

HAUNTED HEROES™

By: Edwin Millheim, Grant Scheiber and Krista Fells



HERO  **GAMES™**

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by: *Edwin Millheim, Grant Schreiber, and Krista Fells*

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Introduction

Sometimes, to put a little more of a curve in a game than is expected, a game master must turn to a source that is out of the ordinary. We will, over the course of this publication, give the game master something further from the ordinary than any players may have ever imagined. Super villains are, for the most part, easier to handle because they are part of the known. But what if the super villain had access to the unknown? Or was in fact part of the unknown? Being part of the supernatural is a step toward placing the villain into another class altogether. Now the heroes are forced to deal with something that is not so easily handled by conventional means.

Haunted Heroes is set up with a multitude of short adventures, adventure seeds, characters and backgrounds, creatures, artifacts, items, and the horrific. All of these have one thing in common: the supernatural and the horrific. From spirits and mad scientists to creatures that hide in the dark recesses of the heroes' nightmares, all of these reside within these pages.

Within, a game master will find dozens of things from the darkness to use as they are presented or incorporate into their own campaign. While we have tried our best to keep in good taste, there are certain things within these pages that could disturb some people. If you are weak of heart, easily shocked, or cannot grasp the difference between reality and a game world, go no further. This book is not for you.

Imagine the mayhem or outright confusion characters will suffer when a villain ends up with something of a supernatural origin. Perhaps the main villain in your game is of a supernatural nature. That being the case, it will be something that the hero characters are just not ready for, or that they just refuse to believe in what they are seeing, or deny what the evidence shows. Now bear in mind that these beings and/or items of a paranormal nature may not be in the villain's control at all. It could be that the villain, is being controlled by the object or being that they have sought to manipulate against the hero characters. However you end up using the information in this sourcebook, nothing should be taken for granted. Everything listed is deadly in its own right, and should be played that way.

One final note on this publication: We have not set out to offend anyone, nor have we tried to push any kind of beliefs. We set out to make a game tool, and that is all it is - a game tool. As a game tool, we invite game masters and players to take a walk to the dark side, and in some cases, the gray. For whatever Hero game this is used for, Hero Games and Meridian Designs invite you to have fun.

Enjoy.

We have a special thanks to Bruce Harlick for all the input. Thanks to Nancy Fortney for that time off from the real world work. Thank you to Shael for sharing her nightmares. Thanks, most of all to my wife Donna who never let me give up. Also thanks to our readers who made it known what they wanted.

Edwin Millheim



Integrating Haunted Heroes with your Game

Many of the various sample characters in this book are built with a minimum of powers, disadvantages and skills (only those that are essential for the basic concept of the character), rather than trying to anticipate the needs of any given campaign they might be used in.

GMs are encouraged to add to or modify the characters to suit their campaign needs, especially in the area of character Disadvantages (for example, many of these creatures and characters could be Hunted by various anti-supernatural heroes, villains or agencies that are unique to your campaign). Modify anything you need to make it fit!

Vampires with a Twist

Characters who have frequented movies or have seen the old horror films on television will figure they have vampires down pat. They may feel that since so much about these night-stalking bloodsuckers has been covered in film and books, that they will know how to handle them. In some cases that may be correct, but only if the characters do some kind of research that pertains to the night-hunters, the true vampires in all of their shapes and forms. Game masters will have cold surprises waiting for characters that do not bother to research this force of darkness. Here we will go over just a few of the ilk that are considered vampires by any other name.

Wannabe Vampires

These types of people are found in at least two kinds of groups. The first group is very rare and more deadly than the second. These people are inflicted with a mental affliction or some strange blood disorder that makes them take on the distressing characteristics of what can be considered vampirism. Light bothers their eyes to the point that it can be painful. As a result of their afflictions, they also are prone to fits of rage and bloodlust, often feeling the need to draw blood from a victim, sometimes even drinking the blood of the victim. These kinds of people, as noted, are extremely rare. Characters running into this type of person will be tipped off, that something is not exactly right with him or her. Other than the obvious signs, the person with such a disorder will become reclusive and draw away from people they have been very close to.

These types of people have no unnatural powers of any sort. Although, while they are in a blood rage they seem to have double the strength of a normal person. This is due to two factors: the extra adrenaline that is manufactured within the person's body at the time of these rages and the psychological effect they have on anyone that witnesses or is the target of their rage. People on the receiving end of this rage are shaken by the savage nature that explodes unexpectedly from what may have been a perfectly calm person mere seconds ago.

Over the course of time, groups that would fall under this category banded together. Humans, by nature, seek out others that reflect themselves, whether or not that reflection is horrid. Some groups have formed, run strong, then died out for whatever reason. Other groups have prevailed and lived on, gathering new members.

The Bathori Sisterhood

This group is comprised of all female members. It was founded on the history of the Countess Elizabeth Bathori, the Blood Countess. Her belief that bathing in the blood of a tortured young woman regenerated youth and beauty is what the Sisterhood is all about. Indeed, it has been proven that, because of the moisturizing nature of human blood, the skin regresses to a more youthful state, if only for a brief time. The combination of their vanity and this discovery makes the Bathori Sisters repulsive in act, if not in form.

Disguised in the habits of Catholic nuns, they survive with anonymity. All novices are hand-picked, mostly from the student body of the schools they run. Their convents are usually hidden in remote places. Any novices that decide they do not wish to continue their "devotion" are sacrificed for the beauty of the rest of the sisters. Ironically, though they cannot join their Sisters, they take pride and honor in giving themselves to further their sisters' cause.

The schools they run, comprised of all female students, are prestigious, and graduates are usually well educated, if sullen and withdrawn. For students never exposed to the truth behind their beloved teachers, the atmosphere is oppressive at best, and most graduates enter a field of study pertaining to the human body (mortician, coroner, medical examiners, etc.).

Some students are drawn into the sisterhood after graduation. If a student displays the qualities that reveal her as prime Sisterhood material, vanity being primary, she is pulled aside and spoken with. The qualities that catch the eyes of the Sisters are encouraged to almost vulgar degrees. Explanations are made when she is deemed as worthy, and if she is found to be lacking she usually meets with some kind of fatal accident. If she is found worthy, however, she is initiated into the rites and practices of the Sisterhood. She is welcome to witness, but not participate in, the sacrifices to the beauty of the Sisters. Her course of study begins with the prestigious history behind the Sisterhood and the name Bathori.

(Game Master Note!) For a twist we suggest that an "accident" happen instead of some kind of deadly disease. The majority of the diseases that are considered "dangerous" to modern medical science generally infect the patient's bloodstream, and could be carried on to others who came in contact with the blood – something that the Bathori definitely would *not* want. Anything less than lethal and the unworthy might survive long enough to rat out on the sisterhood (unless they have members in a lot of hospitals). Besides - waste not, want not: If they aren't up to the standards of the sisterhood, they can always be used as a sacrifice for the good of those proven worthy...

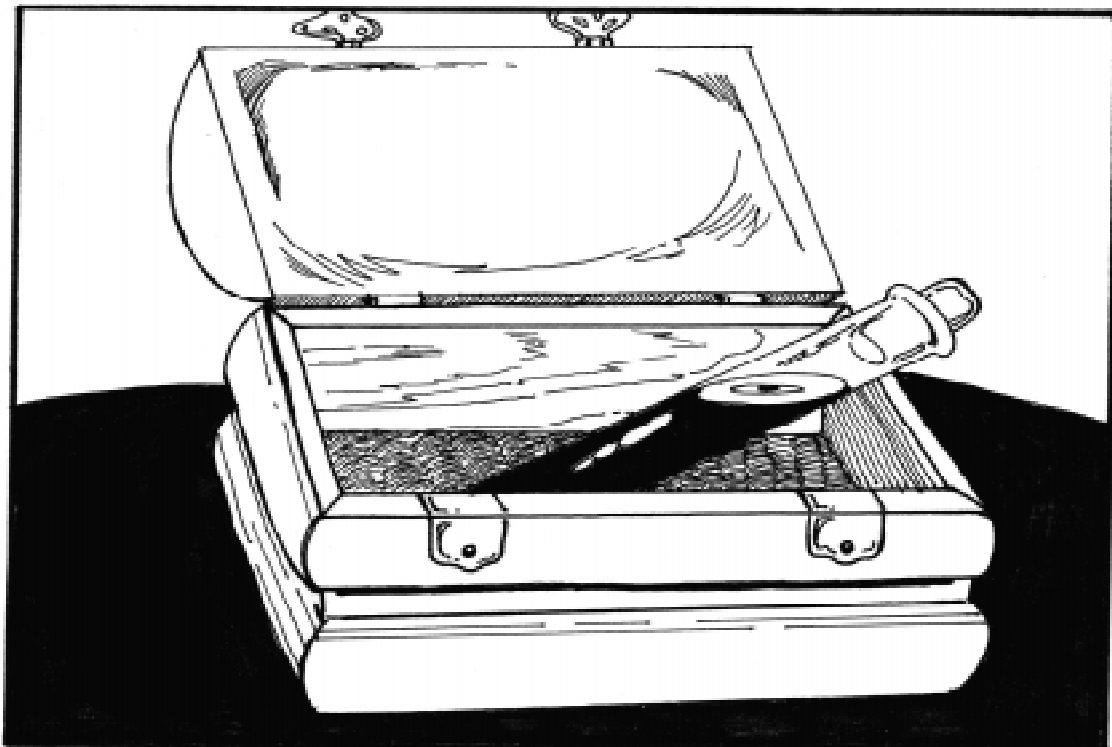
Ranking in the Sisterhood is the same as in normal Catholic convents. Novices are Sisters-in-training. It is at this point that they are taught the ways of torture and how to use its many devices. Full Sisters are the ones that teach at the school. They look for new initiates and basically keep everything running smoothly. It is their job to make sure nobody discovers the truth. It can be assumed that it is they who are left for prosecution should they be discovered.

Reverend Mothers are those who run the convent. They meet once every year on the anniversary of the Countess Bathori's incarceration. Plans are made, problems discussed. They are the ones to decide who rises to what rank and station, this includes the head of their own Sisterhood. In truth, they are the ones who rule the Sisterhood. Their tradition can only be brought down if all of the Reverend Mothers are destroyed or detained in some way.

The one who presides over the Reverend Mothers is the Mother Superior, titled Mother Countess. Once rising to this title, the Sister discards her true name within the Sisterhood, taking on the name Elizabeth. She is a prominent person in the Catholic society, managing to influence many people. She is usually seen as a humanitarian, placing lost or orphaned girls in homes, ones of her choosing of course.

The Sisterhood began in Northwestern Europe, but has since spread to Eastern Europe with plans to move on to the States. Their agents have reported great potential in the young ladies of the colonies, and would like to extend their "invitation" to them. The current Mother Superior has placed a petition within the Catholic churches of the "Yanks," specifying their concern for the less fortunate girls who desire a better education. The petition was well received by the sympathetic Americans, and has been passed on to the Pope, where it is currently under review.

(Game Master Note) For a further twist, one may consider that creatures of vanity sufficient enough to sacrifice others for it would not last long masquerading as nuns... Indeed, if their driving characteristic was vanity, I'd expect them to be in positions in society where they could show off the benefits they have reaped by their illicit activities... Social climbers, models, people in the limelight; *not* someone who spends the day cloaked in a habit that keeps them hidden away. The nuns' ties to education and the stereotypical disciplinarian nature of schools they run do provide a *great* cover for their "harvesting" needs, but the same thing could be achieved with simple private schools, without requiring them to hide out as nuns. Keeping the hierarchical structure (perhaps they *started* as pseudo-nuns) would be useful - it provides a ranking-system that's tried and true. The possibility of renegade Bathori section is high, with this in mind the Game Master can find a sample renegade Bathori character in the characters section.



Typical Bathori Sister (HERO System)

The average Bathori's stats and skills are:
11 STR, 14 DEX, 14 CON, 11 BODY, 12 INT, 15 EGO,
14 PRE, 16 COM,
4 PD, 4 ED, 3 SPD, 5 REC, 30 END, 25 STUN
Interrogation (torture), 13-, KS: Torture, 11-;
6 points of skills/abilities from (Acting, Bribery,
Conversation, Bureaucratics, Oratory, Contacts, Favors)
10 points in various other skills (varies based on training
and standing within the sisterhood).
Psych. Limitation: Vain (common, strong)

Bathori Reverend Mothers generally have Bureaucracy and Persuasion @ +2, an additional half-dozen points of Contacts or Favors (and occasionally some Fringe Benefit perks), 9-12 more points of additional skills (again, varies based on training and circumstances), and 10-20 points put towards a Base (the school they are affiliated with).



Typical Bathori Sister (Fuzion)

4 INT, 5 WILL, 5 PRE, 5 TECH, 5 REF, 5 DEX, 2 CON, 4 STR, 5 BODY, 4 MOVE
4 SD, 4 ED, 3 SPD, 6 REC, 20 END, 25 STUN, 25 HITS, 15 RESISTANCE
Interrogation (2) (3 when using torture);
Expert: Torture (2);
Skills from (Acting, Bribery, Conversation, Bureaucratics, Oratory, Contacts, Favors) (3 total)
Various background/training skills (5 total)
Beautiful (1-2)

The Roadhouse Wanderers

These members are the unfortunate individuals that are afflicted with the disease, Porphyria, which is an iron deficiency in the blood system. This lack of iron makes the afflicted crave things to replace the iron, such as blood.

Physically, they tend to be paler than normal humans are, and leaner in build. Bright light, specifically sunlight, hurts their eyes and will burn their skin. Mentally, they are withdrawn individuals, shunning society and believing themselves to be outcasts. Indeed, their odd cravings drive them to unspeakable acts of violence in order to obtain blood. As children, they eat insect and sometimes suck at their own wounds. This is when they discover their need.

Eventually they will move on to small animals, even neighborhood pets. As adults, in some strange manner, during a bar fight or some other mishap, they get their first taste of human blood. Once they have the taste for human blood, animals will no longer satisfy. Now their cravings have taken control.

They may try to fight it as best they can, but eventually they will attack any human they can. Their moralities, however, drive them to move from one place to another, depressed and experiencing self-hatred. Over a period of time some of these individuals met and banded together for comfort. They formed a roadhouse, running it as a business to draw the unwary, usually bikers or truckers.

Game master notes: Porphyria may strike some as a "poor man's disease:" Something that anyone who had any kind of access to modern medicine (or even access to modern over-the-counter dietary supplements) would have been treated for. Logical implications: Either most (all?) of the Wanderers started out really poor, or really far away from mainstream society or the disease, while resembling porphyria, is in fact far worse than it.

New members are never sought out. Anyone who joins with the Wanderers are those that have done just that, wandered in on their way to their next stop. They are recognized almost instantly by their physical appearance ... and watched. A waitress might suggest a steak or some other substance. If the steak is ordered well done, they are ignored, more often than not, for potential membership, and treated as any other customer – a potential victim. If the telltale signs are there, that this person is indeed one of their unknown members, they are invited to stay and partake in the night's meal.

Often, the new member is so relieved to find others so afflicted as himself that he does join with the Wanderers, is given a job, and lives happily with them, if unnaturally. On rare occasions, a person is so withdrawn that they refuse the offer, and wish to go on their way. The Wanderers do not wish for people to know of their existence, so a refusal is seen as an invitation for a confrontation. Such confrontations have only one end: death for the deserter.

The Roadhouses can be found mainly in America, spread throughout the Midwest, and on rare occasions, California. The Wanderers have no desire to grow, nor are any of the Roadhouses connected to any other. When one Roadhouse gets too crowded, a group that has grown close to each other volunteers to leave. From there they move far away from the original Roadhouse to set up a new one and have no further contact with their last home.

Typical Roadhouse Wanderer (HERO System)

A typical Roadhouse Wanderer's characteristics are:
13 STR, 15 DEX, 13 CON, 12 BODY, 11 INT, 11 EGO, 13 PRE, 10 COM,
5 PD, 3 ED, 3 SPD, 6 REC, 30 END, 25 STUN
10-12 points of Martial Arts (Brawling/Street-Fighting) and related skills [or 10-12 points of combat skills and a weapon];
AK: Roadhouse Locale, 12-;
6-8 points of other skills;
1-2 points towards a Base (the Roadhouse itself)
Distinctive Features: Pale, thin (easily concealed),

Typical Roadhouse Wanderer (Fuzion)

4 INT, 4 WILL, 4 PRE, 4 TECH, 5 REF, 5 DEX, 3 CON, 4 STR, 5 BODY, 4 MOVE
4 SD, 4 ED, 3 SPD, 6 REC, 20 END, 25 STUN, 25 HITS, 12 RESISTANCE
Local Expert: Roadhouse and vicinity (2)
Various background/training skills (4 total)
Skills from (Martial Arts [street-fighting/brawling], Weapon [club, knife, pistol], other combat skills)
Contribution to the roadhouse itself (Wealth [2]);
Distinctive Features (pale, thin)

The Deluded

Dressed in black color combinations of leather, lace, and other materials chosen for their sensual image, the Deluded are self-proclaimed children of the night. Some people not within their circle would look upon them as taking a fascination to the extreme. They are quite normal for the most part, but enjoy certain aspects of the vampire mystique that Hollywood and novels have bombarded them with, so much so that they have taken to being a culture unto themselves.

Some of these followers go so far as to keep out of the sun to make their skin take on a white pallor. If this does not work, there are makeup and creams that do the job just as well. Fangs, of course, are what all the best-dressed, wishful vampires are wearing these days. If the cheaper plastic kind is not enough, a dentist, for a price, will file the canines to a more permanent point.

For those that do not wish to take things to that extreme, the dentist can also make a set of dentures or caps that are pointed and fit over the real teeth. These children of the night flock to meeting places such as bars and nightclubs to carry on a kind of soap opera, living the lifestyles of the vampires they seek to portray.

For the most part, these people are not really any danger to themselves or anyone else, after all they are just having fun. They can be thrown into a game to add a bit of offbeat flavor to the heroes' investigations into whatever adventure they happen to be on at the time.

Typical Deluded (HERO System)

A typical Deluded's characteristics are:
10 STR, 10 DEX, 10 CON, 10 BODY, 10 INT, 11 EGO, 11 PRE, 10 COM,
2 PD, 2 ED, 2 SPD, 4 REC, 20 END, 20 STUN
Familiarity with Acting;
KS: Vampire "lore" (according to popular media, at any rate), 12-;
14-19 points of miscellaneous skills
Psychological Limitation: Wannabe-Vampire (Common, Moderate)

Typical Deluded (Fuzion)

3 INT, 4 WILL, 4 PRE, 3 TECH, 3 REF, 3 DEX, 2 CON, 3 STR, 4 BODY, 4 MOVE

4 SD, 4 ED, 2 SPD, 5 REC, 20 END, 20 STUN, 20 HITS, 12 RESISTANCE

Acting (1);

Expert: Hollywood vampire "lore" (2)

Various background/training skills (7-10 points total)

Psychological Complication: Vampire Wannabe

Kindergoths

Ah yes, we've all seen them. Most of society tries to ignore their existence, but exist they do. You know them; you've seen them. The white painted faces, the eyes and lips painted as black as they can be. The songs(?) thrumming out of their cars or stereos, filled with angst and hate. But listen closely and you'll discover the lyrics degrade precisely what these misguided youths are portraying.

They dress in the height of nocturnal fashion. For the women, only the finest lace bodices, drawn as tight as their starved frames will allow. Floor length dresses that cover their Goodwill granny boots, fishnet stockings, elbow length gloves, their hair dyed black over and over again so it takes on a quality much like straw. Faces plastered white and powdered. Eyes sculpted into a seductive sloe with black liner. Lips lacquered either red or black, depending on the color chosen for their dragonlady length fingernails.

For the dapper males, so suave and lithe, top hats are a must. No scissors or razor will be taken to their raven tresses. Waistcoats with tails, riding pants and boots, silk shirts (any color but blue) with ruffles at neck and cuff. And for those of creativity, a walking stick is always present.

They gather in packs at local coffeeshouses, or at the nightclubs where somber yet driving music is pumped out, the bass hard enough to alter heart rhythms. Kindergoths claim to despise society for persecuting them because they are different, that their look is what the world has forced them to. But if cornered and asked, they will admit that they dress and act the way they do because their friends do. It is the rare Goth who actually *enjoys* being dressed and painted like a 18th century lady of the night..

Kindergoths are extremists. They latch onto ideas, fads, and literature without truly understanding what they've stumbled onto. The look is everything. Splendid actors, they enact what they wish their lives were. If the Renaissance were to reemerge, the Kindergoths would be its finest members.

Typical Kindergoth (HERO System)

A typical Kindergoth's characteristics are:

10 STR, 11 DEX, 11 CON, 10 BODY, 10 INT, 11 EGO, 12 PRE, 10 COM,

3 PD, 2 ED, 2 SPD, 4 REC, 24 END, 21 STUN

AK: Local Kindergoth Hangouts, 13-;

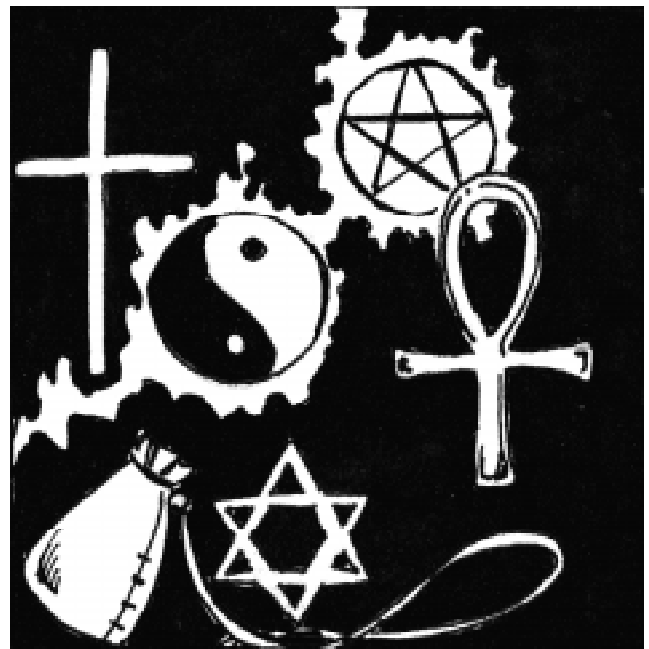
KS: Kindergoth society, 12;

Familiarity with Oratory;

15-25 points of miscellaneous skills

Psychological Limitation: "Style over Substance" mindset: values the appearance of a thing over the reality of it (common, moderate);

Distinctive Features (Kindergoth dress, appearance, etc.; easily concealable)



Typical Kindergoth (Fuzion)

3 INT, 4 WILL, 4 PRE, 4 TECH, 4 REF, 4 DEX, 2 CON, 3 STR, 4 BODY, 4 MOVE

4 SD, 4 ED, 2 SPD, 5 REC, 20 END, 20 STUN, 20 HITS, 12 RESISTANCE

Local Expert: Kindergoth hangouts (3)

Expert: Kindergoth society (2)

Oratory (1)

Various background/training skills (10-12 points total)

Psychological Complication: "Style over Substance" mindset: values the appearance of a thing over the reality of it

Distinctive Features (Kindergoth dress, appearance, etc.; easily concealable)

True Vampires

The true vampire of legend is something that few people come across. Those that do are rarely left alive to talk about it. They are not the stuff of Hollywood or the popular books, nor are they the sexy beautiful creatures that some imagine them to be. They are evil spirits that can inhabit a corpse if it died under the correct circumstances. Belief is the main key. It is what opens the door, so to speak, for the spirit to take control. This is especially true of the Old World vampires. The spirit resides in the head of the corpse, controlling the body from the mind. Therefore, the only way to kill a vampire is to cut off its head and destroy it.

The earlier the spirit can get to the body, the better – less effort would have to be expended by the spirit to maintain a reasonably normal physical appearance (If, indeed the spirit even cares about appearance. If a different, unique spirit animates each vampire, though, there are bound to be some who *do* care...).

Old World Vampires

Myths and legends abound throughout Europe about vampires, and the underlying belief in these superstitions is what created the vampires of old. There were many different ways a vampire was created. According to legends lightning striking a fresh grave or a black cat perching on the headstone of the recently deceased are two ways to welcome the spirit. Whatever the legend, belief in it was what was important for the spirit to be allowed access into society.

The spirits that create vampires are in actuality ancient demons that once demanded blood sacrifices. They did not disappear with the loss of worshipers, yet needed a new way to get the blood their existence demanded. It is not known whether it was an accident or some great design that the spirits discovered that they could inhabit the dead forms of humans, although it is known that they could not do this without some sort of permission.

They found a way around this little detail through human superstition and belief. Memories remain in the dead mind for some time, which the spirit taps into. If, for example, the memories reveal that the deceased had a strong superstition that the dead could rise, if its fresh grave was dug up by an animal, the spirit would expend quite a bit of energy to summon an animal in the vicinity to dig at the grave. This would allow the spirit entrance into the mind, and a new vampire is born.

In other, rarer circumstances, an overwhelming sense of vengeance is all that's required. If the deceased felt they were being put to death, or died, under unjust circumstances, the spirit would be attracted to this extreme emotion and again, a new vampire is created. This became very apparent in the 1600s when, during the Burning Times, many of those put to death for being a witch, came back to avenge themselves as vampires.

The powers of these spirits were once as vast as human imagination, but since the loss of their worshipers, their abilities have dwindled down to just two. Their main power is the ability to control and manipulate the human mind, or telepathy. The secondary ability is individualistic to each spirit. One vampire may be able to fly short distances, while another may be very strong. The secondary ability is never as powerful as the primary, so vampires tend to concentrate more on their telepathy. They found the human mind very susceptible to their suggestions as well as being able to cloud the human mind so the victim sees, feels, smells, etc. whatever the spirit desired.

They were masters of their abilities. Unfortunately, when the spirits enter a human mind to reanimate the form as a vampire, they discover that the human mind is not a master of the spirit's abilities, and they must relearn what they already know. This accounts for a vampire's general crankiness and frustration. Very rarely is a spirit so frustrated by the loss of his mastery that he leaves the human form. Their need for blood overwhelms everything else.

Spirits must now spend a great deal of time teaching the vampire's form how to use its new abilities without revealing to the vampire's psyche that it is being inhabited. There was a rare case where a vampire learned that she owed her "life" to a spirit in her head, and summarily placed that head on the chopping block.

Because of the amount of concentration the spirit spends teaching the vampire, it requires a good deal of blood to keep things running smoothly. To this end, in the beginning of a vampire's life, it must feed every night, though it need not kill its victims. As time and experience goes by, usually measured in decades, a vampire's hunger decreases. A vampire that has mastered its powers would be centuries old and only need to feed once a month.

During a month feeding it will take no less than, and most times no more than five lives when it does feed. This excessive loss of life, more often than not, puts the vampire on notice to any Hunters in the area that then will immediately attempt to kill the master vampire.

If for some reason a player wants to play a vampire, a player can not be a Master Vampire. Master Vampires are non-player characters only.

They should be limited to a vampire that is at maximum, 20 years old. They can increase in power, as the vampire grows older, and eventually become a master, but the game master should have Hunters hounding the vamp. The only master vampires known to be around any more are The Knights of Truth, and they are currently in hiding in the arctic.)

Since the mind of the human is what is important to the spirit's existence, it must act quickly to reanimate the form. The more the brain decays, the less human memories are left that the spirit can hide behind. Once, a spirit reanimated a corpse that had been in the ground for a long time. The resulting vampire was a crazed thing. Without an entire brain for the spirit to teach, its powers go out of control, making the spirit panic. It lashes out for the only thing it knows, blood. Since such a frenzied creature is so obvious, it becomes easy game for any Hunter in the area, and is quickly dispatched.

When a vampire is killed, its head removed from the body and destroyed, the spirit is not killed along with it. It is released, if somewhat weakened. The spirit will slink back to its dimension to lick its wounds before returning to reanimate another corpse as a vampire. The spirit can be trapped, however, if the Hunter knows it is even there. The Hunters' European headquarters has three trapped spirits in their possession.

There were very few cultures in the world that did not have some kind of "recognizable" vampire mythology (as of the mid-1980s). Apart from their thirst for blood, there were virtually *no* common denominators, though - some were capable of going out in daytime, some could only be killed in specific, often ritualistic ways, etc. It bears noting here only because most of the popular vampire mythology/mystique today is drawn from European legend - virtually nothing of the mythology of the other continents is ever even heard about, and many of them would make *really* formidable opponents.

But because of the legends, the Old World mainly contains very old, very ugly vampires. They are bitter creatures, sullen and withdrawn. Over the centuries they were blamed and prosecuted for any mysterious death, whether or not they caused it. Some are angry because of this, and their vengeance upon the populace is extreme in nature.

Even though an evil spirit now animates them, their memories remain. The fact that they can do nothing about their situation makes them even more angst-ridden.

Strangely enough, most of the vampires in the Old World are female. Most are old, ugly hags, as stated above. Some are young, beautiful creatures, women that were prosecuted and put to death as witches. The one thing that both extremes have in common is their choices in prey. They either attack young children or members of the opposite sex.

One of the many misconceptions about vampires is that they possess fangs. Old World vampires never had extended canines. This was a myth that came about in the New World with Hollywood and television. Also, it's one of the many things that separate the vampires of the Old World from the New. These differences will be noticed. Often the beings of the old countries like Russia, Bulgaria and parts of Europe had no sharp canines at all. Instead the tongue in many cases had a barb on the end and is more common.

Even without fangs, each vampire found its own way of getting to their victim's blood. Some carried tiny knives, others of a more insane disposition would simply tear at the flesh with their teeth and nails.

They are also solitary creatures that tend to avoid one another. Each one would have its hunting ground and stick to it. If another vampire were to encroach upon its territory, a vicious feud would erupt, much to mortal dismay. Some do band together for safety, but their nature makes it that they cannot stand to be in each other's company. The competition for food leads to rivalry, and they sometimes experience jealousy of each other's gifts.

The vampires of the Old World cannot make another vampire, as it is popularly believed. Exchange of blood does nothing more than feed the vampire and makes the mortal violently ill. It is the death of the mortal and the belief in superstitions that welcomes the vampiric spirit.

Fighting the undead of course may not always be what the characters expect. It is almost never exactly like in the movies or popular books.

Symbol of Good

Cross/Crucifix: The cross is the traditional weapon that is most associated with fighting the undead. The cross is different from the Crucifix in that the Crucifix bears upon it the form of the crucified Christ. The cross does not.

The Crucifix is the more powerful of the two symbols. Both Cross and Crucifix can cause burns to the undead, but because the Crucifix is more powerful any burns caused by it are much more severe. The cross in general is a powerful tool also, in a pinch an improvised cross can be made by just about anything. Two swords held in a cross formation, a person holding their arms in a cross formation, candle -sticks can also be used, or pixie sticks from an ice cream bar. The strength of the symbol of good rests not in the substance it is made of.

The power comes from the faith and willpower of the wielder. Without un-wavering faith that good will defeat evil a symbol of good would work only against the weakest of vampires. Very old to ancient Vampires may even be able to throw aside such symbols or even cause them to burst into flame with the power of their own will and faith in evil. With this in mind, and depending on the original faith of the Vampire, any great symbol of good can work against a Vampire. Buddhist prayer wheels, Stars of David, or other symbol of good can be just as effective. Of course a cross or other Christian icon may not work against a Vampire that was not originally of that faith.

Stakes: Vampire killing stakes can be made of most woods. The most favored being ash, oak, or aspen. Aspen is said to be the most powerful because it was the type of wood for Christ's cross. Aspen is favored by most European countries for stake making and for the use of fighting the undead. Ash is the most chosen wood in some northern European Countries, especially in Russia and along the Baltic.

Spikes: The spike is not used against the Vampire in the way one may think. Rather iron spikes can keep a undead trapped in it's grave. Driving the spikes into the ground over the suspected Vampire's grave, the spikes are meant to impale the creature if it tries to rise from the grave.

Water: Very often in legends it is said that the Vampire cannot swim, nor can it cross running water. Water that has been blessed becomes a sacred and powerful weapon against the undead. Holy water can burn a Vampire like an acid. Such burns will leave terrible scars that take much longer to heal than other wounds. Holy water can also be used to detect a lair. When poured on the ground in an area that has been under influence of the undead for any length of time, the water will boil and give off steam.

To start with if the person who had died, had been buried correctly the corpse would not be a vessel for such a spirit.

Use of wool can be used to prevent a corpse from rising again. The wool has some unknown property against spirits. Stuffing wool into the mouth of the corpse is a tradition that started with Gypsies in the Balkans and the Peruvians. Jade, coins, and sometimes garlic is also used in some parts of the world.

The Romanians use liquor or Wine to prevent attacks from a Vampire. A bottle of wine is buried near the grave of the suspected undead. The wine is then dug up six weeks later and drunk. Whoever partakes of the wine will be protected from Vampire attacks for another six weeks. The Bulgarians make further use of wine by boiling the wine and then throwing it on the suspected corpse. In Serbia, they also do this. But they also cut the heart out of the suspected corpse, boiled in the wine and placed back in the corpse's chest cavity. This keeps the spirit from animating the corpse ever again.

Shtriga

One of the most notorious female vampires was the Shtriga. She fed solely on children. If an adult got in her way, she would bewitch them, causing them to fall ill, eventually to shrivel and die. Only she could stop the process. Talking her into healing the afflicted was rather difficult at best. She (and only she) could also heal the children she fed upon.

There is a way that the Shtriga can be stopped, convoluted as it is. Bones of the last pig eaten at a festival must be formed into a cross and hung on the doors of a church on Easter Sunday. If she is inside, she cannot come out on her own, but on the shoulders of the man who made the cross.

Upir

Russian vampires are set apart from the rest of their kind by the fact that they move about mostly during the daylight hours, noon to midnight, after which they must return to their graves. Their fingernails are burnt black from the spirit entering their form. In olden times, this gave them away immediately, but today, with many of the younger set painting their nails black, they are hard to spot. They are known as the Upir. Not necessarily malicious, they are depressed creatures, lamenting their fate. They mostly wish to be left alone. Rarely do they kill a victim of their hunger. When such does happen, they have been known to compensate the family in some way.

Typical Old-World Vampire (Minimum, HERO System)

18 STR, 21 DEX, 20 CON, 18* BODY, 13 INT, 14 EGO, 17 PRE, 4 COM, 8* PD, 4* ED, 4 SPD, 8 REC, 40 END, 40 STUN
Skills and Powers may vary considerably from one vampire to the next (see below)
* See “Durability” note, below

Typical Old-World Vampire (Minimum, Fuzion)

4 INT, 4 WILL, 6 PRE, 6 TECH, 7 REF, 7 DEX, 4 CON, 6 STR, 8 BODY, 4 MOVE
8 SD, 8 ED, 4 SPD, 10 REC, 40 END, 40 STUN, 60 HITS, 12 RESISTANCE
Skills and Powers may vary considerably from one vampire to the next (see below)
* See “Durability” note, below

Old World Vampire Powers

The powers of the “Old World” vampires were centered around swiftness, silence, and other powers that were essential to the vampire’s survival. Some vampires were reported to be able to fly for short distances, to change shape, or to lure children or men with a siren’s song. In truth, nearly any power that could help a vampire find new victims to feed from is fair game. Following is a list of suggested powers. The more successful of the Old World vampires will generally have Invisible Power Effects on most any powers they possess.

Since a vampire’s powers are defined by the beliefs of the society in which the vampire first “awoke,” many vampires have similar (if not outright identical) powers and abilities. However, since each vampire is the manifestation of an individual, unique spirit, even if those spirits grant their vampires similar powers, they cannot teach those powers to one another.

Durability

Almost all vampires have the ability to take incredible amounts of punishment and still keep going, almost like B-movie monsters: They can be killed over and over again, and keep coming back. Vampires with this sort of durability should be built with extra BODY (usually doubling their normal BODY, and with the limitation: doesn’t affect figured characteristics, -1/2), and a physical limitation: they “die” at 0 BODY (uncommon, total).

Similarly, for Fuzion, add about 20 hits or so (included in the example), and the physical complication that the vampire “dies” as if they didn’t have the additional hits.

In addition, almost all of them will have at least some small amount of resistant defense. Some additional PD and a bit of additional ED, and Damage Resistance are suggested rather than Armor, so that any one of them can be individually limited (for example, limiting the PD to not affecting wooden stakes). In Fuzion, the addition of a small amount of Armor will have to suffice.

Suggested Old World Vampire Powers

Note: The following items should be considered as notes to the Game Master to be fleshed out in more detail – we just list some possibilities here... We suggest rating them as common, unusual and rare.

Darkness – Fog banks, a general knack for lights being out in their vicinity, etc. are some of the more obvious possibilities. Another one that’d be *really* useful for Old World vampires in the modern era would be darkness (sound) – they don’t *have* to be sneaky: squeaky floors don’t squeak, victims cannot cry out (no matter how hard they try), etc.

Desolidification – The ability to turn into a cloud of mist.

Drain – Certain types of drains would be of great use to a vampire: Ego drains to sap the victim’s will to resist, or a Stun Drain to put them to sleep are probably among the more common variations. Most any Drain could be put to *some* use by a vampire, however...

Enhanced Senses – A sensitivity to/awareness of living creatures in their vicinity could be helpful in finding prey, but

Flight – Most accounts of flying vampires are limited to flight for short distances or when in the form of a flying creature (bats being the stereotype [Multiform, below], but crows and ravens were sometimes associated with vampires as well).

Images – Visible and audible illusions would fulfill many of the same distraction possibilities as Mental Illusions would, and have the side-benefit of being visible/audible to everyone without making an attack roll against dozens of people...

Invisibility – The benefits of this should be obvious...

Mental Illusions – Mental Illusions are mostly useful to manipulate a victim into going somewhere where the vampire can feed from them with some freedom. They could also be used as a distraction technique if the vampire was being pursued, or to preoccupy an intended victim until the vampire could get close.

Mind Control – Not as common a power in Old World vampires as in New World vampires, but still present in some cases. Most Old World vampires with Mind Control do *not* seem to have any sort of telepathic ability to assist with its use – they must rely on speaking to the victim.

Multiform – Most legends of vampiric shapeshifting imply that the vampire actually *becomes* another creature – with all of the limitations thereof. The *really* powerful shapeshifting vampires (who don't actually *become* another creature but just *look* like one) should be built with Shape Shift instead.

Summon – Some true children of the night are able to summon varying numbers of various creatures – mostly vermin (insects and rats) and other various creatures of ill repute (crows and other carrion-birds), but higher predators (wolves, etc.) have also been reported on rare occasions.

Teleportation – The ability to move short distances in the blink of an eye would probably best be simulated with Teleportation (with a limitation that they cannot teleport *through* things, just *around* them).

New World Vampires

With the discovery and eventual population of the New World, old legends and beliefs were altered. After a period of time, those myths took on new forms. The creation of vampires in this world changed as well. Things were more glamorized, especially as time went on and television became a big influence on the society. Word of mouth became word of digital projection. If the head in the box said it, it must be true, right? Hence, the differences between the Old and the New became very distinct.

New World vampires are more flamboyant, self-serving, and beautiful. They tend to be chosen, not left to fate's whim. The belief in the exchange of blood after being bitten is what creates a vampire here. Also, it's the creation that is very sexual, not the feeding. A potential vampire is followed, observed, then judged. It tends to be a whole initiation or ritual, rather than a whim. After being told about the options - become or die - the spirit essentially kills the person, leaving the body open to inhabitation.

This being the case, these vampires are more social with each other. Rivalries are argued out as opposed to being fought out. One might think this more civilized and better overall, but its downside is that New World vampires become lost, distracted, and lonely if they are not in the companionship of another vampire. This puts them at a disadvantage the Old World Vampire does not have. Separating a New World vampire from its pack or companion disorients it, effectively trapping it.



Another thing that separates them from their Old World cousins is the possession of fangs. Because of their belief in what a vampire should look like, the spirits were able to alter their canines, but just slightly, not like the caps their mimics use. They shun the daylight, believing it can kill them (more about this is covered in the New World myths). This makes the summers quite the dry season for them. So they migrate, much like the birds. It is at these times that the smaller groups join with each other to form larger groups, making hunting easier for them. Congregating in tourist traps where game is plenty, they hunt in social places. They will share victims with each other at this time, more often than not, killing the hapless person.

Come the autumn and winter, they go their separate ways, so to speak. The larger groups break up into pairings or sometimes trios, that travel, looking for new vampires to make or to secure finances to survive by. Many winter-run businesses are owned and/or run by vampires. Ski resorts, nightclubs, even theme stores are examples of these businesses. In the New World, where to be a hermit is to starve, vampires have had to adjust to these circumstances.

Typical New-World Vampire (Minimum, HERO System)

15 STR, 23 DEX, 20 CON, 18 BODY, 13 INT, 16
EGO, 18 PRE, 6 COM,
8 PD, 4 ED, 4 SPD, 7 REC, 40 END, 40 STUN

As with Old-World Vampires, Skills and Powers may vary considerably from one vampire to the next (see below), and a *very* few of them may have the same sort of durability as their old-world counterparts (see “Durability” note, above).

Typical New-World Vampire (Minimum, Fuzion)

4 INT, 5 WILL, 6 PRE, 7 TECH, 8 REF, 8 DEX, 4 CON, 5
STR, 8 BODY, 4 MOVE
8 SD, 8 ED, 4 SPD, 9 REC, 40 END, 40 STUN, 60 HITS, 15
RESISTANCE

As with Old-World Vampires, Skills and Powers may vary considerably from one vampire to the next (see below), and a *very* few of them may have the same sort of durability as their old-world counterparts (see “Durability” note, above).

New World Vampire Powers

Since the spirits are similar to their Old World counterparts, many of the powers remain the same. However, because of the newer demands the New World presents for the vampire, some alterations have been made. Telekinesis and telepathy are more rampant in this society. Mental control is more in demand to keep their existence secret.

Fundamentally, the spirits that animate Old World and New World vampires alike are the same. The demands and expectations of the New World of what a vampire is, does, and should be have allowed (or perhaps demanded) other abilities above and beyond the baselines for their older kin. More emphasis on mental powers (most especially mind control and telekinetic abilities) is especially prevalent

Note: The following items should be considered as notes to the Game Master to be fleshed out in more detail...

Suggested New World Vampire powers include:

Mind Control – Not as common a power in Old World vampires as in New World vampires, but still present in some cases. Most Old World vampires with Mind Control do *not* seem to have any sort of telepathic ability to assist with its use – they must rely on speaking to the victim.

Ego Attack – The ability to cause pain, invisibly, at some distance could be a subtle way of cutting an intended victim out of a crowd, or just knocking them out. This one’s stretching things a bit thin, but is within the realm of possibilities.

Mental Illusions – Mental Illusions are mostly useful to manipulate a victim into going somewhere where the vampire can feed from them with some freedom. They could also be used as a distraction technique if the vampire was being pursued, or to preoccupy an intended victim until the vampire could get close.

Telepathy

Darkness

Desolidification – The ability to turn into a cloud of mist. Seems a bit archaic for most New World vampires, but even so, it'd be useful.

Drain – Certain types of drains would be of great use to a vampire: Ego drains to sap the victim's will to resist, or a Stun Drain to put them to sleep are probably among the more common variations. Most any Drain could be put to *some* use by a vampire, however...

Enhanced Senses – A sensitivity to/awareness of living creatures in their vicinity could be helpful in finding prey, but

Flight – Most accounts of flying vampires are limited to flight for short distances or when in the form of a flying creature (bats being the stereotype [Multiform, below], but crows and ravens were sometimes associated with vampires as well).

Images – Visible and audible illusions would fulfill many of the same distraction possibilities as Mental Illusions would, and have the side-benefit of being visible/audible to everyone without making an attack roll against dozens of people...

Invisibility – The benefits of this should be obvious...

Multiform – Most legends of vampiric shapeshifting imply that the vampire actually *becomes* another creature – with all of the limitations thereof. The *really* powerful shapeshifting vampires (who don't actually *become* another creature but just *look* like one) should be built with Shape Shift instead.

Summon – Some vampires may be able to summon certain types of animals (carrion-creatures and vermin, mostly: rats in the old world, maybe cockroaches, flies and other insects).

Teleportation – The ability to move short distances in the blink of an eye would probably best be simulated with Teleportation (with a limitation that they cannot teleport *through* things, just *around* them).

Common Vampire Disadvantages

Most creatures that normals will recognize as a vampire share several common disadvantages (listed below). The point-value for these disadvantages will likely vary from vampire to vampire, however, based on their individual sensitivities, appetite, activity, etc.

Susceptibility: 3d6 STUN and BODY damage from direct exposure to sunlight (2d6 from indirect sunlight).

Physical Limitation: Vampiric Appetite (needs blood instead of food; mostly a disadvantage because it puts them at constant risk of discovery. All the Time, Slight).

Hunted: Vampire Hunters, on 8-
Secret Identity

Vulnerability: 2x STUN, 1 1/2x BODY from fire- or sunlight-based attacks.

In addition, the following disadvantages are not uncommon (to some degree) among Old World vampires:

Reputation: various, but usually the Ninja Hero variant: They are known to a small group (other old-world vampires), and *not* to the public at large *at all*.

Distinctive Features: Hideously ugly or frighteningly bestial, extreme reaction

Hunted: Other vampires



Vampires and Holy Symbols

Vampires exhibit different types and degrees of susceptibility to holy-symbols, and it is left to the GM to decide what route to use in assigning the disadvantage(s) for this particular flaw. Some suggestions include:

Particularly susceptible vampires: Susceptibility (STUN and BODY) to mere *contact* with a holy-symbol (no faith necessary on part of the symbol-wielder); Physical limitation: cannot approach a holy-symbol (visible or not);

Moderately susceptible vampires: Susceptibility (STUN and BODY) to contact with a holy-symbol held by a believer; Physical Limitation: Cannot approach a *visible* holy-symbol, or one carried by a true believer;

Mildly susceptible vampire: Susceptibility (STUN and BODY) to contact with a holy-symbol wielded specifically against them by a true believer.

Note that this last option makes for particularly powerful vampires in many respects – they are damaged by holy-symbols, but are not impeded by them...

Incubi

An Incubus, in one sense, is really a class of demon, but its habit of using sex as a weapon and feeding on the life force of its victims makes it as much vampire as demon. This feeding off of the life force is much like a vampire feeding on blood for subsistence. The Incubus is an angel that has fallen from grace due to the insatiable lust for female companionship.

This creature preys on females, forcing itself on them while they sleep, or fogging the victim's mind and provoking carnal desires that only the Incubus can satisfy. The Incubus creates a physical form so that it may move around amongst the land of the living. It does this in one of two ways. It either uses human flesh to fashion a body for itself, or it reanimates a corpse. Some of these creatures are older and more powerful than the younger ones.

They are much more intelligent than the younger ones as well. They have the power to appear in the victim's mind as someone the victim knows and trusts, in some cases as a friend, a husband, or even a relative.

These creatures are persistent, and are powerful with the skills of mind manipulation. This, above all else, makes them hard to get rid off. Prayer from a holy person sometimes works, or an exorcism. One of the hardest ways to get rid of these creatures is to use a page of holy script and paste it to the creature's forehead. Another way, or so legend states, is to use a demon urn to trap the creature's essence. This can also work with its counterpart, the Succubus. (See more on demon urns later within these pages under Items and Artifacts.)

Succubae

By no account is a male safe from such creatures. Much like the male counterpart, the Succubus has the power to cloud people's minds. Males more easily succumb to the effects, while any female characters have a 10% chance of being able to resist the creature's mind manipulations. All the powers are nothing more than mental, or to be more accurate, they originate within the mind of the victim or character. Blasts of pain can be used as the main form of attack by this creature. She does this by forcing the nerves within a targeted being to fire off a constant electrical charge using the energy that is stored within everyone's nerve pathways.

The Succubus is yet another that uses lust as its primary weapon. These beings are far more menacing than its male counterparts. When on the hunt, they are able to use their incredible charm to seduce men to certain death and damnation. If a holy item should touch the creature, it will leave its corporal form and go back to the beyond, leaving behind nothing but a corpse. Males under the charms of this being will protect it at any cost unless shown the true form of the creature. The true form of the being is reflected in mirrors. This is why the Succubus has a hatred for all mirrors, for they will show its true, hideous form. If a Succubus is cornered on all four sides by mirrors, she will be trapped, unable to turn away from the horror of the truth of what her true form is.

Typical Incubus/Succubus (Minimum, HERO System)

0* STR, 18 DEX, 0* CON, 0* BODY, 7 INT, 14 EGO, 18 PRE, 4/20* COM,

0* PD, 0* ED, 3 SPD, 0* REC, 0* END, 0* STUN

* The body inhabited by an incubus or succubus is dead when they initially take it over, and will “die” again, casting the demon-spirit out of it if they don’t feed. Actual STR, CON and BODY values (and the figured characteristics based on them) will vary based on how often and how well the creature has fed (roll 1 or 2 Drain attacks and start with the values they’d be at after those drains if you need to).

The COM attribute shows true-form/visible-form COM.

Transfer; 10d6 BODY, CON and EGO (divide points rolled evenly between the three) to STR, BODY, CON (1:2:2);

reduced fade-rate (to 5 points per day), +1 1/2; +20 points maximum (to 80 points maximum), Limited: may only be used against any given victim once per hour, -1/2; Extra Time (1 minute), -1 1/2;

Mind Control: 7d6 (+6d6, limited: Only vs. members of the opposite sex, -1/4)

Mind Control: 7d6 (+6d6, limited: Only vs. members of the opposite sex, -1/4), Mental Power vs. CON, -1;

Ego Attack: 4d6

Life Support: Full

Distinctive Features (hideously ugly if seen in a mirror or other reflective surface)



Typical Incubus/Succubus (Minimum, Fuzion)

2 INT, 5 WILL, 6 PRE, 6 TECH, 6 REF, 6 DEX, 0* CON, 0* STR, 0* BODY, 4 MOVE

0* SD, 0*ED, 3 SPD, 0*REC, 0*END, 0*STUN, 0*HITS, 15 RESISTANCE

* The body inhabited by an incubus or succubus is dead when they initially take it over, and will “die” again, casting the demon-spirit out of it if they don’t feed. Actual STR, CON and BODY values (and the figured characteristics based on them) will vary based on how often and how well the creature has fed (roll 1 or 2 Transfer attacks and start with the values they’d be at after those drains if you need to).

Transfer: 5d6 of BODY, CON and WILL (evenly split between the three) to STR, BODY and CON, fading at a rate of 1 level per day, with a maximum of 40 levels; May only be used against a given target once per hour, and takes a minute to use.

Mind Control: 7d6 (+6d6 vs. members of opposite sex)

Mind Control: 4d6 (+3d6 vs. members of opposite sex), Uses CON instead of Resistance

Mental Attack: 4d6

Life Support: Full

Beautiful/Handsome (4) (but see below)

Distinctive Features (hideously ugly if seen in a mirror or other reflective surface)



Lilith

The history of the Succubus is a ancient one, beginning with Lilith, who is considered the queen of the Succubae. This creature stalks the night, looking for men to corrupt and kill by consuming their blood. This night hag is also a great danger to children. Boys under the age of eight and any girl under the age of twenty are prey for the demon vampire. Lilith is much more powerful than the standard Succubus is. Once seduced, victims will then do anything for her – even fight their teammates to protect her. The only way to break this spell is to have the character see the vampire for what it is. Unlike other lesser types of vampires, Lilith can see her reflection in a mirror. The reflection is of her true self, and she does not like what the mirror reveals.

Lilith, Queen of the Succubae (HERO System)

0* STR, 21 DEX, 0* CON, 0* BODY, 13 INT, 17 EGO, 24 PRE, 4/20* COM, 0* PD, 0* ED, 5 SPD, 0* REC, 0* END, 0* STUN

* The body inhabited by an incubus or succubus is dead when they initially take it over, and will “die” again, casting the demon-spirit out of it if they don’t feed. Actual STR, CON and BODY values (and the figured characteristics based on them) will vary based on how often and how well the creature has fed (roll 1 or 2 Drain attacks and start with the values they’d be at after those drains if you need to). The COM attribute shows true-form/visible-form COM. Transfer; 16d6 BODY, CON and EGO (divide points rolled evenly between the three) to STR, BODY, CON (1:2:2); reduced fade-rate (to 5 points per day), +2 1/2; +60 points maximum (to 90 points maximum), Limited: may only be used against any given victim once per hour, -1/2; Extra Time (1 minute), -1 1/2; Mind Control: 11d6 (+6d6, limited: Only vs. members of the opposite sex, -1/4) Mind Control: 11d6 (+6d6, limited: Only vs. members of the opposite sex, -1/4), Mental Power vs. CON, -1; Ego Attack: 6d6 Life Support: Full Distinctive Features (hideously ugly if seen in a mirror or other reflective surface)

Lilith, Queen of the Succubae (Fuzion)

4 INT, 6 WILL, 6 PRE, 5 TECH 7 REF, 7 DEX, 0* CON, 0* STR, 0* BODY, 4 MOVE 0* SD, 0*ED, 4 SPD, 0*REC, 0*END, 0*STUN, 0*HITS, 18 RESISTANCE

* The body inhabited by an incubus or succubus is dead when they initially take it over, and will “die” again, casting the demon-spirit out of it if they don’t feed. Actual STR, CON and BODY values (and the figured characteristics based on them) will vary based on how often and how well the creature has fed (roll 1 or 2 Transfer attacks and start with the values they’d be at after those drains if you need to).

Transfer: 5d6 of BODY, CON and WILL (evenly split between the three) to STR, BODY and CON, fading at a rate of 1 level per day, with a maximum of 45 levels; May only be used against a given target once per hour, and takes a minute to use.

Mind Control: 11d6 (+6d6 vs. members of opposite sex)

Mind Control: 6d6 (+3d6 vs. members of opposite sex), Uses CON instead of Resistance

Mental Attack: 6d6

Life Support: Full

Beautiful/Handsome (4) (but see below)

Distinctive Features (hideously ugly if seen in a mirror or other reflective surface)



Lamia

Originally a Greek princess, the Lamia was a lover of Zeus. Like all of Zeus' other lovers, she was cursed by the jealous Hera. Her form was changed to the body of a snake with the upper torso of a woman. In her anger, Hera killed the Lamia's children and forced her to watch. Hera further cursed her so that she could never close her eyes, doomed to see her children's deaths forever. This, of course, drove her quite mad. Zeus took pity on the Lamia, granting her with the ability to remove her eyes in order to ease her torment.

The Lamia is vampiric in nature, though she feeds on life force, not blood. Her appetites lean towards adolescent males. This was the age her sons were when Hera struck them down. In her madness, she has decided that if she cannot be mother to them, then no one may.

The Lamia does not remain in one territory, waiting for her prey to stumble upon her. Rather she travels. Legends in Northern Africa mention the Lamia, suggesting that she has birthed daughters, creating more of her monstrous breed. She is never seen in the day, but can be spotted at twilight and just before dawn.

Lamia (HERO System)

15/35* STR, 26 DEX, 24 CON, 22 BODY, 11 INT, 15 EGO, 23 PRE, 6 COM,
8 PD, 8 ED, 6 SPD, 14 REC, 60 END, 48 STUN
* 35 STR if holding/squeezing someone in her serpentine coils.

Drain; 4d6 BODY, CON and EGO (divide points rolled evenly between the three);

Distinctive Features (serpent body, human head, not concealable, extreme)

Lamia (Fuzion)

4 INT, 5 WILL, 8 PRE, 6 TECH, 9 REF, 9 DEX, 6 CON, 5 STR, 5 BODY, 5 MOVE
12 SD, 12 ED, 5 SPD, 11 REC, 60 END, 50 STUN, 50 HITS, 15 RESISTANCE

* 7 STR if holding/squeezing someone in her serpentine coils.

Drain; 2d6 BODY, CON and EGO (divide points rolled evenly between the three);

Distinctive Features (serpent body, human head, not concealable, extreme)



Mare

An Old World vampire, this hag-like creature is a breath demon. She will enter into a sleeping person's chamber and perch on his chest, sucking up his breath. She is a mute, emotionless thing, with long, bony fingers that she uses to tempt the breath to her own wide, toothless mouth.

If you have ever had the feeling of a crushing sensation on your chest and had then woken up feeling short of breath, most likely a Mare has fed upon you. It is from here that we got the term nightmare, for sensitive mortals can sometimes see the Mare in their dreams as she feeds upon them.

Typical Mare (HERO System)

18 STR, 21 DEX, 20 CON, 18 BODY, 13 INT, 14 EGO, 17 PRE, 4 COM,
8 PD, 4 ED, 4 SPD, 8 REC, 40 END, 40 STUN
4 1/2d6 Drain of BODY, CON

Distinctive Features (concealable, extreme)

Typical Mare (Fuzion)

4INT, 5 WILL, 6 PRE, 6 TECH, 7 REF, 7 DEX, 4 CON, 6 STR, 8 BODY, 5 MOVE
8 SD, 8 ED, 4 SPD, 10 REC, 40 END, 40 STUN, 40 HITS, 15 RESISTANCE

2d6 Drain of BODY, CON

Distinctive Features (concealable, extreme)

Other Creatures and Beings

Ghouls

The world sleeps, or so we think. Once it was alive and active ... until humans began to multiply well past the bounds of equality. The supernatural of the world had to retreat into hiding in order to regroup and catch up with the massive advances the mortals were making. So the world does not sleep, it's merely biding its time.

Imps

These soulless creatures come in many shapes and sizes. Some are helpful, most are merely annoying, and a handful are downright malicious. Great fans of ritual and habit, they will respond to any summons. When properly done, a ritual can bind an imp of choice to the service of the person summoning it. When the ritual is not done properly, the imp will come, but the cost is high. Even an imp with the sweetest disposition can turn nasty when someone who doesn't know what he is doing botches a rite.

Boggins, brownies, pixies - all are helpful creatures. They can keep a house clean and safe, do a bit of work around the office, even harass one of selfish intent who might be bothering a mortal they have taken a liking to. However, their diminutive size is deceiving. Their strength is only limited to what they think they can do. If they think they can move that car so that their human may have a closer parking spot, they will.

However, if they should ever feel as if their help is being taken advantage of, or that they are unappreciated, they will turn on their humans in a heartbeat. They can cast minor, if vexing curses to ruin the fortune of the mortal, though that is extreme. More likely than not, they will tie the mortal's hair in knots while they sleep, shatter every plate and glass in the house without making a sound, or even reverse the hinges on all the doors. They excel in tiny annoyances.

Protection from Imps is laughingly simple, and rarely thought of unless told by someone in the know. Simply turn your pockets inside out, and the Imp, outraged by such a silly gesture, will leave, cursing the stupidity of mankind and never return.

Imps and the like are wildly variable and incredibly powerful, and it is left to the GM to determine how best to simulate these creatures.

These creatures resemble ghosts that have been warped by a fun house mirror. Stretched, hunched torsos with long, spider-like fingers, they are frightening to behold. That alone, one would think, would be frightening enough, but it isn't. These are soulless creatures, bound to the night. They hold a vicious jealousy of mankind and are angered by their own immortal soul. They view this as a vile injustice, purposely done to them by the gods. Because of this misunderstanding, any human who stumbles upon their territory at night, without the proper protection of a holy symbol, will find themselves victims of the Ghoul's frigid touch.

A Ghoul's voice is its primary weapon. The screeching cackle and gravel-like speech comes from anywhere but where the Ghoul is physically at, effectively confusing the human, herding the poor person right to the Ghoul. To be touched by a Ghoul is to lose your soul to it, effectively placing you in a coma, from which there is no waking. This ability to eat souls came about long ago when Ghouls, in their outrage, made a pact with a demon.

The demon gifted their kind with their deadly touch. The twist to the bargain was that all the souls the Ghouls ate were transmitted to the demon, leaving the Ghouls constantly hungry. Another condition placed upon the Ghouls is that they are bound to their own personal territory. If drawn out of it, or if they accidentally leave their territory, they are consumed by the demon. Some have speculated that an enemy of the demon in retribution for human kind placed this upon them.

They are one of the true creatures of the night. Sunlight kills them more surely than anything else does. The touch of a holy symbol or object will also kill a Ghoul, though much slower, and the Ghoul still has a chance to touch the person wielding the object, effectively taking them down with it. (Note: The person wielding the symbol or object must believe in what it represents, or it is rendered useless.) Also, Ghouls are unable to enter human habitation and holy grounds, such as cemeteries or Druid Circles.

Escaping a Ghoul is possible by fleeing to an occupied house or one of the aforementioned grounds. The Ghoul will rant and rave outside, screaming its promised tortures, giving the person a night's worth of terror. Upon sunrise, it is advised to flee as far from that location as possible, for the extent of a Ghoul's territory is unknown.

Typical Ghoul (HERO System)

5 STR, 21 DEX, 24 CON, 22 BODY, 8 INT, 18 EGO, 38 PRE, 4 COM, 2 PD, 2 ED, 4 SPD, 6 REC, 50 END, 35 STUN
Desolidification; 0x END Cost, +1/2; Persistent, +1/2; Always On, -1/2;
Images (sound): All hearing; +2 PER; 4 hexes, +3/4;
Indirect (any location, any direction), +3/4;
3d6 Drain of BODY, affects physical world, +2;
Life Support: Full
Susceptibility: 3d6 STUN and BODY per segment from contact w/ a holy-symbol (Note that this affects the ghoul even though they are desolidified!).
Hunted: Demon, 14-, watching only, more powerful.



Typical Ghoul (Fuzion)

3 INT, 6 WILL, 13 PRE, 5 TECH, 7 REF, 7 DEX, 2 CON, 2 STR, 7 BODY, 4 MOVE
4 SD, 4 ED, 3 SPD, 4 REC, 20 END, 35 STUN, 35 HITS, 18 RESISTANCE
Desolidification: always on, no END Cost
Images (sound): All hearing; 4 hexes; Indirect (any location, any direction);
1 1/2d6 Drain of BODY, affects physical world;
Life Support: Full
Susceptibility: to contact w/ a holy-symbol (Note that this affects the ghoul even though they are desolidified!), extreme.
Enemy: Demon, 14-, watching only, more powerful.

Golems

These are soulless servants created by magicians of old, formed entirely of one of the four elements, most likely an earthen one. An elemental spirit is summoned, then either through explanation, flattery, or downright control, is bound into a statue or object. Once bound through ritual, they are devoted, if uncreative, lackeys. Essentially, they are animated objects made of whatever form wished. Jade tigers were a favorite of the ancient Asians. The forms are limited only by the imagination of their master. However, certain things must be taken into consideration, such as the fact that it would be unwise to send a fire golem up against someone with a fire hose.

The bound spirit is usually happy with its situation, being able, through the use of the statue or object, to do what it normally would anyway, only a lot easier. If asked to do something out of its nature, it will grow confused and frustrated. Since it now has a physical form of a sort, it may lash out at its master because of the confusing order. Frustration is not something an elemental is used to. The master must either withdraw the request or explain it in detail to calm the Golem down. If calm is not restored, at best, the elemental will leave the physical form, at worst, it could kill the master.

Elementals will usually demand a time limit for its service. If all goes well it will leave quietly or perhaps bargain for a longer contract with the master. If it is displeased with the master, a clever elemental may bide its time until the end of its contract, then lash out at the master once it is no longer under the master's control.

As Golems will vary widely based on the power of the animating spirit. So are the methods used to create them and the material the golem is made of, It is left to the GM to determine characteristics and attributes for any given golem (but see "The Wax Golem" adventure for an example of one golem-type).

Homunculi

Alchemists create these creatures. Their purpose lies in their ability to answer questions about the future accurately, and they have been known to predict events. Grown in sealed jars that are filled with water then buried in horse manure for incubation, they are small in size, with no two ever looking alike. The ingredients used in the creation of these beings are sputum, egg white, dew, and human blood. There is also a secret ingredient that is used that is only learned from another Alchemist through word of mouth. This ingredient is animal tincture that is not calcified.

The Homunculi are trapped in their sealed jars, only able to be in the air for very short periods of time without risking death. Their forms are usually hideous to behold, fleshy and lumpy. Their eyes give off a red light that does not seem to hold any purpose. The water holding the Homunculi must be changed once a week. Since these are living creatures, so to speak, they must be fed. More often than not, a tidbit of meat will satisfy their appetites.

Of the many different types of Homunculi, only two do not maintain a physical form. They will only appear when their jars are tapped and certain words are spoken. Another distinguishing characteristic of these two Homunculi is that they do not have full forms, only their faces appear, one giving off a reddish glow, while the other emits a blue glow. The red one must be fed blood, be it human or animal, while the blue one never requires feeding. Blue Homunculi also never need to have their water changed. These two tend to be very powerful, often knowing in advance what the Alchemist needs to know. Their creation is very difficult in its timing. Only so much of a certain ingredient should be added, while the jar should be buried in view of the full moon while certain planets are in alignment.

Generic Homunculus I (HERO System)

0 STR, 8 DEX, 8 CON, 6 BODY, 38 INT, 26 EGO, 10 PRE, 6 COM,

1 PD, 1 ED, 2 SPD, 2 REC, 30 END, 10 STUN

Clairsentience: normal sight, normal hearing, precognitive, 2048x range (461 km)

Shrinking: 5 levels, always on, 0x END Cost

Distinctive Features: Humanoid thing in a small jar (not concealable, extreme)

Physical Limitation: Immobile, no manipulatory ability, etc. from living in a jar (all the time, total)

Generic Homunculus I (Fuzion)

13 INT, 9 WILL, 3 PRE, 7 TECH, 3 REF, 3 DEX, 1 CON, 0 STR, 2 BODY, 0 MOVE

2 SD, 2 ED, 2 SPD, 1 REC, 10 END, 10 STUN, 10 HITS, 27 RESISTANCE

Clairsentience: normal sight, normal hearing, precognitive, 1024x range (461 km)

Shrinking: 3 levels, always on, no END Cost

Distinctive Features: Humanoid thing in a small jar (not concealable, extreme)

Physical Limitation: Immobile, no manipulatory ability, etc. from living in a jar (all the time, total)

Another way to build a Homunculus

Homunculi may also be built as a set of powers and characteristics (the same Clairsentience, plus whatever characteristics are deemed necessary), using the *Independent* and *Focus* power limitations. Red Homunculi should be built with the additional limitation: Limited: Must be fed blood periodically or the power “dies” (-1/2 additional limitation).

Animal People

Some people just seem to have an affinity with animals. Stray cats or dogs may follow them, while shunning anybody else who would try to get near them. These people sometimes may seem to get along better with their animals than other human beings.

Society doesn't understand them like the animals do. It's not that they do not like society, it's just that they feel bad for what the human race is doing to itself. So they turn to animals for the understanding they cannot get from humans. They find a sort of happiness and peace with this choice.

Once in a while some of these people stumble onto a discovery that gives them the opportunity to take this affiliation one step further, becoming animals themselves.



Suggested powers for Animal People

Note: Most or all of an Animal Person's powers will be limited: Only vs. animals, -1/2;

Mind Link, Telepathy – The core powers for talking to and understanding animals;

Mental Illusions – useful for goading animals into attacking, forcing them to retreat, etc.

Mind Control – Also useful for coercing animals to the Animal Person's will.

Mind Scan

Skills – Some animal people can attune themselves so closely with their chosen animals that they can “borrow” certain instinctive-level skills (tracking being one of the more commonly heard-of variations).

Summon – By putting out a telepathic call to any of “their” animals, some Animal People can summon animals to them. The summoned animals must cross any intervening terrain on their own, however, making this power unreliable for combat use (it could take anywhere from a turn to an hour or longer, depending on the animal and the location).

Clairsentience – Some Animal People can see, hear, smell, etc. through one or more animals at some distance.

Werewolves

Wolves have been both revered and despised by humans over the centuries. They have been blamed for plague; the killing of livestock; and, though this is extreme, the killing of humans themselves. While on the other end of the spectrum, wolves have been looked to as examples of how humans should perhaps behave with each other. Their rank within a pack is socially oriented, and even when disputes erupt, the outcome is rarely bloodshed. Whatever way people look at wolves, whether with respect or disgust, one thing remains constant: Wolves have always been a fascination for the human race.

The Demented

These afflicted people suffer from a mental disorder that makes them believe that they are not human, but wolf. They snarl, howl, scratch, and generally behave the way a wolf would. This is not a constant occurrence in their lives. Indeed, they can lead very normal lives, but upon the onset of a stressful situation, the wolf in them, so to speak, is released. The oddity to this affliction, something psychiatrists have yet to explain, is that while they are wolves their physical abilities take on the aspects of the wolf as well. Strength and agility is increased, as is speed and reflex.

Their senses, all but touch, will have increased as well. If they should bite someone or something, the wounds they leave, while shaped in the pattern of human teeth, indicate the human's teeth have sharpened. To revert the Demented to their human capabilities, they must be calmed down, something that is not easy to do without the help of tranquilizers.

If asked, while their human nature is in control, what they remember from when they were a wolf, they will describe all the sensations, as a wolf would feel them. Scents and body language would reveal emotions. They will be convinced their forms change to that of a wolf, and if they should see their reflection while wolf, a wolf is what they see.

Science has yet to discover a cure for this dementia, though it can be controlled with drugs. There has been the rare case where a person never has a human side. More often than not though, these are the people fabled to have been raised as a cub amongst wolves themselves. If introduced to their humanity, these people sink into great depressions. Sometimes they return to their wild natures, though never as completely as before.

Typical Demented (HERO System)

The Demented come from all walks of life, and varies as much as the backgrounds they come from. The basic characteristics and skills of a given Demented are left to the GM to determine, but some suggested “bonus” abilities (while they are “wolfed out”) include:

+5 STR, +4 DEX, +1 SPD;

1/2d6 HKA (1d6+1 w/ STR) – bite

Enhanced Senses (discriminatory smell, enhanced sight [+1], hearing [+3], smell [+3], ultrasonic hearing);

Mental Defense: 10 points (in addition to any the character might otherwise have)

+3" Running

Typical Demented (Fuzion)

+2 STR

1d6 HKA (2d6 w/ STR) – bite

Enhanced Senses: Discriminatory smell; +3 Enhanced Sight, Smell; Ultrasonic Hearing

Mental Defense: 10 points (in addition to any the character might otherwise have)

+2 MOVE

Skin Walkers

Native Americans wore the skins of wolves and other animals on their backs when hunting to disguise their scent. While what they hunted still was wary of the wolf scent, they would not bolt as they might from the scent of man, thus making acquiring their prey that much easier. Over the course of time, hunters found it cumbersome to hold the skin in place. They appealed to their elders for a better way. Their shamans eventually stumbled upon a secret: Through a binding ritual, the skins of the wolves could transform the wearer into a wolf himself.

When the Vikings came to North America, trade was established with the Natives. That included the exchange of information between the shamans of the Native tribes and the warlocks of the Vikings.

The secret of Skin Walking was passed on as well, something the Vikings greeted with relief as hunting in their lands was difficult during the harsh winters. The rituals were altered to their own beliefs, and well received by their gods.

The practice of Skin Walking continues in the present with the descendants of the Nords and the Native Americans. The benefits of Skin Walking are apparent, but the dangers are prevalent as well. While wearing a skin and walking as wolf, the human takes on the mind of a wolf. It takes effort for the Skin Walker to remember his purpose. Because of this, many Walkers do not run alone, but with humans tracking him or her.

The Skin Walker, as wolf, will know the scents of the humans following, and, trusting them as pack mates, will not run from them or attack them. Once the mission is completed, the Skin Walker must be persuaded to remove the skin of the wolf. The longer the Skin Walker is wolf, the harder it is to convince him or her to revert back to human. If too much time has passed, the Walker will not remember he was human, and will remain wolf, most likely fleeing the humans.

As with the Demented, the baseline human behind the wolf-form may vary in the extreme, and is left to the GM to determine. Similarly, the power-level of their wolf-form may vary considerably, but here is a medium-powered baseline to start with:

Skin Walker Powers (HERO System)

Wolf-form:

20 STR, 23 DEX, 25 CON, 15 BODY, 6* INT, 5* EGO, 25 PRE, 14 COM,

12 PD, 6 ED, 5 SPD, 10 REC, 50 END, 40 STUN

* INT and EGO will seldom, if ever exceed the listed amounts.

1d6 HKA (reduced penetration: 2x 1/2d6 base, 2x 1d6 w/ STR)

Armor: +3 PDr/+2 EDr

Running: 7" total

Enhanced Senses: Discriminatory Smell, Ultrasonic

Hearing, +4 levels w/ Smell PER, +4 levels w/ Hearing

PER, Tracking Scent, Ultraviolet Vision

+2 levels with hand-to-hand combat

Stealth @ +1

Concealment @ +1

Physical Limitation: No manipulatory limbs, common, great

Distinctive Features (wolf, not concealable, major)

Human Form:

Multiform: to wolf (above), OIF (wolf skin), -1/4 (reduced limitation value since the skin is *part* of the character after the Multiform is activated); (27 points)

(In addition to any other skills or powers they may have.)

Skin Walker Powers (Fuzion)

Wolf-form:

2* INT, 2* WILL, 8 PRE, 5 TECH, 8 REF, 8 DEX, 7 CON, 7 STR, 8 BODY, 5 MOVE

14 SD, 14 ED, 4 SPD, 14 REC, 70 END, 40 STUN, 40 HITS, 14 RESISTANCE

* INT and WILL seldom, if ever exceed the listed amounts.

1d6 HKA (reduced penetration: 2x 1/2d6 base, 2x 1d6 w/ STR)

Armor: +5 KD

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +3 Smell PER, +4 Hearing PER, Tracking Scent, Ultraviolet Vision

Stealth (3)

Concealment (3)

Physical Limitation: No manipulatory limbs, common, great Distinctive Features (wolf, not concealable, major)

Human Form:

Multiform: to wolf (above), see HERO System Rulebook for details re: Multiform

(In addition to any other skills or powers they may have.)

Mind Projectionists

They are able to touch a portion of their brain not normally used. Their specialty is empathy with animals, in this case, specifically wolves. Growing up, they always had a dog for a pet, be it a stray that could not be chased away no matter how hard their parents tried, or a family pet. The dog was their best friend. Their parents would worry that their child was not interacting with other children enough, but the child seemed happy so they let him be in spite of the uncanny relationship.

The parents would tell stories about how it seemed as if the two were holding conversations, the dog actually understanding what the child was saying. If the dog died before the child reached maturity, the child would sink into such a heavy depression that the parents would feel obligated to replace the favored pet with a new puppy. Over time, the child would bond with the new friend, and the relationship would begin again.

At some point in the Projectionist's development he would recall odd dreams. The dreams would seem as if he were not human in origin, but animal, specifically the dog sleeping next to them. Upon reflection, he would recognize toys or habits the dog would favor. A sense of longing to actively control these dreams caused the Projectionist to try and make that connection consciously. With practice, it occurred.

Projectionists usually pursue a career in animal research, specializing in the study of wolves. Outwardly, they champion the survival and understanding of wolves. Inwardly, they are pursuing their mental abilities. They will seek out a location near a pack of wolves they have taken empathy for, and set up a home base to study from. After spending time getting to know the wolves and the wolves the Projectionist, attempts will be made by the human to actively project his consciousness into the mind of a receptive wolf. Sometimes this will be most of the pack, sometimes only the alpha male or female will be receptive, occasionally they jealously horde their human connection.

Once the Projectionist establishes a continuing relationship with the pack, he or she is accepted as if the Projectionist was not human, but wolf. The Projectionist and the pack are now inseparable. Where one goes, the other follows. If the two are separated, the Projectionist will slip into a deep depression, while the wolves will howl each night for their lost pack member. In rare instances, if the Projectionist and the pack have been together for many years, the pack may attempt to track down the Projectionist and will react violently to anyone deterring them.

Mind Projection works as such: The Projectionist will slip into a meditative trance, and project his or her mind, astrally, into the mind of a wolf, effectively becoming the wolf. The Projectionist is in complete control of the wolf's form. If the wolf is not receptive to the mind touch, the Projectionist is unable to enter the wolf's mind. Should the Projectionist push the issue, and actually establish contact with the resisting wolf, the wolf will remain in control. It is then very difficult for the Projectionist to either take control of the mind or escape it.

Mind Projectionist Powers (HERO System)

Clairsentience (sight, hearing, smell, taste, touch), with Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +4 levels w/ Smell PER, +4 levels w/ Hearing PER, Tracking Scent, and Ultraviolet Vision (all linked, -1/2); 0xEND Cost, +1/2; Limited: costs full 8 END to start power going, -1/4; Astral Projection effect (as per the Desolidification limitation), -1;

Mind Scan: 8d6, limited: Only vs. a given animal-type (wolves), -1;

Mind Control: 10d6, limited: Only vs. a given animal-type (wolves), -1. Note that after the projectionist is in, they can maintain control, perhaps indefinitely, of the target animal;

Mind Link: to any single animal of the correct type (wolves)

Mind Projectionist Powers (Fuzion)

Clairsentience (sight, hearing, smell, taste, touch), with Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +3 Smell PER, +4 Hearing PER, Tracking Scent, and Ultraviolet Vision; no END Cost to keep the power going, but costs full END to start it up; Astral Projection effect (leaves their body behind, but grants them essentially infinite range between them and the animal they are seeing through);
Mind Scan: 8d6, limited: Only vs. a given animal-type (wolves),
Mind Control: 10d6, limited: Only vs. a given animal-type (wolves). Note that after the projectionist is in, they can maintain control, perhaps indefinitely, of the target animal;
Mind Link: to any single animal of the correct type (wolves)

Spirit Wolves

There are those people whose love of wolves' goes past the point of admiration. Their understanding and respect for the creatures, carries them to the point of worship. They see wolves as a perfection to be achieved in their own lives, and strive to bring this about. They consider themselves imperfect in being human. At some point in their devotion to wolves, perhaps in a meditation, the Wolf Spirit approaches the person. They are informed that their actions have been noticed, their words heard. Because of their dedication to the animals the Spirit protects, the devoted is given a gift. When the need arises, they may call upon the Wolf Spirit and it will possess them, transforming them into a wolf.

The transformation is very painful, but once achieved they retain their awareness of self. They can think and reason as a human, yet have the form of a wolf and everything that goes with it. Other wolves they come in contact with while transformed will react to them as the ultimate alpha. They will follow direction without question, nor dispute leadership. Humans, on the other hand, will only see a wolf like any other. The transformed is not able to communicate with humans without difficulty. If the transformed needs to communicate with humans, they must either reform to human, which again is painful, or spend a great deal of time convincing the human that it is not just another wolf.

The temptation to remain transformed is great, but the Wolf Spirit, in its wisdom, will force the change back to human if it feels the human is spending too much time as a wolf. After the first change into wolf, the human will bear some mark of the wolf, be it a change in eye color to wolfen amber, or his hair being longer and thicker.

Whatever the change, it will always be there, though the human does not gain any more marks with further changes. This mark is the Wolf Spirit's way of saying, "This one belongs to me."

In the beginning, it takes great concentration and ritual to invite the Wolf Spirit to enter the human's form. Over time, with practice and dedication, it may take only a thought for the human to invite the possession. The transformation is extremely painful, bones are shifted and elongated, while some things, such as a tail, must be created. It takes no less than a period of 15 minutes for the transformation, either way, to be completed. At first the transformed is disoriented and must take a moment or two to regroup its thoughts.

Spirit Wolves are favored in the eyes of the Wolf Spirit, and are protected by it for the services the transformed do. Only in extremely rare instances does the Wolf Spirit directly involve itself in protecting the transformed. However, should a Spirit Wolf find itself in need, it needs only raise its voice in a summoning howl. Any wolves in the area will answer and come to the Spirit Wolf's aid. Should the Spirit Wolf be in an area devoid of a wolf population, it can still raise the howl, and the Wolf Spirit will open a portal, allowing one pack of no more than five wolves to come through.

On the chance that the Wolf Spirit feels it should intervene, a ghostly howl will precede its appearance. It will appear as a large, gray dire wolf with glowing red eyes. It stands at five feet at its shoulders. Very strong, and very quick, its reflexes are greater than even the Spirit Wolves, which are more enhanced than regular wolves.

The Wolf Spirit will complete its mission as quickly as possible, then return to its own realm without even a glance given to the transformed. It cannot be killed, but with enough damage done to it, it can be sent back to its realm before it can complete what it came for, and will not return. Its intervention is only given once in the lifetime of the transformed. It can be summoned, but the transformed are warned not to squander such a boon.

Spirit Wolf (HERO System)

Wolf-form:

22 STR, 24 DEX, 26 CON, 16 BODY, * INT, * EGO, 25 PRE, 14 COM, 12 PD, 6 ED, 5 SPD, 10 REC, 50 END, 40 STUN
* INT and EGO will generally equal the character's base-form INT and EGO.
1d6 HKA (reduced penetration: 2x 1/2d6 base, 2x 1d6 w/ STR)

Armor: +4 PDr/+3 EDr

Running: 8" total

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +4 levels w/ Smell PER, +4 levels w/ Hearing PER, Tracking Scent, Ultraviolet Vision
+2 levels with hand-to-hand combat

Stealth @ +1

Concealment @ +1

Summon: The Wolf Spirit (below): 387-point creature; or a pack of dire wolves (one charge, never recovers, -4);

Physical Limitation: No manipulatory limbs, common, great Distinctive Features (wolf, not concealable, major)

Human Form:

Multiform: to wolf (above), OIF (wolf skin), -1/4 (reduced limitation value since the skin is *part* of the character after the Multiform is activated); (30+ points)

(In addition to any other skills or powers they may have.)

Spirit Wolf (Fuzion)

Wolf-form:

* INT, * WILL, 00 PRE, 00 TECH, 00 REF, 00 DEX, 00 CON, 00 STR, 00 BODY, 00 MOVE
00 SD, 00 ED, 00 SPD, 00 REC, 00 END, 00 STUN, 00 HITS, 00 RESISTANCE

* INT and WILL generally equal the character's base-form INT and WILL.

1d6 HKA (2d6 w/ STR)

Armor: +6 KD

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +3 Smell PER, +3 Hearing PER, Tracking Scent, Ultraviolet Vision

Stealth (3)

Concealment (3)

Summon: The Wolf Spirit (below), or a pack of dire wolves; only usable once – ever!

Physical Limitation: No manipulatory limbs, common, great Distinctive Features (wolf, not concealable, major)

Human Form:

Multiform: to wolf (above), see HERO System Rulebook for details re: Multiform

The Wolf Spirit (HERO System)

Wolf-form (387 points base):

30 STR, 28 DEX, 35 CON, 25 BODY, 13 INT, 25 EGO, 35 PRE, 20 COM,

18 PD, 9 ED, 7 SPD, 15 REC, 70 END, 60 STUN

2d6 HKA (reduced penetration: 2x 1d6 base, 2x 2d6 w/ STR)

Armor: +6 PD_r/+4 ED_r

Running: 9" total

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +6 levels w/ Smell PER, +6 levels w/ Hearing PER, Tracking Scent, Ultraviolet Vision

+4 levels with hand-to-hand combat

Stealth @ +3

Concealment @ +2

Physical Limitation: No manipulatory limbs, common, great Distinctive Features (wolf, not concealable, major)

The Wolf Spirit (Fuzion)

4 INT, 8 WILL, 12 PRE, 7 TECH, 9 REF, 9 DEX, 11 CON, 10 STR, 12 BODY, 6 MOVE

22 SD, 22 ED, 5 SPD, 21 REC, 110 END, 60 STUN, 60 HITS, 24 RESISTANCE

3d6 HKA

Armor: +7 KD

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +6 Smell PER, +6 Hearing PER, Tracking Scent, Ultraviolet Vision

Stealth (5)

Concealment (4)

Physical Limitation: No manipulatory limbs, common, great Distinctive Features (wolf, not concealable, major)

Spirits

Everyone has a ghost story to tell. Most accept them as entertaining fables to be told by a fire late at night. But deep inside, everyone knows that every myth begins with an ounce of fact. It is that hidden or ignored knowledge that causes a shiver to run through the spine when a particular story rings true. And the question remains – What happens to us after we die? Sometimes spirits are the answer to that.

Apart from their own particular special powers (listed with the different types of spirits), ghosts, haunts and the like are pretty much identical (so long as they are the spirits of dead people):

Typical Spirit (HERO System)

10 STR, 10 DEX, 10 CON, 10 BODY, 10 INT, 10 EGO, 10 PRE, 10 COM,

2 PD, 2 ED, 2 SPD, 4 REC, 20 END, 20 STUN

Desolidification: 0x END Cost, Persistent, +1; Always On, -1/2;

Life Support: Full

Invisibility: 0x END Cost, Persistent, +1; Always On, -1/2;

May be willed off at normal END Cost, +1/4;

Change Environment (cold), affects physical world, +2; 0x END Cost, Persistent, +1; Always On, -1/2; No Range;

Typical Spirit (Fuzion)

3 INT, 3 WILL, 3 PRE, 3 TECH, 3 REF, 3 DEX, 1 CON, 3 STR, 4 BODY, 4 MOVE

2 SD, 2 ED, 2 SPD, 4 REC, 10 END, 20 STUN, 20 HITS, 9 RESISTANCE

Desolidification (costs no END, always on)

Life Support: Full

Invisibility (costs no END, always on, but may be willed off at normal END Cost)

Change Environment (cold, affects physical world, no END Cost, always on, no range)

Haunting

Children gather outside the old house, daring each other to go up on the porch and ring the doorbell, or the local college initiation is to spend one night in the hall where a girl committed suicide many years ago. Meanwhile, the cause of all this attraction remains the same: A ghost is in residence.

People fear what they do not understand. In truth, how can anyone understand an apparition that comes and goes mysteriously? These spirits are usually tortured souls looking for a solution they could not find in life, and so, are reaching out for help. Unfortunately, they tend to frighten those they reach out to.

Sometimes they are just lonely, other times they do not even know they have died. Whatever the reason, they are bound to their location, and without assistance, cannot leave it. In some cases they are bound to their location of death, though in others they remain in a location they loved in life. In all, except for any damage the frightened may do to himself in his flight, these spirits are harmless. Incorporeal, they cannot touch anything physical, nor can anything physical touch them. Should someone attempt to touch them, they will feel as if they put their hand into a freezer; the air in and around the ghost is frigid.

They can be useful however. Since they spend so much time and concentration on the living world, they listen and watch everything. Hence, should they be persuaded to such, they can pass any information to those with the courage to speak to them.

Spot Memories

Gettysburg, Pennsylvania - the Civil War Many men lay dead or dying slowly and painfully in a field turned red with blood. Moans and cries of the wounded can be heard echoing across the snow. A soldier in gray claws his way to a favorite horse that lies twitching, while Mary and her husband look on with wide, unblinking eyes, cameras half raised to their eyes. They are tourists who, while visiting the historical sites, have stumbled onto a spot memory.

Spot memories are caused by a moment in time of great emotional trauma. Almost every town has one of mention. Basically, these hauntings work like watching a movie. The actors, or ghosts, are not aware of the viewers. The moment is played and replayed, over and over, sometimes on the anniversary of the event, or sometimes at the time of day the event took place. It is believed they are caused by the location absorbing the emotional energies discharged by the event.





Poltergeists

Angry, vengeful spirits, they are very jealous of the living. Because of this jealousy and anger, they are violent. Books, glasses, and even furniture are tossed about with great strength, usually with the intent to harm the living. The source of their jealousy can come from just about anywhere, maybe they weren't ready to die, maybe they seek justice. Whatever its source, it is keenly displayed.

Poltergeists differ from ghosts in a few ways. First, they never manifest visibly. All their energies are spent on physical things. They have hardly any limitations in strength. Nor do they have any limitations in location. They can follow a living person anywhere at anytime. It has been known to happen that even the cars of the afflicted can come under the control of the Poltergeist. The only way to be rid of a Poltergeist is to discover why it is angry and settle the dispute. They are tenacious and rarely give up until the one or group they haunt die.

In addition to the powers of a typical haunt, Poltergeists have Telekinesis (anywhere from 2 to 25 STR, affecting the physical world [4 1/2-point cost per 1 STR]).

Banshees

These tragic, restless souls are the harbingers of an upcoming or possible death. These were women who, in life, suffered the broken heart of the death of a husband or lover. The overwhelming sense of loss took them to their own deaths, either by their own hands or otherwise. The emotional content was so strong that it locked their spirits to the physical world. Now they attempt, in their own frightening way, to warn the living of the possibility of encroaching death.

They do not remember who they were or why they do what they do, they only know their emotional pain. Also, the Banshee's only voice is its keening wail. It is possible to exorcise a Banshee, though very difficult, since the emotions that tie them here are so strong. Anyone near a Banshee, whether the Banshee is warning them or not, feels the Banshee's projected emotions. The one the Banshee comes for, however, feels the emotions the strongest.

Banshees typically have varying levels of Clairvoyance (sight and hearing, with the ability to perceive the future), and the ability to project their voices into the physical world (see Ghouls, above, for breakdown of the power).

There are three different kinds of Banshees, all with their own "specialty."

Common Banshee

These Banshees are connected with a family or clan, usually an ancestor. They scream out, wailing loudly, exactly three days before the death of a full-blooded family member. For lesser family members, they are never seen, only heard, though the sound is enough to chill the blood. For a major family member, perhaps the head of the household, the Banshee is seen, kneeling on the roof of the establishment, her hair flying about as if in a gale. Her face reveals no eyes, her expression one of great grief. And again, her cry is heard all throughout the house.

Bean Nighe

Pronounced “Ben Nee-yah,” this type of Banshee differs in that she comes to portend not the death of those she visits, but the death of one emotionally close to the visited. She is always seen. She is transparent in appearance, glowing white and very beautiful. Her expression is one of sorrow and pity, arms outstretched as if to comfort the one she comes to see. Her voice is only heard by the one that she comes to warn. She does not scream, but merely whispers the name of the person who is to die. Her timing is precise.

There will always be time for the person warned to get to his or her loved one and save him or her. The emotions the Bean Nighe emits are overwhelming, and the warned must be able to shake off the feeling in order to act.

The Washer Woman

This is the only voiceless Banshee there is. Some might think this a blessing, but what the Washer Woman lacks in voice, she makes up for in emotional broadcast. Her emotional output is so overwhelming that everyone present feels it to the same extent, and find it difficult to shake off, even after she disappears.

Her special warning is given to those about to go into battle that do not have a very good chance of surviving the fight. She is seen as a woman, calmly weeping over the bloodied clothes of the one who is to die, trying to wash the blood from the garments. If in an outdoors setting, she will appear next to a body of water. If indoors, anywhere there is a sink or running water will suffice.



Shadow Creatures

There are some beings that exist within that slip of space at the corner of people’s vision, the same place where you think you see something flash and then when you turn your full attention to it, nothing is there. This is the shadow world. The creatures of the shadow world are not usually harmful, but there are those times that something out of the ordinary transpires.

Such creatures are devoid of any true shape. They are but shadows of dreams and of the dark recesses of man’s animal-like past. Sometimes the beings will peek out from that dark corner in people’s vision. This is the time that they can be seen, if only for an instant. Looking right at them, they are again melted away and become part of the shadows.

They have glaring eyes that glow a hellish red, at times taking the shape of some beast of man's forgotten past that we, at one time in our ancient history, had to deal with.

These beings cause a great amount of dread within persons that are sensitive to their presence. It is the dread of the hunted, as the predator moves in the shadows waiting to pounce for the kill, that the person feels. It is within the mind that the beings do the most harm. They feed on the fear. This base human emotion is nectar to them, and they drink deeply, making themselves drunk on it. If a person who is under such an attack should be lost to the fear, they can be scared to death. These cases are rare however.

The best way to drive away the creatures is with light and music. The light and music simulate man's dance around the hunting campfires, a dance performed to keep that which he feared, the unknown darkness, at bay.

Lesser Shadow Creature (HERO System)

10 STR, 10 DEX, 10 CON, 10 BODY, 10 INT, 10 EGO, 10 PRE, 10 COM,
2 PD, 2 ED, 2 SPD, 4 REC, 20 END, 20 STUN
Desolidification: 0x END Cost, Persistent, +1; Always On, -1/2;
Life Support: Full
Invisibility: 0x END Cost, Persistent, +1; Always On, -1/2;
Limited: Only in shadows, -1/2;
Change Environment (dread/feeling of being watched), 4x radius; affects physical world, +2; 0x END Cost, Persistent, +1; Always On, -1/2; no range, -1/2;

Lesser Shadow Creature (Fuzion)

3 INT, 3 WILL, 3 PRE, 3 TECH, 3 REF, 3 DEX, 1 CON, 3 STR, 4 BODY, 4 MOVE
2 SD, 2 ED, 2 SPD, 4 REC, 10 END, 20 STUN, 20 HITS, 9 RESISTANCE
Desolidification (costs no END, always on)
Life Support: Full
Invisibility (costs no END, always on, only in shadows)
Change Environment (feeling of dread/being watched), 4x radius; affects physical world; No END Cost; Always On; no range;

Powers of the Mind

Science tells us that human beings only use one third of their brains. The question has hounded science: What would be the result if a person were able to tap into more than just that third. This question has been answered, though unfortunately for the scientists interested, the result has been kept secret. Certain individuals of the human population, for whatever reason, be it active pursuit, or an accident of birth, are able to tap into some part of the unused brain. The results that are achieved are the Powers of the Mind.

Telepathy, telekinesis, pyrokinesis - all of these are the more common examples of what can be achieved when a human accesses a normally unused part of their brain, although the kinds of abilities that can be had are as broad as a person's imagination. More often than not, these abilities are with them for as long as they can remember, so they do not seem strange to them. Some are enchanted by what they can do that others cannot, so they practice with their ability, cultivating it to perfection.

There are the typical mishaps, especially in the case of pyrokinesis, which occur when they try to do too much too soon. This usually occurs in their childhood, and their parents are more than willing to explain it away, the better to not lose their child as some guinea pig to scientists. As the individual matures, gaining a sense of responsibility, they are able to hone their mental abilities without too many disturbances. For the majority, these individuals utilize their abilities in only slightly influential ways, with only the occasional fall into temptation. However, there will always be a person of low moral standing who will use the ability for material or personal gain, as well as the unstable person who strikes out with their ability, causing much damage.

Generally, when a person is able to touch into more of their mind they will only possess one extra talent, though occasionally there is someone with two. It is a rare incident where a person will have tapped into three or more abilities. These people are unstable.

They are unprepared to deal with what they have, and find it difficult to control all of their abilities all the time. Something will always be active. It is impossible for them to concentrate to the point of controlling everything they have and still be able to function as a living person. They will decide upon the less destructive of talents to continue to function constantly, while holding the others in check with a firm mental grasp.

Any disruption of their concentration, such as something startling them or experiencing an excessive emotional stimuli such as anger, and their abilities will be let loose. It will take an extreme effort by the individual to bring them back under control.

As human beings continue to evolve, more people with Powers of the Mind are evident. As stated before, most are born with the ability. There are those, who through an accident, or a necessary operation, find themselves with a new talent. There are the few, however, who, through active research and attempts, manage to achieve what nature has gifted upon others.

Science Gone Wrong

Science is the one thing that we rely on that is based as fact. No, hardly anything in science is fact, and it is the rare scientist who will admit to this. There is more mystery in science than in the things that science scoffs at. Sometimes a scientist comes along who tries to link the scientific with the unknown. They are seen as geniuses, if not a bit mad. They search endlessly to reproduce that which nature does on its own, with the knowledge that if something so chaotic can happen on its own, then they can harness it and recreate it.

Alchemists

A handful of scientists believed that through the application of scientific methods, they could change one thing into another by altering its base substance, i.e. lead into gold. They never succeeded, but the theory remains, and others follow in their deluded footsteps.

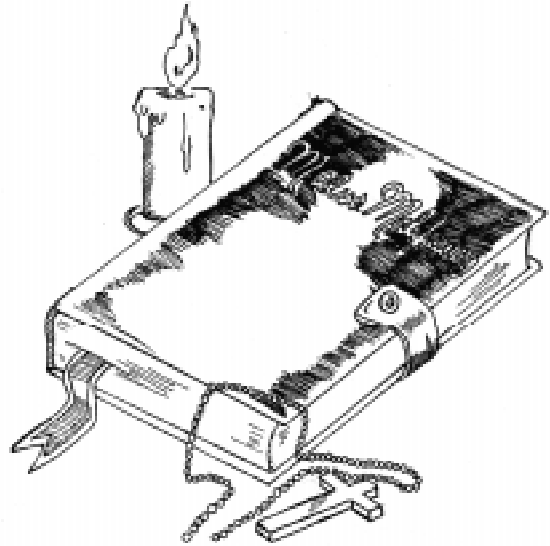
It is because of them that we now have microwaves, fusion, and nuclear bombs. Some might call these successes of a sort, but to the Alchemist they were failures because what they were probably looking for was a toaster oven that didn't require electricity, or some other such object.

Driven by their insatiable curiosities and the need to improve upon any design, they work with a single-mindedness that confuses the rest of the world. They are loners, not understanding the need for human contact, other than the occasional assistant. These are the typical absent-minded professors. If/when they finally succeed in their pursuits, they gleefully announce it to anyone they come in contact with, and feel dejected when the victim of their fervor does not understand the formulas and methods bragged to them.

Necromancers

These scientists are not interested in the explanations of life, but those of death. They started with the question: What happens after we die? The pursuit to answer that question opened doors they never expected to find; worlds not discovered by their fellow scientists or even by magic practitioners. These things held a fascination for them, and they found that, through a combination of ritual and science, they could learn to control the creatures and beings inhabiting the worlds beyond ours.

Some remained with the spirits and bodies of the deceased. Spirits could be summoned and bound to the Necromancer's service, while the bodies could be reanimated as Zombies. Rituals and secrets could be learned from older spirits, and pacts could be made with demons for power.



Only Necromancers have the knowledge of how to call up and control these beings, so they are sought out by those in pursuit of gaining information or power, and are paid for their services quite nicely.

Other Necromancers concern themselves with the beings and creatures to be found through the doors their research opened. They spend most of their lives cataloging the different types of beings to be found, and learning how to control the beasts and creatures they come in contact with.

The rare Necromancer discovers the power to be harnessed in death. Certain energies are cast off when a death occurs, and through perhaps an accident of discovery, these Necromancers strive to reproduce these energies, and save them for their nefarious ends.

These energies, when harvested in strength, allow the Necromancer to gain control over the creatures that walk this world, yet are dead ... ergo vampires. A Necromancer of note of this type, one Martin Petty, controlled a small army of Old World vampires before he, through his own arrogance, lost control of them and was destroyed.

Creators

What makes it so one type of bird can fly and another not? Why do spiders have eight legs? What made the dolphin decide it wanted to breathe air, yet not live in it? These questions hound the Creators, driving them to bizarre lengths of study.

In the early stages, the Creators became fascinated with nature's ability to create life. They studied and experimented with the reproduction of like species. Then, when that proved to be limited, they moved on to combining species. Rats with wings ... ever wonder where pigeons came from? Sometimes their discoveries were useful: a dragonfly that reproduced quickly enough to eat pesky mosquitoes. Then they discovered gene splicing and things went haywire.

This opened a whole new door for the Creators. Their labs are filled with experiments gone horribly wrong. Cages hold mismatched animals, house cats with wings that do not function, ferrets with cartilage for a skeletal system. But the Creators do not see these ... things ... as failures, merely as stepping stones, so the beasts are not destroyed.

True fanatics, the Creators are single-minded in their work. The outside world does not exist. Should anyone intrude on their solitude, the "guest" will either be chased out, used in an upcoming experiment, or bored to tears with a lecture on genetic aberrations.

The Creators' weakness is the work, something that can be capitalized upon by those who desire a special "creation." After all, this study does require specimens, funding, and equipment. Heaven help us if anyone is fool enough to give them a viable sample of dinosaur blood.

Parapsychologists

These investigative scientists are the nosiest group ever to walk the earth. They get one sniff of something that should not or has not been proven to exist, and off they go to further their crusade. They are not interested in the why or how of things. What they desire is to prove, once and for all, that what their fellow scientists claim to be hocus-pocus is indeed fact.



Determined to get the proof they need, they have become pests to the supernaturals that just wish to be left alone. For if proof of other worldly forces can be given, the supernatural is then left open to be exploited. Scoffed at by their peers, the parapsychologists keep to themselves. They follow rumors, tabloids, and legends to gain the information their curiosity demands. So obsessed with their pursuits, they do not realize the harm they bring upon to the very things they wish to discover.

Funded by organizations and other interested parties, their laboratories are extensive, filled with the latest equipment. Individual parapsychologists also have their own unique theories on their "prey." Some believe that the supernaturals are the ones that truly rule our world, while others believe they are the next step in evolution.

Some supernaturals take it upon themselves to fund their cause, if only to throw the parapsychologists off track. Sometimes it is better to hide in plain sight or to den with the enemy. Most supernaturals view them as humorous things to be toyed with. Others see the scientists as a force to be reckoned with, a potential hazard to be exterminated.

Hunters

If it can be said that the supernatural possess an enemy, this group of mortals is it. They do not seek the truth about the supernatural, they already know it, or think they do. The Hunters see them as vermin, worse than rats. Canny and clever, they have done extensive research over the centuries to discover the weaknesses of all supernatural, and have exploited these weaknesses. To the Hunters, there are no differences in good or evil, light or dark, within the supernatural population. All of them must be exterminated.

Driven with their own purpose, much like the parapsychologists, they are single-minded and narrow of vision. A Hunter is not interested in listening to explanations or theories. When a supernatural is flushed out, it will be killed, or the Hunter will die trying.

Their origins actually began long before their founder, Professor Van Helsing. In truth, they began even before the advent of the Christian church. So long as a supernatural was in existence, a Hunter was waiting. The first organized Hunters were the witch hunters of Eastern Europe in the Burning Times. The creation of the *Malleus Maleficarum*, or the *Hunters Handbook*, brought about the beginning of mass destruction. Fortunately for the supernaturals, the Hunters of that age were misguided. They slaughtered more innocents than actual prey. In time, the church in lieu of flushing out heretics with the Inquisition called off the hunts. So the hunt dwindled, but was not extinguished.

During the interim, the supernatural grew again, in number and in security, until the Hunters took notice again. By this time, humanity's population had grown, and it was difficult for a supernatural to hide itself. The same prejudices and misunderstandings remained, and the hunt was on again. Only this time, with the increase in intelligence and education, the Hunters were more organized and therefore more dangerous. The supernaturals were caught unaware, and many of their number were killed. The Hunters, remembering their mistakes from the Burning Times, took note of the methods and other telltale signs that would distinguish a supernatural from an innocent.

These details were added to their "bible," so that future Hunters would not make the same mistakes. The remaining supernaturals fled the Hunters, immuring themselves. The Hunters, vainly thinking themselves victorious, relaxed their vigil, but did not disband. Once again, there was an interval for the supernaturals to regroup and lick their wounds.

More centuries passed the supernaturals, wounded and bitter, rode out that time, plotting revenge. They watched the world turn and grow again; waiting for a time when the Hunters were so relaxed that they could return. Over the past handful of decades, the supernaturals have deemed the population to be large enough where they could, little by little, slip unnoticed into the world. This they have done, though not nearly as unnoticed as they would think. The Hunters had seen the telltale signs that the supernatural still existed, and waited, baiting the trap.

And so it is. With humanity so spread out, it would be too dangerous for the Hunters to singly hunt down and kill the supernaturals as they once did. Too many innocents in the line of fire, so to speak. However, they have their own master plan that is slowly being put into affect.

The Human Beast

Every mortal person has, at one time or another, thought up some horrible act to play upon another person. This isn't evil; it's quite normal in fact. Often these are just little imagined creations we make to amuse our sense of justice or a darker desire. But there are those who act upon these thoughts. They are the deranged, the insane. Or are they? Every generation has at least one notorious person that has done the atrocious. Mass murders, acts of arson, human experimentation, all of these are considered evil by the general populace, but to the one who does these things, they are just a curiosity that must be satisfied. He or she does not know that they are doing anything wrong, or if they do, they feel it cannot be helped.

House of Psychopaths

Originally formed in England, it was seen as an elite gentleman's club. Founded in the late 19th century, it was comprised of men of a more morbid curiosity. They were obsessed with human suffering and human blood. They saw it as a scientific study, especially after the Jack the Ripper years. They wanted to understand what made a human do such things to other humans. They felt that in order to understand they must imitate their subjects to know what thrill these acts created. They found that thrill ... and enjoyed it. Eventually they themselves became like that, which they studied. It became a matter of pride to come up with new ways to outdo their peers.

The club has now extended to America. The colonies, with their more liberal and unrestrained motivations, made it clear that members could be found in abundance. Membership is also not secluded to the males anymore. Females have proven themselves more than apt to the qualifications specified in the charters.

Members are made up of people with a lust for blood and/or cannibalism. Jack the Ripper and Hannibal the Cannibal are used as examples of what the ideal member should be like. They would have liked to invite the Donner Party to join, had they survived. Fanatics, like Charles Manson, are seen as pale imitators, wannabes. After all, the club is elite.

Chateau de Sade

As the name insinuates, members of the Chateau emulate the Marquis de Sade, the infamous Sadoomasochistic writer of French Libertine. They are masters in the arts of torture who delight in the pain they give. The Chateau was created not in Europe, as one would assume, but in America, where hedonistic delights could be capitalized.

They started purely for the SM club scene, but were brought to higher aspirations by an egotistical and ingenious businessman calling himself Louis de Sade, direct descendant of the real Marquis. He saw a need in the information age, that of acquiring information, and filled it with the disciples he created. He hired out his members as interrogators supreme. Other avenues eventually presented themselves, and Louis eagerly followed them. Bored upper-class youths paid extravagant prices to be subjected to their “ministrations.” Louis would encourage some of them to leave their families and lofty inheritance to join the Chateau.

The Chateau hires out to anyone who can meet its price. The members are not in the least disturbed by the jobs presented to them. To put it simply, its motto is, “Don’t ask, just enjoy.” The Chateau fulfills a distasteful position that even that Mafia will not touch, but all of its employers have been grateful for its existence and highly recommend it to others who find themselves in need of a knowledgeable torturer.

Witches, Warlocks and Shamans

In all of our known history there have always been the wise women and men who taught the young, forecasted the future, or advised the elders. Up until what is now known as “The Burning Times,” these people were honored and respected. With the rise of Christianity, they, and many other innocents, were prosecuted and killed. They were cast into the popular misconception of devil worship and evil incarnate.

In ancient times, and even recently, being a witch meant being put through mock trials, torture, and if you were lucky, death. Witches and shamans were looked upon as demon-spawn. Witches were seen as old ugly hags out to capture and eat children. Shamans and warlocks were mean-spirited old men who cavorted with demonic women, plaguing villages. In truth, they were none of these things.

The Burning Times was a moment of paranoia in our human history. A person could be accused of witchcraft for no other reason than having a wart on their person or angering a neighbor. It was during these times that the *Malleus Maleficarum*, a book describing how to spot a witch, vampire, or other supernatural creature and how to torture the unfortunate person into confessing, was written.

In most cases, the magic that is used by any of these magicians is subtle (to the point of invisibility), ritualistic, and time-consuming if it has any real power behind it. Nearly any power is accessible to them, however. Suggested limitations for magic-spell powers include:

Extra Time (5 minutes or longer);

Focus (variable, but often including some sort of sacred ground, or the equivalent – an immobile focus by whatever name...);

Requires Skill Roll (not required, but common);

Side Effects (most common among the darker magics – especially if the spell involves the conjuration of some evil creature, or tapping the powers of one); and

Independent (for any “free-standing” items the magician creates).

Witches

The Wicked Witch of the West is perhaps the most popular version of witch the world knows, and certain powers that be like it that way. Little do we remember the Good Witch of the North, who helped Dorothy? She’s not nearly as fun; almost too good to be true.

The bad things are easier to believe. But the truth is that almost all of the true witches are like neither of these portrayals. They are people, like you and me, trying to live their lives, as they will. They do not hurt anyone or anything, they make no blood sacrifices, and nor do they cast curses. Quite the opposite actually. They believe in a balance: no light without dark, no good without evil. One of his or her main beliefs is that the energies you put out come back to you, so it would be counterproductive to do harm to anyone.

Their religions are as many as the world has culture, but one thing holds them all together: harm none, do, as you will. On this one thing, do they all agree? The more popular path, or denomination, is a nature-based worship. They see humans as part of the world, not dominating it. The human being is not any more important than a cat or a tree, but neither is it less important. They are not environmental terrorists or fanatics. They only seek to live in balance with nature, not bend nature to their will.

Contrary to popular belief as well, they are not all female. Many men call themselves witches also. Indeed, when meeting together for their ceremonies, one man represents their god, and one woman represents their goddess.

Because of the persecution of the past centuries, the witches of today are keeping themselves secret, though recently they have been surfacing (coming out of the broomcloset as it were) due to more tolerating times. Unfortunately, there are enough close-minded people who would still persecute them. There are also still many misconceptions to overcome, thanks to Hollywood and certain steadfast religions.

Shamans

Native Americans, African Tribalists, and Aborigines. On almost every continent of the world, shamans exist. Though all different, they all serve the same purpose. Each is dedicated to her gods first, her tribe second. They are the ones that interpret the signs the gods send, and advise their elders to the course they should take.

Theirs is not an easy path, for they must understand what they see and hear accurately, or their people suffer. Very serious, very responsible people, the shamans never take their gifts lightly. There is no room in their lives for anything but their calling. Nothing should distract them from learning what the gods have to teach them; too many rely on them.



Druids

The Celts were fierce fighters, charging into battle, sometimes with nothing more than their weapons, yet even these brave warriors honored the Druids. Secretive and influential, these men, dedicated to the nature-based religion, chose one path of their belief, of which there are five, and pursued it with a fervor. More at home with nature and the animals, they kept to themselves and stayed hidden away. They were seen as wise, powerful men, to be respected and trusted.

The five paths were:

- White (seen as a “good” path with the Druids being the keepers of birth, light, and beginnings),
- Black (this was the “evil” path, the counter to White, with Druids dedicated to endings, death, and dark),
- Blue (the healers of the Druids who sought out that which helped heal humans, animals, and the world alike),
- Green (the warrior caste of the Druids who are fierce protectors of nature and the just), and
- Yellow (Druids who studied signs and portents in attempt to forecast the future).

Warlocks

Every society has something or someone they do not understand. The society of witches is no different. Warlocks are seen as dark and evil by their peers, when in truth they are not much different, just more stubborn. They are those who choose a less favorable path in their beliefs, and so must pay the price of ostracism from the others. This embitters them, making them even more the outcasts, so they keep to themselves, hidden away even farther. They do not tolerate intruders, nor welcome guests. They are the true alchemists, tampering with nature in order to try to perfect it.



Items and Artifacts

Demon Urns

It was noticed that when demons or spirits were expelled, they simply relocated to plague others, and the process had to be repeated. More often than not, these beings were simply a bother, but some of them were downright dangerous. It was not possible in these early times to destroy a demon, so the Hunters and religious heads set out to produce a way of containing the demons indefinitely. What they created were the Demon Urns.

Simple clay vessels, the urns possessed runes and inscriptions, usually in the angelic language, around the opening that spelled out bindings to hold the demons within. An incantation was to be shouted out while the lid of the urn was held aloft. The incantation would draw the demon into the urn, then the lid had to be slammed shut and quickly sealed with bee's wax. The completion of the containment would be the drawing of more angelic script in the beeswax, placing more bindings around the opening. The urn then had to be buried in holy ground. This way, if the urn is broken or the seal loosened with age, the demon would find itself neutralized.



Demon Urn (HERO System)

10d6 Major Transformation (into demon bound in the urn, unable to get out, reverts if urn is broken); NND: Not being a demon, +1; 1 charge, -2; Expendable OAF (urn) that takes hours and skill to prepare, -2; Independent, -2;

Demon Urn (Fuzion)

5d6 Transformation (if the total of the dice exceeds the target's BODY, the target is transformed), otherwise as above

The Malleus Maleficarum

While the Inquisition busied itself with converting heretics, the Hunters occupied their time with hunting down and killing witches and other supernaturals. This was a thriving business at the time, and to be a Hunter was to be wealthy, well known, and feared. The Hunters were well organized, if somewhat ignorant. One of their members, Montague Summers, wrote a How-To book titled *Malleus Maleficarum*. The book revealed how to spot a witch or one consorting with the devil, and what tortures would successfully make them confess. Summers would later write a companion book called *Compendium Maleficarum*, which not only gave the gruesome details of how to go about the hunt, but also gave examples of successful dealings.

The Hunters treasure these books. The original manuscripts are kept safe in their underground headquarters. To the Hunter, these books are law. To the supernatural, they are death.

The Bathori Vial

Elizabeth Bathori, or the Blood Countess, was believed to have actually been an Old World vampire. Her reign of terror and torture was put to a stop by her own brother when a servant girl managed to escape the Countess, fleeing to Elizabeth's brother, and told her tale. The brother seized the keep and sealed his sister in the tower.

Modern history has it that she died there in the tower. Vampiric lore says her brother, upon realizing what his sister had become, beheaded her, effectively killing the vampire Bathori. It is believed that her corpse bled for seven days, releasing all the blood she had bathed in to maintain her beauty. Bathori's brother filled seven vials with the blood, one each day, and kept them in his keep, for whatever gruesome reason.

Other vampires in the area heard of the vials, and sought to obtain them, thinking such blood would prove potent to them, bringing them more power or rejuvenating their corpse-like appearance. Each vampire that attacked Bathori's brother was repulsed by the blood the sight of a vial striking an unknown terror into them. Upon this discovery, the brother distributed a vial to each of his holdings to keep them safe from the supernatural.

One vampire managed to successfully obtain a vial, and before the terror took him over, consumed the blood within. What the vampires believed was true. His physical form rejuvenated to full vitality, his skin hardening like marble. His appetite, however, increased, and his mannerisms became monstrous. He slaughtered the rest of the owners of the vials, all except Bathori's brother who fled with his vial. The vampire discovered that with five vials in his grasp, the terror was overwhelming, and in a rage, he destroyed them all.

He then disappeared into the wilds, screaming in terror. Over time, the remaining vial passed hands through war and theft until its location became lost. The Bathori Sisterhood will now pay handsomely for the relic. Hunters also seek the vial for use in their profession. Parapsychologists would like to study the vial as well. All seem thwarted. It is rumored that the vial was destroyed during World War Two when Hitler was destroying religious items he did not understand. Yet rumors continue to surface of someone having seen the vial or having possessed it for a time.

Pawns of Darkness

The vampire has need of someone to keep watch during the day and sweep the crypt; the Mad Scientist needs someone to clean the test tubes and keep the generator going; the Master Torturer needs someone to keep the coals red hot and the leather straps oiled and supple. What are they going to do? Take out an ad in the paper? Fortunately for them and other monsters, there are many willing ... and not so willing ... to serve a Dark Master...

Servants

These loyal subjects are dedicated to the beliefs of the Monsters, and are perhaps even more dangerous because of their dedication. Favor is sought in the eyes of the Monster; he or she is the be all end all of the Servant's existence. Without the Monster, the Servant's life is meaningless.

1. CULTISTS - Unique in that they worship their master(s). Blindly loyal for whatever reason, cult followers will gladly die if ordered to. This makes them very tough to fight, because they are fighting for a Belief System as well as for their leader. Extremists, blind perhaps, they will do anything asked of them by their master(s). This is their life, their passion. Nothing will deter them.
 - A. Direct worship of a godhead: For example, THE WOLVES OF LOKI, have no clear-cut leader besides Loki, and often act without apparent cause or motive, depending on Loki's whims. To a certain extent, they can be beaten, but not defeated until their godhead is destroyed. This, of course, is no easy task. After all, how easy can it be to destroy a god? This type of cult is perhaps the most dangerous, insofar as they have a god/dess protecting them. It would be very difficult to overcome the charismatic influence of such a being therefore reprogramming usually fails.

- A. Indirect worship of a godhead, or in other words, a religion, such as THE CHURCH OF BEDLAM, which has a High Priest and Priestess and several orders of monks: These cults can act with the precision of an army, being only limited by the personal ambitions of their leadership. Many of these go “underground” if their leadership is destroyed, only to reappear again later, although not necessarily stronger or smarter. In the advent of an uprising, or the leaders feeling that they are losing their flock, the monks, more often than not trained killers, use any and all methods to keep the flock from “straying.” Since the cult members of this type are swayed by nothing more than the charisma of another human being, reprogramming is possible. However, getting an individual out from the group safely is a task unto itself.
1. COVEN - In a sense, a very small cult. Loyalists to the master, often created by the master.
 - A. Coven: Just that, a group of witches and or warlocks numbering between three and thirty-nine. Many are nameless or bear the name of the Coven’s head such as the seven witches under DRAKESTONE. They vary in purpose and belief paths. Secretive, more often than not, nobody knows that they are there. Because of this precaution, it is difficult to know precisely who is and who is not a member of a coven. A coven of a decent size is able to control or manipulate a community.
 - B. The Cursed: Creatures made by the master to serve her. Many are monsters in their own right, and occasionally one like THE WAX GOLEM will kill its master and begin its own reign of terror. Twisted pets, the Cursed do not realize they are abominations, usually because their masters will not let them be exposed to reality. They adore their masters, seeing them as their father or mother. Sometimes, if exposed to the truth, the “parent” will lead the Cursed to believe it is more perfect than anything nature could create. Though most times hideous, the rare Cursed is beautiful in physical appearance. A mad scientist does sometimes get things right.
- C. Tools: Robot guards, and the like; the hardware; toys; and tools of the evil mind. THE FEAR MACHINES, for example, were programmed to compliment and pamper their creator, Alice Knott. Vicious and mindless, they only exist for one purpose: defend and protect their master. They cannot be reasoned with, only destroyed, something that is very difficult. Their appearance can take on anything the imagination can conceive of. That harmless looking lamp could, in fact, suddenly blind a hero with a dazzling light.
 - D. Creeps: People so loathsome in thought and action that the only place they get any attention is in the service of Monsters. The Igors of the world fit in here. They are deformed souls, enjoying petty sadism, and are treated like dirt. They stay because their masters allow them to. They are fiercely loyal and have all the morals of a rabid weasel. Creeps exist almost solely for the purpose of being killed in horrible ways, cannon fodder if you will. Surprisingly, they do not seem to mind too much. This is their lot in life; they know it, they like it. They feel that, unlike most people, they know exactly what they are to do, while the majority fumble around through their lives attempting to find out who they are.

Subordinates

Apprentices, lesser partners, and right hand men serving in hopes of gaining power. Some are hand chosen, either against their will, or because they proved themselves worthy of such training and knowledge. They will defend their teachers, after all, they have not finished pumping them for information. However, it is not unknown for a Subordinate to sit back and watch their teacher be destroyed; his or her path is now clear to take the teacher’s place.

- 1 SECOND FIDDLES - If evil were a business, these would be the vice presidents. Some loyal, some not, but all of them know their place - right behind Number One. They see themselves as the power behind the throne, indispensable.
- A. Selfless: Totally devoid of personal ambition, these right hand men will do whatever is asked of them, without question. This is most common in Cults and semi-religious organizations such as THE KNIGHTS OF TRUTH, the clan of Christian vampires that lived near the Arctic Circle.

- A. To them, to serve the leader is honorable and respectable. It is the selfless who further the leader's cause. The service and enforcement of the leader's cause is their life. Without their position, they are nothing. Others envy them; they have power, position and influence. Others scoff at them, calling them mindless lackeys. If asked to lead themselves, they would balk. They lack the creativity to properly lead on their own, but at least they are aware of this, and freely admit it.
- B. Selfish: Untrustworthy yes-men well practiced in backstab, double cross, and false conversions. The smartest of these seize control to become the new master; most end up dead. Some, however, seem able to serve two masters with great skill, trading information for money and favors.

They spend a great deal of time worming their way into position, then even more time finding ways to betray the very person they worked so hard to support. They trust no one. They expect everyone to be like they are. To them, there is no such thing as "friends." No deal is honest. Every loophole will be discovered and utilized. They can be bribed, and are actually very eager to do so. Susceptible to flattery, their egos are self-inflamed. They believe themselves smarter and more clever than everyone else. It's just that their genius is not realized or appreciated, at least to their way of thinking.

- C. Soulless: Spirit guides and demons which may have a hidden agenda, but usually find the destruction caused by the person "using" them reward enough. Very powerful, the Soulless are often the source of the villain's power. Pacts are made to gain the villain's power. The villains believe they are in firm control of the Soulless, yet more often than not, the Soulless is subtly manipulating the situation.

The Soulless can be anything in the physical world, residing in a statue, a stone, or staff, sometimes even possessing the villain. Some of them have hidden agendas and plans for the mortal race that the use of the villain will help bring about. Other times they despise their captivity, and given the proper opportunity, will assist in destroying the villain, if it guarantees their release. This is not always advisable. One never knows how a Soulless will react once their freedom is gained. They might, in fact, turn on the heroes they just assisted. They are adept at word manipulation. They will hold a person to the letter of the pact, which, unless worded cleverly, is not usually what the mortal had in mind.

- D. Shadow: The perfect disguise for the head-man might be that of a subordinate. Just because someone has all the trappings of power, is feared, and is in charge of vast amounts of power, doesn't mean he's free of strings. Of course, doubles clones, robots, and masks have also been used to disguise the real master. What Rasputin attempted with the Czar of Russia, the Shadows succeed at.

They purposely hide themselves, sometimes as the hapless lackey, sometimes as a trusted advisor. This is often the case when a villain knows his or her enemies are getting closer. Again, this is the "hide in plain sight" option. The hapless person put in the villain's position of power is not aware of their predicament. They believe themselves good leaders something the villain cultivates.

- 2. PRODIGY - The master's hand-picked successor, usually a family member in the case of cults, but more often than not, a member who has grown in power to rival the current leadership. This can sometimes lead to the formation of another faction within the organization often with explosive results. Prodigy, once decided upon, are taken aside, into confidence, and trained to carry on their master's work.

At first, the Prodigy may be flattered and humble about the situation. Over a period of time, however, ego kicks in, and they may very well see themselves as a better choice than the master, and strive to take their upcoming position before the master is ready to step down.

There is the very rare instance where the Prodigy is the master's beloved. When this occurs, and the time comes where the embittered Prodigy attempts to take command, the results are disastrous, not only for the master and Prodigy, but also for anyone who happens to get in the way.

Stooges

Patsies of evil, lost souls, losers, and misfits who can expect nothing in return. Completely under their master's control, they are bitter, yet lack the ability or creativity to do anything about their situation. They fear their master and all he or she stands for. They possess wild imaginations, usually created by their master. Paranoid, they feel that their master knows what they are about at every waking moment.

- 1 LOST SOULS - People that can be saved who are working against their will for their master. Slaves, they are frightened and paranoid people to be pitied. They will not actively protect their master - their fear for their lives hinders them - unless master threatens them with terrible punishments. The thought alone of these tortures, real or imagined, can drive them to a frenzy.
 - A. Aggressively Possessed: Person's will is suppressed by force of another's mind, often reduced to a zombie or trance-like state, and is totally unaware of actions while possessed. The methods of possession vary. There are drugs the master may have given to the AP, or, in the case of the Hypnotists, the master may be truly inside the AP's mind. The AP can be returned to a normal life if the influence is removed. Discovering the influence, however, is sometimes not very easy.
 - B. Demonically Possessed: The person's body and mind is taken over by an alien force or forces. They act differently from their normal self, strength is often increased, or superpowers developed at abnormal rates. It usually requires a magical spell to break the possession, and sometimes even permanent damage is the result. Sometimes this damage causes the possessed to lose her memory, making her a clean slate. What happens is this: The master, after having captured the victim to be possessed, offers the victim as a vessel to the alien force for a set time. The master holds a firm control over the alien force, as both master and spirit knows very well; the death of the possessed body will carry the possessing spirit with it. The tragedy of this is that the person possessed is blamed for all the acts committed by the spirit. In some cases, death is a merciful release.

- C. Spiritually Possessed: More often than not, the possessed will behave more or less normally, but the quality of what makes the person unique will be altered, sometimes in subtle ways, like a person becoming left handed, or no longer needing glasses. There will often be periods of unexplainable mood swings, sometimes violent, or unexplained lapses in daily routine.

The SP is often working towards a goal, and once the goal is completed or made unnecessary, the possession ends without ill-effect. Ghosts and Shadow Beings are the more common culprits in this case. They would prefer to just go about their business without help or hindrance, but if help is offered, at least in the case of Ghosts, it will be accepted gratefully.

- 2 THE DAMNED - These are people working against their will for their master ... and they can't be saved. Almost all were at one time Lost Souls, but now the possession has lasted too long, and personality changes are permanent, if not fatal.

- A. Passively Possessed: The person allows himself to be taken over, unaware that he's being used like a cheap suit to be thrown away when no longer needed. Usually the person has mental problems to begin with, making the possession easy for the master.

They are almost always blatantly taken advantage of by their master and told any old story, usually something that strokes their ego, so they agree to the proposition. They are never lied to about it being a possession, for unless they agree to be possessed, the spirit or force cannot enter.

This is a great test of the master's ability to smooth talk a person, which is needed because the master most likely has already made the deal with the spirit or force, and returning with no vessel for them could very well mean their own possession. This type of possession is obviously easier to control than its forced counterpart. There will be no fight of wills in this instance that could cause the possession to not occur.

Characters and Other Ideas

The Church of Bedlam

One of the heroes is an Internet junkie who relaxes by surfing for oddball stuff and silliness. This hero had once saved "Hacker" John McLock from an apartment fire and they became friends. The hero e-mails Hacker John with stories of adventures and Hacker John e-mails the hero with weird stories and tidbits buried in the web. Of course, the hero doesn't get to play on his computer as often as he'd like and e-mail can stack up. Instead of getting some much-needed sleep after an exhausting adventure, the hero makes a quick check for new messages. This is what he received from Hacker John three days ago:

From Carl Winfield's Occult Watch web site:
THE CIRCLE IS BROKEN

The Church of Bedlam dates back to the Roman Empire, but may be much older. There are no records that can be trusted and no solid proof that the Cult exist at all ... except a symbol, which is also very old and keeps reappearing at troubling times. Often mistaken for a ÒC,Ó it is in fact a broken circle which was first recorded appearing during the fall of Troy, or roughly 1260 B.C..

It has reappeared over the centuries at moments of crisis and disaster. The Church of Bedlam directed many actions blamed upon the more vocal and less powerful Anarchist Movement in the early 20th Century. Although the proof is sketchy at best, it is my belief that several high ranking members of the Nazi Party were agents of Chaos during W.W.II, most notably Martin Bormann, the Nazi finance minister who refused to be photographed and whose body was never found. For the past fifty years, the various levels in the cult have been quiet.



- B. Vampirlin: A victim of a vampire kept alive as a living blood bank, toy, and daytime watchdog. Think of them as demivampires without immortality (though living very long lives) or shape-shifting abilities, but having great strength and needing next to no sleep. These are usually people who felt they had nothing, in essence, a low self-esteem. This makes them perfect to the vampire, who offers them a chance to be more than they are ... for the price of being a walking, breathing fuel tank, effectively making them the vampire's slave.

It is the saliva of the vampire left in the blood stream of the Vampirlin that causes the added strength and vitality. The vampirlin revels in its newfound abilities, and tends to be very grateful to its master. Prolonged separation from the vampire causes the Vampirlin's abilities to dwindle and finally fade to nothing. However, since this is a symbiotic relationship, the Vampirlin will suffer from great depression, from which it will never recover.

- C. Zombies: Recent dead given life through artificial means, sometimes magical, sometimes scientifically, sometimes a combination of the two. Upon their "awakening," their minds are blank, ready to be filled with whatever the master wants, though what knowledge they can absorb is limited. They have no long term memories, only concerned with the "now." There is no bargaining with a Zombie. The upside to the use of Zombies is that they require nothing to keep them going. The process by which they are animated brings the decomposition of their bodies to a halt.

- D. Dupes: This is a person who thinks he's getting the better of forces he doesn't fully understand and winds up on the short end of the stick. HARVEY BEER: SELF-MADE MONSTER, is a fine example of pride leading to a horrible fall. Usually the Dupe is quite innocent, if not naive. Perhaps they have stumbled upon a grimoire, or are a disgruntled assistant and have stolen the book. Thinking to prove themselves either brave or knowledgeable, they cast the spell or summons, then promptly lose control of it. Now, in the case of a summons, what they have released runs amok, creating terror in its wake.

Only the one who cast the spell or summons can undo it. This, obviously, presents troubles of its own. In rare cases, the spirit released will choose to possess the inexperienced summoner, and cause trouble in that way. It will even leave the Dupe for a time, to let him or her deal with the consequences of acts he did not commit. When it feels the time is ripe, the spirit will again possess the Dupe to further wreak havoc. Dupes, indeed, need all the help they can get.

It is important to note, if not vital, that the Church of Bedlam is not a group of loonies who are out to destroy the world, quite the opposite as it turns out. The Church of Bedlam believes in the concepts of a Master Race, Human Domination, Force of Will, and especially in Might Makes Right. This should not be confused with a neo-nazi or racist group, since the Church is feverishly in favor of a Single Culture, Single Language, Single People that transcends any racial, political, or any other “barrier” to the Human Being as Perfection.

The Church believes that Mankind’s destiny is to rule over the Universe. They set up “tests” to challenge Mankind and direct its genetic make up, influencing events while remaining in the shadows. This is what makes them so dangerous. They think nothing of releasing nerve gas in a subway station, blowing up planes with “smart” bombs, murdering Peacemakers — anything and everything is fair game as long as it can somehow be seen as Advancing Man Through Challenges.

It is quite possible that one or more of the so-called Homo Superior, super powered people who seem to take up so much air time and newspaper space are members (“testing agents”) of the Church of Bedlam. There is no doubt in my mind that DOCTOR ORDER, the so-called criminal genius of South Africa, is a member of the Church. Although personally responsible for some of the greatest crimes against the South African people, his ability to “vanish into thin air” strikes me as more of a Money trick than a Magic trick, and the Church is very well funded.

Because the Church is working towards a common goal — Human Perfection — there are several different segments performing different operations at the same time. It is entirely likely that a Church member only knows a fraction of what’s going on in any given mission. The Church is like a series of spider webs, each web with its own set of rules, players, objectives, and leader. Do the leaders ever get together to confer? That is unlikely. One or two might know each other, but it’s doubtful that they communicate more than casually.

Recently, the name of the computer wizard, Marvin Merlinson has come up as being in the hierarchy of the Church. I haven’t any proof on this, but it is also rumored that Merlinson is trying to create a “cyber grimoire” to electronically cast spells.

There is also this: “A Cybernation is the final destination of the global village; a nation of freedom and freedom of information. It is the direction mankind must take in order to break the circle of natural selection.” - From Marvin Merlinson’s speech, Cybernation 2000.

Is it a rather blatant call to action for the Church? Who knows? Merlinson is one of the world’s richest men, he certainly has the power to do as he pleases, and the Church of Bedlam always does what it pleases.



In Coming Mail: So, what do you think, Hero? Guess what? The day Winfield posted this, somebody shot him in his car on the Santa Monica freeway. Spooky, eh? Hey, there’s also a new virus going ‘round called “C” — or should we call it the Broken Circle?

Later on, super dude!! Hacker



The Wolves of Loki

When the Vikings established trade with the Native Americans, they also shared knowledge of craft and religion. The Native Americans taught the Vikings the secret of Skin Walking, or the ability to change into a wolf while wearing the animal's pelt. The Vikings greeted this information with great pleasure and great relief. Skin Walking would assist them with their hunting in a region where winters were extremely harsh. The Nordic gods took notice of their followers' new trick, and smiled upon it. One, who took a particular interest, was Loki, the Norse God of fire and mischief.

One day, when a group of hunters were out with a Skin Walker, Loki himself came to them. He offered them his help with the difficult task of convincing a Walker to remove the pelt, but only if they devoted the ability to him. The hunters, knowing the Trickster's ways, were reluctant to accept his help, but by this time they had enough experience, not to mention some failure, with Skin Walking so they felt that it would be a benefit to have Loki's aid. The hunters accepted Loki's help, and swore that from then on, any Nord who practiced Skin Walking would worship and serve Loki. With that, Loki smiled at them, then disappeared back to Asgard to inform Lord Odin, the All father, that the Skin Walkers were his.

The hunters continued on with their hunt, though rather wary of what the repercussions of such a deal could be. At the end of the hunt, the humans discovered they had no trouble at all convincing the Walker to remove the pelt. However, the Walker discovered that the eyes of the wolf pelt were now glowing red, and they felt compelled to keep the pelt with them at all times. The original Walker found that if he spent too much time between Walks, he would suffer from hallucinations and paranoia. Unfortunately, by that time, others had gone Skin Walking, and so too were they attached to their pelts. This curse ensured that Loki would have his followers called The Wolves of Loki.

Over a period of time, the curse drove the Walkers quite mad. The elders of several settlements met with each other to discuss what should be done with The Wolves. They concluded that they could not outright destroy those "blessed" by a god without bringing Loki's vengeance upon them, nor could they use The Wolves for hunting anymore, as they had developed a habit of consuming whatever they caught. This detail caught their attention, and a purpose was formed. They decided to herd and pen The Wolves, using them as a form of justice. When a criminal, such as a murderer, was caught, tried, and found guilty, the condemned would be chased from the town, and The Wolves would be released. The hunt never lasted very long.

The elders had assumed The Wolves would eventually die out under such controlled conditions. They had decided that the pelts would be gathered and destroyed. Loki had already taken this possibility into consideration, and visited a curse upon the treacherous elders. In every generation descending from the elders, one person will be compelled to be a Skin Walker, or go insane by his twenty-first birthday. The person will carry Loki's mark somewhere on his body, be it a scar or a birthmark. The mark will appear to look like a triple flame. To his Walkers, he gave the ability to know when a new Wolf was born. They would hunt the new Wolf down as quickly as possible, and take the person into their care for training. There the person would receive his own pelt, usually one passed down for generations.

Eventually, The Wolves of Loki escaped their captors, and took to living amongst themselves as a large pack. Because of their madness, they tended to hunt indiscriminately. The elders, afraid for their people, appealed to Lord Odin for help. The All Father, angered more by Loki than the mortals, agreed. He deemed that since The Wolves served a purpose as justice dealers, then that is what they shall forever be. However, Odin was not specific with his details. Now, whenever an injustice is performed near The Wolves, they feel compelled to hunt down the perpetrator. Even a crime as small as stealing is not beyond The Wolves' jurisdiction.

Over the years, The Wolves of Loki disbanded, forming smaller packs. They keep mostly to Northern Europe, though it is rumored a pack exists in the United States. Their territories range anywhere from one city block, to an entire town, depending on the size of the pack in residence. The personalities of the individuals, when not walking, vary. Most are neurotic in some way. One person may be a neat freak, while another may be so far along in his madness that he must be hidden away from society by the pack. The neurosis usually starts out small then continues growing as the Walker spends more and more time as a Wolf. Once a Wolf is so mad that even the Pack decides he needs to be separated, the Pack will lock him away somewhere, and keep him from most of the hunts. He is then dubbed "The Rabid."

Only in dire emergencies will the Pack release The Rabid, for he may end up a victim of his madness and confusion. It is also very difficult to bring a Rabid back under control. Most Wolves are allowed to live to their full life span, though it has been known for a Pack to bring down an especially uncontrollable Rabid.

Typical "Rabid" (HERO System)

Wolf-form (241 points base):

23 STR, 24 DEX, 26 CON, 16 BODY, 6* INT, 5* EGO, 30 PRE, 10 COM,

13 PD, 6 ED, 5 SPD, 11 REC, 50 END, 40 STUN

* INT and EGO will seldom, if ever exceed the listed amounts.

Damage Reduction: 1/2 Physical and Energy, resistant, limited: Only when Berserk, -1 1/2;

1d6 HKA (reduced penetration: 2x 1/2d6 base, 2x 1d6 w/ STR)

Armor: +3 PDR/+2 EDR

Running: 7" total

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +4 levels w/ Smell PER, +4 levels w/ Hearing PER, Tracking Scent, Ultraviolet Vision

+2 levels with hand-to-hand combat

Stealth @ +1

Concealment @ +1

Physical Limitation: No manipulatory limbs, common, great

Distinctive Features (wolf, not concealable, major)

Berserk: on 8-, recover on 11-, at whatever they see first (very common)

Human Form:

Multiform: to wolf (above), OIF (wolf skin), -1/4 (reduced limitation value since the skin is *part* of the character after the Multiform is activated); (39 points)

(In addition to any other skills or powers they may have.)

Psychological Limitation: Craves Skin Walking (common, total)

Typical "Rabid" (Fuzion)

Wolf-form:

2* INT, 2* WILL, 8 PRE, 5 TECH, 8 REF, 8 DEX, 7 CON, 7 STR, 8 BODY, 5 MOVE

14 SD, 14 ED, 4 SPD, 14 REC, 70 END, 40 STUN, 40 HITS, 14 RESISTANCE

* INT and WILL seldom, if ever exceed the listed amounts.

Damage Reduction: 1/2 Physical and Energy, resistant, (reduce incoming damage by 50% **before** applying any other defenses), Only when Berserk

1d6 HKA (2d6 w/ STR)

Armor: +5 KD

Enhanced Senses: Discriminatory Smell, Ultrasonic Hearing, +4 levels w/ Smell PER, +4 levels w/ Hearing PER, Tracking Scent, Ultraviolet Vision

Stealth (3)

Concealment (3)

Physiological Complication: No manipulatory limbs, common, great

Distinctive Features (wolf, not concealable, major)

Berserker (attack anything until forcibly subdued, set off at random, but infrequently)

Human Form:

Multiform: to wolf (above), see HERO System Rulebook for details re: Multiform

(In addition to any other skills or powers they may have.)

The Coven of Drakestone

During the witch trials in New England from the 1660s to 1690, many innocents were accused of witchcraft and put to death. The hunters did manage to kill some actual witches, but the method of discovering a true witch was much along the same lines of fishing for whales with a thinly meshed net. The questioning of the accused was truly ludicrous. The best thing for a real witch to do was to avoid being arrested. Many covens disbanded, the individual members fending for themselves. The witches, being separated from their coven mates for an indefinite period of time, if not forever, grew disheartened.

In 1668, in the small town of Maynard, Massachusetts, evidence of a coven of 13 witches had been discovered. The identities of the members were not yet known, but suspicions were solid. Talk of disbanding was rampant amongst the members. One of the members, a man known as William Drakestone, felt that separating and fleeing individually would get them arrested that much faster. He felt that if they stuck together, they may have a chance of escaping their plight and make it to one of the southerly states where the witch trials were not happening.

After days of talking and arguing, it was agreed upon to try Drakestone's way.

Their escape was planned for a night of a new moon, when no light would cast a shadow, and superstitions kept the villagers indoors. Unfortunately, they had spent too much time discussing their options, and the hunters of the town had discovered the identity of two of the coven members. The coven had agreed to meet in a thicket of the woods near the town. When the two members did not arrive, Drakestone himself returned to the village to discover what had delayed them. After some time had passed, he returned to the thicket out of breath, informing the others of their missing members' arrest.

More arguments began as some of the members felt they should return to either try to rescue their coven mates or share their fate. It was finally decided that a rescue attempt would prove futile, and their captured mates would wish the coven to take advantage of the distraction and flee. So the remaining members, led by Drakestone, gathered themselves and fled south.

The flight was long and harsh. In Connecticut, witch trials were also being held, so there too the coven had to avoid hunters. They avoided towns and villages whenever possible, keeping to the forests. There they had the natives to deal with. Most were helpful, giving them shelter and supplies, though some tribes wanted nothing to do with the pale-skinned, forcing them to move on. By the time they reached New York, winter was beginning to set in. They continued as far as they could before the first snow. They were then forced to make camp for the winter.

Meanwhile, through the course of the "trial," one of the arrested members, while under torture, revealed the identity of the rest of the coven members. Once it was discovered that all the members had fled, a posse of hunters was gathered to track them down and arrest them. The coven's trail was followed through "questioning" those that had helped them.

In the coven's winter camp, Drakestone had feared that their identities might be discovered. Each night he would cast a divination. It was because of his foresight that they were warned in time to break camp and move before the hunters discovered them. Unfortunately, they had no horses, while the hunters did. So they were forced to move quickly, taking with them very little. They were also forced to leave behind one of their members who was ill. Their plan was to head as far south as the Delaware River, then with a boat, escape to either New Jersey or Pennsylvania, where witch trials were banned.

The hunters caught up with the coven when they were only one mile from the river. The hunters managed to bring down three of the coven members, while the remaining seven, including Drakestone, fled through the thick forest for the river, the hunters close behind. When they came to the river, they set about to finding a boat, which they discovered banked not far away. As they were pushing the boat into the river, the hunters broke through the tree line. The members, knowing there was not much of a chance of escape, turned to face the hunters, intent on fighting instead of meekly accepting the "trials."

Before the hunters reached them, one of the members shoved Drakestone into the boat, and began chanting loudly. The others, heartened that at least one of their number would make it to freedom, specifically he who kept them alive this long, took up the chant as well. As the boat drifted into the river's current, with a protesting Drakestone in it, a dense fog began to rise in response to the coven's chant, obscuring the hunters' line of fire.

Drakestone spent long, heartsick days in the boat as it floated along the river. With no time to place the oars in the boat, he was completely at the river's mercy, which helped to deaden the sadness brought on by losing his coven mates. He soon drifted into unconsciousness due to exhaustion and exposure.

He later awoke feeling warm and safe. He discovered, to his surprise, that he was resting comfortably in a small bedroom with a blazing fire. To even further surprise, a woman was in attendance. She told him her name was Emma, a widow in the town of New Hope, Pennsylvania, and that it was here that his boat went ashore. She had taken him in and nursed him back to health. She was still a young woman, her husband having been killed during a hunting accident. She asked no questions of Drakestone, which relieved him.

As his strength grew, so did his love for Emma. They were soon wed, and opened a trade house on the river that saved his life. As his life in the community of New Hope grew more comfortable, so the residents were at ease with him. He soon discovered that the town was a way station for many people fleeing from the prosecution in New England. It was at this time that he told Emma the truth of how he came to be adrift on the river. Again, to his amazement, she was not surprised. As fate would have it, Emma herself was a witch, and because of her talents was able to save Drakestone's life.

In memory of his fallen coven mates, he and Emma formed a new coven in New Hope.

The story of how William Drakestone escaped the hunters and witch trials of New England became a favorite of the coven, and has been passed down through the generations. At the time of his death it was decided that the coven he formed should be named after him.

The Knights of Truth

During the Burning Times in ancient Europe, many thousands of innocent people were put to death, accused of witchcraft. Because of the emotional upheaval caused by these deaths, and the superstitions that ran rampant during these times, many ghosts and other supernatural were created, some of which were vampires. Many of these vampires that were created were insane, sullen, and depressed. Most of them died immediately or were killed by Hunters. There were a handful, however, that retained their intelligence, as well as their need for justice.

Devoted Christians in life, their passion for their beliefs carried over into their new lives. They slowly discovered their newfound abilities, and cultivated them into perfection in order to strike back at their killers. They perceived their powers as a gift from God for their unjust demise in His name. They blamed their appetites on the weakness of their physical form, but also thought of them as something to be used against the Witch Hunters. They now possessed the ability to destroy the Hunters in a way more terrible than they themselves were killed. They saw themselves as the Judgment Hand of God.

They would silently stalk down their torturers and strike. In the beginning, this was done individually, as they did not realize there were others like themselves. It happened one time where two of these avenging vampires had the same executioner, and so stumbled upon each other. Both claimed the right to kill the Hunter, and a battle between them began. Meanwhile, the Hunter had managed to gather his wits, and taking advantage of the vampires' distraction, escaped. This further enraged the vampires. After much debate they decided they would both track the Hunter and share in his killing. It worked exceedingly well.

Now that their task was complete, and calm was restored to them, they found themselves with nothing to do. Their mutual hunt had forged a bond between them, and they were reluctant to go their separate ways. Instead, they shared information.

Their names were Antoine Morell and Nicolas Gilotte. Both were highly intelligent men in life, though at some unfortunate moment in time they had both angered their neighbors and were accused of witchcraft. Devout Christians, they were outraged by the accusations. Antoine had died during his torture, while Nicolas had died in jail from disease. They concluded that because of their hearts' passion for Christ, God had blessed them, and charged them to stop these accusations and torture. This decision compelled them to seek out others of like hearts, and organize them into a task force. Thus began The Knights of Truth.

Their search for others was not as successful as they had hoped. They found other vampires, but most were not eager to join with them, content instead to continue as they had. They did manage to convert a few to their cause, some truly believing in what they stood for, others merely using the opportunity to strike back at the Hunters. As they traveled searching for more members, they would slaughter any Hunter or torturer they came across.

During these travels, the Knights came upon the fresh grave of a person who had been killed during her trial. Nicolas stopped by the grave, and dropping to one knee, began to pray for her soul. The others, observing his actions, knelt in prayer also. Such concentrated belief focused upon the poor girl's body, allowed the spirit that animates such Old World vampires to enter her body. The Knights were surprised as the girl's hand thrust up through the loose soil. Acting quickly, Nicolas began assisting in the new vampire's "birth." She came forth screaming. The Knights quickly took her away from the grave to an abandoned farmhouse.

A Knight was quickly dispatched to get her something to "eat." Once she had eaten and calmed, they discovered her name - Colette Halecourt. She was the daughter of a local fisherman whose wife had died in childbirth. It was because of this that she was accused of witchcraft and her father accused of being a demon. The Knights explained to Colette their Holy purpose, and invited her to stay with them as their ward. She became furious. She was not content to simply be taken care of. She reasoned that God had too gifted her with the hunger for the Hunters' blood, so she should also be allowed to take vengeance. The others were outraged. A woman simply did not fight; it was not her place. Nicolas, however, had become enraptured with Colette, and agreed to her wishes. Antoine, who looked upon Nicolas as a brother, could not refuse him, and since these two led the Knights, the others were forced, if somewhat reluctantly, to accede as well.

It was during their next hunt, the death of Colette's murderers that the Knights decided she was an asset sent by God through their prayers. By now word had spread through the Hunters' legions of the Knights' existence. They were ready. The ensuing battle was fierce; the Knights losing a few of their numbers as the Hunters took their heads with scythes. The enraged Colette laid into the Hunters with a strength that was greater than the other Knights. She was faster than they, and sometimes simply ran a Hunter into the earth.

With this heady victory in their blood, the Knights continued their campaign against the Hunters. Their battle lasted years. For each member they lost, they replaced with a victim of the persecution, raised from their grave with prayer and belief. Eventually their numbers grew to between twenty and thirty.

Colette and Nicolas eventually married, though this union was not greeted with happiness by some, for Colette was very spirited and willful. Her fervor, it was feared, would influence Nicolas, and ruin the Knights. It was believed that her anger was caused by her gender. In order to maintain the peace of the Knights, Nicolas agreed that Colette would be the only female member of the Knights of Truth. This pleased Colette.

Over the years, the Hunters managed to organize their defenses against the Knights. Antoine, who suggested that the Knights take precautions, noticed this. The trials were growing fewer and fewer, and rumor had it that the Pope was going to recall the Hunters completely. Antoine offered that perhaps the time had come when the Knights should fall back from their quest and retire. This was greeted by the rest of the Knights with quiet enthusiasm, with the exception of Colette.

Colette, still enraged by what the Hunters had done to her and her father, called for the Knights to track down and kill all the Hunters once and for all. She reasoned that this would keep the Hunters from ever again bringing harm upon God's innocents. Her vehemence angered the Knights, including her beloved Nicolas, and they ordered her to her place. With so many against her, Colette had no choice but to remain silent, but she was not content.

Nicolas, in his love for her, could not remain angry with her for long, and she bided her time. Through clever words and manipulation, she eventually convinced Nicolas that killing all the Hunters was God's wish. Now that Nicolas was convinced, he set upon convincing Antoine, and with his conviction the Knights would comply..

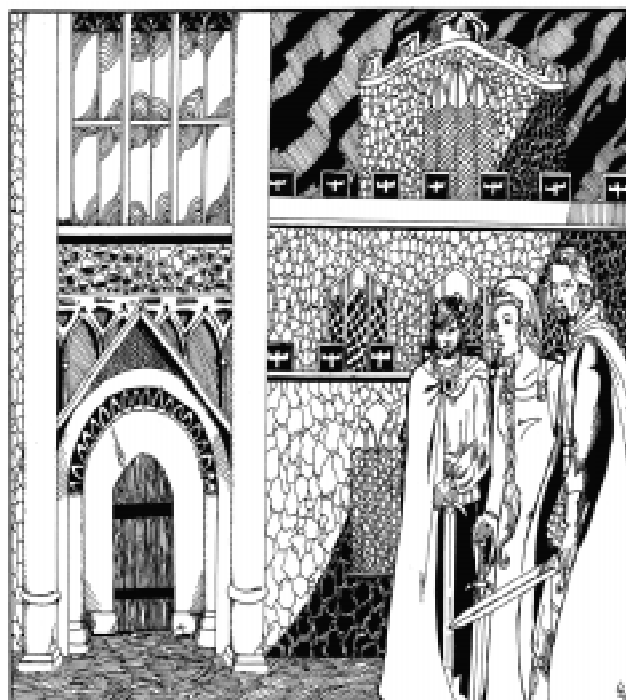
During this time, while the Knights were withdrawn from their raids, the Hunters were indeed called back by the Pope, and were gathering to return to Rome in one group.

When Colette heard of this, she convinced Nicolas that it was now that they should strike, while the Hunters were all together. And so it was decided upon, and the Knights rallied for the slaughter. But they misjudged the Hunters' numbers and capabilities. With so many Hunters gathered in one place, they outnumbered the Knights five to one. The slaughter was reversed upon the Knights, and they were forced to flee.

Once the Knights had regrouped, they discovered that their number was diminished to thirteen. Of those comrades that they lost, Colette and Antoine were part. Nicolas was consumed with grief and guilt. He came to the conclusion that he had been misled by Colette, though he loved her still, and his punishment was the death of Antoine, whom he had talked into this futile battle.

Nicolas was all for being destroyed himself, but the remaining Knights convinced him otherwise. They reasoned that since God spared him in battle, that he should remain to lead the Knights, should the Hunters rise again to slaughter innocents. Nicolas reluctantly agreed. Through discussion with the others, Nicolas decided that the Knights should go into hiding near the Arctic Circle, where very few mortals lived. There they would stay until the time came when God would call upon the Knights of Truth to serve justice upon the Hunters.

The Knights of Truth are older, more powerful vampires (300-350 points), and are left to the GM to develop as they see fit.



Characters

Harvey Beer, Self-Made Monster

(HERO System)

Harvey Beer (HERO System)

VAL	CHA	COST	PTS	Disadvantage
18	STR	8	15	Hunted – Local Superhero groups, more powerful, 8-18
18	DEX	24		
23	CON	26	10	Psychological Limitation – Power-hungry (uncommon, strong)
18	BODY	16		
13	INT	3	15	Psych. Limit. – Hates anyone more powerful than he is (uncommon, total)
16	EGO	12		
15	PRE	5	10	Psych. Limit. – Selfish (common, moderate)
12	COM	1	10	Unluck: 2d6
8	PD	4	10	Hunted – Bathori Sisterhood, 8-, mild, NCI
8	ED	3	15	Hunted – Oliver Drake (Hunter), as powerful, 11-4
4	SPD	12		
12	REC	12	85	Disadvantages
50	END	2		
40	STUN	1	129	Total CHA
			294	Total Powers and Skills
			423	Total Points
			242	Villain Bonus

PTS

POWERS, SKILLS, TALENTS

10	Regeneration (1 BODY base)
20	Enhanced Senses: Detect Life (Detect, Sense, Discriminatory, 360 degree sensing)
10	Power Defense: 4 points base, +9 points [Limited: Only protects his BODY characteristic, -1/2]
144	Multipower: Life/Death Powers – 180-pt reserve, -14 common limitation
3	(u) 8d6 Aid (BODY); Healing only, -1/2, 1/2 x END Cost
12	(u) Entangle: 4 DEF, 4d6 (base); Uncontrolled, Continuous, 0x END Cost, Area Effect (up to 8 hexes), +3 1/2; Limited: Still costs END to start the Entangle, Entangle only works in hexes with plant life (brush, bushes, trees, etc.), DEF is limited by the base plant life (hardwood trees or bushes: 4 DEF, softer woods 3 DEF, green plants 2 DEF), -1 1/2
10	(u) 7 1/2d6 Drain of BODY, 1/2x END Cost, Ranged, +3/4; Limited: Only vs. living creatures, -1/4;
12	(u) 3 1/2d6 Drain of BODY, Area Effect (up to 7 hexes), Ranged, uncontrolled, continuous, 0x END, +3 3/4; Limited: Still costs END to start it going, Only vs. living creatures, -1/2;
10	(u) 3d6 Ranged Killing Attack; Normally invisible effects (magic, life-sense), +1; 1/2x END Cost; Limited: Only vs. living creatures, -1/4;
6	Shape Shift: into any human form of the same mass; 0x END Cost, Persistent, +1; Extra Time (1 hour), -2 1/2;
3	Familiarity w/ Animal Handler, Riding, Tracking
7	Bureaucratics
3	Climbing
5	Concealment
5	Deduction
3	Scholar

15 KS: Occult Lore, Mystic Books, Celtic History, Celtic Legends, Magic Lore, Magic History, Superheroes, Specific Superhero* [1], Specific Superhero [2], Specific Superhero [3]

6 Languages: Latin, German (fluent w/ accent)

3 Paramedic

4 PS: Researcher, 12-; Book-binding, 8-

3 Stealth

5 Survival

299 Total Powers and Skills

* Just to be disconcerting, make at least one of the "specific superhero" KS skills focused on one of the player characters – Harvey studied that character in some depth in his earlier years...

Fuzion

4 INT, 5 WILL, 5 PRE, 5 TECH, 6 REF, 6 DEX, 4 CON, 6 STR, 8 BODY, 4 MOVE

8 SD, 8 ED, 3 SPD, 10 REC, 40 END, 40 STUN, 40 HITS, 15 RESIST.

Enhanced Senses: Detect Life (can sense and discriminate between different life forms, but not target them, does not require an action)

Power Defense: 15 points, only 5 vs. attacks that do not affect HITS, BODY

Shape Shift – into any human form of the same mass, no END Cost, persistent (effects continue whether he's conscious or not), takes 1 hour to alter his appearance.

Multipower: life/death powers

- (1) 4d6 AID of BODY and HITS (1:5 ratio), healing-only
- (2) Entangle: 4d6, 12 PD, no END Cost, continuous, 8-hex area, only in hexes where there is plant-life (bushes, trees, etc.)
- (3) Ranged Drain: 5d6 BODY and HITS (1:5 ratio), only vs. living creatures
- (4) Ranged Drain: 2d6+1 BODY and HITS (1:5 ratio), 7-hex area, no END Cost, continuous
- (5) Ranged Killing Attack: 7d6; Can only be sensed with magic senses, life-sense; Only vs. living creatures

Animal Handler (1), Riding (1), Tracking (1), Bureaucrat (4), Climbing (2), Concealment (3), Deduction (3), Paramedic (2), Professions: Researcher (3), Book-binding (1); Stealth (2) Survival (3)

Expert: Occult Lore (2), Celtic Lore (1), Mystic Books (2), Celtic history (2), Magic Lore (2), Magic History (2), Superheroes (2), Specific Hero [1] (2), Specific Hero [2] (2), Specific Hero [3] (2)

Languages: Latin and German (fluent, w/ accent)

Enemy – Local Superhero groups, more powerful, 8-Psychological Complication – Power-hungry

Psych. Compl. – Hates anyone more powerful than he is
Psych. Compl. – Selfish

Unluck: Costly or dangerous misfortunes

Enemy – Bathori Sisterhood, 8-, mild, NCI

Enemy – Oliver Drake (Hunter), as powerful, 11-

Vital Statistics

Harvey's age, height, weight, and such are variable, and trying to cite them is all but meaningless.

History

Harvey Beer grew up in the small town of Milton, Pennsylvania. He was an active child with a wild imagination. There were not many children his age in the part of town where he lived, so Harvey had to amuse himself by acting out the fairy tales he loved so much with the neighborhood pets. The older children made fun of him, driving him further into seclusion. His parents, at a loss, encouraged his reading, hoping this would provide a decent substitute for a playmate. He eventually began creating his own stories, regaling his parents with them, and when they tired of it, he'd turn again to the local pets.

One night, while his father was watching the news on television, Harvey discovered the existence of heroes. For the lonely, imaginative boy, this was a wonderful discovery. His fairy tales were put aside for daring stories of heroes battles against evil and defending the just. He focused on some of his favorites, wearing a replica of their costumes for Halloween. His parents, deciding that Harvey could have worse role models, bought him everything there was to find on heroes. By the time Harvey entered high school, he knew every bit of information on his favorite heroes.

When his graduation approached, his advisor asked him what he'd like to do for a career. His reply startled the advisor. Harvey Beer wanted to be a hero. The advisor admirably stifled his laughter, suggesting that perhaps Harvey would be interested in writing or doing research of some sort, but Harvey was adamant. As he stormed out of the advisor's office, he swore that he would find a way to become that which he admired.

That night he locked himself in his bedroom, rifling through every scrap of information he had on how his heroes were made. He was deflated. Abnormal birth or parents, an accident with chemicals - all of these were out of his grasp, nor was he brave enough to try. As he lay on his bed, depressed, he recalled reading about one not very famous hero.

He sprang from his bed and tore his small library apart, searching for the forgotten information. He found the newspaper clipping, quickly skimming it until he found the paragraph that had stuck out in his mind. It was with great elation that Harvey read that this hero had found a mystical tome. Reading a certain passage had gifted the hero with his super powers. Harvey Beer hatched a plan.

The next day, Harvey informed his advisor that he wished to pursue a career as a researcher, specializing in the area of restoring and translating books. His relieved advisor assisted him in gaining scholarships and settling on a prominent college.

Through his college years, Harvey threw himself into his studies with a fervor his professors were delighted in and confused by. He shunned all the social functions, keeping instead to the libraries. If anyone noticed that he obsessed himself with research on things of a mystical nature, nobody said anything. It was during this time that Harvey stumbled upon a notation in a book about an ancient tome written during the Renaissance by a monk. It was titled, *The Book of Incantations*.

The book was a collection of spells and rituals the monk had collected from the Druids of Germany. Before the book could be printed, the monk was killed by the Druids. The Druids who took the manuscript supposedly destroyed it. The manuscript surfaced in the late 1500s, confiscated by the Inquisition. The Inquisitors were reluctant to destroy the manuscript, not knowing what they would release, and kept it safe in Spain. In the 1700s the manuscript disappeared from Spain, rumored to have been stolen by the Druids, and returned to Germany. That was the last known sighting of *The Book of Incantations*.

Harvey spent the remaining years of his life in college researching everything he could on the subject of Druids. Their affinity with things mystical and natural appealed to him, as did their secrecy. Upon his graduation, Harvey received a grant from the university to further his research in Scotland. Although this was not where the manuscript he sought was located, Harvey decided that he could still use this to his benefit.

While in Scotland Harvey discovered more on the subjects of Druids, and bided his time, furthering his research. When his grant was up, he appealed for another from the university, on the grounds that he must travel to Germany to further his research in Scotland. With trepidation, the university complied. Harvey was almost at his life's destination.

In Germany, Harvey wasted no time tracking down the last location of the manuscript. Members of his research group became perplexed by his sudden determination. When pressed to explain, Harvey would give them some excuse, while keeping his true intent a secret. He lost quite a few of his research assistants during this time, and Harvey sent for no replacements.

Harvey was soon thwarted in his quest. Every lead he got on the location of the manuscript ended empty-handed. This angered and frustrated him. He would snap at his remaining assistants until they too left him, warning him that they would report his odd behavior to the university. This drove him into an even deeper anger, knowing that his grant would be withdrawn, and his quest put to a stop. Working with limited time, Harvey pressed on alone.

He had one final lead that he would follow before returning to the States to appeal to the university. The lead took him to a small abandoned village in the foothills of the mountains. There he found a monastery. To his surprise and delight, it was the very one where the original author had written the manuscript. The location of the village had eluded him up to this point, a fact that had frustrated Harvey. Here he found other manuscripts written by the same monk, hidden away in neat stacks. He searched endlessly for the manuscript, but it was not there.

That night, camping within the monastery, Harvey poured over his research of the book. In his notations he read a rumor he had heard from an old local woman. The Druids, upon bringing the manuscript back, had hidden it within the bark of an ancient oak tree deep in the forest near the monastery. Harvey went to sleep, making plans to find the tree the next day.

Upon awakening, Harvey left his camp to enter the forest. He wandered for hours and eventually became lost. His compass ceased to function correctly, and with the forest so thick, shadows were of no help. He plunged further into the forest in a rage. In his frustration, he broke through some underbrush, almost smashing directly into the very tree he was searching for.

Harvey stood for a good while gaping at the massive tree. The trunk of the oak was so massive, it would take ten men with arms outstretched to circle it. Its great limbs spread out and up, disappearing into the dense canopy. No birds sang here, no insect stirred. With a small giggle of triumph, Harvey began searching around the tree for any holes or cracks.

He indeed found ancient relics of the Druids hidden beneath exposed roots, but these he tossed aside recklessly. Harvey all but growled like an animal in his rage, cursing loudly in his frustration. When his search produced no manuscript, he sagged against the tree. Lifting his eyes towards the canopy, he spotted a knothole at the base of an odd-looking branch. Harvey quickly scrambled to his feet and began climbing the ancient oak.

He was out of breath by the time he reached the branch high up in the tree. He carefully shimmed towards the knothole, and discovered that the opening was wide, his fist easily fitting inside. He slowly inserted his hand in the hole, his legs and arm holding tightly to the branch, and with a grin of triumph, removed the parchments he found within the hole. Harvey crowed with delight, thrusting the parchment into the air, then promptly fell from the tree. After crashing off of branches on his way down, he finally landed on the ground, feeling his ribs crack with the impact. This did not deter his life long quest though. In pain, Harvey rolled to his stomach, shaking fingers fumbling with the manuscript. He read aloud the first incantation his eyes fell upon before passing out.

Harvey awoke to find himself propped against the tree, an old man with a long beard peering at him. As Harvey attempted to lift away from the tree, he winced from the pain in the ribs and collapsed back again. The old man informed him that he was a fool who had fallen out of a tree and to be still. Harvey shook his head in denial, believing his quest a failure. The old man became confused, and asked Harvey what was wrong. In his grief, Harvey told his tale.

The old man listened quietly and patiently, at the end nodding his head sagely. He stood before Harvey and called him a fool again. Harvey noticed the man was wearing brown robes, carrying a staff with mistletoe tied to the end. Harvey, gaping at the man, asked his name. With that question, the image of the old man rippled, changing his appearance to that of being all green, his hair becoming leaves. "I am called The Green Man, Harvey Beer, and you have summoned me."

Recalling his research that The Green Man was one of the Druids' pantheon, Harvey lurched towards him, falling again because of the pain. He begged The Green Man to gift him with power. The Green Man became angered by Harvey's selfish request, and planted his staff next to Harvey's head. "You have tampered with powers you do not understand. If power you want, power you shall have." The mistletoe grew down the Green Man's staff, crackling towards Harvey's head. When the first leaf brushed his cheek, Harvey screamed in pain as energy forced its way through him. "Harvey Beer, I gift you with the power of Life; take or give as your mind wills it." Harvey writhed as a green flash of light blinded him. When his vision returned, The Green Man was gone.

As he straightened out, Harvey realized the pain in his ribs was gone. He sat up, amazed, gingerly touching his sides, then laughed as he realized he was healed. He moved to stand, but found his legs tangled in some vines. Any attempts to disengage them only tangled them further. He cursed loudly, wishing the plants would die, and gaped as the vines wilted, browned, then crumbled away from his legs. Standing quickly, he stood in wonder for a moment, then recalled The Green Man's words.

Turning, he found a stick. Lifting it to eye level, he muttered the word "grow." As the dead stick suddenly sprouted leaves, he dropped it, stumbling back away from it. He shook his head as the stick continued to grow. Frightened, he commanded it to stop, but it did not. In his panic, he shouted, "Die!" Not only did the stick wither and die, but so did every plant around him, except the oak. Screaming, Harvey ran from the area, deeper into the forest. A voice, laughing, chased after him as he ran. "You cannot stop Life from growing, Harvey Beer, you can only kill it."

Dana Preston, Renegade Bathori

(HERO System)

Dana Preston, Renegade Bathori (HERO System)

VAL	CHA	COST	PTS	Disadvantage
12	STR	2	20	Normal CHA Maximas
14	DEX	12	20	Psychological Limitation: Vain (common, strong)
13	CON	6		
12	BODY	4	15	Psychological Limitation: Overconfident (common, moderate).
18	INT	8		
18	EGO	16	15	Secret Identity
23	PRE	16	45	Villain Bonus
20	COM	5		
4	PD	2		
4	ED	1		
3	SPD	6		
6	REC	2		
30	END	2	82	CHA Total
25	STUN	0	133	Skills/Powers Total
			215	Total Points

**PTS
POWERS, SKILLS, TALENTS**

**Roll
END**

7	Bureaucratics
16-5	Concealment
14-5	Conversation
15-9	High Society
17-5	Interrogation (torture)
14-9	Persuasion
17-7	Forensic Science
15-5	Deduction
14-9	Seduction
17-9	Base (The beginnings of one, at least)
35	Followers (2 50-point followers, 8 25-point followers. Use "Typical Bathori" listing for rough approximation of follower capabilities)
24	Various Contacts in local power-structure (government, police, high society folks, etc.)
4	Favors (with various people as per Contacts)



(Fuzion)

6 INT, 6 WILL, 8 PRE, 5 TECH, 5 REF, 5 DEX, 2 CON, 4 STR, 5 BODY, 4 MOVE

4 SD, 4 ED, 3 SPD, 20 END, 25 STUN, 25 HITS

Bureaucratics (4), Concealment (3), Conversation (3), High Society (5), Interrogation (2; 3 if using torture), Persuasion (4), Forensic Medicine (3), Deduction (2), Seduction (5), Perks: Wealth (tied up in a base, mostly), Contacts (12), Favors (2), Followers [8-10 followers, use the Typical Bathori stats for base abilities, etc.] (15).

Vital Statistics

Age: 45 (appears 28), 5'9", 138 lbs., classic brunette

History

When the Bathori Sisterhood first began seriously considering spreading to the New World, they sent a handful of sisters to evaluate the prospects in North and South America. Most of them returned with the reports that spurred the current Mother Superior's push for a presence in the States. One, Dana Preston, did not return, and is believed to be dead (a body that was tentatively identified as hers was found in an alley in Manhattan a few days after she missed her flight back to Europe and was reported missing by the Sisterhood).

Dana was *not* killed, however. Never one to place much faith in tradition, she realized that the Sisterhood's formal, hierarchical Catholic ruse would be about as useful here as lips on a brick. If *she* were already *there* before the Sisterhood really started moving in, she could have her *own* little cult following safe from the persecutions that will eventually befall the mainstream Bathori. Plus, she'd be able to get away from the dreary business of pretending to be a nun. What good was it, she wondered, to sacrifice so many for the youth and beauty they yielded and not be able to show it off? Or make *any* use of it, really?

What else was an intelligent, beautiful, driven (murderous, psychotic) woman to do? She faked her own death (finding a local woman of nearly the same build and general appearance, setting her up to be raped and killed by local criminals), swapped clothing and identities with the victim, and started learning her way through to the upper echelons of American high society. Within a few months, she had made an impressive list of contacts, and started carefully recruiting among her new peers and making friends among (or getting blackmail materials on) some of the more powerful individuals there.

By the time the characters encounter her, various "friends of a friend of a friend" will be able and willing (or coerced) into covering many of her illicit activities that the characters might take an interest in.

It remains to be seen what will become of Dana if the "mainstream" Bathori discover what she's been up to...

Personality

Dana generally acts the part of a cliché social butterfly as part of a carefully constructed façade to keep people from prying too far into her activities. Behind that mask, however, she is a cold, calculating manipulator and blackmailer, who thinks nothing of ruining other people's lives if it will get her what she wants. She is convinced that the old, traditional Bathori ways would be all but useless in the United States, and if they try to move in, it'll be the end of them all. Rather than face the end of her beauty (and the other, less-important aspects of the Bathori plan, like going to prison or being executed), she decided to go it on her own. Dana's preferred means of dealing with potential threats is to neutralize it taking control of it (blackmail is preferred), but she'll go as far as to have someone killed if they are in the way.



Campaign Use

Dana is a budding mastermind, with an age-old secret for maintaining beauty in a society where looks are prized above nearly everything else. As a result, there's very little that she couldn't have an interest in or some control over. She could subvert a character's DNPC with promises (real or not) of eternal youth, or be slowly taking over the city government to ensure that her plans won't be thwarted.

Her secret long-term plan is to try to re-create the Bathori Vials – what's the point of looking for the thing, when she *knows* how it was created? Although she believes in vampires (after all, it's part of the lore of the Sisterhood that at least *one* existed), the possibility that this effort is futile without some sort of supernatural power behind it is one that she won't entertain. Besides – the original Bathori Vial was created by the death of one person... If it came right down to it, she'd be perfectly willing to sacrifice her own followers in a kind of lethal pyramid-scheme to create another Bathori Vial – *that*, she figures, should make quite a bit of difference. And if her beliefs about what the blood of a Bathori Vial could do for a human are true (true immortality and eternal beauty), she'll chance it.

Dress/Costume

Dana dresses in the height of fashion (big surprise), disdaining all but the most elegant, most expensive clothing. She's not above wearing contemporary women's business attire (provided it's a designer label, and looks good), but prefers more traditional clothing.



Erestus (Old World Vampire)

(HERO System)

Erestus

VAL	CHA	COST	PTS	Disadvantage
21	STR	11	20	2d6 STUN and BODY damage from direct exposure to sunlight (2d6 for indirect exposure) per minute
21	DEX	33		
29	CON	38		
36	BODY	52	15	Physical Limitation: Vampiric Appetite (all the time, slight)
23	INT	13		
26	EGO	32	15	Distinctive Features: Hideously ugly (easily concealable, extreme reaction)
24	PRE	14		
4	COM	-3	5	Hunted: Vampire hunters, less powerful, 8-
11	PD	5	5	Hunted: Other vampires, less powerful, 8-
5	ED	-1	15	Secret Identity
4	SPD	9	30	Vulnerability: 2x STUN, 1 1/2x BODY damage from fire- and sunlight-based attacks
10	REC	0		
60	END	1		
61	STUN	0	5	Enraged by the presence of blood (a pint or more, roughly), uncommon, 11-, 14-recovery
CHA Total		204		

10 Reputation (Ninja Hero variant): recognizable to a small group (vampires), extreme reaction (he's feared and hated).

5 Hunted: Local Police, less powerful, 8-, mild, NCI

25 Psychological Limitation: Overconfident (very common, strong)

20 Psychological Limitation: Hates (fears) all superhuman creatures (common, moderate)

20 Physical Limitation: "Dies" (becomes immobile, medically dead) at 0 BODY, or during the day (common, total)

300 Total Disadvantages

320 Villain Bonus

PTS POWERS, SKILLS, TALENTS

Roll END

3 Linguist

3 Scholar

3 Traveler

3 +1 Skill Level with Claws

10 +2 Overall Levels

28 Area Knowledge: 1-2 major cities in Poland, Germany, France, Spain, Romania, Hungary (GM's choice)

39 KS: History, 17-; Sociology, Legends, Religions, Art, Customs, Occult Lore, Vampire Lore, 13-; Werewolf Lore, Spirit Lore, 10-12 other KS skills (GM's choice) at 11-

17 Languages: Polish (native); German, Latin, French, no accent; Spanish, Romanian, Hungarian and English, with accent.

5 Concealment

5 Forensic Medicine

5 Bribery

7 Climbing

16 Danger Sense (basic) at +2

3 Flash Defense: 5 points vs. Sight only, -1/4; OIF (dark glasses), -1/2

54 Gadget Pool: 45 points available

9 Damage Resistance: 12 PD, 6 ED; Limited: Not vs. wood (stakes, etc.), -1/4;

18 +12 PD, +6 ED, Limited: Not vs. wood (stakes, etc.), -1/4;

17 Elemental Control: Old World Vampire Powers, common -1/2 limitation-value

106 Mist Form: Desolidification; cannot pass through solids, -1/2; 0x END Cost, +1/2; Persistent, +1/2; Limited: Costs END to activate or deactivate, -1/4; Gliding: 11", linked to Desolidification; Shrinking: 2 levels, 0x END Cost, Persistent, Linked to Desolidification; Growth: 2 levels, 0x END Cost, Persistent, Linked to Desolidification; Stretching: up to 4", Linked to Desolidification Shape Shift: any shape, Linked to Desolidification

17 Invisibility to sight, no fringe, 0x END Cost, Persistent, Limited: Doesn't prevent him from being seen (or attacked), but does prevent him from being recognized (or obviously what he is), -1; Not vs. non-living (including cameras), -1/2; Not vs. characters with Mental Defense, -1/2; Limited: If he uses any other obvious/visible powers, it stops hiding him from all witnesses, -1/2;

45 Darkness: impervious to all hearing, invisible to sight, hearing (still visible to touch as a "creepy feeling"), +1; 1/2x END Cost, +1/2; No range, -1/2;

33 Life Support: Full

7 Regeneration: 1 BODY per turn, limited: Only during the day, -1/2;

28 +21 BODY; Limited; Doesn't affect figured characteristics, -1/2

10 Running: 11" total

45 Claws: 2x 1 1/2d6 HKA, 0x END Cost, +1/2; 3d6 Base w/ Reduced Penetration, -1/4;

516 Powers Total

(Fuzion)

8 INT, 9 WILL, 8 PRE, 7 TECH, 7 REF, 7 DEX, 5 CON, 7 STR, 19 BODY, 7 MOVE

10 SD, 10 ED, 4 SPD, 12 REC, 100 END, 95 STUN, 95 HITS, 27 RESISTANCE

Local Expert: 1-2 major cities in Poland, Germany, France, Spain, Romania, Hungary (GM's choice)

Expert: History (5); Sociology, Legends, Religions, Art, Customs, Occult Lore, Vampire Lore, (3); Werewolf Lore, Spirit Lore, 10-12 other areas of expertise (GM's choice) (2); Languages: Polish (native); German, Latin, French, no accent; Spanish, Romanian, Hungarian and English, with accent; Concealment (3); Forensic Medicine (3); Bribery (3);

Climbing (4)

Danger Sense (basic) (12)

Flash Defense: 5 points, Sight only, (dark glasses)

Gadget Pool: 45 points available

Mist Form: Desolidification; cannot pass through solids, No END Cost; Persistent; Costs END to activate or deactivate; While desolidified, can use: (Gliding: 20 m/y; Shrinking: 1 level, No END Cost, Persistent; Growth: 2 levels, No END Cost, Persistent; Stretching: up to 4m/y; Shape-shift [can alter shape to any form of same mass].)

Invisibility to sight, no fringe, No END Cost, Persistent, Doesn't prevent him from being seen (or attacked), but does prevent him from being recognized (or obviously what he is); Not vs. non-living (including cameras); Not vs. characters with Mental Defense; If he uses any other obvious/visible powers, it stops hiding him from all witnesses;

Darkness: impervious to all hearing, invisible to sight, hearing (still visible to touch as a "creepy feeling"); No range;

Life Support: Full

Claws: 7d6 HKA, reduced penetration (make one attack roll, apply damage as 2 3d6 attacks)

2d6 STUN and BODY damage from direct exposure to sunlight (2d6 for indirect exposure) per minute

Physical Complication: Vampiric Appetite (all the time, slight)

Distinctive Features: Hideously ugly (easily concealable, extreme reaction)

Enemies: Vampire hunters, less powerful

Enemies: Other vampires, less powerful

Secret Identity

Vulnerability: fire- and sunlight-based attacks

Enraged by the presence of blood (a pint or more, roughly)
Reputation (Ninja Hero variant): frequently recognized by a small group (vampires)

Enemies: Local Police, less powerful, NCI

Psychological Complication: Overconfident (very common, strong)

Psychological Complication: Hates (fears) all superhuman creatures (common, moderate)

Physiological Complication: "Dies" (becomes immobile, medically dead) at 7 BODY, or 60 HITS taken, or during the day (common, total)

Vital Statistics

Age: 1452 years (appears a year or two dead), 4' 9" tall, 130-150 lbs., black ragged hair, dark eyes with a noticeable reddish tint, Caucasian.

History

The creature that would eventually be known as Erestus was born in 547 AD, and has been hunting among the living since sometime in the 560's. Very little is known about this creature (even its gender is a matter for some speculation, although it appears to prefer a male guise).

Erestus is believed to have "lived" in dozens of cities in various countries throughout Europe before coming to the New World sometime in the early 20th century for reasons unknown.

What little history is known (or at least believed) about Erestus consists mostly of folklore and the occasional reference in or from various sources (Erestus is mentioned three times in the *Malleus Malificarum*, twice by name).

Powers

Erestus has a fairly typical (if powerful) set of Old World Vampire powers. He is quite a sneaky creature, moving in utter silence at will, and able to get through even the most modern of security systems as a cloud of mist. When pressed and unable to flee (on those rare occasions when he feels outmatched and decides to make a run for it), he tends to prefer escaping through heating and ventilation systems, storm sewers, and other spaces too small for a normal person to get through.

Many of Erestus' powers are persistent, and will *not* drop if he is somehow knocked out (most particularly the Invisibility and Desolidification), making it difficult at best to kill him.

Erestus is not above using modern weapons, and apparently has quite a collection of them squirreled away in one or more caches across the city.

Personality

Erestus is an arrogant, no-nonsense character. He tends to favor shooting first and not bothering with questions, confident in his ability to survive nearly anything, and to get away from what he can't survive.

Quote

Erestus doesn't talk to food

Dress/Costume

One of the more unusual aspects of Erestus' powers is its ability to cloud minds. While that power (the Invisibility) is active, Erestus appears to be dressed in a sensible, appropriate fashion for the immediate locale (as well as appearing to be a normal, if short human male with dark hair and eyes).

Adventures

The Darwin Bomb

"This is Greg Andrews reporting live from Tokyo for CNN. Today Dr. Stephen Otto announced that in two weeks, he is planning to detonate his latest breakthrough, The Darwin Bomb. Feeling that humanity, as a whole, is not advancing quickly enough, he has designed this bomb to launch a genetic "jump-start" agent into the atmosphere. He theorizes that this agent will force regular human DNA to mutate to its evolutionary potential. Dr Otto is a graduate of Berkeley University in California and renowned geneticist, Dr. Otto is ignoring protests by government authorities and other scientists, who are concerned that this agent is still untested on humans.

His animals research, while successful, is dubious at best. There are also rumors that the animal research produced horrific side effects, such as unusual limb formation, physical deformities, and abnormal brain expansion. Dr. Otto denies these rumors. The question has arisen of the effects upon already mutated or advanced humans.

Several governments have attempted to locate Dr. Otto's secret laboratory in order to halt the launch of the bomb until further testing can be done. These attempts, however, have not been successful. There are talks of a joint effort by the United Nations Peacekeeping Force to locate the lab and stop the launch. Several heroes have already been dispatched, though word has not been received from them since their departure. This has raised some concern, and a second hero task force is being assembled."

Cue HQ telephone. If there is no already organized group, then individual heroes will each receive a telephone call. Heroes of a questionable nature will only be allowed to join the task force if they are in a team. After all, this is the United Nations, which tends to be rather picky and hates to look bad on camera. Payment will be offered, because of the United Nations' desperation, and the offer will be irresistible. The offer includes: money; equipment; and, in the case of a team, further funding for five years.

Upon acceptance of the U.N.'s offer, travel arrangements will arrive expeditiously to U.N. headquarters, where the heroes are quickly briefed and dispatched to Dr. Otto's rumored location in the Himalayas. The heroes will land in Nepal, where they will have Sherpa guides to take them into the mountains.



The guides are reluctant to travel into certain areas of the mountains where they say Yeti attacks have occurred. If questioned, they will be more than willing to inform the heroes of all the local folklore on the subject, as well as show them supposed Yeti pelts which look to have come from goats. Any hero with a low wisdom or intelligence will have to roll or fall for the stories and will buy a pelt.

Sample folklore:

Fact:

One of the monasteries has in its possession a mummified Yeti hand and other Yeti pieces. (Use creative license.)

There have been two major expeditions looking for Yetis, one by a Texan, and one by Marlin Perkins of "Wild Kingdom." The Texan stole a finger from the Yeti hand, replacing it with monkey bones. He said the hand was real. Marlin Perkins found no Yeti evidence at all.

Sherpas and other locals will be proven to be telling the truth when speaking about Yetis.

Fiction:

There are plenty of photographs, plaster casts of footprints, pelts, and other assorted pieces of supposed Yetis to be found. This is a thriving tourist trap, with proprietors milking anyone for as much money as they can possibly get.

Should the heroes take to the idea of investigating a monastery, the one they will go to is raising a child found wandering in the woods who was supposedly raised by Yetis. Rumor has it that this is a common practice for this monastery, perhaps the most wealthy of its type in the area. The monks will snicker behind their sleeves at the heroes if they accuse them of being the site for Dr. Otto's lab.

Rumors:

Yetis are known to be very peaceful, though lately they have been attacking people and livestock for no apparent reason, as well as seeming to have no fear of humans.

Wild animals have fled a certain area that had caught fire during the wet season when no storms were happening.

There has been very recent UFO sightings, centering on this area.

If pressed to lead them to this area, the Sherpas will take the heroes to the very edge of the area then give them a map, refusing to go any further.



Bear (HERO System)

33 STR, 20 DEX, 18 CON, 22 BODY, 5 INT, 5 EGO, 20 PRE, 10 COM

10 PD, 8 ED, 4 SPD, 10 REC, 36 END, 33 STUN

1d6+1 HKA (2 1/2d6 w/ STR) as 2x1d6-1 HKA (reduced penetration);

Armor: 4 PDr/2 EDr;

1 level Density Increase (calculated in), always on;

+10 PRE (fear only, only while growling);

Climbing, 12-

Concealment, 10-;

Running: reduced to 4"

Bear (Fuzion)

2 INT, 2 WILL, 7 PRE, 6 TECH, 7 REF, 7 DEX, 5 CON, 11 STR, 7 BODY, 3 MOVE

10 SD, 10 ED, 3 SPD, 16 REC, 50 END, 70 STUN, 70 HITS, 6 RESISTANCE

Armor: +6 KD

2x 2d6 HKA (2x 4d6 w/ STR)

1 level Density Increase

+3 PRE

Climbing (2)

Concealment (2)

The vegetation in the area is burnt or scorched, but some remains because it was the wet season. The air is still, and an odd, unidentifiable scent seems to linger. There are no signs of normal wildlife - no bird calls or insect noises. Huge tracks can be found in the mud surrounding the vehicle, leading off down a rough path. Even without tracking skills, it is easy to find the tufts of hair stuck in the bark of the trees, as well as the marks made by claws. If they measure the claw marks on the trees, it will be discovered that the creature that made them possesses five fingers and stands well over eight feet tall. The hand is three times that of the size of a normal human male's hand.

The path is overgrown by dead, burnt trees, and it is very difficult to see more than three to five feet ahead at any given time. This means that if there are several people in the party that the front and the back members will often not see each other. This will add to the party's paranoia as the burnt trees make noise from settling, with limbs sometimes crashing down. This noise will mask the bear's approach. Once the party has grown used to the noise, have the lead hero run face to face into the bear, which will be just as surprised as the human. The bear will immediately rear up on its hind feet and attack. If the bear lives past the first round, it will run. If the heroes kill the bear, they will find it is rather skinny and malnourished. Further inspection will reveal a tattoo of a number in its ear with a small tracking device on a collar around its neck.

After order is restored, the heroes will continue on down the path, which leads them out into a small clearing where a large mouth of a cave will be seen in the side of a cliff face. Fresh bear tracks lead out from here to the forest they just came from. The large tracks that they were following lead into the cave.

Upon entering the cave, motion sensors trigger the lighting set into the walls and roof of the cave. The rock is smooth, the floor covered in tile. Everything looks rather sterile. As soon as everyone that is going into the cave enters it, other sensors will identify them as a threat and arm the traps left behind. At this point, if anyone has remained outside, they will be cut off from the rest of the party by an automatic, magnetic, time-locked door that slams shut. This door cannot be destroyed, nor opened from the outside. Rolls will have to be made for that person/s to see if the Yeti returns, and, if so, the hero/s must fight it alone.

From this point, the heroes must proceed to the lab.

(Note to the Game Master: Getting separated is bad. This facility is filled with cheesy traps. These traps don't kill, but are annoying. Heroes on their own are asking to be dumped into the dungeon that much quicker. This keeps you from having to run five adventures at the same time. Again, use creative license.)

Sample Traps (Think any bad horror movie you've ever seen):

The revolving bookcase: The bookcase puts the hero into a chute leading into an empty cage in the dungeon. The dungeon holds nothing of interest but a bunch of empty cages with dry straw and useless torches on the walls. Rats that have cartilage for bones skitter everywhere. Try as they might, the heroes will be unable to get out of these cages until freed by someone on the outside.



Game Master Note: " Try as they might, the heroes will be unable to get out of these cages ..." cannot be done without making the cages ridiculously powerful or having more detailed information on the characters who'll end up in them – should make this a GM-call thing, assuming that the heroes are well-known enough, and Dr. Otto has had some time to research them (or, worse, has actually managed to get hold of a cell-sample, and extrapolated their powers from that). Alternately, have the GM set things up so that even if the characters *can* escape, they won't *want* to – hordes of rats that won't enter the cages for some unknown reason, or some other fight that the characters either couldn't win or wouldn't want to deal with unless they're all there. Or, make it simple, and assume that any chute to the dungeons has a really hefty NND attack (defense is not making contact with the chute) that's gonna knock the characters on their asses when they hit it – 10-12d6 a couple of times oughtta do just fine.

Trapdoor on the floor. Again, it dumps them into another cage in the dungeon.

Teleportation beams with various triggers.

The library that once entered, all exits seal themselves, and the room fills with water. Before the hero drowns, he will be sucked down a chute, along with a good portion of water, and will end up in a cage in the dungeon.

Sample Triggers:

The candle in the wall sconce.

The human skull on the desk.

The one red book in the line of blue books.

The single crooked picture.

The quarter on the floor. (The hero gets to keep the quarter, but still ends up in the dungeon.)

Rules in Case Everyone Ends up in the Dungeon:

The last cage to be filled will have a rather large red button, which, when pressed, opens all the cages. The elevator that leads to the laboratory will be summoned and open.

Various Rooms:

(Note: If not described here, the heroes can find nothing of interest in the room.)

Master Bedroom - Messy. Dr. Otto's clothes, all similar, are rumpled and strewn about the room. The bed is not made. There are two closets. One is a real closet, the other a trap to the dungeon. Various pieces of unidentifiable scientific equipment are scattered on the dressers and nightstand. Dr. Otto's personal diary can be found in the drawer of the nightstand, next to the Holy Bible and *Darwin's Theory*. The diary is written in a code, the encryption cannot be broken without the key, which can only be found in the lab.

Library:

(Note: This is NOT the water library.)

A small room filled with shelves of books, one of which does, however, contain a row of blue books with the one red book which is triggers the trap leading to the dungeon. Prowling this room is a pair of enhanced Doberman pinschers (use stats from the Skin Walker wolf-form). Their skin is toughened, their jaws stronger, and teeth sharper. The teeth are based on sharks' teeth, making them armor piercing. They only guard the library, but if are left alive, they will pursue the heroes. Even closing the door on the dogs will not deter them, they will come through it.

Kitchen:

A typical kitchen, though trashed. Cupboards are opened, items spilled, and there is no food left unopened. This includes the tin cans that have been chewed open. The remains of the food is spoiling, leaving a rather rancid smell in the air. The refrigerator door is open, this being the main location for the smell. On the table is a plate with the remains of a sandwich, next to which are a few broken test tubes. The chair is knocked over, as if the person who was dining was interrupted. Here the heroes will run into a pack of rats (no more than six), all about the size of a small dog. They are, of course, enhanced, being incredibly tough and fast with needle-like teeth. They are more intelligent than the dogs from the library, and will knock out the lights seeing as they are able to see in the dark. They work together much like a wolf pack would. They will not leave the kitchen for any reason.

Enhanced Rats (HERO System)

8 STR, 26 DEX, 13 CON, 8 BODY, 7 INT, 8 EGO, 8* PRE
6 COM,

5 PD, 3 ED, 5 SPD, 5 REC, 26 END, 19 STUN

* 23 PRE for the purposes of resisting PRE attacks

Bite: 2x 1d6-1 HKA (2x 1d6 w/STR)

Claws: 2x 1-pip HKA (2x 1/2d6 w/ STR)

Clinging (Limited: Must be able to get their claws into what they are clinging to – no metals, glass, etc)

Armor: 4 PDr/2 EDr

Shrinking: 2 levels, always on

6" running

Enhanced Rats (Fuzion)

2 INT, 3 WILL, 3 PRE, 5 TECH, 9 REF, 9 DEX, 4 CON, 3 STR, 4 BODY, 4 MOVE
8 SD, 8 ED, 5 SPD, 7 REC, 40 END, 20 STUN, 20 HITS
* 8 PRE for the purposes of resisting PRE attacks
Bite: 2x2d6 HKA (w/ STR)
Claws: 2x1d6 HKA (w/ STR)
Clinging
Armor: +3 KD
Shrinking: 1 level, always on

The Laboratory:

Upon entering the lab, motion sensors will trigger the lights; Muzak; and a deep, husky female voice that says, "Welcome Dr. Otto. You have no messages." The heroes should be now getting the idea that this man had no social life. The starving creatures in the cages lining the walls immediately take to making a lot of noise. The computers start up, and upon some investigation, the heroes will find the controls to feed the animals. However, the wrong controls will open the cages. The starving animals will attack.

Animals in cages:

At least half of these animals have not been tampered with and are normal. They are everything from rats and guinea pigs, to cats, dogs, monkeys, one mountain lion, and a llama. Most of these animals will run if the cages are opened. The mountain lion will attack, as will the monkeys or the llama if they feel threatened and cannot escape.

Other "animals":

A few are so changed that their base animal is unrecognizable. Usually they are hairless and slimy. Claws and teeth are brittle, and a variety of extra limbs sprout from unusual places. Some are photosensitive.

There is a cat-like creature that has been combined with a snake. It has scales instead of fur, retractable fangs, and poison glands. It has a rattle on the end of its tail, and retains its retractable claws on all four paws. It is voiceless. It glides more than pounces due to the extra muscles along its elastic spine. It is very quick and dexterous.

Enhanced Cat (HERO System)

5 STR, 29 DEX, 11 CON, 6 BODY, 6 INT, 8 EGO, 7 PRE, 6 COM, 3 PD, 2 ED, 4 SPD, 3 REC, 22 END, 14 STUN
Bite: 2x1d6 HKA (w/ STR)
Claws: 2x 1/2d6 HKA (w/ STR)
Venom: 4d6 RKA, NND (Life Support, poison immunity), No Range, Gradual Effect (1 hour), only if Bite does BODY damage, 3 charges per day (1 every 8 hours maximum)
Shrinking: 3 levels, always on

Enhanced Cat (Fuzion)

2 INT, 3 WILL, 2 PRE, 6 TECH, 10 REF, 10 DEX, 2 CON, 2 STR, 3 BODY, 3 MOVE, 4 SD, 4 ED, 5 SPD, 4 REC, 20 END, 15 STUN, 15 HITS, 9 RESIST
Bite: 2x2d6 HKA (w/ STR)
Claws: 2x 1d6 HKA (w/ STR)
Venom: 10d6 RKA, No Normal Defense (Life Support, poison immunity), no range, damage spreads out over a 1-hour period, only if bit does HITS damage, 3 uses per day (recharges 1 use every 8 hours)

Shrinking: 2 levels, always on.

The winged wolf (again, use basic stats from the Skin Walker wolf form). This creation has had its shoulder blades elongated, the flesh stretched to form functional wings. Its brain is damaged so that it is very hostile. Its paws have been manipulated to be more like hands for grasping prey. The claws are also more curved, and the wings have no fur.

The flying squirrel. It's about the size of a house cat with very large, round eyes. Very affectionate, if released, it will attach itself to a hero, and it will be next to impossible to convince it to leave the character. It makes a trilling noise, much like a vocal purr. If the heroes make the mistake of attacking it, it will give a cry like a hurt child that can induce other creatures to defend it, including the other heroes. This was a creation of Dr. Otto's for his niece.

Flying Squirrel (HERO System)

3 STR, 11 DEX, 6 CON, 4 BODY, 4 INT, 6 EGO, 6 PRE, 14 COM, 1 PD, 1 ED, 3 SPD, 2 REC, 12 END, 9 STUN

Shrinking: 4 levels, always on;

Gliding: 5"

Mind Control: 8d6; limited: Fixed command ("Protect Me"), -1; Explosion, 2x area, +3/4; NND (Flash defense: Hearing or being deaf), +1; No Range, -1/2;

Climbing @ +2

Flying Squirrel (Fuzion)

1 INT, 2 WILL, 2 PRE, 3 TECH, 4 DEX, 4 REF, 1 CON, 2 BODY, 1 STR, 1 MOVE

2 SD, 2 ED, 2 SPD, 2 REC, 10 END, 10 STUN, 10 HITS, 6 RESIST.

Shrinking: 2 levels, always on

Gliding: 5 m/y;

Mind Control: 8d6, as noted above

Climbing (4)

Description of the Lab:

This is your typical horror movie laboratory, with beakers, test tubes, mysterious bubbling substances, and an oscilloscope. There are attachments for gas and water hoses on the large stainless steel counters, along with straps and harnesses built onto the tables. Electrodes and other paraphernalia are scattered around in no recognizable order. A bookshelf is against the wall beside a wooden writing desk that is off to one side. On the wall opposite where the heroes came in is the elevator to the dungeon. Any hero who is down there can be heard from the lab. The computers and the master control console are located in the back of the lab. This is where the traps can be turned off and the main door opened. Against a far wall are some human-sized containment tubes. It should be noted that some have been removed and are missing.

The computers' memories have been dumped, if the hard drive isn't smashed completely. The master console is in working order.

On the bookshelf, the heroes can find the lab journals and the encryption key for the diary and journals. It will take them however long it needs to be to have three days left to decode them. Most of what the books contain is useless, simply day to day things that Dr. Otto did. The genetics code for the Darwin Bomb can be found in one of the journals. When shown to a scientist that can make sense of the formula, it will prove to be as much, if not more so, than Dr. Otto bragged. The location of Dr. Otto's alternative laboratory is also noted in these books.

Once the books are found and the main door opened, the heroes are compelled to leave because of a detonation sequence they mistakenly set off when opening the door. If the main door is opened before the books are found, the sequence will not begin until the lab door is opened. They will have one hour to clear the area before the lab blows up, causing the entire cliff face to collapse. They will need to be beyond the burned area to be safe.

However, upon reaching the main door, they will discover the Yeti waiting for them.

(Note: If there were any outside heroes that had to fight the Yeti alone and lost, the Yeti is in the process of consuming their bodies. If they fought and won, the Yeti fled with little damage and will return now to attack again.)

Yeti:

White, wiry hair covers the entire form of this bipedal, twelve feet tall humanoid. It has simian musculature, causing it to be immensely strong. Each appendage has six-inch claws that are armor piercing. Its immune to mental attacks. It puts out a constant psionic noise that causes such attacks to rebound. Its thick hair and dense skin works like armor. Its jaws and teeth work much like a bear's. It's able to leap ten to twelve feet, and is fairly intelligent. If it is able to grab a hero, it will begin to crush him or her in a strong hug.

Yeti (HERO System)

27 STR, 18 DEX, 26 CON, 22 BODY, 8 INT, 14 EGO, 25 PRE, 8 COM, 12 PD, 5 ED, 4 SPD, 11 REC, 52 END, 49 STUN

Armor: 3 PDr/Edr

Life Support: Extreme Cold

Claws: 2x2d6 HKA (w/ STR)

Bite: 2d6-1 HKA

Climbing @+2

Growth: 1 level, always on

Density Increase: 1 level, always on

Discriminatory Smell

Tracking Scent

Running: +2" (9" total w/ bonus from Growth)

Stealth

Concealment @+1

Invisibility: normal sight, only if immobile, -1/2; against snow or other white background, -1/4;

Mental Defense: +20 points

Yeti (Fuzion)

3 INT, 5 WILL, 8 PRE, 4 TECH, 6 REF, 6 DEX, 4 CON, 9 STR, 10 BODY, 6 MOVE

8 SD, 8 ED, 3 SPD, 13 REC, 40 END, 50 STUN, 50 HITS, 15 RESIST

Armor: +6 KD

Life Support: Extreme Cold

Claws: 2x2d6 HKA (w/ STR)

Bite: 3d6 HKA

Climbing (3)

Growth: 1 level, always on

Density Increase: 1 level, always on

Discriminatory Smell

Tracking Scent

Stealth

Concealment (3)

Invisibility: as noted above

Mental Defense: +20 points

Darwin Bomb Part 2:

After however many days it takes to decode the books, the heroes now have three days to stop the bomb. The books will reveal that the alternate lab is in Devil's Tower, Wyoming. The heroes, if they have not already done so, must put together their equipment. Transport will be arranged for the next day. It can be assumed that the good doctor knows they are coming.

Unsurprisingly, the heroes will discover that the UFO rumors have increased in the area of Devil's Tower as of late. They will encounter a group of parapsychologists studying the phenomenon who can eagerly lead them to the most active location. It will take some convincing to keep the parapsychologists from following them. Also near the Tower is a group of UFO cultists, asking to be taken away.

The doctor's lab is located at the top of the Tower. Electronic sensors that trigger various weapons and defenses protect the base.

Electronic Defenses:

Laser fences: 3d6 RKA [HERO, 7d6 RKA in Fuzion]

Well-placed mines in the rock face: 1d6 Explosion RKA plus 12d6 normal explosion

Sonic weapons: 6d6 NND attack (Flash Defense: hearing, force-field)

Wire-triggered automatic weapons: Use weapons listed in the appropriate rules-book, OCV or AV of 6

The Main Door Into the Tower:

This has an entry code keypad. After five tries, the keypad melts, and the heroes must force entry.

Initial Interior Defenses:

They enter into a small entryway, which fills with gas if they had to force the door. Time must be allowed for the gas to clear. The gas is a simple nerve gas that causes the victim(s) to lose all control of body functions: 6d6 NND (Life Support) – note that if a character is “knocked out” by the gas, they are still conscious, they just can't *do* anything...

What they encounter next is a minor maze to traverse. The key to the maze is that there is no solution to getting through. They must realize that they have to go up through the ceiling tiles. Until they realize this, they will continue to travel in circles as the maze reconfigures itself continuously.

In the ceiling tiles they will discover a crawl space which leads to an elevator. This will lead them up to the next level.

Second Level:

The elevator opens up into a long hallway. It is very quiet and very sterile looking. Fluorescent lights line the walls. The hallway is ten feet wide and looks to be about twelve hundred feet long, at the end can be seen double doors.

The heroes will get halfway down the hallway before someone steps on a trigger tile, opening the unnoticed large doors in the right wall. Through the doors come anywhere from ten to twenty large spiders, depending on the size of the heroes' party. They appear to be the common, jumping wolf spiders, only are the size of ponies.

They are poisonous but not deadly, their bites causing searing pain as the venom causes the muscles to contract. They are very fast and can jump about ten times the length of their bodies. They can cling to the walls and ceiling, and they will attempt to wrap in silk any hero that falls. Their bodies are armored, but once bypassed, any blow does double damage. Their eyes are fragile, and if struck at they will back away. They must lose at least four limbs before being unable to function. The spiders will not retreat; the heroes must kill all of them.

Enhanced Giant Spiders (HERO System)

13 STR, 24 DEX, 14 CON, 9 BODY, 4 INT, 5 EGO, 13 PRE, 6 COM, 7 PD, 7 ED, 5 SPD, 6 REC, 28 END, 23 STUN
Bite: 2x 1 1/2d6 HKA (w/ STR);
Armor: 2 PDr/Edr
Running: +1 “
Clinging
Mental Defense: 20 pts, not vs. animal-empathy powers, -1/4;
6d6 EGO Attack, Damage Shield, 0x END Cost, Persistent, not if unconscious, -1/2;
Superleap: +3”
Entangle: 6 DEF, 3d6, no range, extra time (full turn): web, sticky (but only to those directly touching the original entangle)
Venom: 4d6 RKA, NND (Life Support, poison immunity), No Range, Gradual Effect (1 hour), only if Bite does BODY damage, 6 charges per day (1 every 4 hours maximum)

Enhanced Giant Spiders (Fuzion)

1 INT, 2 WILL, 4 PRE, 7 TECH, 8 REF, 8 DEX, 4 CON, 4 STR, 5 BODY, 5 MOVE
8 SD, 8 ED, 4 SPD, 8 REC, 25 STUN, 25 HITS, 6 RESIST
Bite: 2x 3d6 HKA (w/ STR);
Armor: +4 KD
Clinging
Mental Defense: 20 pts, not vs. animal-empathy powers
6d6 EGO Attack, Damage Shield (any mental attack that hits a spider opens the attacker up for 6d6 damage, so long as the spider is conscious)
Superleap: 12 m/y
Entangle: 6 PD, 2d6, no range, extra time (12 seconds): web, sticky (anyone who touches the entangle is also entangled by it – but only to those directly touching the original entangle)
Venom: 10d6 RKA, No Normal Defense (Life Support, poison immunity), no range, damage spreads out over a 1-hour period, only if bit does HITS damage, 6 uses per day (recharges 1 use every 4 hours)

Through the doors at the end of the hallway, the heroes find another elevator which only has one button: up.

Third Level:

The heroes now enter a laboratory, much like the one in the Himalayas. It is here they find the missing containment tubes which hold the first task force of heroes. As soon as they all enter, the elevator closes and returns to the lower level. No amount of button pushing will bring it back. Dr. Otto’s voice filters out through a loud speaker placed in the upper corner of the room, “Hee hee hee. Play nice children!” With that, the fluid in the containment tubes is released as the hatch doors open, releasing the now enhanced first team. This was originally a typical hero team. Now, through Dr. Otto’s “enhancing,” they have reached their genetic potential. The process has scrambled their minds to the point where all they know is attack.

The First Team:

Game Master Note: We have not put any Disads that weren’t combat-relevant into these characters – if the GM wants to keep them around, or develop them for use outside this scenario, they will need to balance the points out on their own!

The first team to go after Dr. Otto had five members: Spades (an energy projector), Onyx (a telekinesis-based brick), Blackwulf (a martial artist/acrobat), Flashfire (a teleporter) and Paladin (a mentalist). When they were captured by Dr. Otto, they became subjects for some of his experiments, resulting in the characters detailed below.

It should be noted that until they are knocked out (for a good length of time), they are essentially berserk (although they will be reluctant to attack one another, but they still might if tricked into it, or if they defeat the player characters), and all should be very difficult to keep from attacking the players (additional Mental Defense of 20 points or so for the duration of this adventure, only vs. mind control effects; and similar other defenses as the GM sees fit to make it difficult, but not impossible to keep them from attacking the player characters). Any such powers will go away after the first team has had some medical attention (probably including large quantities of painkillers and anti-depressants).

Spades (Energy Projector, HERO System)

Spades is probably the least-affected of the original team, at least inasmuch as before-and-after powers and disadvantages are concerned. However, she was very close to dying as a result of Dr. Otto's tinkering. The powers and disadvantages marked with a "*" are new to her, and she may or may not know of them, know how to use them, etc. They are mostly side-effects of her skeleton being turned (mostly) into cartilage (a common theme with Dr. Otto's work). Note also that even though she can't move very quickly, she's still quite dangerous at range!

15 STR, 22 DEX, 25 CON, 12 BODY, 12 INT, 16 EGO, 14 PRE, 10 COM, 8 PD, 12 ED, 5 SPD, 8 REC, 50 END, 35 STUN

Multipower (different energy-blast forms)

12d6 EB;

8d6 EB; Explosion (cone), no range, personal immunity;

6d6 EB, autofire (20 shots);

6d6 Flash;

4d6 Flash, explosion (cone), no range, personal immunity;

4d6 RKA;

3 1/2d6 RKA, explosion (cone), no range, personal immunity;

2d6 RKA, autofire (20 shots)

Elemental Control*: Cartilage skeleton

+ 12 PD, only vs. blunt attacks (fists, etc.), -1/2;

Shrinking: 1 level, 0x END Cost (special effect: She doesn't actually *shrink*, but can fit through *really* small spaces by forcing her now-soft bones to bend around corners, through small holes, etc. It *hurts* if she pushes too hard, but she can do it...).

Stretching: 1" (again, she can't actually stretch, but it's the best way to represent the insane degree of flexibility she's got now – being able to turn her head 360 degrees, bending arms around corners, etc.)

Physical Limitation: Blind (but has comparable energy-sense that works much the same as sight instead – essentially he "sees" by energy-levels instead of light; can't read, but can still see, etc.).

Physical Limitation*: can barely walk (her skeleton no longer supports her weight terribly well).

Running: Reduced to 3"

Spades (Energy Projector, Fuzion)

4 INT, 5 WILL, 5 PRE, 6 TECH, 7 REF, 7 DEX, 5 CON, 5 STR, 7 BODY, 2 MOVE

10 SD, 10 ED, 4 SPD, 10 REC, 50 END, 35 STUN, 35 HITS, 15 RESIST

Multipower (different energy-blast forms)

12d6 EB;

8d6 EB; Explosion (cone), no range, personal immunity;

6d6 EB, autofire (20 shots);

6d6 Flash;

4d6 Flash, explosion (cone), no range, personal immunity;

10d6 RKA;

6d6 RKA, explosion (cone), no range, personal immunity;

4d6 RKA, autofire (20 shots)

Cartilage skeleton:

+ 12 SD, only vs. blunt attacks (fists, etc.)

Shrinking: 1 level, No END Cost (special effect: She doesn't actually *shrink*, but can fit through *really* small spaces by forcing her now-soft bones to bend around corners, through small holes, etc. It *hurts* if she pushes too hard, but she can do it...).

Stretching: 1" (again, she can't actually stretch, but it's the best way to represent the insane degree of flexibility she's got now – being able to turn her head 360 degrees, bending arms around corners, etc.)

Physiological Complication: Blind (but has comparable energy-sense that works much the same as sight instead – essentially he "sees" by energy-levels instead of light; can't read, but can still see, etc.).

Physiological Complication *: can barely walk (her skeleton no longer supports her weight terribly well).



Onyx (Brick, HERO System)

18* STR, 19 DEX, 24 CON, 18 BODY, 13 INT, 14 EGO, 21 PRE, 12 COM, 5* PD, 5* ED, 4 SPD, 9 REC, 50 END, 40 STUN

* Note that Onyx wasn't a stereotypical Brick even before Dr. Otto's experiments: All of his strength and durability were telekinetic. Dr. Otto's experiments essentially cranked this telekinetic power up to an extreme level – his old force-field (his main defensive power before the change) has been amplified to such an extent that it has become a standing-wave effect that will literally keep his body together (down to the molecular level). Items marked with a "*" are abilities or disadvantages that Onyx didn't have before Dr. Otto's ministrations, and that he may or may not be aware of (or know how to use). If someone shuts down his powers, they will begin to tear his body apart molecule by molecule.

Elemental Control: Telekinetic Powers (Brick-like abilities)
Telekinesis: 45 STR, no range, limited: Cannot do things that he wouldn't be able to do with normal STR (hold large quantities of liquid, for example), -1/4;
Force Field: 28 PDr/17 EDr, 0x END Cost, Persistent;
Flight: 21"
HKA*: 1 1/2d6, Armor-piercing (but not vs. Force-field defenses), +1 STUN Multiplier
Tunneling*: 2", up to 14 DEF
Susceptibility*: 3d6 STUN & BODY from Drains on his Elemental Control (any of his powers, basically)

Onyx (Brick, Fuzion)

4 INT, 5 WILL, 7 PRE, 5 TECH, 6 REF, 6 DEX, 2 CON, 6 STR*, 8 BODY,
4 SD, 4 ED, 3 SPD, 8 REC, 20 END, 40 STUN, 40 HITS, 15 RESIST

* Note that Onyx wasn't a stereotypical Brick even before Dr. Otto's experiments: All of his strength and durability were telekinetic. Dr. Otto's experiments essentially cranked this telekinetic power up to an extreme level – his old force-field (his main defensive power before the change) has been amplified to such an extent that it has become a standing-wave effect that will literally keep his body together (down to the molecular level). Items marked with a "*" are abilities or disadvantages that Onyx didn't have before Dr. Otto's ministrations, and that he may or may not be aware of (or know how to use).

Telekinesis: 9 STR, no range; Cannot do things that he wouldn't be able to do with normal STR (hold large quantities of liquid, for example);

Force Field: 23 KD, No END cost, Persistent;

Flight: 45 m/y

HKA*: 3d6, Armor-piercing (but not vs. Force-field defenses), +1 STUN Multiplier

Tunneling*: 4 m/yd, up to 15 DEF

Susceptibility*: 3d6 STUN from Drains on his powers

An Acrobat.

Blackwulf (Acrobat/Martial Artist, HERO System)

Blackwulf could be considered the most successful of the changes Dr. Otto wrought in the first team – already a formidable acrobat/martial artist, Blackwulf's normal striated- and smooth-muscle tissue has been completely replaced by cardiac-structured muscle tissue, giving him more strength than he had before, and much greater endurance. There are no appreciable side-effects to this transformation (apart from the common ones mentioned above). Blackwulf typically has a variety of weapons on his person as well, though none of them are accessible to him when he first exits the containment-tube.

Game Master Note: Blackwulf's weapons should be around somewhere, unless Dr. Otto would've left them back at base #1 (where it's implied that the first team tracked him down[?]).

25 STR, 25 DEX, 19 CON, 12 BODY, 11 INT, 17 EGO, 20 PRE, 14 COM, 12 PD, 10 ED, 6 SPD, 8 REC, 80* END, 35 STUN

Acrobatics at +5

Martial Arts (*every* maneuver listed, all at +2 DC)

Combat Sense at +3

Combat Maneuver

Area Effect (4 hexes) w/ STR (and Martial Arts): 0 END Cost, selective target (he can attack everyone in up to 4 adjacent hexes at once).

Running: +3"

Blackwulf (Acrobat/Martial Artist, HERO System)

4 INT, 6 WILL, 7 PRE, 6 TECH, 8 REF, 8 DEX, 5 CON, 8 STR, 7 BODY, 6 MOVE

12 SD, 10 ED, 4 SPD, 13 REC, 100* END, 35 STUN, 35 HITS, 18 RESIST

Acrobatics (4)

Martial Arts (*every* maneuver listed)

Combat Sense (6)

Area Effect (4 hexes) w/ STR (and Martial Arts): 0 END Cost, selective target (he can attack everyone in up to 4 adjacent hexes at once, but must roll a different attack-roll against each target).

FlashFire (Teleporter, HERO System)

FlashFire's powers were all derived from genetic mutation after exposure to some kind of unknown alien machine – making him an ideal candidate for Dr. Otto's experiments. FlashFire's basic powers have nearly doubled as a result of Dr. Otto's tinkering with his genetic structure, and he's gained an inertia-sense (which he'll quickly figure out can allow him to find safe spots to teleport to pretty much anywhere). His maximum range is literally unearthly now as well. Unfortunately, the primary drawback to his powers (and his most powerful means of attack as well, the 0d6 explosion) has also been amplified – out of his ability to control it... *Any* time he uses a power from his Multipower, the energy released goes wild in his immediate vicinity, causing a massive explosive effect.

18 STR, 29 DEX, 19 CON, 14 BODY, 18 INT, 18 EGO, 12 PRE, 9 PD, 14 ED, 7 SPD, 60 END, 35 STUN

Multipower: Teleportation powers

(ultra) Teleportation: 10" base, 65,536x non-combat multiple (1,310,720 inches maximum, or 2,620,440 km)

(ultra) Teleportation, 33" base, 1/2x END Cost;

(ultra) Energy Blast: 10d6 NND (teleportation, defenses that prevent teleportation – he's teleporting the target into a solid object for a fraction of a second, or vice versa)

Enhanced Senses*: Detect mass/motion (inertia), sense, discriminatory, 360-degree (only for this sense), ranged, targeting, +12 Telescopic; N-ray vision (stopped by Force Fields, Force Walls, or inertia-based area-effect powers), limited: Only for inertia-sense, -1/2;

8d6 Energy Blast, Explosion, 0x END Cost, Always On, No Range, Personal Immunity, Linked to Teleportation (multipower).

FlashFire (Teleporter, Fuzion)

6 INT, 6 WILL, 4 PRE, 8 TECH, 10 REF, 10 DEX, 6 CON, 6 STR, 7 BODY, 4 MOVE

12 SD, 12 ED, 5 SPD, 12 REC, 60 END, 35 STUN, 35 HITS, 18 RESIST

Multipower: Teleportation powers:

Teleportation: 20 m/yd base, 65,536x non-combat distance (as noted above);

Teleportation: 66 m/yd base, costs 1/2 normal END

Energy Blast: 10d6 maximum NND (Target takes full damage [STUN Only] unless they have Force Field)

Enhanced Senses*: Detect mass/motion (inertia), sense, discriminatory, 360-degree (only for this sense), at range, +12 Telescopic; N-ray vision (stopped by Force Fields, Force Walls, or inertia-based area-effect powers), only for inertia-sense; 8d6 Energy Blast, Explosion, 0x END Cost, Always On, No Range, Personal Immunity, Linked to Teleportation (multipower).

Paladin (Mentalist)

Paladin did not survive the process, and the body can be found in a containment tube, looking like a nightmarish cross between the Elephant Man and a stereotypical "gray" alien (huge head in proportion to body size). If the player characters have any reason whatsoever to know what he was like, and some of his powers, they should have reason to suspect that he was astrally projecting nearby, unable to do anything to save himself or his teammates, and stopped his own heart rather than live as the deformed monstrosity that Dr. Otto's experiments left him as.

This is the big battle. The heroes cannot save these people, though may know many of them, making the fight more difficult. However, it is possible to know a weakness since they were media figures. The First Team is out to kill. There is no intelligent thought or combined efforts. Because they are completely insane, psionic attacks will have a limited effect. They can be knocked out instead of outright killed.

After the battle, exploration of this lab will not reveal the Darwin Bomb, nor anything else pertinent. The heroes will find a personal elevator with a keypad. After five tries, this keypad will also melt, and the heroes must climb the cables. This will lead to the launch pad at the top of Devil's Tower where they will find Dr. Otto and the bomb. The doctor is in the process of starting the launch sequence.

Dr. Stephen Otto (HERO System)

9 STR, 11 DEX, 12 CON, 9 BODY, 23 INT, 17 EGO, 14 PRE, 10 COM, 2 PD, 2 ED, 3 SPD, 5 REC, 24 END, 20 STUN

Dr. Stephen Otto (Fuzion)

8 INT, 6 WILL, 5 PRE, 6 TECH, 4 REF, 4 DEX, 1 CON, 3 STR, 4 BODY, 4 MOVE
2 SD, 2 ED, 2 SPD, 4 REC, 10 END, 20 STUN, 20 HITS, 18 RESIST.

Dr. Otto is a man in his mid-forties, standing at about five feet eight inches, weighing about one hundred and thirty pounds. He wears a lab coat over a rumpled button-down shirt, bow tie, tan slacks, and black shoes. He has thin, black hair, bony cheeks, a goatee, wide thin lips, and wears wire-rimmed glasses.

Dr. Otto's skills are left to the GM to determine – there's ample evidence of his general scientific and technological skills, and that's nearly all he's got apart from the two bases the characters have been through, and the myriad creatures he's created or altered.

It will not be difficult to remove Dr. Otto from the bomb. If the heroes at any time turn their back on Dr. Otto, he will disappear down a ventilation shaft.

(Note to Game Master: The countdown has been activated. Set your watch. The players have ten minutes to diffuse the bomb.)

The heroes must remove the bomb from the launch pad, or in five minutes the rockets will launch the bomb and it will detonate in the atmosphere. If the bomb is removed from the pad, the heroes must first stop the countdown or it will detonate on the Tower, contaminating the state of Wyoming. Once the countdown is stopped, they may defuse the bomb. If they decide to just trash the bomb, or destroy it, the Darwin Agent will contaminate the heroes. If the casing is penetrated, the heroes are contaminated. If the diffusion is successful, the bomb may be safely moved. Of course, the United Nations will confiscate the bomb in the interest of world peace. In truth, it will begin its own experiments.

In case of Contamination

The characters should be (justifiably) paranoid about the potential effects of the Darwin Bomb's contents – after all, even with the (relative) successes of Dr. Otto's machinations, the odds are not good of coming out better after exposure to it. It is ample justification for a Radiation Accident for characters who have some points to use, but will very frequently have nasty side-effects as well. The basic guidelines used for mutating the first team were:

- All essentially-human characters affected by the mutagen will undergo a slow and excruciatingly painful two or three weeks while their skeletal system is reduced to cartilage, grows thicker, and then changes back to normal bone-tissue. At the same time, if all goes well, their muscle-tissue will be slowly transformed into tissue that most closely resembles cardiac muscle, and they will generally gain visible muscle-mass (the new tissue is not quite as strong as "normal [striated] muscle-tissue, but is much more efficient). If this process is interrupted, or if it stops spontaneously, characters may be left with a cartilage skeleton, and sometimes the muscle-tissue transformation also ties the nerves in to the same nerve-impulses that keep the heart beating (resulting in spasmodic muscle-locking that usually accelerates as the character gets more distressed by it until it prevents movement). Development of low- or mid-level mental powers would not be uncommon if the character has any psionic potential in their genes whatsoever.
- Victims... err... characters that are essentially human, but with powers that are based somehow on their genetic structure (mutants, radiation-accident victims and the like) will generally have their powers amplified greatly, and will sometimes develop complementary powers (Onyx and FlashFire, for example).
- Alien characters with "natural" genetically-derived powers are complete wildcards – Dr. Otto didn't have any alien DNA to play with (a fact he'll bemoan if the subject comes up, and one that he'd be happy to pursue if there are any obviously-alien characters in the group). Since random mutations are generally lethal, the Darwin Bomb's effects on aliens should only rarely be beneficial in any way shape or form (and could easily lead to massive deformative disorders and eventual death, as essentially happened with Paladin, who was an alien hiding among the human race).

The Wax Golem

The NYPD have petitioned the heroes for help. It seems that in a small section of Greenwich Village there have been eight odd murders. All the victims have been of the same height and weight, all male, and all with the same hair color and style. All were killed from a blow to the base of the skull. An internal body part as been removed from each of the victims with a surgeon's preciseness, though never the same part. The first one was missing his eyes, the second his heart, and so on. The weapons used for the removal of the body parts were found at the scene, though no fingerprints were discovered. The weapons also baffle the police.

They seem to be some sort of doctor's instruments, but none that have ever been cataloged. The police have questioned all the doctors that live in the area surrounding the murder sites, but all have an alibi. There was one doctor who was not at home when the police went to speak with him, one Dr. Maurice Davis. They have put in for a court order to search his home, but since Dr. Davis is a scientist, they have not put a rush on the order. If any of the heroes has a science background, with a successful investigation roll, they will discover that one of the instruments from the murders seems to be a probe, though it's been redesigned.

The heroes may either investigate the crime scenes, which will reveal nothing more than what the police already know, or they may investigate Dr. Davis' house. No one will answer the door. Should the heroes force an entry, then the adventure begins, though with limited time since they will be arrested for breaking and entering. They will have one hour. Should they be arrested, they will be held in jail until the police obtain the court order then released to investigate further; the police are desperate. The arrest will go on their permanent records.

Dr. Davis' House:

Dr. Davis owns a row house in a quiet section of Greenwich Village. There is the front entrance and a delivery entrance in the back. The back entrance is a tall gate attached to cement walls. This opens to a small garden with a goldfish pond. A winding stone path leads through the garden to the back door of the house. Other than the beautiful success the doctor has had with his herbs and rare flowers, there is nothing of note in the garden. The back door will be found to be bolted and barred. Forcing an entry is not difficult.

Game Master Note: Point here is that if the PCs are superheroes, and the Golem has any kind of time at all to figure out what to do (i.e., ask the Homunculus), it should be able to know whether or not it can likely take out one party-member. This can turn into a cat and mouse game.

Upon entering the house, one of the members will take a blow to the back of the head, or be attacked with a chloroform-soaked cloth across the mouth/nose, and will disappear only to be replaced by an exact duplicate of the member if the Wax Golem thinks it stands a chance at knocking any of the characters out.

With access to the Homunculus, it stands a good chance of knowing which, if any, of the part is the most vulnerable to such an attack. If the party splits, this could also decide who gets to "volunteer." Only the member's appearance will be the same. The doppelganger is Dr. Davis' Wax Golem.

Because of its wax base, it is able to manipulate the wax to take on the features, and even the clothing, of anyone or anything that is generally the same size. Only if it is physically touched will the heroes realize what it is. It possesses the ability to speak, and is as intelligent as Dr. Davis. It will avoid being touched to the point of fleeing. Once out of sight, it will take on the appearance of a piece of furniture.

First Floor:

The front door opens into a foyer with double stained glass doors that open into the house. Past this door is a hallway that leads to the kitchen and the backdoor. A staircase faces the front door in the hallway. To the right is the living room. It is dusty, if tidy. It seems to be rarely used. Decorated in excellent taste with antiques, old furniture, and rugs that lay unused. Behind this, next to the kitchen, is the dining room. In contrast to the living room, this room is also neat, but no dust is to be found. It seems to have been cleaned recently.

To the left of the staircase is the study. Papers are scattered everywhere. Books litter the floor. Dust gathers here also, as if the destruction was caused a while ago. Behind the study is the library. At first glance it seems as if this room has been trashed as well. However, it is simply messy. Books lay open on the table and chairs. Papers are scattered on the table with the books, recent notations having been made upon each. The formulas found on the papers seem to be combining certain elemental compounds. The compounds are all organic and cannot be reproduced artificially. A perusal of the books reveals them to be written on the subjects of organics, elemental compounds in nature, flora, and fauna. Jars containing odd tissues can be found on some of the shelves.

In the kitchen is the back entrance. The kitchen seems not to be in use. Anything in the refrigerator has spoiled. Dust coats all the dishes and glasses. There is a pantry that is well stocked. Next to the pantry door is a door leading to the cellar.

Cellar Level:

Wooden slat stairs with a rickety wooden railing lead to the cellar. The electricity is not working on this level. The stairs lead the heroes into a room with walls lined with filled wine racks. All the bottles are dusty. If any of the heroes pull a bottle out to have a look, with a light held to it, a tiny figure curled into a fetal position will be seen floating within. The bottle can be broken open to investigate the figure. It is seemingly made of wax. Only about a quarter of the bottles hold wax figures in them. The liquid contents of the bottles with figures is not wine, but formaldehyde combined with animal blood and rubbing alcohol. One figure will twitch within the bottle, and if exposed to the air it will die. There are two doors to choose from, one on the back wall and one on the left wall.

The door on the back wall is locked but is not difficult to break down. It opens up on a small, empty room. If a party member has been taken, with the doppelganger in their place, it is in this room that the heroes will find their unconscious party member. He or she is tied and gagged. The Golem will panic, its form rippling and shifting into the form of Dr. Davis, then flee back through the darkness and up the stairs. If anyone chases after the golem, it will be seen to run to the stairs leading to the second level and will then disappear. The party member that was found is simply asleep. Traces of chloroform will be found on the gag, and removing the gag will allow the member to be woken up, though he or she will be a bit groggy.

The left door opens into a storage room. Chemicals of all types are found in large jars. Bags of solid chemicals line the walls. It is well organized by type, though the labels are not marked as to whether they are stable or not. Any tampering by someone who doesn't know what they are doing may trigger a small explosion. If the party entered this room before discovering their missing member, the golem will attempt to distract anyone who attempts to tamper with the wrong chemicals.

Second Level:

The stairs lead to a hallway with three doors. The first one opens up on a spare bedroom. It has obviously not been used in some time. Dust coats everything. The bed is made, and nothing can be found in the closet or dressers.

The second door is a bathroom, with a door leading to the spare bedroom, and another leading to the next room. There is a linen closet, towels, and washcloths that are neatly folded. This room also looks to have not been used in a long time. Heart medication can be found in the medicine cabinet, the prescription made out to Dr. Davis. The bottle is half full, the date is for six months ago. According to the directions for use, the doctor should have had it refilled months ago.

The final door opens into the master bedroom. No dust collects on the items within, and the bed is not made. The closet door stands open. In the closet can be found expensive men's clothing. By the full mirror is more clothing, some draped over the mirror, some on the chair next to it, almost as if someone had been trying them on for size. Upon entering this room, the door will be yanked closed. The face of Dr. Davis will be seen briefly before the door is closed. Something will be heard to splash against the outside of the door, then the wood will change to steel. At this point, the vents in the ceiling will begin to emit a gas. The bathroom door will have also been changed to steel.

The gas is a compound that is flammable, a successful roll by someone with a chemical knowledge will identify it as a sleep inducer (2d6 NND [Life Support, immunity to poisons/gases]). If they manage to break down one of the doors before the time is up, they will escape the trap. A startled Dr. Davis will dash up the small set of stairs to the attic level. If they all succumb to the gas, they will awaken in the attic level.

Attic Level:

This is one large room, made into a chemist's laboratory. Jars of tissue, some moving, are scattered on the shelves and tables. One jar is separated from the rest. It contains a hideous, fleshy creature with red, glowing eyes. This is the doctor's Homunculus. Whether it be that the heroes burst into the room, or that they awaken, one hero (game master's choice) is strapped to a table, the rest in individual cages and the Homunculus will be speaking to Dr. Davis.

"... not to tamper with the supers. Their genetic compound is unstable and cannot be controlled," it says.

On the table next to the Homunculus are jars containing the body parts taken from the murder victims. If the heroes awaken, the doctor is dressed for surgery, and is holding a surgical instrument. He is going to remove some internal part of the bound hero. It is at this point that the heroes can escape the cages by force – they have 8 DEF and 7 BODY [8 KD and 13 HITS in Fuzion] .

(Note to the Game Master: It will take a very good perception roll to discover this, but the real Dr. Davis' body is broken up into pieces, his head in a jar on a shelf, tucked behind other jars, yet still visible should anyone study the jars.)

Dr. Maurice Davis/The Wax Golem (HERO System)

25 STR, 20 DEX, 35 CON, 20 BODY, 14 INT, 8 EGO, 14 PRE, 12 COM, 5 PD, 7 ED, 4 SPD, 12 REC, 70 END, 50 STUN

Damage Reduction: 1/2 physical and energy (resistant)

Elemental Control: Wax Body

Aid: 4d6 BODY, healing only, self-only, limited: must re-attach pieces of itself, or assimilation of new wax, 0x END Cost, Persistent

Stretching: 4" 0x END Cost, no non-combat multiple, Limited: STR drops 5 pts per inch for any purpose except striking or pulling

Shape Shift: any shape, 0x END Cost, (but still costs END to activate), full-phase action, Persistent

Disguise, 11-

Dr. Maurice Davis/The Wax Golem (Fuzion)

5 INT, 3 WILL, 5 PRE, 5 TECH, 7 REF, 7 DEX, 12 CON, 8 STR, 10 BODY, 4 MOVE

12 SD, 12 ED, 4 SPD, 20 REC, 60 END, 50 STUN, 50 HITS
9 RESIST

Armor: +24 KD, only stops 50% of incoming damage that it *could* stop

Aid: 4d6 BODY, healing only, self-only, limited: must re-attach pieces of itself, or assimilation of new wax, 0x END Cost, Persistent

Stretching: 8 m/y 0x END Cost, no non-combat multiple, STR drops 1 point per inch for any purpose except striking or pulling

Shape Shift: any shape, 0x END Cost, (but still costs END to activate), full-phase action, Persistent

Disguise, 11-

The golem has a base form wax and was created by Dr. Davis, a successful Alchemist, to assist him in the lab. The doctor added to the creation process a jolt of electricity. He discovered that the golem, unlike others of its kind, was able to learn and retain knowledge. He encouraged this, teaching the golem as an apprentice. As the golem grew in intelligence, it became aware of its unlife. It approached the doctor about this, and out of sheer curiosity, the doctor began research into how to change wax to living flesh. One night the doctor stumbled upon the answer to this riddle, but the method repulsed him.

Human internal tissue was to be put into the golem, as well as a bit of human flesh added to its surface. When all was in place, another electrical jolt to the golem would bind the tissues with the already animated wax, and the process would be complete. The doctor kept his discovery secret from the golem, informing it that the search for a solution seemed futile, that they should move on to other things.

The golem, in frustration, turned to the doctor's Homunculus for the answer, which it provided, along with the knowledge that the doctor had already discovered the truth. In its anger, the golem attacked and killed Dr. Davis, splitting up his pieces for use in completing the process. Unfortunately for the golem, because of Dr. Davis' heart problem, most of his organs could not be used. The golem was forced to find other "donors," and thus began its murders. It changed its form to that of Dr. Davis, an average looking man with brown hair and eyes, standing at five feet ten inches, and about 165 pounds.

Dr. Davis was from old money. His tastes involved antiques and expensive clothes. The rest of his money he spent on his research. He graduated with a doctorate in chemistry. During one of his experiments he accidentally changed the compounds of a flower petal to wood. This was his introduction to Alchemy. He spent the remainder of his profession researching this, with minor to moderate success. The golem was his best. He studied with another Alchemist for a time, where he learned the secrets of creating Homunculi.

The Golem is stronger than a normal human, and can take much damage before it is rendered inert. Any direct hit it takes just rips a chunk of its wax off, which it will pick up and replace. It is highly intelligent. It can change its form to anything that is relatively the same size as itself. Its form structure will always be that of wax, unless it sacrifices the chance to become flesh by splashing some of the Alchemist's Moonshine on itself. The Moonshine changes the compounds permanently.

Paraphernalia:

Alchemist's Moonshine:

A liquid created by Alchemists that, when splashed upon the surface of the target, will change the compound to that which the Moonshine is designed for. Any character (except for the Golem, who is already inanimate) who succumbs to the effects of one of these is essentially out of it... Maybe for good...

Steel: 8 DEF, double the target's BODY

Wood (oak): 5 DEF, 150% of target's BODY

Gold: 3 DEF, triple target's BODY

Water, steam – target becomes water or steam. Characters who are hit by one of these may drip through the floor, or blow away on random air currents and be unrecoverable if their teammates don't think (and act) quickly to try and catch them.

Acid: The acid is a 4d6 RKA (with gradual effects – taking 5 minutes to finish doing its damage), and is Penetrating (it will get 1 HIT of damage through any non-hardened defense for every 2, 3, 4, or 5 rolled on the damage dice, and 2 HITS through for every 6 rolled). If a character gets acid on their clothing or equipment, the damage to the character can be avoided by discarding the affected items before the acid is done eating into it. The damage-effect is also continuous – at least until such a time as the acid eats the floor away, and is particularly nasty against replaceable foci...

Powders and Gasses:

Hallucinogens: 8d6 Mental Illusions, based on CON (5d6 Mental Illusions, defense against the attack is the character's SD, *not* Mental Defense, and the final total is compared against the character's CON, not their RESISTANCE) – generates random hallucinations that may be completely believable, but *cannot* do damage

Poisons of various levels with neural effects: temporary insanity, paranoia, or muscle spasms (various NND attacks, 4-8d6 damage or mind control (vs. CON, as above) vs. Life Support, .

Choking Gas (5d6 NND vs. Life Support).

Temporary Blindness (4d6 Flash vs. sight, explosion, not vs. characters w/ life support vs. gasses, or force-fields)

Simple Obscuring Cloud (darkness vs. sight).

Gaseous Acid.

The golem will not hesitate to use any of the above against the heroes should they attack. The golem will not attack unless the heroes try to contain it. It will first attempt to escape, using a nonlethal weapon, but if cornered, it will attack viciously with any of its paraphernalia.

The Homunculus (use the stats for Homunculi from its section):

Dr. Davis created the Homunculus before the golem's creation. It is a minor Homunculus. Its form looks like that of a deformed pig fetus. Its voice is very musical and beautiful, resembling a trained tenor. Dr. Davis used its knowledge strictly for his research. The golem now commands the Homunculus, using it for the location of potential "donors." The only harm the Homunculus poses for the heroes is that during the fight it will shout suggestions to the golem. If removed from the jar, or the jar is destroyed, it will die in a matter of minutes. If after the fight the heroes decide to take it with them, it will inform them of its needs and work for them.

(Note to the Game Master: The lab is filled with unstable chemicals. An explosion could be caused. A roll of the dice should decide if the explosion is major or minor. In the case of a major explosion, only a very slim chance exists of it killing any of the heroes, but the house will catch fire. The golem would use an explosion, should the heroes trigger one, as a diversion for an escape. The golem will by no means cause an explosion itself. It values the lab too much.)

Story-line Springboards for Game Masters

Two members of a Porphyria sufferers' group (see Roadhouse Wanderers) are murdered by a vampire hunter when trying out a new suit that will allow them to walk in the sunlight without harm. Attacked and staked to death on camera, this becomes a media event, demanding the attention of a hero group. The heroes find that nothing in this case is what it seems. The two victims were human, but there seems to be evidence indicating that a New World vampire is using the group as a cover to acquire the new NASA suits so that their kind can walk in the sunlight with the humans. Adding trouble to the mix is the parapsychologists the case has attracted. Attaching themselves to the hero group, they are hoping to find new evidence for their vampire studies.

A pack of The Wolves of Loki have taken up residence in a section of Detroit. The residents living in the area have noted a decline in crime, but crime suspects have been found gruesomely murdered. The police blame this on gang activity, and pay it little mind since there doesn't seem to be any innocents ending up as victims. The Wolves have brought with them their two Rabid members, which they lose control of. The Rabids now are on a killing spree, murdering anyone who does so much as jaywalk. The police have baited a trap for the assumed killer, only to be decimated by the Rabids. A request for assistance will be sent out to the hero group.

A European Hunter kills an Old World vampire in Norway. It turns out that the vampire was a member of The Knights of Truth. This brings the Knights out of their Arctic Circle hiding to track down the Hunter that killed their member. The guilty Hunter flees to the European Chapter of the Hunters headquarters, and with their help it seems the wars may start again. With the population of the world at an all time high, the number of innocents that stand to be caught in the middle of the war is staggering. Heroes are called upon to either convince the Hunters and Nicolas, the head of the Knights, to stop this insanity, or to use whatever force necessary to stop them.

Erestus has come to town:

- His hatred/fear of super-humans will eventually lead him to try and subdue or kill any blatantly super-human characters in the campaign. He'll generally start with the ones that seem the most threatening to him personally, generally trying to kill them. Of special note would be any extraterrestrial super-naturals. He's not had any experiences with them in the past, but has reason to believe that they would be useless as a food-supply for him (making them useless as well as dangerous, and prime targets for elimination as a result).
- Given that he can go for only a few days without feeding, it's just a matter of time before he kills and eats a someone a character knows, or someone that *they* know (or tries to eat one of the characters!). Even if his victims aren't known to a character, and he tries to stage his kills as suicides and accidents (using Forensics), he's not perfect, and something will eventually be missed and noticed by investigators.





We hope you enjoyed this publication as much as we enjoyed creating it for you. Remember, have fun, play games.
Edwin Millheim

