriot has Abilities in the human range, usually 3 to 5. His Willpower and Prowess are likely to be his highest scores. A supernatural Super-Patriot, or one who has been armed with a battlesuit, will have Strength of 7+.

Powers: As noted, the Super-Patriot usually has no powers at all, but he may have a battlesuit his nation built or a weapon representative of that nation. Mystical champions have traditional superhero powers such as Flight, high Strength, and Invulnerability. Sometimes their powers are stronger when they are on their native soil; this is actually represented with a Complication.

Specialties: The Super-Patriot is a soldier with Military and Leadership specialties, but may have others as well, including Martial Arts, Weapons, Athletics, Driving, and Piloting.

Archetypes: Archetypes: Descendant,
Super-Patriot, Master of the Martial Arts,
Woman Warrior
First Appearance: The All-Americans #252



6	PROWESS			
6	COORDINATION			
4	STRENGTH			
4	INTELLECT			
5	AWARENESS			
5	WILLPOWER			

1 2 3 4 5 6 7 8 9 10

9

2

6	CHAMELEON		
6	INVULNERABILITY		

1 2 3 4 5 6 7 8 9 10

Martial Arts Expert

The All-Americans, Studied Under the Dragon, Down to Earth

Never Knew Her Real Family, Politics and Heroes Don't Mix, Just A Girl At Heart, Weakness: Invulnerability is 6 only against slow projectile attacks, like arrows or thrown objects; otherwise, it is 2.

Knife-Hand Slash (Prowess): AG can make a Martial Arts attack and choose to blind rather than do damage, just as if she had Blinding 4. **Sticky Fighting (Prowess):** AG can immobilize a foe with a Martial Arts attack, just as if she had Binding 4. She usually uses the target's clothing to ensnare them, but it still requires at least one hand and if she leaves melee reach the Binding effect ends. **Rapid Strike (Prowess):** AG can spend a point of Determination to gain Fast Attack 6 and attack three times in one turn. **Lighting Fast (Prowess):** AG can spend a point of Determination to make an attack so fast that it is effectively invisible to anyone with Awareness of less than 6. **Counterpunch Stance (Prowess):** When AG is in her counterpunch stance, she has an effective Aura 4; she cannot use any of her other Prowess stunts when she is this stance.

Maggie Sawyer was born in Wisconsin in 1924. She watched her father go off to war, and did her best to help out around the farm, but what she really wanted was to be out on the front line, fighting for her country. Such a thing seemed out of the question, but by 1943, the Seven Wonders were deep in the middle of Europe and Africa, and criminals back home were taking advantage of the situation. Police departments were strapped, and the country was worried about an attack on American soil by Wonders either working for the Axis or out for nothing but their own gain. Thus, it was that President Roosevelt put out a call for volunteers to defend the home front. Maggie showed up wearing a costume she sewed herself, and became known as the All-American Girl.

Although Maggie had no superhuman powers, she was brave, quick thinking, and — thanks to years of farm work — had a hell of a right hook. She instantly became “America’s Sweetheart”, and a photo depicting her in Victor’s arms after V-E day made the cover of Life magazine. She continued to serve her country even after the war was over, eventually retiring in 1954 to raise a family. However, the government did not let her legacy die—after the breakup of the Seven Wonders the nation needed a new organization to represent America in the struggle against Communism. At Maggie’s retirement celebration, the President announced the formation of the All-Americans, a new team of Wonders “whose first allegiance would always be the Pledge of Allegiance.”

Doris Sawyer was born a year later, in 1955, and although Maggie missed her youthful life of adventure, she tried to fit in to her new career as a housewife and mother. Doris grew up a troubled girl, pressured by the reputation of her famous mom and the alternative culture of the 1960s. Maggie, also frustrated by the confinement of her new life, dreamed that her daughter would carry on the name of All-American Girl. She pushed Doris into the role, leading to the appearance of the New All-American Girl at the nation’s bicentennial in 1976.

However, Doris was a poor fit for the brightly colored uniform of “AG”, as she had become known. In public, she became a celebrity, hanging out with rock stars and political figures; in private, she bounced from one drug to the next and her Wonder career was nothing but a string of humiliating failures covered up by other heroes and an increasingly unhappy White House. In 1981, she retreated from public life, and was found overdosed in a hotel room in the winter of that year. Although she died, her unborn child was saved, and eventually given up for adoption.

Thus it was that Heather Sullivan grew up ignorant of her true family. She was loved by her adopted parents, she went to high school, she broke up with her

boyfriend, and she got a job waiting tables at a well-known local diner. However, when she turned 21 the records of her adoption were opened to her, and she discovered that her grandmother, who had died in 1997 at the age of 73, was the All-American Girl. There was a small inheritance set away for her, but it wasn’t much—just enough, Heather decided, to travel on.

The journey she took was one of self-discovery. She hitched a ride whenever she could, slept on floors and in the back of vans. She found her grandmother’s cabin on the shore of a Wisconsin lake, and saw Maggie’s statue in the headquarters of the All-Americans. She found the man who claimed to be her father sitting be-

hind a Plexiglas wall at state prison. Somewhere along the way she decided that the only way to understand the woman who was Heather’s mother was to step into her shoes.

She would be an All-American Girl.

The next few years saw Heather leave the country, and she used her grandmother’s notes to find retired Wonders who were masters of unarmed combat.

Impressing them with her determination and courage, she convinced them to train her, and she was an apt pupil. She longed to serve the US

in uniform, but her sensei convinced her she was not

yet ready. Two more years of training followed, and when the right moment came Heather debuted as the third All-American Girl.

Now a member of the team named after her mother, AG is considered a young but promising Wonder. She doesn’t have the flashy powers of other heroes, but her mastery of Asian martial arts allows her to hold her own even against major villains. She’s also begun intensive training into criminal investigation and the other skills related to Wonder work. When not in training, Heather makes public appearances and occasionally sneaks off to visit her adopted family or her few non-Wonder friends. The red, white, and blue uniform of All-American Girl now dominates her life, and she has become a professional costumed crimefighter.

Abilities: The All-American Girl is a master of multiple eastern fighting styles, including Shao-lin kung fu and Okinawan karate. Some of her skills, such as her knowledge of Buddhist healing arts and the amazing quickness she displays when in a Zen state, border on the supernatural. She can pass unseen at will, deflect arrows or hurled objects, and leap up to 18 feet with a running start.

Usually, though, she relies on her wide array of fighting styles to keep her foes off-balance. Her signature moves include a knife-hand slash past the foe’s eyes (temporarily blinding him), “sticky” fighting techniques that allow her to immobilize a foe without harming them, and punches that strike so fast she can hit multiple foes at once, hit too fast for the human eye to see, or instantly react

“I’m just the girl next door.”

to any hostile blow.

AG wears an armored uniform provided to her by the US government, and usually carries a small communications device that allows her teammates on the All-Americans to contact her.

Appearance: Heather Sullivan is a pretty blonde who just turned thirty. She is incredibly fit, a condition which is only accentuated by her skintight costume of patriotic colors. A pair of "A" symbols, nested one atop the other, serves as a chest emblem. The All-American Girl has blue eyes, like her mother and grandmother, and can switch easily from her usually serious and thoughtful expression to the open, honest smile that the public demands.

Stories: Stories involving the All-American Girl usually end up being about her family legacy, her role as an American symbol, or her Asian connections.

Heather's former sensei turns up wounded after being attacked by a star pupil. She is obligated to track down the treasonous student and prevent him from using the master's secrets for evil. Unfortunately, this comes at a time when her country needs her for a covert mission in the Middle East. She must choose between loyalty to her mentor or loyalty to her country, between a personal quest for vengeance and the greater good. Inevitably, the two stories end up being linked, as the rogue student is working for or with another mastermind who is secretly funding the Middle East target.

Heather has her grandmother's notebooks, which contain all kinds of juicy secrets and gossip about other Wonders from the 1940s and 50s. She might learn something embarrassing about another hero, or perhaps find some vital bit of knowledge that another hero really ought to know about himself. This puts Heather into a tough spot, since she has to decide how much to reveal, especially if the secret risks major change in the other hero's life. Alternately, some old foe of Maggie's may know about the journals and try to steal them, knowing they include vital data on a super-weapon now lost.

Spurred by a mother, whose son's last letter praised All-American Girl as a symbol of "everything we fight for", a protest group zeroes in on the All-Americans as symbols of the country's flawed foreign policy. They hound Heather's private life, picket outside the All-Americans' headquarters, and go on television urging Wonders to speak out against the current administration. Meanwhile, the White House is ratcheting up pressure in the opposite direction, asking Heather and the other All-Americans to voice their support for the President and his decisions. Where does Heather stand in this controversy, and how does she choose to handle the public attention, the conflicting demands on her loyalty, and the intense following she has among the nation's men and women in uniform?

SUPER WEAPON

The hero with a Super Weapon is an ordinary guy who has been given or has stumbled across an item of incredible power. Although he tries to use his new power for good, it is difficult to use or control, and it has abilities he is not even aware of.

Examples: Blue Beetle (Jaime Reyes), Dial H for Hero, Greatest American Hero, Green Lantern, Johnny Thunder, Star Brand, Witchblade

Related Archetypes: Descendant, Super-Cop, Ultimate Hero

Qualities and Challenges: A hero armed with a superhuman weapon reflects the basic dichotomy of the superman. On one hand, he has vast power in the form of his weapon; on the other hand, he is just an ordinary guy. Conflict arises when the demands of the weapon intrude on the personal desires of the bearer. The bearer is constantly forced to choose his priorities: will he live the ordinary life he craves, and can he, when the weapon allows him to help the innocent and defeat evil? Ultimately, giving up the weapon is a selfish choice, and keeping it is a selfless act. This paradox works because the weapon can be more trouble than it is worth.

Traditional options for the weapon are alien science or ancient occult mysteries. In the first case, the weapon has a legacy out among the stars. It was designed and constructed by inscrutable alien masters, and might have had previous bearers. It might be given to an Earthling, so that Earth can be protected from an imminent cosmic threat, or as a test—if the hero abuses its power, the test is failed and the aliens will destroy humanity. The second case is a weapon that has an ancient, magical history; it may even be legendary, like Excalibur or the Holy Grail. The weapon, passed down from generation to generation, now finds itself in the hands of the hero, and its amazing pedigree is explored through history and globetrotting. In either case, previous bearers of the weapon might become rivals, enemies, or allies (with the mystical super-weapon, there is a greater chance that previous owners are related to the hero by blood). The weapon may have “siblings”—other weapons which rival it in power and are wielded by its enemies.

The bearer of the weapon might not understand how the weapon works, represented by Challenges like “Is This Thing On?” and “How Do You Stop This Crazy Thing!” He must learn how to use it, and, in the process, learns about himself, maturing as a person. A hero who learns to use the weapon with skill and control has also found a way to balance his life and personal needs with the obligations of duty and honor. The super weapon is often activated by a magic word or code phrase recorded on the character sheet as a battle cry. There may be a code of conduct associated with the weapon; the hero must learn what this code is, then face the task of living up to it.

The super-weapon can represent temptation, with the bearer experimenting with the weapon for self-gratification or to make life

easier (“Why Walk When You Can Fly?”). The hero may want to get rid of the weapon, but it is bound to him. He cannot ignore innocent people in peril, so when danger threatens and the weapon offers itself to him, he always finds himself taking it up again. Enemy organizations may covet the weapon, seeking to appropriate its magic or technology. These enemies embody the opposite of what the super-weapon embodies (if the weapon represents courage, its enemies are fear; if the weapon is only usable by women, the men who hunt it represent a patriarchy). Those seeking the weapon are not always evil; they may sincerely believe the weapon is in the wrong hands and needs a more fitting bearer. Nevertheless, the hunters’ use of violence and cruelty vindicate the hero’s selection. In time, these hunters come to understand that the hero is the proper bearer, and may become allies or leave him alone.

The Super Weapon has enough power to handle any situation; the man behind the weapon is the question. Can he figure out how to use his powers in time to save the day? Will he refrain from abusing his abilities? He may not want the Weapon, but cannot rid himself of it or let it fall into evil hands. The Super Weapon is often one of a set, and the hero’s allies or enemies hold the rest of its “siblings”. Character growth is an important element of this Archetype. The hero barely knows how to use his powers when he first appears, but learns quickly, manifesting new powers never before suspected, and eventually becomes one of the most powerful beings on the planet. As he grows, he is threatened with more powerful enemies and temptations.

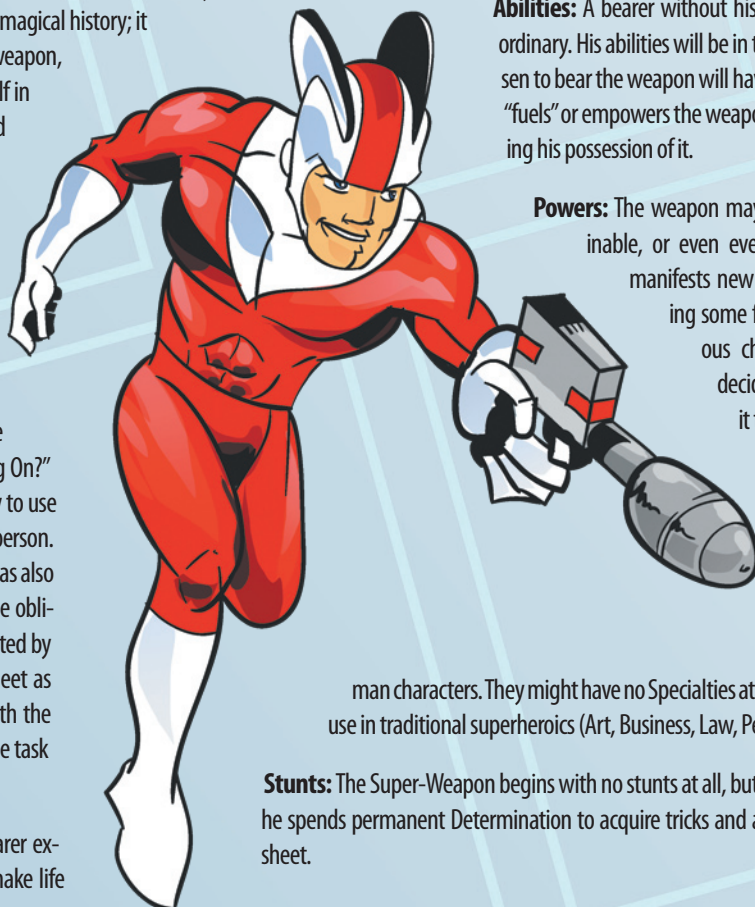
Abilities: A bearer without his super-weapon is usually ordinary. His abilities will be in the 2-4 range. A hero chosen to bear the weapon will have one ability score, which “fuels” or empowers the weapon, of 6 or better, vindicating his possession of it.

Powers: The weapon may grant any power imaginable, or even every power imaginable! It manifests new powers frequently, making some form of Wizardry an obvious choice. It is important to decide how it functions, what it takes to steal the weapon, and how someone else might usurp it.

Specialties: Heroes with a super weapon are typically every-

man characters. They might have no Specialties at all, or one in a field of little use in traditional superheroics (Art, Business, Law, Performance, Psychiatry).

Stunts: The Super-Weapon begins with no stunts at all, but as he learns the weapon, he spends permanent Determination to acquire tricks and add them to his character sheet.



THE TEMP

Archetypes: Super-Weapon, Gadget Guy, Super-Cop.

First Appearance: Journey into Wonder #152



ABILITIES

Sin	Count
PROWESS	5
COORDINATION	4
STRENGTH	5
INTELLECT	4
AWARENESS	4
WILLPOWER	5
GREED	3

STAMINA 10

DETERMINATION 3

POWERS

10	PARALYSIS (Close Range)										
10	SUPER-VEHICLE*										
		1	2	3	4	5	6	7	8	9	10

*see FGtSH Vol. 2, p.49

SPECIALTIES

Drive, Investigation, Martial Arts, Military

QUALITIES

Green Beret, Good Benefit Program, Underestimated, Time2

CHALLENGES

Daddy's Little Copilot, Breadwinner, Overworked and Underpaid

POWER STUNTS

Back Pocket (Time Control): Jake can store anything he can fit into his pocket into an extra-dimensional space. **Implant (Intellect):** Jake can speak any language spoken at any time on Earth, though sometimes it takes him a minute to find the right one.

THE COMPANY CAR

Strength 6, Super-Speed 5; additional powers: Flight 5, Life Support 10, Time Control (Time Travel only) 10; passenger space for six

Jake Arbalest spent hours every day going over want ads, both the newspaper kind and online, as he nursed a hand-me-down computer so old it qualified for Medicare. He'd never gotten much of an education, and while it was easy enough to live a life on the road, paying your bills through handyman jobs and the occasional back-alley brawl, when you had another mouth to feed things got a lot more complicated. Jake had just discovered he had a daughter, age 6, and the girl's mother was in no shape to take care of anyone. So, Jake clicked refresh on Monster.com. Again.

He signed up with a "temp" agency, which kept him in barely enough work to give his girl Alison decent meals and a dry apartment. The agency mostly sent him construction work, which was fine with him, since the Marines had left him in good shape and he didn't want to lose his edge. One day, though, without warning, he got a new assignment: some kind of corporate work. He didn't understand it, but he thought that maybe he was moving up a little. Whatever "Time Management Inc." was, it probably paid better than the grunt work he'd been doing.

The address on Jake's work sheet steered him to a massive corporate tower where he could have sworn there used to be an empty lot. Unfazed and blaming long hours for his spotty memory, he showed his assignment to the front desk and was whisked into an interview room where he was asked the most bewildering set of questions. A physical exam was next, and Jake couldn't help but notice that if they were looking for drugs they were sure being thorough. That night, Jake went home with a stack of manuals to read, but he found they were mostly history books. He realized that, despite spending a whole day at TMI, Jake still didn't know exactly what the company did. At least, he noted, the bonus pay was even better than what he had expected. He might be able to give Alison a decent Christmas, at this rate.

When Jake arrived at work the next day, he was ready to ask some direct questions, even if it meant revealing his own thick-headed ignorance. Instead, he was ushered into the private office of Frank Bacon, one of TMI's board members. (Poor guy, Jake thought. Named after a breakfast food.) Bacon revealed that Time Management's name was not a ruse; the company was in fact directly responsible for managing ... all of time. There were plenty of Wonders, alien artifacts, super-geniuses and armored tyrants running around, and they had a distressing habit of traveling backwards or forwards in time, manipulating history for their own ends. Add in the occasional reality-changing Crisis, and it was clear that time was too important to be left unprotected. At some point (whether it was in the distant past or far future was sort of relative in this business), the powers that be decided to outsource the task of timeline policing to TMI, which was

now a multi-temporal conglomerate with offices in a hundred major timelines (though not always the same ones, as the buildings moved). Jake was asked to fill a supervisory post for his home timeline, which had been particularly active and had driven the last Temporal Manager to resign with clinical depression and carpal tunnel. Of course, there would be a "probationary period" of one month, and health benefits wouldn't kick in for ninety days, but Bacon seemed confident that Jake would stick around.

It was a lot to take in, but Jake answered fast. He had a stack of bills to pay, an empty gas tank, Alison needed new clothes, and he was down to his last twenty bucks. Besides, if he didn't take the assignment, someone else would, and that would mean somebody else would be in charge of Jake's time. That made him worry; he'd always been the kind of guy to take charge of important work himself. So he agreed, and signed on the bottom line, and became a Temporal Manager, or Temp (as they were known about the office). He was whisked

off to Corporate Headquarters, where he received additional training, some very expensive equipment (replacement parts would come out of his pay), and a corner office ... in a pocket dimension.

That was two years ago (more or less). Jake now works out of TMI Field Office #2 (or Time2), a skyscraper-sized building floating in a temporal pocket isolated from the regular time stream. There, usually over coffee, he monitors time travel and the use of time-altering powers by various Wonders or their ilk. Personnel shortages being what they are, Jake works more or less on his own, though he has a modest budget for the hiring of "consultants" or other specialists for particular cases. The hours are long, but he can always zip back to Earth ten seconds after he left, so that's okay. He gets to spend a lot more time with Alison now, and he keeps few secrets from her. She finds his new job interesting and has promised not to tell anyone, as long as she gets to sleep in another dimension once a week. She doesn't go to regular school any more, since she can get far more interesting tutors in Earth's past or future.

Jake's responsibilities are enormous. Whenever history is altered, the result is a new timeline, a "branch" off the central trunk that is Jake's assignment. Usually he allows these branches to exist, but if they pose a danger to other branches or to the primary timeline, machines in Time2 allow him to "prune" branches, eliminating them or merging them with others. He spends a lot of his time monitoring a handful of very active time-travelers. Some of them are careful not to alter history, thus avoiding the creation of the new timelines that make Jake's job more difficult, but others either aren't aware of the ramifications of

"I've quit better jobs than this."

their temporal leaps, or don't care. These rogue time travelers usually hide out in the primary timeline, where they can be detected by TMI but not directly threatened. In these cases, Jake has to do a lot of covert fieldwork, investigating hot spots to find out why a particular traveler went there, what he was after, and whether or not that act poses a danger to the timeline itself.

Underneath all the high-tech hardware and grand responsibilities, however, Jake remains a normal guy. He likes to watch NASCAR and he doesn't get along well with animals. He thinks Sean Connery was the best Bond ever and he still measures his day by Earth time, even though he spends much of it in another dimension. Once every couple of weeks Mr. Bacon comes by and buys him lunch while Jake gives a run-down on the latest activities. He's asked for some vacation days, but TMI is chronically understaffed, so his hours keep getting longer and his days more tiring; but in this economy, he knows he's lucky just to have a steady paycheck.

Abilities: Jake Arbalest is a former Green Beret: tough, fast, and good in a fight. He's been trained in covert operations, which means he knows how to be quiet on the move and survive in the wild. In short, he's something of an action hero, which partly explains why he was selected for his job.

It may seem that Jake is sorely underpowered considering his responsibilities. This is intentional, and reflects TMI's philosophy that its agents must remain essentially human lest they be corrupted by the awesome power at their command. After all, when you can eliminate an entire universe with the touch of a button, it's easy to think of yourself as God. By choosing not to grant their agents superhuman powers, TMI hopes to keep them not only humble but also manageable in the case of rogue activity. Jake is aware of this philosophy and, frankly, it doesn't bother him. He's never needed super-powers to handle things before, and most of these time-traveling warlords are nothing but trailer trash in a fancy outfit. He's faced down people who could disintegrate him in an eye-blink, but triumphed through resourcefulness, cunning, and the occasional right hook.

What TMI does offer is a small arsenal of useful and potent devices that make Jake's job easier. First, a translator has been implanted in his skull, allowing him to speak every known language. His field office, Time2, is fully equipped and can monitor the use of time-travel or time-altering powers from across the universe on all Earth-derivative timestreams at once. Machines there can send up to five people through time, returning them to Time2 when necessary. One should note that, although Time2 can glimpse the past and future via precognition and postcognition, it cannot be used as a "remote viewer" to watch a given moment in time. For that, Jake must go in the field.

For most missions Jake takes his "company car", a flying time machine that can adopt the shape of any vehicle no smaller than a four-door sedan. The car can be controlled remotely via Jake's "Timecard", a credit card-sized object that also allows him to communicate via temporal wave with Time2. For self-defense, Jake is armed with a "Freezer", a pistol-shaped weapon firing a stasis beam that isolates the victim from the natural time flow, resulting in paralysis. Jake is seldom without his "back pocket", a rectangular device about the size of a pack of cigarettes. He literally keeps it in his trousers, and can reach back into a small dimensional pocket where he stores various tools and weapons.

Appearance: Jake Arbalest is a handsome, rugged, man whose military experience is obvious to anyone with a clue. He likes to say that, in his office, "Every day is casual Friday", and he typically dresses in loose and comfortable clothing, like khakis and a short-sleeved shirt. He has a favorite leather jacket that he is almost never without, especially in the field, but when he expects a visit from Bacon or some other TMI representative, he usually squeezes himself into a white shirt and tie.

Stories: The Temp can be used to facilitate cross-time stories. In addition, because he is frequently outgunned on a case, he makes a good recruiter.

A time-traveler is stealing famous art treasures, but only after they have already been lost to history. Thus, he's not harming the timestream and he's not creating alternate timelines. Officially, there is nothing Jake can do about the crime spree. Still, it rubs him wrong. He'll need to investigate the crimes, find the culprit, and get some non-TMI personnel to handle the matter (unofficially, that is).

An armored megalomaniac, brain in a jar, evil robot, mad scientist, master of energy, or sinister simian learns of TMI's corporate profile and decides to stage a hostile takeover. A temporal disaster is staged in the past, luring Jake out of his office so that the villain can slip in and take over. Jake, stuck in the past, must somehow get a message to heroes who know this particular antagonist (the PCs), giving them directions to Time2. Meanwhile, the bad guy is using the awesome powers of TMI to "prune" away timelines that he disapproves of, and merging alternate timelines with the real past in order to create a present more to his liking.

Jake learns of terrible crimes perpetuated by his unit back in Desert Storm. He has always blamed the memory loss from that conflict on Gulf War Syndrome, but now he knows that the government brainwashed him to keep him from talking about what he has seen. To ordinary people, this would be a crime and a tragedy, but Jake has the power to do something about it. He might create an alternate timeline in which the culprits are brought to justice or prevented from completing their task, then try "merging" that branch with the primary timestream, thus changing history. Less dangerous would be recon missions, observing events in the past and using that knowledge to get justice in the present. But what will his supervisors say when they learn Jake has been using company equipment for personal reasons? Could the Temp finally be out of a job? And who might replace him?

ULTIMATE HERO

The Ultimate Hero is one of the greatest heroes on the planet. He pays for this great power with even greater responsibility. The Ultimate Hero lives by the strictest of moral codes, and must sacrifice his personal life out of obligation to use his abilities for the greater good.

Examples: Buckaroo Banzai, Captain Marvel, Doc Savage, Icon, Omni-Man, Plutonian, Samaritan, Superman, Tom Strong

Related Archetypes: Master of the Atom, Spin-Off Heroine, Super Weapon

Qualities & Challenges: The superhuman Ultimate Hero is the comic-book heir to the pulp adventurer who was master of every field of human endeavor. These were men who knew a dozen forms of martial arts, who spoke twice as many languages, who could play a piano concert in the morning, engineer a flying car in the afternoon, and finish up the night by performing brain surgery on themselves using a mirror and a pair of tweezers. In the decades since the pulps began to wane, the superhuman Ultimate Hero has been defined by incredible strength, invulnerability, and the power of flight. Everything else is extra, but there is usually a lot extra.

The Ultimate Hero is so powerful that his biggest limitation is that he can only be one place at a time. He may have a particular weakness which makes him temporarily powerless or which his enemies exploit; this takes the form not only of physical vulnerabilities to things like fire, magic, or Styrofoam, but also his unbreakable moral and ethical code. For example, the Ultimate Hero avoids lying and going back on his word, he always puts innocents before himself or even capturing the villain, so the villain often ensures that he has a hostage or twenty to keep the hero distracted long enough for a getaway. The Ultimate Hero usually has a strict rule against the taking of life and against using his powers for his own benefit. Sometimes his powers go out of control, which is especially dangerous because no one else has the power to stop him. Basically, the more power a superhero has, the more strict his ethical code needs to be, and the Ultimate Hero is the ultimate expression of this rule.

In recent decades, there have been many examples of postmodern Ultimate Heroes who wield all the power of their archetype but have none of the moral and ethi-

cal limitations. At their best, these characters simply fight the good fight in a non-traditional way; they are anti-heroes who might lie, cheat, and kill but who continue to serve the greater good. At their worst, these characters are parodies of the Ultimate Hero, self-serving gods who use their abilities for personal gratification and who are, in fact, Ultimate Villains with good PR.

The Ultimate Hero is known and recognized around the world; everyone wants to be his friend and he often inspires others to become heroes. This can result in an Ultimate Family made up of a Spin-Off Heroine, a Super-Pet, and a Sidekick or four. He may have connection Qualities like "Recognized as a Sovereign Nation", "Household Name", or "I Don't Need An Appointment". His enemies should also be very powerful, though not always in the same arena as the hero himself. That is, if the Ultimate Hero is incredibly strong, his enemy might be incredibly smart. If the Ultimate Hero has dozens of powers, but his mundane identity is a "nobody", his enemy will be lionized by mundane society, yet have no powers at all. If the Ultimate Hero is on a team, it is the biggest, most important collection of superheroes in the world, and he is probably the leader. Represent your headquarters with a Quality like "Keys to the Supervillain Museum" or "Ultimansion".

Abilities: Strength will usually be 8+, with Prowess and Willpower tied for second at 6+. Coordination may be his worst ability score, but nothing will be less than 4. This is all for superhuman Ultimate Heroes. For Ultimate Heroes in the pulp adventurer mode, every ability should be 5-6.

Powers: The superhuman Ultimate Hero has Flight and Invulnerability. Super-Speed and some kind of sensory power allowing him to find those in need are also common. The power to kill people by looking at them is customary, though more as a threat than an actual weapon in combat.

Specialties: A superhuman Ultimate Hero doesn't need specialties other than Leadership, but often has one to represent his mundane life. The pulp adventurer Ultimate Hero is also good at everything thanks to his strong abilities, but will also have as many Specialties as he can because, well, he's good at everything.

Stunts: The Ultimate Hero may have a finishing move or special punch which he has a name for.



MISS UNIVERSE

Archetypes: Ultimate Hero, Super Weapon, Astronaut

First Appearance: Journey into Wonder #144



ABILITIES

5	PROWESS										
5	COORDINATION										
9	STRENGTH										
4	INTELLECT										
6	AWARENESS										
9	WILLPOWER										
		1	2	3	4	5	6	7	8	9	10

STAMINA 18

DETERMINATION 1

POWERS

6	DETECTION (Cosmic)										
9	FLIGHT										
8	INVULNERABILITY										
10	LIFE SUPPORT										
		1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Athletics, Leadership, Performance

QUALITIES

Aced the Personal Interview Round, Miss Universe Creed, Miss Photogenic

CHALLENGES

Pleasing the Judges, A Long Way From Home, Heavy Lies The Head

POWER STUNTS

Warp Speed (Flight): Once she is out of the atmosphere, Miss Universe can travel faster than light, flying to any star system in about a page. **Ambassador of Galactic Peace (Intellect):** Miss Universe can speak any language in the universe, but she cannot use these languages to say anything crude or vulgar. **Interstellar Navigation (Detection):** Miss Universe can rely on her "Universenses" to navigate between stars or in the depths of space.

Angel Walker's great beauty was noticeable even as a child, and after she successfully auditioned for a television commercial at the age of 5 her parents decided to give up their own careers to manage their daughter's. Dental surgery corrected a gap between her teeth and laser eye surgery allowed her to avoid glasses, making little Angel the perfect blonde beach girl. She entered beauty pageants throughout her teenage years, and as she gained experience, she began to win more often than she lost. At the age of 20, she became Miss Melbourne, and then won the coveted title of Miss Australia. In truth, she had never imagined anything greater than this honor, and it seemed that her life had reached its peak. Nonetheless, she went on to enter the Miss Universe pageant, held that year in Rio. To her own amazement, she won. But even as she was taking her victory walk down the aisle, a bouquet of roses in hand and the crown upon her head, Angel learned the hard way that being "on top of the world" is largely a matter of perspective; a mile-wide flying saucer floated over the pageant and whisked Angel away in a beam of light.

It was then that Angel learned about the REAL Miss Universe Pageant, a competition that took place across the entire cosmos. As Earth's duly chosen contestant, Angel was obligated to enter. The winner would wear the Universe Crown, an object of great cosmic significance, and would serve as a representative of peace and civilized culture throughout all the galaxies. Confused, alone, and seemingly unable to convince her captors that she was just an innocent beach girl from Melbourne, Angel did not so much agree to compete as fail to escape.

The Miss Universe Pageant turned out to be a grueling drama including contestants from a thousand worlds. Angel endured the constant scrutiny of galactic media, strange alien customs, and the hazards of a synchronized dance number in zero-g. However, she found friends in her fellow contestants, as alien as they might be, and through a combination of luck, stubbornness, and Earthling ingenuity she captured the hearts of the Judges and was crowned Miss Universe ... this time for real.

As the reigning Miss Universe, Angel has been granted enormous power and is expected to represent the values of the Pageant to worlds across the cosmos. She travels constantly, making public appearances in galactic hotspots where she tries to negotiate peace and, when necessary, lend a strong hand to those who have no other defender. During the Pageant, she made many enemies, including the former bearer of the title (who was bitterly disappointed by her loss). Angel did not find out until after her victory that the true Miss Universe pageant is not held on a regular schedule, but rather whenever the Sacred Lilac blooms in the Great Desert the Judges call home. Sometimes the Lilac does not

bloom for decades — so Angel is working on the assumption that she'll have this job for a long time. Nevertheless, she has come to like it, and she is proud of what she does. She sees herself as a symbol to women throughout the universe, and an ambassador of integrity, courage, and strength. Being Miss Universe, she is quick to inform her detractors, means being a lot more than a pretty face.

Abilities: The powers of Miss Universe are great, but Angel's inexperience means that she is less effective in a fight than her vast strength and toughness would suggest. Instead, she prefers to rely on her social talents to resolve conflicts before tempers flare. Unfortunately, super-villains being what they are, she's found violence to be far more common than she likes.

Miss Universe has enormous strength and stamina, enough to fly carrying a cruise ship or shrug off the beam weaponry of a starfighter. Her flight speed is fast enough to make escape velocity, and once she reaches space she can travel at hyper-light speeds. She is utterly at home in space, immune to the hazards of that environment and able to navigate the galaxy instinctively using her Universense. In order to facilitate her mission as an ambassador of peace throughout the galaxy, she can speak and read any language, but the Pageant Judges have censored her vocabulary database to prevent her from saying anything that breaks their rules.

While less spectacular in nature, Angel's personal talents have helped her to resolve many situations in which her powers were useless. She is one of the most beautiful people in the universe, and a lifetime spent in the public eye has trained her to appear poised and confident even when confronting the Gut-Eating Kings of Kraal or the Verminocracy of Flort. She is well versed in a variety of intellectual subjects by virtue of her training for the Pageant and its infamous "Personal Interview" round. Angel is also a competent soprano, though the Talent Competition remains her vulnerability. Growing up on the Australian coast has made her perfectly at home in the water, and she recently swam across the Godsea of Hellacron in order to resolve that planet's latest dynastic crisis.

Miss Universe can call on the Judges of the Pageant for various forms of logistical support. They keep her abreast of developing crises around the cosmos, provide food and housing whenever she requires it, occasionally intercede with planetary governments, and provide relocation services for refugees or political prisoners whom Angel rescues from harm. They also criticize her choice of swimwear, which they consider "dangerous."

Appearance: Angel Walker is a breathtaking blonde, five feet nine inches tall. She's very conscious of her weight and figure, though since being awarded the

**"I think I'd have to say ...
galactic peace."**

Universe Crown she has found it difficult to put on pounds even when she wants to. She is extremely comfortable in virtually any fashion, from bathing suits to evening gowns, but when on her own she prefers to relax in casual clothing with bold, bright colors that appeal to her eye. As Miss Universe, of course, she is attired in a black body suit adorned with a star pattern. Across her body, she wears the white Unstained Sash that is the mark of Miss Universe across the cosmos. She seldom wears the Crown, due to its relatively awkward size, but has a smaller “tiara” version for public events; even this is a fabulous treasure, decorated with gemstones born in the heart of stars.

Stories: Drusilla v’Kleek, former Miss Universe, has discovered Earth and its large superhuman population. She believes that with a little help from a plant-controlling hero, a magician, or super-scientist, she can get the Sacred Lilac to bloom again, ending Angel’s reign and giving v’Kleek another shot at the title. She concocts a story designed to lure the hero she needs off planet, but she’s perfectly prepared to enforce cooperation when the truth comes out.

Angel falls for a male hero in the campaign. Unfortunately, the Judges frown on “licentious” behavior that might tarnish the image of Miss Universe, so the star-crossed lovers have a problem. They can ignore their growing feelings, or carry on in secret. The galactic media and other aspiring Misses Universe would all be eager to see Angel forced to resign.

After meeting the heroes on an adventure, Angel decides that one of the female characters would make a good “protégé” and Miss Universe candidate. After all, the Sacred Lilac could bloom any time, or something might happen to Angel, so it’s best to be prepared. She begins to keep an eye on the young heroine, encouraging certain kinds of behavior. Soon she arranges for a professional Pageant Coach (alien, of course) to supervise the potential contestant. Naturally, other Earth women (read: super villains) are also interested in the title and the powers it grants, so the heroine has a reason to compete.

Isn’t Batman A ... Animal Hero? Gadget Guy? Martial Artist? Dark Avenger? Ultimate Hero? Yep. All the best heroes actually fit into more than one archetype. This is a phenomenon we call “Archetypal Drift.” It happens when a character grows and matures over time, gathering complexity and subplots. It also happens when a new creative team comes to a character and takes him in “A Bold New Direction.” Writers, artists, and editors put their own spin on an old hero, and he slides into another Archetype. A hero may even be one Archetype while he works with a team, and then another when he appears in his own monthly book! Our advice: don’t get hung up on which Archetype is the best label for a given hero. The examples are provided solely to stimulate discussion. They are not the be-all and end-all! And if your own character could be two, three, or more Archetypes all at once—so much the better! Just pick the one you want to emphasize right now (there will be plenty of time later to change your costume and supporting cast!).

UNDERSEA HERO

Most heroes work together to protect one-third of the Earth's surface. The Undersea Hero works by himself to defend the rest. Though derided or ignored by "surface dwellers", the Undersea Hero is a proud being who loves and respects the ocean he dwells in.

Examples: Aquaman, the Man from Atlantis, Marrina, the Sea Devils, Stingray, Sub-Mariner

Related Archetypes: Animal Hero, Astronaut, Defender, Gadget Guy, Master of the Elements, Mythic Hero

Qualities & Challenges: The Undersea Hero can be broadly divided into two groups: the Atlantean, a resident of the underwater world whose powers are his birthright, and the Undersea Adventurer, a human being from the surface world usually armed with a submersible or suit specializing in underwater work. The former is a proud warrior, often a leader of his people; the latter is a hero who explores the mysteries of the ocean. Because the stories of Atlantis are so diverse, and so few heroes have any awareness or experience of it, the Underwater Hero can invent any version of Atlantis that suits his character and purpose, contributing to the game setting and providing plots for himself and other heroes. Atlantis can be a ruined civilization from thousands of years ago, its people lost and scattered, its technology and magic buried by time; it might be a living, vibrant society trying to stay alive in an increasingly polluted ocean and plagued by ancient enemies. Whatever its nature, it is a great source for Qualities and Challenges. A savage, sword-and-sorcery Atlantis might produce a King whose "Justice is Final" and an Atlantean with animal powers with feral qualities like "Keep Moving Or Die". Atlantean heroes who need water or lose their powers represent that with Challenges like "Fish Out Of Water". Underwater Heroes that only breathe water and not air get the Aquatic power free.

The oceans are never fully explored, and the Undersea Hero likes to travel. Always on the move, he swims to the deepest trenches, investigates sunken wrecks, and takes joy in the discovery of new animals and plants, even when they try to eat him. A Quality like "Salvage Rights" might represent the Undersea Hero's ability to retrieve an endless array of treasure from beneath the waves. Because there are so few heroes who concern themselves with the sea, the Underwater Hero has many hats—a warrior, a king, an explorer, a scientist, a diplomat, a public servant. To the people of the sea, he is the Ultimate Hero, but to surface dwellers, he is an also-ran. With most adventures on land, not in the ocean, this relationship

with air-breathers is a source of many Challenges such as "Small Fish In A Big Pond", "We're Gonna Need A Bigger Boat", and "All I Get Are Fish Jokes".

Ideally suited to living and fighting in the ocean's depths, the Undersea Hero is less useful on land. His abilities are unimpressive when compared to other heroes, but because of his long list of powers, he does not have the Determination that Sidekicks or Young Heroes have. To keep the Undersea Hero from feeling useless, Narrators should give him strong subplots that tie Atlantis or the ocean into the larger plot. Perhaps Dr. Nix has a secret undersea base, or the Ubiquitous Snake Villains are moving their super-weapon on a massive cargo ship. Add brief interludes to a larger story that allow the Undersea Hero to rescue sinking submersibles, retrieve leaking chemical drums from the bottom of the lake, or persuade the reluctant NPC with a seaside stroll and a stirring tale of underwater discovery. In extreme cases, the Undersea Hero is made the leader of the team.

While done with good intent, and the idea plays to the Atlantean's nature as king of his people, the Undersea Hero's reputation as a third-stringer keeps him from being taken seriously as a leader of Ultimate Heroes and Super-Patriots.

Abilities: Prowess, Strength and Willpower are traditionally 5-7. Aquatic provides a bonus to Coordination and Awareness while in the water, so these scores do not have to be above average. Undersea Heroes who have built their own vehicles or suits of armor will have high Intellect.

Powers: Aquatic is the defining power for Undersea Heroes, providing a bonus to Coordination and Awareness and a fast swim speed. Animal Control (Sea Creatures) or Elemental Control (Water) is common, as are weapons such as tridents, providing Strike. A low level of Invulnerability, explained as "tough enough to survive the ocean depths", is possible. High-tech Undersea Heroes might have the Super-Vehicle power from the Field Guide's second volume.

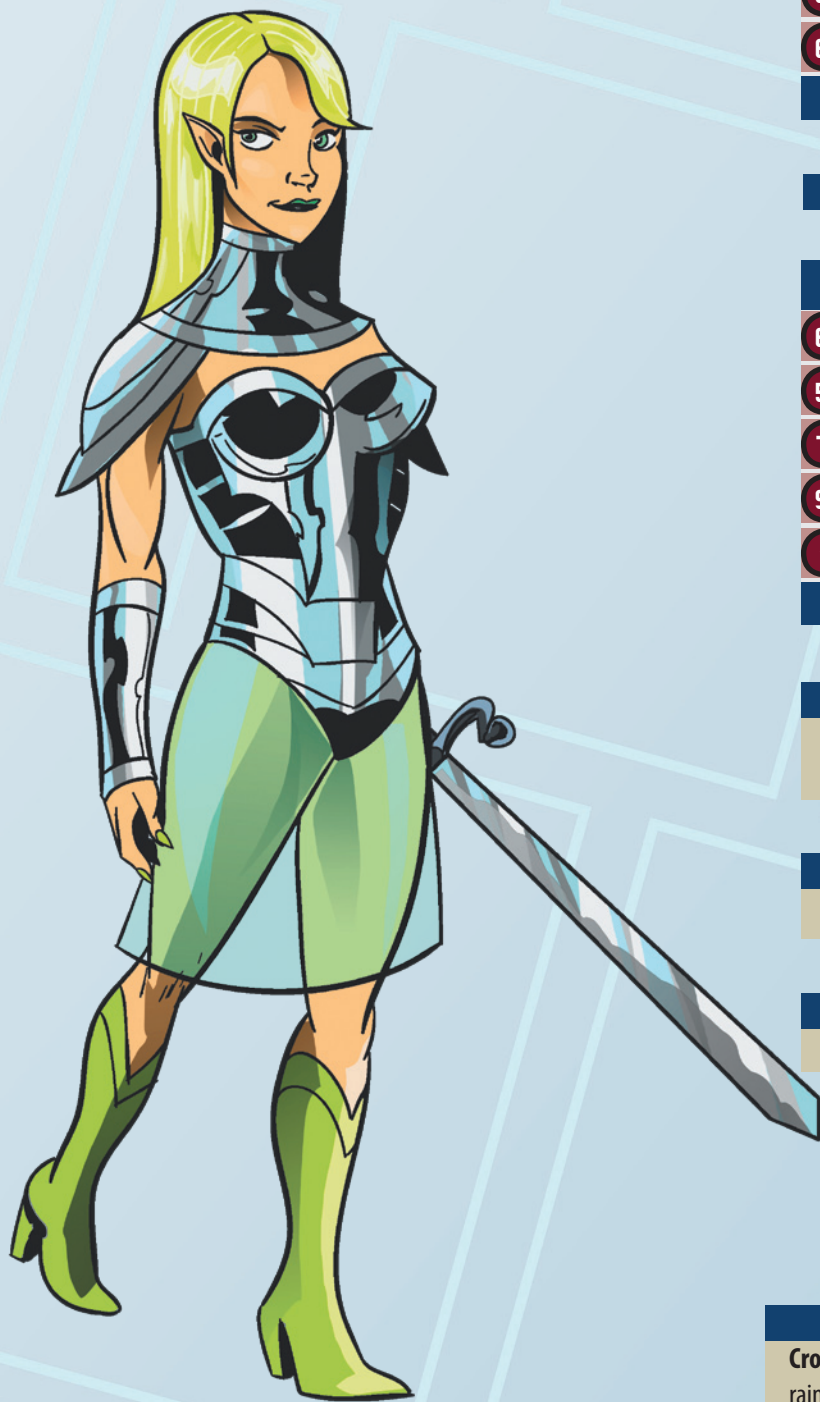
Specialties: Underwater Combat. Athletics is common, though the Undersea Hero may be so strong or fast he does not need it. If he is King of Atlantis, Leadership is appropriate. If he wields one, Weapons. Undersea Heroes from a magical Atlantis may have Occult. High-tech Undersea Heroes will have Science and Pilot.

Stunts: To have a specific undersea creature you always call up or communicate with using your Animal Control, do that with a Stunt. Some Atlanteans use Animal Control to explain all kinds of psychic abilities, from Telepathy to Mind Control, and these can be replicated as Stunts due to their rarity.



THE LADY OF THE LAKE

Archetypes: Undersea Hero, Woman Warrior, Mythic Hero
First Appearance: Journey into Wonder #1



ABILITIES

Rank	Quality	Number of People
1	PROWESS	8
2	COORDINATION	7
3	STRENGTH	7
4	INTELLECT	4
5	AWARENESS	5
6	WILLPOWER	6

STAMINA 13

DETERMINATION 1

POWERS

Rank	Power	Count
6	AQUATIC	5
5	REGENERATION	5
7	RESISTANCE (Magic)	7
9	STRIKE	9
1	SUPER-SENSES (Darkvision)	10

SPECIALTIES

Leadership, Occult, Science (Oceanography Expert), Stealth, Weaponry Expert, Underwater Combat Mastery

QUALITIES

Magic Mirror, Renaissance Woman, Protector of the Waters

CHALLENGES

Sword of Truth, Woman of Two Worlds, Rejects the Ordinary

POWER STUNTS

Crossing the Faerie Veil (Aquatic): By submerging herself in water, Ig-raine can Dimensional Travel to Avalon.

When Arthur Pendragon was mortally wounded by his son Mordred, four queens came to escort him across the faerie veil that led to Avalon, a magical realm beneath the sea. There, the Lady of the Lake tended his injuries, and slowly the mighty king regained his strength and vigor. Over time, he came to love the Lady, who was queen of that land, and when vitality had returned to him, he asked for the Lady's hand in marriage. The two became co-rulers of Avalon, and in time, they had a single child, a daughter, who was named Igraine after Arthur's mother.

The centuries passed, but time seemed not to touch the inhabitants of Avalon, who were faerie creatures different from mortal man. Igraine inherited her father's courage, strength, and skill at arms, learning to hunt, to ride the tamed creatures of the sea, and to wield a blade. At the same time, she had her mother's intuitive wisdom and sense of the mystical. She found the lore of Avalon easy to master, and sometimes she could feel magic pulsing in her blood. Her mettle was tested in wars with other mystic lands: she dueled the giants of Formoria and commanded Avalon's armies in crusades against the infernal host. Always she felt the eye of her mother and father upon her, but she rose to their measure and was acknowledged the hero of the realm, heir to the throne.

Igraine had always dreaded the day when she would ascend to the throne. Prophecies told that a day would come in which mankind faced its greatest challenge, and on that day, Excalibur would rise again in the world of man. That day, the day of Arthur's return, would be Igraine's coronation. She observed the mortal realm through her magic mirror – a gift of her mother's – and watched with grim sadness as a British army escaped the coastal town of Dunkirk, fleeing the German horde. When the skies above England darkened with the wings of the Luftwaffe, and bombs began to fall on the great city of London, she knew that the day of reckoning had come. Her father the King summoned her to the court and she responded obediently, her heart already heavy with the weight of the crown, and a father lost.

Igraine did not expect what happened next, for the king announced that the years had grown too heavy on his mortal frame. There was no longer enough strength in his arm to throw off this Goth invasion. Yet the words of the prophecy must be fulfilled, and so with a solemn oath he bequeathed Excalibur upon his daughter, and charged her to leave Avalon and lead the defense of England in this, its darkest hour. In one moment, Igraine's heart was torn in two, for she dreaded this parting with her family and the land she loved even as her spirit soared at her sudden pardon from a lightless life of administration and tedious rule. In the end, she met the Nazis with a smile on her face.

The world first met Igraine Pendragon, the Lady of the Lake, in 1938 when she rallied the defense of England and helped turn back the German invasion. Due to her British heritage, she was not counted among the original Seven Wonders, all of who were American, but such niceties were lost on the rank and file of the Allied troops who worshipped the Lady as a hero and savior. Wielding the sharp blade of Excalibur, Ygraine fought in Europe, Africa, and farther abroad, helping to thwart a number of Axis war schemes. Even considering the horrors of the Holocaust that were later revealed, Igraine always thought the greatest crime of the Nazis was their corruption of innocent children into the deadly super-soldiers known as Wunderkinden.

When the war ended, the Lady of the Lake withdrew to Avalon once more, to be lauded as a hero. She tried to return to her former role in court, but she found that she longed for the excitement and unpredictability of man's world. After a time, she could not help but beg her parents for leave to return, so that she might carry her father's justice and her mother's peace and healing to the wider world. Reluctantly, knowing they had all but lost their daughter to a life of constant peril and danger, the rulers of Avalon gave her leave to go.

Igraine returned to the mortal world in the 1960s, and has been a more or less constant figure since then. She is one of the most famous of Wonders; there is hardly a man or woman on Earth who does not know her name. Her strength, speed, and agility have made her justly renowned, but she relies primarily on skill at arms, and for this reason many people find her more human and sympathetic than figures like the high-flying Victor or the mysterious Veil. In her role as protector of the waters, Igraine is highly active in environmental policy, and has proven quite telegenic, often accomplishing through debate and politics things that she could never have managed through force. Despite the love which ordinary people hold for her, Igraine's closest companions are all Wonders themselves – she seems to relate better to the fantastic and unnatural than she does to the mundane.

The gates of Avalon are always open to Igraine, and she lives now as a woman of two worlds, traveling back and forth as time and necessity dictates. However, each visit home reveals to her keen eye a father more bent by age than he was previous, and she can hear the weariness in Arthur's noble voice. In these moments, Igraine realizes the truth: that while she

"No matter if thy evil be as cold as winter, as strong as the mountains, as deep as the sea or as implacable as time itself, still shall the Heir to Pendragon stand in thy way."

has escaped the obligation of her royal blood for a time, destiny has a very long arm. Igraine can sense the end of her youth on the horizon, and each missive from Avalon makes her hand tremble, lest it be the summons that signals her eternal bondage to the throne.

Abilities: Half mortal and half faerie, Igraine has modest superhuman strength, speed, and endurance. She can see in the faintest of light and she is at home in the water as a human is on land. To travel to Avalon, all she need do is submerge in water – a bathtub will do the trick, if necessary. Thanks to many tutors, a lust for diverse experience, and a keen interest in the mortal world, she is widely versed on a variety of subjects: she can just as easily forge a sword as she can recite Shakespeare or identify the countless creatures of the sea. Foremost among Igraine's talents, however, is swordsmanship.

Her parents have given her several potent weapons to serve her in man's world. The first and most famous is Excalibur, the sword of kings, sharp enough to cut through solid steel. Its blade can also deflect spells aimed at its user. However, Excalibur will not suffer just anyone to use it: the wielder must be honest and truthful at all times. Anyone who tells a lie while holding Excalibur is immediately subject to excruciating and lethal pain. Igraine has often used this power to verify the testimony of eyewitnesses or to prove the innocence of the accused.

Excalibur is accompanied by a magical scabbard once belonging to Arthur, then lost, and now recovered again. It keeps Igraine from bleeding so long as it is worn. Finally, Igraine owns a magic mirror crafted by a mortal woman centuries ago and used to spy upon Lancelot, the Lake's Champion, when Arthur was king in Britain. The mirror is kept in Igraine's chambers in the palace at Avalon, but with it, she can spy upon any person or place in either the mortal or faerie realm. The mirror also occasionally shows visions of the past or future, but these visions always seem to be omens of doom; seldom does the magic mirror reveal good news.

Appearance: Igraine is a faerie beauty, with pale skin, elfin ears, and hair that blends her father's russet brown and her mother's blonde into a reddish-gold the color of sunset. Her build is powerful yet graceful, with the muscular frame of a warrior tempered by the softer curves of a princess. She stands nearly six feet in height, and usually goes into battle clad in a suit of plate and chain armor that sacrifices complete coverage in favor of mobility.

Stories: Igraine's stories revolve around her protection of the sea, her mystical heritage, and her experiences in World War II.

Seers in Avalon discover that one of the lost treasures of Arthurian myth (perhaps Lancelot's ring, which had the power to break spells, or the Sword in the Stone) is in the hands of a villain. Igraine is charged with questing for it and returning the item to Avalon, where it cannot be used for evil. Quests typically take their charges all over the world, each step providing clues to the next, with plenty of guardians to be fought along the way. How did the relic come into the hands of this villain in the first place? Could one of Avalon's other enemies (the giants or even Hell itself) be responsible? If so, could Igraine's quest have been anticipated? Could this all be an elaborate trap?

A renegade Nazi scientist announces that he has successfully combined the

Lady of the Lake's genetic material (captured in World War II) with that of the Wunderkind to create a new generation of Wonder: Igraine's "daughter", whom he has named Sif. There are many questions here. Can Sif's origin be verified? Can she be made into a weapon for good, or will she be a victim of her genetic masters and a cruel upbringing? How will Igraine, who loathes the responsibility of adulthood, suddenly react to being made a mother? Moreover, what will Arthur and the queen do when they learn that the royal line has been extended another generation? Will they accept this vat-grown crossbreed as an heir to Avalon, or will they reject her, and will the tragedy of Camelot strike anew?

The oceans are home to many monstrous creatures better left asleep. One by one, these beings begin to awaken and attack nearby settlements: offshore oil platforms, Atlantean outposts, isolated islands, and so on. Igraine suspects a conspiracy at work; someone or something is waking up these sleeping dragons and using them to create dissension among the undersea community. Each victim is aggressively arming itself against future attacks and accusing its neighbors of recklessly rousing the creatures, or else waking them intentionally as an act of terror. Igraine has to work fast to uncover what is really going on if she wants to avoid all-out war under the sea, and the attacks themselves should put heroes around the world to the test.

WEAPON MASTER

By focusing himself on the mastery of a single weapon, this hero manages to battle superhuman foes and triumph. Bows, swords, whips, guns, and martial arts weaponry are just a few examples of the Weapon Master's focus.

Examples: Arsenal, El Aguila, Green Arrow, Hawkeye, Katana, Quarrel, Swordsman

Related Archetypes: Gadget Guy, Master of the Martial Arts, Super-Weapon

Qualities & Challenges: The choice of weapon goes a long way towards determining your hero's style and traits. An archer taps into the Robin Hood theme and is a wisecracking vigilante, a hero with a katana considers himself a modern samurai, while fencers are swashbucklers in the Three Musketeers mold. One particularly American version of the Weapon Master is the Gun Guy; he might have a single pistol or specialized weapon which he uses all the time, but he is more likely to have an enormous arsenal of firearms.

The hero was trained by one or more masters of his chosen weapon, often requiring world travel and long years of practice. He will be very knowledgeable in whatever specialized culture he dwelled in to learn his weapon, be it carnies, the yakuza, or prison. Like the Master of the Martial Arts, the Weapon Master has a relationship with his former mentor, fellow students, and the Former Best Student Who Is Now Second. Sometimes the Weapon Master combines his incredible training with a particularly potent example of his weapon, one with a legendary pedigree or superhuman powers; this makes him a Super-Weapon archetype as well.

At first glance, the Weapon Master seems very limited; after all, he's just a man with a sword, a bow, a whip, or a gun. However, like other Everyman heroes, he is perpetually underestimated. His weapon is crammed with high tech devices that allow it to be electrified or which make it sharp enough to cut through anything; perhaps it can shoot entangling webs, flame, freeze rays, or explosives. Sometimes this arsenal of tricks verges into the absurd (Handcuff Arrow, Boxing Glove Arrow), but it's all in good fun. Represent this with Qualities like "There's An Arrow For That" or "What Does This Button Do?", which you can then tag to manifest just about any power you might need.

When his weapon proves ineffective, as it occasionally does, the Weapon Master demonstrates excellent hand-to-hand fighting skills and incredible resourcefulness. Although dismissed by others as the weakest hero on the team, the he often ends up saving the day. This is because it is boring when the Ultimate Hero, Mythic Hero, or Avatar saves the day—such incredible feats are expected from such high-powered characters; but, when an Everyman like the Weapon Master, Master of the Martial Arts, or Super-Patriot defeats a god-

like foe, the underdog triumphs. Readers like to be surprised—they want the underdog to win—so the Weapon Master remains popular and effective.

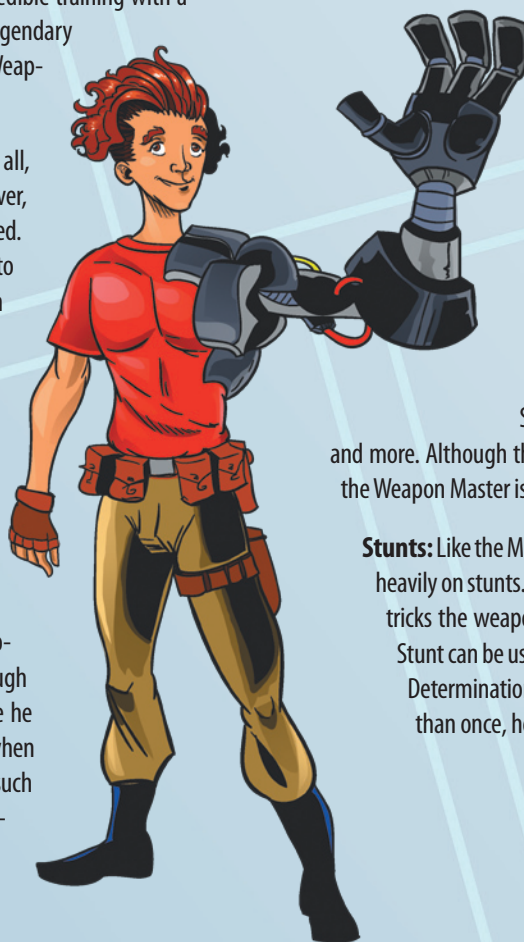
Despite his success, the Weapon Master feels he has something to prove. He has a chip on his shoulder, surrounded by demigods and legends, and adopts the role of social critic or rebel. He is seldom the team leader; instead, when the leader comes up with a plan, the Weapon Master is the first to criticize it. Although he resents the leader, he also idolizes him, and the leader in turn respects the Weapon Master's independent spirit. He takes incredible risks and is something of a loose cannon, abrasive to the more conservative members of the team, who also end up being the ones whose powers greatly overshadow him. In other words, he has a bit of an inferiority complex, something villains are sometimes able to prey upon, but the Weapon Master always comes around in the end, usually just in time to fire the shot that saves the world.

Abilities: Prowess or Coordination are key, depending on the choice of weapon, and should be at least 6. Otherwise, all other abilities will be in the 3 to 5 range.

Powers: Most Weapon Masters begin with either Strike or Blast, but then use bonus powers to pick common tricks like Binding, Blinding, or Affliction. A Weapon Master might wear light body armor, get across town on a swing line, and carry a number of other minor pieces of gear. Because these powers are all very low level and mundane in nature, they are perfect for the Equipment power, described in the Field Guide's first volume. The archetypal Weapon Master has very few powers in order to keep a large reservoir of Determination.

Specialties: Obviously, the Weapon Master needs the Weapons specialty, preferable at Expert level or better, but there are many other useful choices, including Athletics, Acrobatics, Stealth, Martial Arts, Investigation, Criminology, and more. Although they often have gadgets built into their weapons, the Weapon Master is not usually a scientist or engineer.

Stunts: Like the Master of the Martial Arts, the Weapon Master relies heavily on stunts. One approach is to take stunts for all the different tricks the weapon can be used for, with the condition that each Stunt can be used once an encounter for "free", without requiring Determination. If the hero wants to use his Glue Arrow more than once, he has to spend Determination to do so.



"THE FOX"

Archetypes: Weapon Master, Descendant, Minority Hero

First Appearance: The Fox #1



ABILITIES

A horizontal bar chart titled 'Ideal Person' showing the number of people who chose each trait. The traits are listed on the y-axis, and the number of people is indicated by the length of the bars and a corresponding number in a red circle at the start of each bar. The x-axis is labeled with numbers 1 through 10.

Trait	Number of People
PROWESS	6
COORDINATION	6
STRENGTH	4
INTELLECT	4
AWARENESS	4
WILLPOWER	5

STAMINA

DETERMINATION

POWERS

6 FAST ATTACK

3 STRIKE (Slashing)

1 2 3 4 5 6 7 8 9 10

SPECIALTIES

Athletics, Acrobatics Expert, Investigation, Stealth Expert, Weapons Master (Blades), Weapons Expert (Whips)

QUALITIES

Tornado, The Mark of the Fox, Member of the Quorum, The Lair
Of The Fox

CHALLENGES

Copyright Infringement, Separated From His Heart, "I Laugh At Danger"

POWER STUNTS

Quick As A Fox (Coordination): The Fox can spend a point of Determination to add +2 to all his Dodge rolls for one page. **Fox's Cunning (Willpower):** Joaquin gets a +2 on all rolls to lie or seduce.

Joaquin Vega was born in Southern California, and as a boy he listened to his aging father tell stories of a hard life as a migrant farm worker, fighting for decent pay and working conditions alongside Cesar Chavez and an entire generation of Mexican-American men. When Joaquin was only twelve, however, his father succumbed to his life of toil and died in his bed. With no one to look out for him, it seemed the laughing, curious, handsome Joaquin was going to have to join a gang and begin a life on the streets, but at the last moment a man appeared claiming to be Cesar de la Vega, his distant cousin. Joaquin was at once wooed by the man's obvious wealth and class, but also skeptical and he showed all the stubbornness a teenage boy could muster. With implacable calm, however, the elder de la Vega packed Joaquin up and brought him to Spain.

There, Joaquin was introduced to a culture of Old World sophistication. He was cleaned up and forced to attend an exclusive preparatory school, where he discovered girls clever enough to hold their own against his considerable charms. He also found himself spying on his "Uncle Cesar," for the elderly gentleman was often entertaining mysterious strangers in the household late at night, and he would disappear for days or weeks at a time, claiming "business affairs." It was during one of these absences that Joaquin's girlfriend Lolita casually revealed to him his family's illustrious heritage: the 19th century ancestor who, dressing in black hat, cloak, and mask, armed with a flashing blade and a lightning-fast whip, had fought for justice in California against both Spanish and Mexican tyrants alike. When Uncle Cesar returned, Joaquin confronted him with the truth, demanding to know why he had not been told of this earlier.

Cesar, implacable as always, was unmoved. The history of "the Fox" and his relationship to the de la Vega family was a matter of public record, he told his young ward, but it had been a hundred years since a de la Vega had fought injustice. Without an active defense of the family legacy, the name and image of "the Fox" had been purchased by American media corporations, who trademarked the identity and aggressively defended their right to it in court. Dozens of black-clad avengers had been inspired by "the Fox" over the years, and these Wonders owed their crime fighting style to the de la Vega family, but it was now illegal for anyone — even a de la Vega — to slash a Z with three quick cuts of a blade, unless they did so at the behest of corporate masters.

Joaquin was furious. His family legacy had been stolen by high-priced executives, as greedy and heartless as the old overlords ever were. That night, Joaquin felt close to his father for the first time since the death; he appreciated his father's humble struggle to put food on the table, and he understood how his father was exploited by the rich and powerful. In the months and years that

followed, Joaquin was possessed of a new seriousness. He dedicated himself to his studies, and persuaded Uncle Cesar to introduce him to a legendary fencing master in Barcelona. The maestro's instruction was a difficult one: Joaquin rightly sensed the old man was especially hard on him due to his family name. Nevertheless, the results were worth it, for the boy proved a natural student.

As Joaquin became a man, Cesar shared more of the truth with him. The elder de la Vega's secret meetings were not with business partners, but with Wonders who belonged to a secret society known as the Quorum. A

de la Vega had been a member of the Quorum for two hundred years, and the organization was dedicated to the principles of justice and freedom from oppression. They operated in secret, however, because sometimes justice was not in the best interest of those in power; while the poor and downtrodden considered them heroes, entire governments had declared them outlaws. Cesar de la Vega, while he was a man of peace who had never donned a costume in his life, served as

"Q", a vital administrator of the Quorum, coordinating the activities of members, organizing safe houses and exchanging information, helping to fund relief efforts and providing vital intelligence that guided Quorum activities.

However, the enemies of the Quorum were many, and Joaquin was only twenty when those enemies caught up to his beloved uncle. An investigative reporter managed to eavesdrop on one of the Quorum's meetings, and soon television and newspapers were blasting this "secret conspiracy of Wonders bent on world domination." The common people that had heralded the individual members of the Quorum as heroes the day before became a mob in the streets calling for their destruction. Police were conspicuously slow to arrive, and Joaquin, Lolita, and Cesar put up a valiant defense against the riot that broke down their doors, smashed their windows, and poured into the ancient Spanish manor like the wrath of God.

Cesar de la Vega died that night, in the burning wreckage of his ancestral home, and Joaquin and Lolita fled one step ahead of the mob. The next few days they spent in hiding, hatching their plan. It was heartbreaking for the two of them, but they kissed their farewells and separated. Lolita remained in Spain, to pick up the pieces of the Quorum there, while Joaquin returned at last to America. He had in his possession the last gifts of Cesar de la Vega: a Spanish blade, a leather whip, the mask, hat, and cloak of "the Fox," and the deed to the family's uncared for and long-neglected American estate. Reaching America, he donned the uniform and began making a fool out of those in power. Other Wonders, members of the Quorum, found him and he reclaimed his family's position in that group,

"If I tell you who I am, you may end up with a restraining order. But I can show you..."

not as an administrator, but as an agent.

Immediately, the corporation that owned the rights to de la Vega's costumed identity began to pursue him, threatening Joaquin with legal action. However, a clever deception on his part convinced them that he and "the Fox" were separate people. Instead, he offered a counter-proposal: for a modest salary and a seat on the company board, Joaquin would become a public spokesman for the corporation and wage an outspoken war against this imposter who was soiling the de la Vega name. Joaquin's charm prevailed, and he won his deal. With his cover now in place, de la Vega has the opportunity to travel. Wherever he goes, "the Fox" seems to follow, dispensing justice with a laugh and mocking the very corporation that claims to own him. Joaquin often endures withering criticism at the monthly Radiant City board meetings for his inability to deal with this "criminal," but despite his apparent incompetence, his ironclad contract has kept his position secure.

This is the role Joaquin has trained for his entire life. Greedy corporations may own the legendary name of his family, but this will not stop him from providing aid to the weak and oppressed. Governments may have succeeded in turning the people against the Wonders who seek to help them, but this will not keep Joaquin de la Vega from laughing in the face of bumbling tyrants. The wealthy and powerful may have cowed the common man into submission, but Joaquin de la Vega will show these self-proclaimed masters of the world that they still have one thing to fear ... the three bold lines that mark the return of "the Fox."

Abilities: Joaquin de la Vega is one of the greatest swordsmen that have ever lived. While he is also skilled with a whip and a thrown blade, he has never met anyone good enough to get past his guard. His incredible skill helps compensate for the fact that his weapons are entirely mundane, with no special properties of any kind. He uses his black cloak for defense, swirling it around his body as he runs, leaps, and fights.

He dwells now in a seaside California estate not far from Monterey and within easy travel distance of both Los Angeles and Radiant City. The old grounds have been abandoned for decades, but the remnants of a Spanish fortress in the Mission style remain, and Joaquin is working hard trying to renovate it. Without much money or help, however, going is slow. Beneath the fortress is an extensive network of caves, "the lair of the fox," which he has made his headquarters.

Soon after he arrived in California, the local Indian tribes presented him with a magnificent horse, which he of course named "Tornado." Tornado is a black stallion of unusual intelligence. He is fearless, is an accomplished jumper, and has a fierce temper. The two are still working on their relationship, and Joaquin spends the occasional afternoon nursing a sore backside when Tornado proves especially stubborn.

To successfully play "the Fox," Joaquin relies as much on cleverness and trickery as he does on swordplay. He is a masterful liar and expert seducer, and these are two weapons he enjoys using.

Appearance: Joaquin de la Vega is a rakishly handsome Mexican man in good shape, with a cultured and sophisticated manner of speaking. Lately, since arriving in America, he has come off as something of a fop, and this has handicapped

his public efforts on behalf of his corporate masters. When in public, he is usually dressed fancifully and acting in a flamboyant, non-masculine fashion.

When dressed in his black outfit, however, Vega practically oozes sensuality. His manner becomes bold, rash, and impetuous, and he's seldom without a laugh or a smile. The (literally) trademark uniform includes a wide-brimmed black hat decorated with silver embroidery, a mask that ties around his head, a loose black silk shirt and tight black trousers, black leather riding boots with silver spurs, black fencing gloves, a pair of knives secreted about his person, his silver rapier and black bullwhip.

Stories: Joaquin de la Vega's costumed identity has been an inspiration to every black-clad crime fighter to appear since Douglas Fairbanks. He is useful in stories that pit the common man against the rich and powerful, and in stories that spotlight the Quorum or the One World Conspiracy.

Vega has his uniform, his horse, and his run-down estate, but he really needs some more help to make his war against injustice more effective. In particular, he needs agents able to gather information for him and occasionally provide cover for de la Vega by doubling as "the Fox." The best recruits may actually be friends and loved ones of the player characters, who would become suspicious when people they know start acting strangely, disappearing at odd moments, or meeting with wealthy strangers. Joaquin's charm could mean trouble when a hero's girlfriend starts falling for the competition.

As an agent of the Quorum with an excuse to travel and make public appearances, de la Vega is a perfect recruiter for the organization. Under cover of his mask, he approaches a well-known Wonder and offers the chance to "become part of something larger than yourself." Before a hero can join the Quorum, he must be trusted, so de la Vega will pass on intelligence to him relating to crimes and injustice, then wait to see what the hero does with this information. Each success will bring the hero that much closer to the Quorum, until he begins to meet with other members (all masked to preserve their identity).

Joaquin discovers that the media corporation that he nominally works for is guilty of serious corruption, and has waged smear campaigns against Wonders using fabricated evidence. He must make those responsible pay, but he cannot take action himself since his position inside the company would make him an instant suspect. Instead, he leaks the evidence out to chosen Wonders and, in public, takes on the role of vigorous defender of the corporation. If he's clever enough, de la Vega could end up in a position of even greater authority within the company, enabling him to clean it up and get his family legacy back.

WOMAN WARRIOR

There are many female superheroes, but the Woman Warrior is one who is both willing and able to slug it out with men in violent battle. She is also an outspoken proponent of women's rights.

Examples: Big Barda, Ms. Marvel, Power Girl, Thundra, Winged Victory, Wonder Woman, Zealot

Related Archetypes: Minority Hero, Spin-Off Heroine, Ultimate Hero

Qualities & Challenges: The archetypal Woman Warrior comes from a hidden or alien culture where women rule or, at the very least, can engage in military activity with men on an equal basis. She may have once been in bondage to a man, as either a slave, a trophy wife, or a gladiator. As regulations against women in the military slowly erode in the face of the realities of 21st century combat, more Women Warriors are ordinary girls from down the street who nevertheless enlisted in the armed services and have gone on to prove themselves stalwart and dangerous fighters. The Woman Warrior is a symbol of feminism and equal rights for women; this puts her at the center of a media and culture war that she must carefully navigate. Successful Women Warriors avoid the camera and make their point through their actions; when a Woman Warrior tries to stand in front of the camera and use persuasion, the results are ineffectual at best and tragic at worst.

Since she is both a beauty and a badass, the Woman Warrior is very popular with the media, the government, and male heroes, all of whom see her as both a fantasy object and a veteran commanding great respect. She works on a team made up of prominent heroes, and although the jokers in the group refer to her as the secretary, she is in fact one of its core members and a potential leader. Unfortunately for the Woman Warrior, who wants to lead, she is usually forced to play backup to the team's Ultimate Hero or Super-Patriot. Heroes brag about using X-Ray Vision on her, or shapechanging into her swimsuit costume. Team-mates who have proven themselves on the field of battle are allowed to make

such remarks and she does not resent them, treating them as brothers-in-arms, but less bloodied heroes get a clenched fist in payment for their jests. When on her own, however, the Woman Warrior displays great leadership, not only of civilians on the street but of an army of women who come from her hidden homeland and who will follow her into battle without question.

The Woman Warrior works hard to present a very moral and heroic image free of the rampant sexuality seen in lesser heroines. To this end, her costume will be more modest in appearance, and she will avoid romantic entanglements, preferring to stick with one man if she loves at all. When questioned about her lack of romance, she claims that, with all the responsibility of being an ideal heroine on her shoulders, she just doesn't have time for a personal life. But, from the perspective of writers and creators, giving the Woman Warrior the same steady stream of lovers that male heroes have becomes problematic. Not only is a sexually active female hero subject to prejudice not inflicted on male heroes, it's challenging to create a male romantic interest who is interesting but who does not eclipse the Woman Warrior in importance. Boyfriends who are regularly held hostage by villains tend to be unpopular.

Abilities: Strength and Prowess are paramount, and should both be 6+. The Woman Warrior is often a little bit faster, but not quite as strong, as her male rivals. The Woman Warrior combines masculine fighting prowess with grace and beauty, so should also have a good Willpower score, usually 5+.

Powers: Flight and Invulnerability are common, as are weapons represented with the Strike power.

Specialties: Anything which reinforces her physical strength and fighting skills is appropriate, especially Martial Arts and Weapons. Athletics, Acrobatics, Military and Leadership are all appropriate.

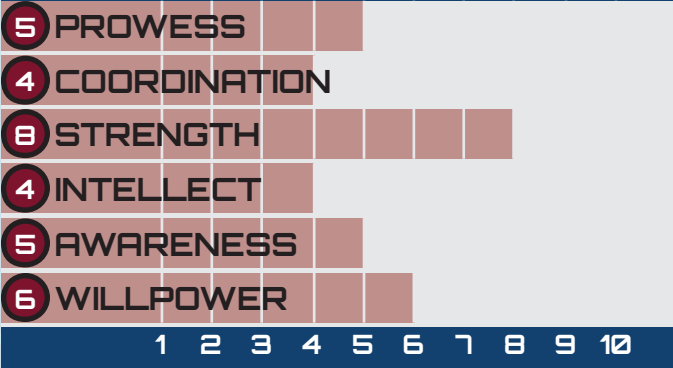


GALLERIA, THE SUPERHERO OF THE SUPER MALL

Archetypes: Defender, Comic Relief, Woman Warrior
First Appearance: Galleria #1

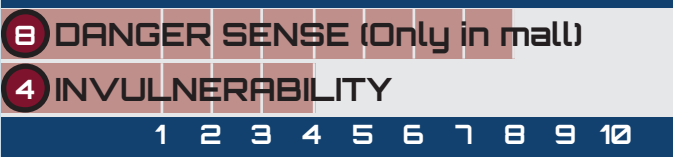


ABILITIES



STAMINA 14 DETERMINATION 4

POWERS



SPECIALTIES

Business

QUALITIES

The Super Hero of the Super Mall, MILF, Fashionista

CHALLENGES

Desperate Housewife, Lawsuit Waiting To Happen, "I Broke A Nail!"

POWER STUNTS

The land now known as Paradise Hills was once the home of a Native American tribe, whose name for the place gave tribute to the rich bounty of the land. With plentiful water, lush meadows, and plenty of local game for hunting, the quiet little corner seemed indeed a paradise on Earth. When the white man came, he first built only a little town so far away it took a whole day just to reach it. Then more came, and more, and the town soon boasted a fort, and a ramshackle slum for their slaves and servants. Farmers came and settled the land around the town, building fences and laying wire that divided the rolling countryside into purchased territory.

The natives were long gone from Paradise Hills by this point, and settlers built another town there,

a smaller town, living in the shadow

of the young city growing nearby. However, this land

was still sacred, and power lingered here, protect-

ing those who dwelt on this land even though their

skin was another color and the people had no knowledge of the past. In time, the nearby city

grew so large that it swallowed up the towns that surrounded it, making them into suburbs, and the quiet district of Paradise Hills became the home for upper middle class white folks who commuted into the city to work. Many schools and grocery stores were built, and neatly trimmed lawns of green flanked the tree-shrouded roads. Since property values in the city were high, and business taxes in the suburbs were low, it was Paradise Hills that was chosen for the site of the Crystal Palace Galleria.

Enter Grace Tyler. Her husband Dave was a division vice-president for a nationwide banking chain, while her daughter and son were in high school and junior high, respectively. This left Grace with a lot of afternoons, money in her purse, and nothing to do. Not surprisingly, she started shopping – shopping for Dave, for Andrew and Tam (girls fashions change so quick these days). There were presents to buy, wardrobes to change, not to mention plenty of ways to spruce up the house. There may have even been a need to keep up with the Joneses, especially after Dave got that promotion and they moved into a three-story mock Victorian. She could have done it all online, or with cable television, but Grace was a people-person at heart and liked the energy and bustle of the mall. Besides, it kept her walking, and what good was having all these new clothes if you never got to wear them?

She'd already been shopping in the mall for two years when the White Wizard tried to rob a couple of jewelry stores. The Wizard was a career Wonder-criminal from nearby Radiant and was trying to leave town, but he needed travel cash and Paradise Hills was far enough from downtown that he figured he'd have time to grab some merchandise before heroes showed up. Mall security was

mostly concerned with keeping mall patrons out of harm's way, figuring that the Wizard wouldn't hurt anyone if he just took what he wanted and left, but a particular vagrant woman whom Grace had often seen wandering the mall's concourses slipped past the rent-a-cop blockade and tried to jump the Wizard from behind a counter. His instant reaction was a bolt of lightning that sent the woman into cardiac arrest.

Even as the robbery continued, the woman was drugged to safety by mall security, and Grace, who happened to know a little CPR, jumped in to try to save the woman's life. This was the fateful moment in Grace's existence,

for the strange vagrant was the last bearer of the ancient power of Paradise Hills, and she had used it to

defend the people that dwelled here for as

long as her worn out body would manage. Just

before her body released its grip on her soul, the

mysterious woman passed her power on to

Grace and charged her to "take care of them."

"A hundred and sixty dollars for this blouse? Now that's a crime."

Grace wasn't sure what the woman meant, but she felt different somehow, and when the

Wizard began to lose his cool after the jewelry store

employees refused to comply with his demands, she knew what was happening without seeing or hearing it. When the White Wizard began hurting store employees, Grace leapt into action, her appearance changing in a flash of light. It only took a couple of punches and the Wonder-villain was down for the count. A shopper with a digital camera took a picture of her running in front of a Galleria wall advertisement, and when the photo showed up in the newspaper the next day it cemented her name and image.

Grace Tyler did not ask for this power, but now that she has it, she intends to use it right. Every day, after sending the kids off to school and Dave to work, she goes to the Crystal Palace mall. Most of the store employees know her face, if not her name, and she buys enough stuff to keep her on the good side of mall staff. No one suspects her true identity as Galleria, though the manager of the mall has had his hands full dealing with the press. Galleria is considered something of a mixed blessing at the mall—the employees like her, and traffic at the mall has skyrocketed (with tourists hoping to catch a glimpse of the super-heroine), but store managers grumble at the property damage caused by super-battles, and liability suits have been filed against the Crystal Palace by people injured in attempted crimes. Despite this, and the sight of her new "name" and face on t-shirts and signs around the mall, Grace is determined to continue her good work, looking out for the people of Paradise Hills, and protecting them from whatever harm comes their way.

But she's not looking forward to Christmas.

Abilities: The mystical mark Grace got from the former defender of Paradise Hills grants her phenomenal strength and bulletproof skin. She can lift about 100 tons (though she's never lifted near that much and has no idea how strong she really is) and jump fifty feet from a standing start. Even a point-blank shotgun blast does nothing more than ruin her outfit.

More importantly, however, Grace has a supernatural sensitivity to danger within the mall. She cannot be surprised there and can tell when bad things are happening, usually giving her enough time to duck behind a planter or into a dressing room and change into Galleria. The transformation takes place instantly and is accompanied by a spectrum of rainbow-colored light; this, along with the fact that Grace's facial features are slightly different when in her costumed identity, has allowed her to keep a secret identity in a mall where everyone is always under surveillance.

Appearance: Grace is a stunning thirty-something woman who has not gotten used to the fact that her son's friends call her a MILF. She has mid-length golden blonde hair, an athletic figure, and she's always dressed in fashionable clothes purchased from the many stores in the Crystal Palace Mall. She prefers knee-length skirts, creamy blouses, heels, and her big purse; she is never without her smartphone. When she transforms, Grace's outfit changes, but even these clothes look like they could be found in the mall if you just looked hard enough: her super-hero uniform could be anything from lycra workout gear to chic contemporary wear, a sleek clubbing minidress, or a business suit. Once she transformed and was wearing a rented tuxedo. Only one item is always the same, no matter her identity: the golden "G" necklace she was given as a graduation present years ago by her grandmother.

Stories: Man's World: Grace fails to catch a criminal in the mall, and must pursue him when he flees downtown. There, she is out of her element, surrounded by strangers, and unable to make progress in the face of savvy, streetwise crooks. Manipulated into foolish mistakes that ruin her reputation and, worse, threaten her ability to do her job, she is forced to look for help.

This Land is Our Land: Though the Native American tribe which once lived in Paradise Hills has long since been assimilated to modern culture, a select few remember the ancient legends and know that the power of their sacred guardian has been stolen by the White Man. They come to the mall, determined to take the power back.

Christmas in July: Everyone has to shop, but when everyone's shopping even a girl like Galleria can have her hands full. She may recruit other heroes to help her for a limited time, putting them in situations they don't normally handle. Catching crooks without damaging property or injuring crowds of civilians, negotiating problems non-violently, and keeping the goodwill of local workers will be a challenge for many heroes.

YOUNG HERO

The Young Hero is a kid who has suddenly become a superhero. In addition to all the normal problems of going to school, dealing with parents, siblings, and dating, the hero also has to master his new powers before he blows up the family car, the gym, and his best friends.

Examples: Changeling, Cyborg, Jolt, Legion of Super-Heroes, Nova, Invincible, Outsiders, Raven, Secret, Shadowcat, Speedball, Spoiler, Starfire, Static Shock

Related Archetypes: Sidekick, Descendant

Qualities & Challenges: The Young Hero is differentiated from the Sidekick and the Descendant by the fact that he has no formal relationship with another, older or retired, hero. He is usually found on a team full of other heroes his own age, and this team spends as much time on high-school romance and teen angst as it does saving the world or fighting crime. Like many other younger characters, the Young Hero struggles first to understand his own powers and then to fully control them. His uncontrolled powers may, in fact, have resulted in some family tragedy that set him on a path of redemption. His need to learn how to control his powers is the main reason he gives for being on the team, though inwardly he craves the company of people who understand what he is going through.

The Young Hero may be naive, cynical, or an “angry young man”. His heart, however, is in the right place and he is as brave and determined as heroes twice his age. His lack of a connection to an older hero might make him something of a loner, or at least remote. While Sidekicks and Descendants are out learning from their mentors, the Young Hero is hiding in his bedroom trying not to let his parents discover he can light himself on fire. In the cafeteria, he is the one sitting by himself. Even without a mentor, the Young Hero still has parents, siblings, school friends and romantic interests, resulting in a large and well developed supporting cast. He spends a lot of time rescuing these people from danger, hiding his secret identity, and trying to squeeze a social life between heroic exploits.

Many famous heroes in comics today began as Young Heroes. Characters

like Spider-Man and the X-Men started off worrying about school, dating, and the responsibilities of growing into an adult, but eventually settled into their maturity and started worrying about work and family instead. Heroes that began as Young Heroes often end up mentors to the next generation. Because they know what the costumed life is like, they make excellent teachers and parental figures, even if they don’t always sympathize with the current generation’s changes in tactics and tastes.

Abilities: The Young Hero can have very modest abilities, usually in the 2-4 range. He may have one ability that is high, however, such as Strength, Intellect, or Coordination.

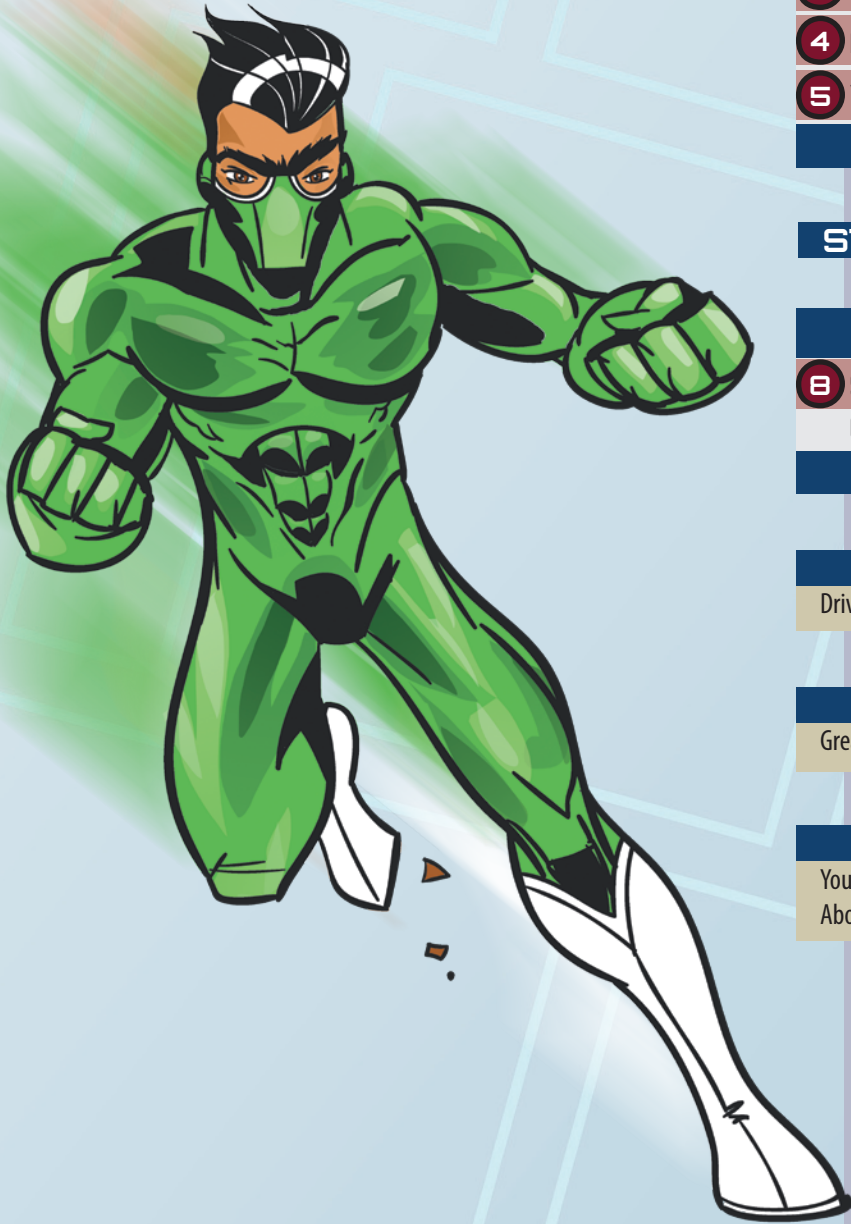
Powers: The Young Hero typically has only one or two powers. Although this power can be used for multiple effects, he spends Determination to do this.

Specialties: The Young Hero is usually too inexperienced to have Specialties. If he has one, it is something he is in school to master, such as Law, Business, Art, Medicine, or Computers.



G - M A N

Archetypes: Young Hero, Focused Hero
First Appearance: Young Wonders #2



ABILITIES

Virtue	Count
PROWESS	4
COORDINATION	5
STRENGTH	3
INTELLECT	3
AWARENESS	4
WILLPOWER	5

STAMINA

DETERMINATION 3

POWERS

8 SUPER SPEED
(Defending, Surface Speed)

SPECIALTIES

Drive Expert

QUALITIES

Grease Monkey, Fearless, It's All In The Reflexes, Young Wonders

CHALLENGES

You Never Really Leave The Gang, The Kind Of Boy Mom Warned You About, Driving With The Lights Off

POWER STUNTS

Whirlwind (Super-Speed): G-Man can spend a point of Determination to create a whirlwind around an opponent and immobilize him as if he had Air Control 8. **Suffocate (Super-Speed):** By running around a victim and creating a vacuum, G-Man can suffocate an enemy as if he had Affliction 8. **Lightning Fast (Super-Speed):** By spending a point of Determination, G-Man can gain Fast Attack 8 for one page, granting him 4 attacks. **Wake (Super-Speed):** G-Man can spend a point of Determination to leave a supersonic wake behind him as he runs. This lasts for one page, and anyone he moves past is attacked by his Super-Speed. This attack can slam, but does not actually do Stamina damage. **Supersonic Punch (Super-Speed):** G-Man can spend a point of Determination to make his supersonic punch, which hits with Strength 8.

Mario Ortega grew up in the suburbs of Los Angeles. For him, school was a place to hook up with girls, hang out with friends, and sneak off to smoke a cigarette. He had a talent for cars, and got a job at an auto parts store so he would have the money to work on an old Dodge. The muscle car was old news now -- all the best cars were being re-built for performance. They were called "g-cars" for the g-forces they were able to pull in test drives around the nearby desert.

When Mario's cousin Gilbert showed up in the desert with a fancy new machine, Mario was instantly suspicious. The mysterious car looked too expensive for Gil to have bought, and it used some new kind of engine that Gilbert frankly wasn't smart enough to build; but it had the horses, there was no arguing with that. In just a little test drive, it outperformed anything the boys had seen.

Word spread about Gilbert's new g-car, but he refused to drive it around town. Rival gangs, led by Raymond Ortiz, began to suggest the car was a fake, just an old heap with a new paint job. Cops, and later men in suits, started to show up in the neighborhood, asking questions. Gilbert managed to elude them with the help of family and friends, who all played dumb, but to answer Ray's challenge, he insisted on taking the new car out to the desert. By now, Mario was pretty sure the car was stolen, and he confronted his cousin, who finally confessed. The g-car was, in fact, the escape vehicle for some costumed Wonder criminal. When a hero showed up to take the guy out, the door to the car was left open and the engine running; on impulse, Gilbert had jumped in and gunned it. Now he was sorry, as the feds were closing in, and he was certain he'd be facing a decade in prison. Still, his honor was at stake in the desert races, and the sting of this humiliation was as bad as the threat of prison.

Mario understood; he too wanted the respect of his peers. He made a deal with his cousin: they would drive the car this one last time, and then turn it in to the authorities. Maybe the cops would leave them alone if they had the car back. Gilbert agreed, insisting that Mario drive the car in its final performance trial against Ortiz. Everyone was watching as the two vehicles took off down an improvised course. Ray had to push his car to the absolute limit, but he was a better driver, and it was only because of the speed of Mario's car that he was able to stay ahead. However, something began to go wrong. Mario's car would not slow down, and strange sounds began to come from the engine. The car blazed with light, and a shrill screaming began to build. Mario could barely control the car, which seemed to be steering itself. At the same time, all of Ray's driving skills could not allow him to keep up with the new machine. Desperate to win, he lost control of his car and Mario realized the two cars were about to crash.

The next few seconds moved in slow motion. Somehow, even as the two cars collided in a furious fireball, Mario was able to leap free, snatch Raymond Ortiz from his own driver's seat, and run to safety. The explosion sent both boys flying, and to those watching in the crowd, it seemed like a miracle that the two drivers had survived. Mario knew better; he knew that something had happened to him.

In the days and weeks that followed, even after the two cousins explained everything to the FBI, Mario tested his new abilities. Whatever super-engine had been built into the g-car to make it go fast was now having the same effect on him: he crossed town in seconds, and was so fast he could run over water or up sheer walls. Only Ray Ortiz knew the truth, and the two rivals became sudden friends, with Ray helping to cover for Mario when he was out doing "Wonder stuff." The two of them pieced together a uniform out of ordinary clothes, and soon Mario was the local superhero -- G-Man.

"Let me show you some real Fast and Furious."

Abilities: Mario's super-speed is highly adaptable; his many stunts mean that he will almost certainly run out of Determination quickly. His whirlwind represents Mario running in a tight circle around a target and blowing it up into the air; suffocate draws the air away from a target inside the whirlwind. The "supersonic punch" knocks his enemies for a loop, while his supersonic wake knocks over a large number of foes, making them easy prey for his allies.

Beyond his powers, Mario's skills are those of a hard-working teen who likes cars and girls. His good looks, friendly manner, and cleverness often get him farther than others expect. He's resourceful and willing to keep a low profile when attention would put his friends and loved ones in danger.

Appearance: Mario Ortega is a 20-year old Latino with thick black hair, a slender face, and long limbs. His "costume" is nothing but stylish club gear that he has pieced together, with a G logo painted on the back of his jacket. He wears a small domino mask to conceal his identity.

Stories: Stories involving G-Man usually relate to the trials and tribulations of the Young Hero, or else to the specifics of his origin and his particular powers. His family and friends are often placed in jeopardy, and he's searching for other Wonders whom he might identify with and share experiences.

Mario may be able to run at supersonic speed now, but he's still obsessed with high-performance machines. He goes in search of the ultimate driving vehicle, one which can react to his superhuman reflexes and which can draw on his own energy to go even faster. This might lead him into stories involving the Road

Scholar, or other inventors such as iHero, Moonshot, or even Codex. Villains may like the idea enough to use poor G-Man as a fuel source, powering some nefarious engine by means of a treadmill.

The villain who created the g-car that gave Mario his powers gets out of prison and comes looking for him. While monitoring G-Man, the villain spots his cousin Gilbert, whom the villain recognizes from the theft of the car. The criminal marks Gilbert for vengeance, and Mario will have to find a way to save him without blowing his identity. Along the way, he can try to learn more about the g-car and the source of his superhuman speed.

Financial pressures in the Ortega family lead Mario to make some product endorsements as G-Man, mostly for things like tennis shoes and energy drinks. All the products are designed to appeal to young audiences who live in the LA area. The money comes in, but other heroes (and even his friend Ray) take a dim view of such commercial enterprises. Soon, Mario is busier making commercials than he is fighting crime. Can any hero possibly get him back on the path of the straight and narrow? What happens when he has to choose between putting his life on the line for someone he doesn't know, and collecting a nice fat check for doing next to nothing?

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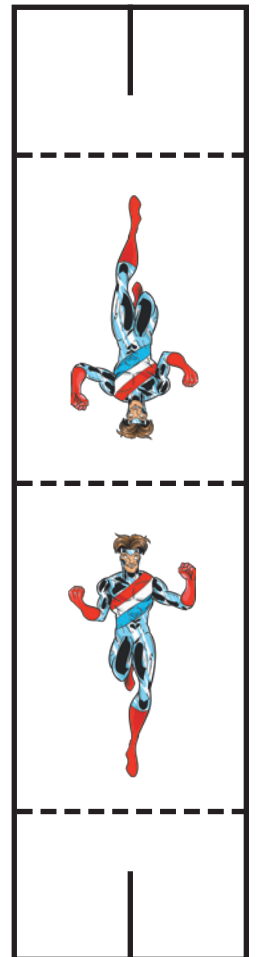
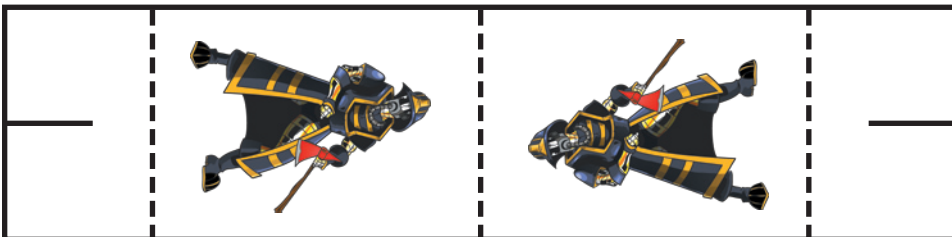
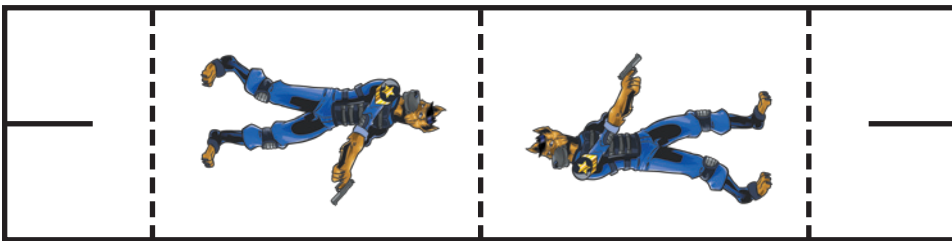
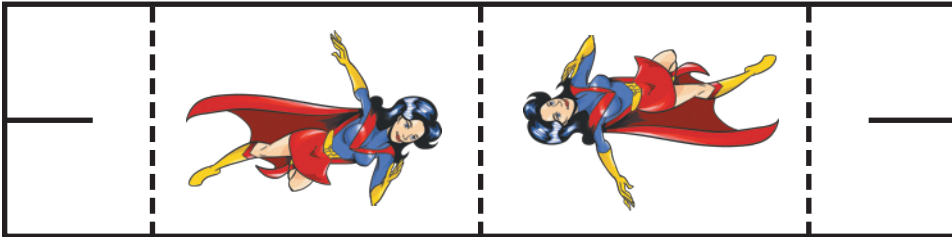
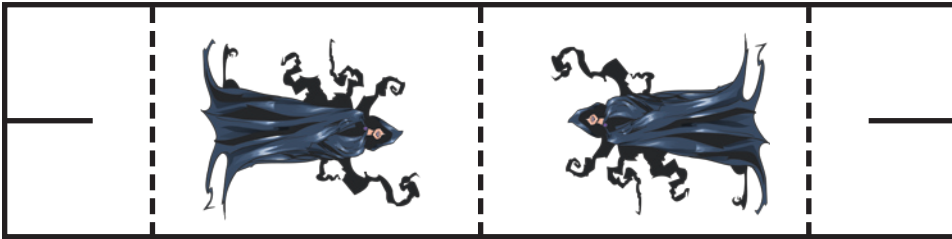
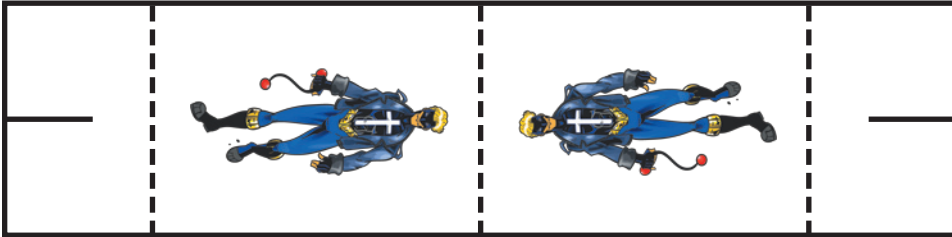
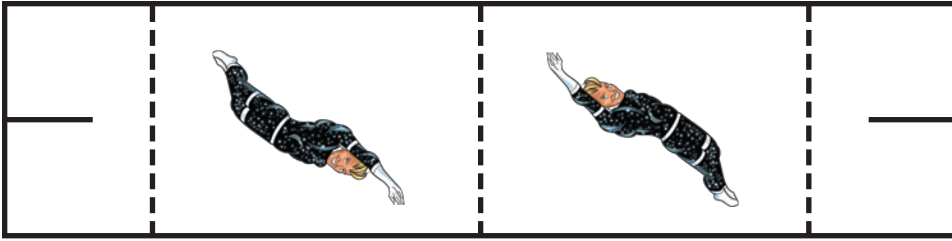
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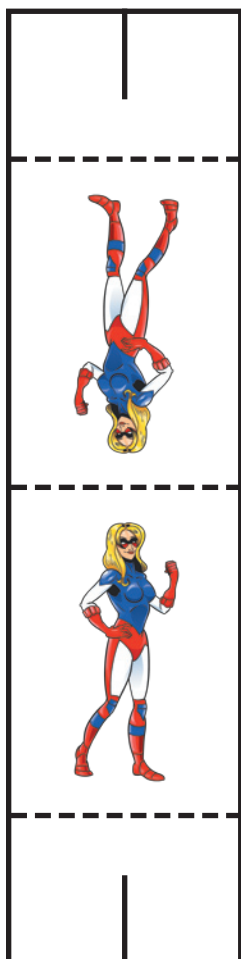
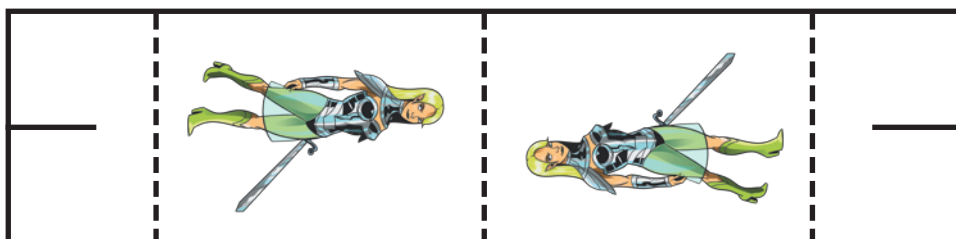
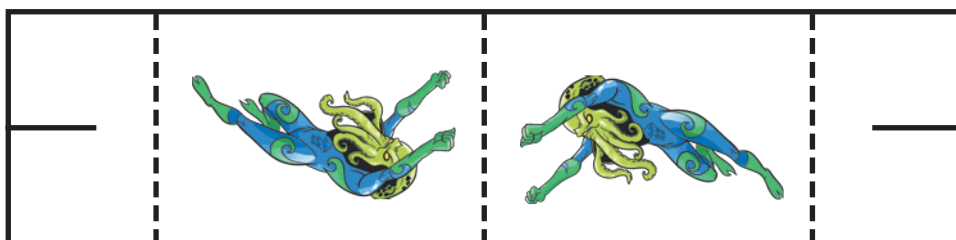
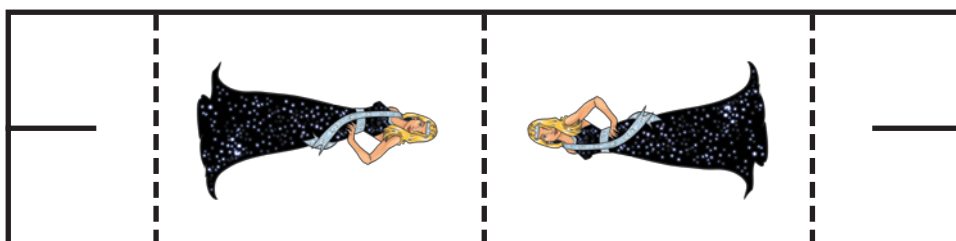
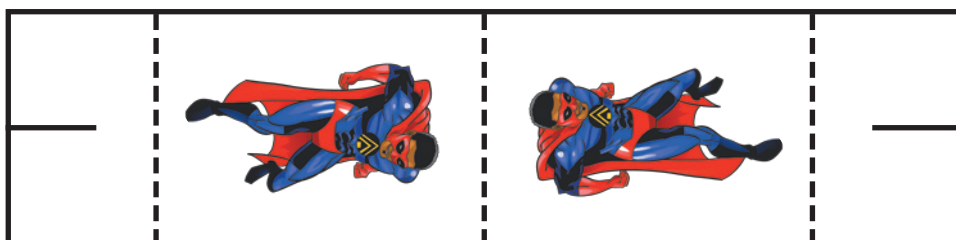
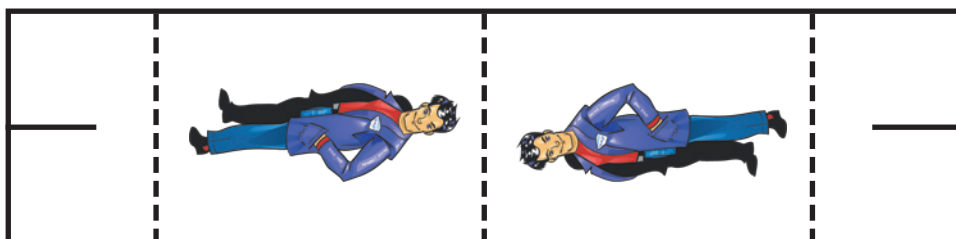
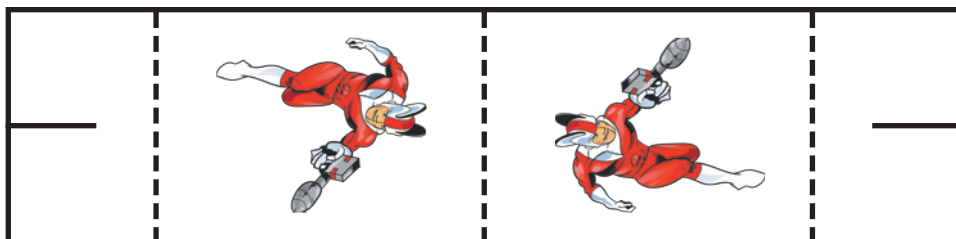
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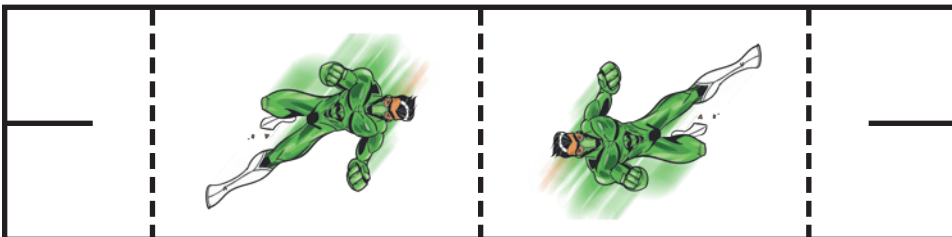
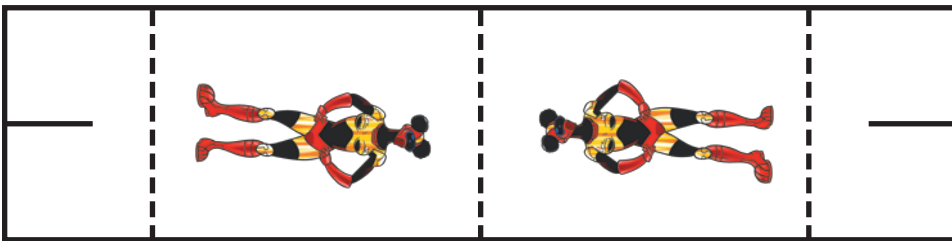
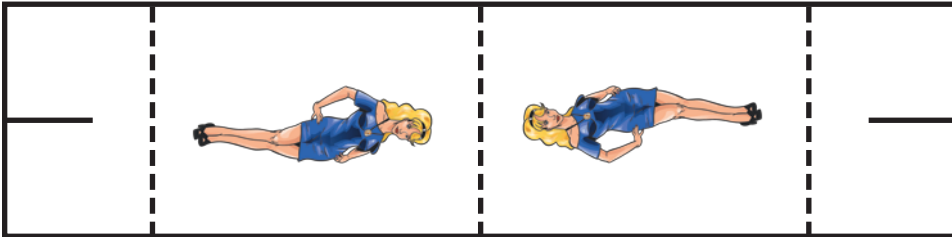
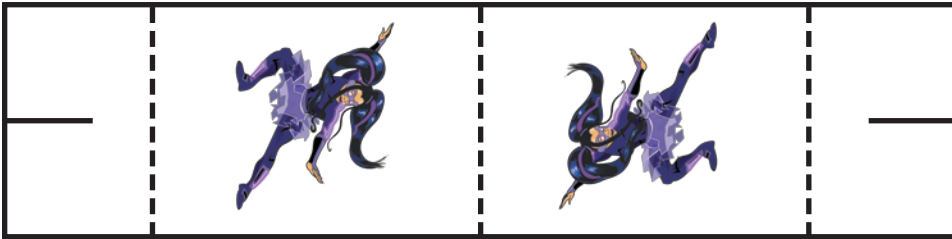
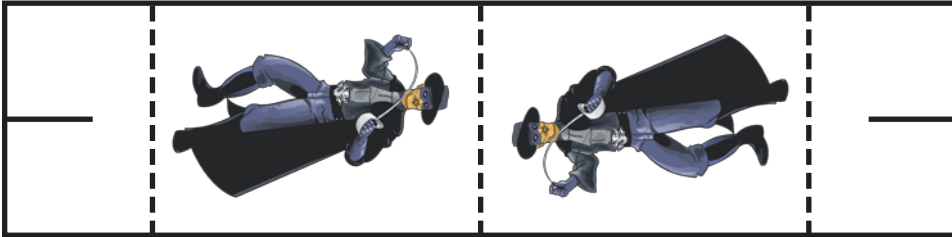
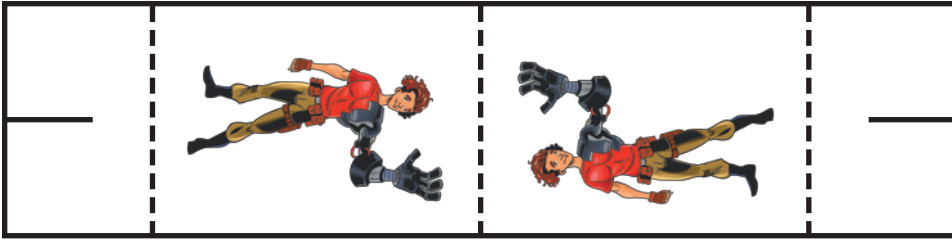
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ISSUE 2:

BLACK CHAPTER

The Library is an ancient order dedicated to controlling arcane knowledge. They stand a constant vigil against forces they believe could rise up to destroy the world without warning. To deal with these dangerous threats, they have created the Special Collections teams. The most dangerous of these teams is Black Chapter.

Written by Jack Norris and featuring art by Denise Jones, Jesse Justice, and James Dawsey, Black Chapter brings a new organization to your Superhero Roleplaying game setting. Not only does it feature stats and art for the Black Chapter team, but the organizational structure for the Library itself as well as perks for membership (should your players wish to join their ranks). Of course, when dealing with monsters take care lest you become a monster yourself...

Black Chapter will arrive soon, for Print on Demand and PDF download!

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Written by Rick Jones and featuring art by the amazing Yad-Ming Mui!

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From comics scholar Jason Tondro, the Field Guide to Superheroes is a series of volumes dedicated to helping players and GMs of Superhero Role-Playing games spot the many different kinds of heroes found in the genre. With an in-depth analysis of each heroic Archetype, and an example character for each one, the Field Guide is your go-to source of information on how to capture the magic of comic book heroes in your tabletop games!

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Now Available for the first time in Print on Demand, The Field Guide volume 4 also includes 20 color character stand-ees for you to photocopy and use in your tabletop games!



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