PLUS: Chip the Wonder Dog shows Azure Star around the Olympian Tower
CHIP THE WONDER DOG

Adventurer Level 3; 120 Power Points — d20 System

IDENTITY: Chip “Carter”
OCCUPATION: Adventurer
FIRST APPEARANCE: The American Sentinel #87
FORMER ALIASES: Chip the guard dog
PLACE OF BIRTH: Hell's Kitchen, Empire City
AFFILIATION: None
TERRITORY: North America and worldwide
HEIGHT: 30" (77 cm); shoulder
WEIGHT: 95 lbs. (43 kg)

Hair: Black and mahogany (fur)

There’s a voice that keeps on calling me.
Down the road. That’s where I’ll always be.
Oh, every stop I make, I make a new friend.
Can’t stay for long. Just turn around, and I’m gone again.
Maybe tomorrow, I’ll want to settle down.
Until tomorrow, I’ll just keep movin' on.
— The Littlest Hobo

Chip was born in a back alley in Hell's Kitchen to a purebred German Shepherd bitch who escaped from her kennel. He spent his first year on the streets, doing whatever it took to get by. When he was caught by the Empire City Humane Society one day, he thought his life was forfeit.

A week later, local businessman, Marc H. Carter, rescued Chip from imprisonment and started grooming him to be the number one employee at Carter's Guard Dog Enterprises. Chip shouldered the responsibilities of his new life with pride. Within two years, Chip was given a life-changing assignment: lead guard dog for Matthews GenTech's storage warehouse on the outskirts of the city.

One evening, Chip was patrolling the warehouse when a nearby factory's gas main blew. The explosion shook the foundations of the building, knocking several barrels of mutagenic chemicals off their shelves. The barrels ruptured, coating an unwary Chip in a noxious goo. Chip yelped in agony and then passed out as the chemicals singed his fur and penetrated his body.

When Chip awoke the pain was gone … and he felt stronger, faster, smarter — better than ever before! Near the warehouse entrance, a man dressed in brightly colored costume was fighting a pack of horrible cat-beasts. Instinctively knowing which side was right, Chip threw himself into the fray, helping the man. Chip's newfound powers helped turned the tide, and the cat-beasts were vanquished.

The man called Sentinel offered to make Chip his partner, but Chip believed he was granted his superpowers to spread justice and understanding around the globe, and so he refused. Sentinel helped Chip with his costume, and then Chip bid a howly goodbye to his adoptive father, Marc Carter, before leaving Empire City. Chip the Wonder Dog was born!

Chip is always on the go, never staying in one place for too long. He instinctively knows where he is most needed, and treats all creatures with dignity and respect. If you need his help, he'll stand by your side — but when his work is done, it's time for him to move on to the next adventure.
AZURE STAR (175 CHARACTER POINTS — TRI-STAT)
Costumed Fighter Level 4, Powerhouse Level 1; 200 Power Points — d20 System

IDENTITY: Chemda Charif
OCCUPATION: Soldier, Adventurer
FIRST APPEARANCE: The Guard #18
FORMER ALIASES: Takeleth Kowkab (Hebrew translation)
PLACE OF BIRTH: Tel Aviv, Israel
AFFILIATION: Ha’Rishon/Israeli Defence Force
TERRITORY: Israel, Empire City (intermittent)
HEIGHT: 5’7” (170 cm) EYES: Blue
WEIGHT: 130 lbs. (59 kg) HAIR: Black

Chemda Charif was born and raised in Tel Aviv. At age 18, she began her mandatory tour of duty with the Israeli Defence Forces and realised that she had found her calling. She graduated first in her basic training class, and her superiors praised her dedication. Chemda was a fast-rising star in the IDF when Lekem, the scientific espionage branch of the Israeli intelligence services, contacted her.

A few years before, Lekem had “acquired” the research archives from the US’s Project Anodyne. After studying the data for several years, Israeli scientists believed they had discovered a safer procedure, using stellar radiation in place of raw atomic fire. The IDF authorised the implementation of Project Ha’Rishon. Chemda was to be among the participants.

In contrast to the original Anodyne, Project Ha’Rishon could be considered a rousing success. Two of the ten participants survived and acquired super abilities: Chemda, who took the name Azure Star, and Daniel Peled, who became Eclipse. The pair was placed into training and first saw action in 1982, during Operation Peace for Galilee.

Since her first military action, Azure Star has become very popular in her home country. She is as much a symbol of national pride to Israeli citizens as the Sentinel is to the American people. Though Azure Star has accepted her role with a soldier’s grace, she sometimes wonders whether she is fit to bear this responsibility to her people. She trusts her training and powers, however, to see her through. Azure Star has clashed repeatedly with metahuman terrorists such as White Banner, the Revolutionary, and Fomor, as well as various terrorist and military organisations hostile to Israel. Currently, Azure Star and Eclipse are in Empire City with one of the IDF’s Special Command Teams, participating in a cross-training exercise with the MTU.
As a member of Israel’s Mossad intelligence service, much of Daniel Peled’s past remains classified, though it is no secret that he operated as an intelligence officer throughout the West and in the former Soviet Union for some time. Peled was a successful field agent who acquired numerous secrets for his government, including data on the US’s Project Anodyne. As the agent who made Project Ha’Rishon possible, Peled was offered the opportunity to participate. Despite the risks, he agreed.

Peled acquired the ability to manipulate shadows, making himself invisible and blinding opponents. Peled became the aptly named hero, Eclipse. It is still unknown why Peled developed such radically different powers from Chemda Charif. The current hypothesis, however, is that he possessed latent psychic abilities prior to the experiment which influenced its outcome.

In the years since Eclipse and Azure Star first appeared, they have formed into an effective duo. With his Mossad training and stealth powers, Eclipse makes an ideal infiltrator and scout, and Azure Star’s energy bolts and superstrength can mop up all but the toughest foes.

Though they work well together, Eclipse resents being placed in a subordinate position. He knows that Azure Star is much better as the “face” of the team, but he feels that his experience and ability to carefully analyse intelligence make him a better leader. He respects Azure Star a great deal as a soldier, but feels he is a better candidate for leadership. Nevertheless, Eclipse remains a consummate professional, following orders and keeping quiet about his feelings.

While the pair is in Empire City, Eclipse has been ordered by his Mossad superiors to conduct various secret intelligence missions without Azure Star’s knowledge. These activities include: monitoring new metahumans for Mossad’s dossiers; infiltrating the Ascension Institute; and spying on the Thulian consulate. No matter what Mossad asks of him, however, Peled does always try to think about Azure Star first.
BLUE CAVALIER (150 CHARACTER POINTS — TRI-STAT)
Costumed Fighter Level 5; 175 Power Points — d20 System

IDENTITY: Chayan Chatusiphithak
OCCUPATION: Student, Crime-fighter
FIRST APPEARANCE: Tales of the Street #78
FORMER ALIASES: None
PLACE OF BIRTH: Bangkok, Thailand
AFFILIATION: None
TERRITORY: Columbia University, Morningside Heights, Empire City
HEIGHT: 6’ (183 cm) EYES: Brown
WEIGHT: 187 lbs. (86 kg) HAIR: Black

From his earliest memories, Chayan Chatusiphithak had dreams in which he and a loyal friend were the champions of the helpless. These dreams struck Chayan deeply, instilling in him a great determination to do his best in everything. At eighteen, his dedication led him to a pre-med position in Columbia University. There he excelled at track, and met fellow Columbia sprinter Max Weisson. The two formed an immediate friendship, marked by an intense competitive edge.

As research for an art class, Chayan and Max visited the Cloisters, a museum of transplanted French monasteries in Inwood. As Chayan explored the Cloisters, he recognised the museum from his childhood dreams and rushed through the halls in search of an explanation with Max at his heels. As Chayan and Max ducked into a forgotten alcove, a ghostly knight and squire wreathed in blue light suddenly materialised before them. The knight explained that the two apparitions were the last of a line of heroes that had fought evil down through the ages. Upon their death, they reached forward into the future to find the next hero to take up the mantle of the Cavalier and his Squire. The ghost touched Chayan’s chest, and the ancient’s mystic power rushed into him. The ghost of the squire turned to Max and transferred its power, then the two spirits disappeared forever.

Chayan became the Blue Cavalier. He embraced his role as champion, battling the gangs and drug lords that threatened Morningside Heights. His new power went to his head, however, leading him to treat his former friend as a mere servant and driving Max away.

Without the help of his friend, the Cavalier’s attempts at fighting crime had dire consequences. When an ambush by a cartel-hired mercenary almost killed him, Chayan realised how much he needed his friend, and how much his short-sightedness had cost him. Since that day, the Blue Cavalier has taken neither his power nor his companion for granted. Together, they protect the students and families of Morningside Heights from danger.
**IDENTITY:** Max Weissman  
**OCCUPATION:** Student, Sidekick  
**FIRST APPEARANCE:** Tales of the Street #78  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Bronxville  
**AFFILIATION:** None  
**TERRITORY:** Columbia University, Morningside Heights, Empire City  
**HEIGHT:** 5’11” (181 cm)  
**WEIGHT:** 175 lbs. (80 kg)  
**EYES:** Brown  
**HAIR:** Brown

Max Weissman was one of the smartest and most athletic kids in his community. He found his first real challenge at Columbia — a fellow sprinter named Chayan Chatusiphithak. Their competition gave him a drive he had previously lacked, as well as a friend he had sorely needed. In his more honest moments, Max even felt that his meeting his Chayan was destined to happen.

When Chayan was chosen to be the next Cavalier, Max was shocked. When the ghostly squire then spoke to him, he was dumbfounded. “You have been chosen to be his companion. Watch over and assist him, for he will not succeed without your support.” As the ghost faded away, Max realised what the vision meant: Chayan was ultimately the better man.

Max was proud of his growing perceptions and super awareness. Unfortunately, he couldn’t do much more than communicate information to the Blue Cavalier and let him take care of the battle. Max was jealous of his friend’s growing physical prowess and mystic weaponry, but Chayan’s changing attitude exacerbated the problem. His friend had seemingly vanished, leaving behind an arrogant and callous individual. He felt betrayed by Chayan’s arrogance and willingness to boss him around. When Cavalier half-jokingly referred to Squire as a “dead weight,” Max quit.

That night, Max started awake — he could sense an assassin outside his room. He wanted to fight, but was nearly powerless without Blue Cavalier. Instead, he ran for his life. Once Max had shaken the mercenary assassin, however, he grew concerned for his friend. Eventually, Squire found Chayan, broken and near death in the Riverside Church. Max snuck Blue Cavalier to safety, escaping the net of the Egide Ubiquiste killers. Realising his prior selfishness, he nursed Chayan back to health and reassumed the mantle of the Squire. When both were ready, they sought out and defeated the mercenaries.

Squire now understands the value of his skills. He has honed his investigating abilities to complement Blue Cavalier’s prowess. Together they make a formidable duo, watching over Morningside Heights. While Max still competes with Chayan when he can, he realises that the true challenges are the villains who threaten Empire City.
Lady Justice (175 Character Points — Tri-Stat)
Costumed Fighter Level 5, Powerhouse Level 1; 210 Power Points — d20 System

Identity: LeAnn Sniegowski
Occupation: Adventurer, Geneti-Technologies CEO
First Appearance: Slipstream #85
Former Aliases: None
Place of Birth: Kenosha, WI
Affiliation: None
Territory: Operates worldwide, resides and works in Paris, Geneti-Technologies also has facilities in Chicago, Seattle, Beijing, Sydney, London, and Geneva

Height: 5’7” (170 cm) Eyes: Blue
Weight: 130 lbs. (59 kg) Hair: Blonde

Growing up, LeAnn excelled in math and the sciences. She won a scholarship to Northwestern University, where she took up the study of genetics, earning a PhD in the field. She moved into the business world and founded Geneti-Technologies in Chicago.

Geneti-Technologies was devoted to the cutting-edge of medical research, due in no small part to LeAnn’s own battle with Type II diabetes. She was working on an experimental serum as a cure for her illness. When the government refused human test trials, stalling her research indefinitely, she injected herself out of desperation. The experimental serum contained synthetic DNA of her own creation; it reacted with something in LeAnn’s genetic makeup. She fell into a diabetic coma for over a week and nearly died.

When LeAnn recovered, she was not only cured of her illness, but also exhibiting fantastic powers. LeAnn devoted the next few months to learning the extent of her new abilities. Determined to use them to aid humanity in a way the government could not stifle, she became “Lady Justice.” Her early activities reflected this intent by focusing on the pursuit of justice rather than the enforcement of the letter of the law.

Lady Justice funded and helped form the Guardians, a short-lived but well-regarded group. During their time, they battled the Artificer, Kaleidoscope, Dr. Tesseract, Seawolf, and Rubicon. Lady Justice acted as the final team leader, taking the Guardians on a rescue mission to another planet. When it ended in disaster, however, the survivors split up, never to regroup.

That event led LeAnn to move her corporate headquarters to Europe to take advantage of the more open scientific community there (and to look for a new start). Things have progressed well for LeAnn, though fate dealt her an unforeseen hand not long ago. Her magic sensitivity brought a teen runaway to her attention. Jaime was caught up in organised crime, desperate to get out of the life. She’s taken the boy under her wing, introducing him as her nephew. As Liberté, he now accompanies her on her adventures, fighting to protect justice.
Jamie was born to a French woman and an American serviceman stationed outside Paris. His father died soon after in the Gulf War. His mother worked a succession of low-paying jobs to keep her son fed. As Jamie reached adolescence, his mother's health failed; she died two days before Jamie's 13th birthday. Jamie was soon living on the street as a petty thief.

Things were looking dim for Jamie when his life changed yet again. He was recruited by one of Paris's organised-crime families as a runner and general errand boy. He moved up the ranks within the organisation as a way to put food on the table, although he hated the life he found himself living. His mother had taught him that his own survival was paramount – yet he constantly dwelt on her sacrifice, for she gave up life for him.

In order to assuage his guilt, Jamie stole small amounts of money from the criminals, believing that stealing from thieves was no crime. Using these modest resources, he sought out other homeless adolescents on the streets of Paris. He helped as many as he could avoid the perils of drugs, prostitution, and violent crime in an effort to buy back his soul. Jamie's life changed yet again when ordered to stash goods for his bosses, an order with which he grudgingly complied. The crooks had robbed a Parisian auction house of a widow’s collection of art, jewellery, and antiques.

Anxious to retrieve the lost goods, the widow’s family contacted Lady Justice and asked her to recover the items. It took very little time for Lady Justice to track the objects to Jamie. She arrived to confront him and reclaim the antiques, only to find him beaten unconscious. Trying to free himself from the criminal life he abhorred, Jamie had planned to double-cross his bosses and sell the goods to help him and his friends flee Paris forever. One of Jamie’s charges betrayed him, though, and ratted him to the crime ring. Jamie's bosses caught him, beat him until he was broken and bloodied, and then left him for dead. The trauma triggered his latent powers, however, keeping him alive until Lady Justice found him.

When Lady Justice roused him, Jamie gave her information on the crime family in exchange for her pledge to protect and care for the street kids of the city. Lady Justice agreed, with one condition: Jamie had to accompany her to determine the source and extent of his new powers. He tentatively agreed, uncertain of this new stage in life. Jamie, as Liberté, and Lady Justice broke up the crime ring, and retrieved many stolen valuables. For the first time ever, Jamie felt he was doing something of which his parents would be proud. While they work together to solve the mystery of his powers, Jamie now fights for justice and liberty alongside his American “aunt.”
Gadgeteer Level 6; 175 Power Points — d20 System

IDENTITY: Aaron Harrington

OCCUPATION: Owner of “The Toybox,” active community volunteer

FIRST APPEARANCE: Tales from the Street #104

FORMER ALIASES: None

PLACE OF BIRTH: Mount Prospect, Illinois

AFFILIATION: None

TERRITORY: Chicago

HEIGHT: 5’8” (180 cm) EYES: Black

WEIGHT: 130 lbs. (59 kg) HAIR: Black

Aaron Harrington has always tried to do the right thing, whether volunteering at local charities or mowing the Widow Johnson’s lawn. He enjoyed his life and took a childlike pleasure in his passions: toys, magic, and juggling.

Aaron’s father, a renowned chemist, loved his son but felt Aaron’s potential was wasted. In an effort to please his father, Aaron attended Northwestern University. He planned to study Chemistry, but dropped out after only a few semesters.

Aaron instead decided to open a small toyshop that specialised in handcrafted toys. He volunteered in children’s wards at St. Mercy’s, trying to bring a modicum of joy to those who needed it so desperately. Then, without warning, everything changed.

While walking home one fateful night, Aaron witnessed a little girl hit in a drive-by shooting. Aaron rushed to help, but could only hold her as she died. Wanting justice, Aaron volunteered to serve as a witness against two Russian mob enforcers charged with the shooting.

Just before the trial, Russian thugs visited Aaron’s store, threatening his life if he testified. A week later, Aaron’s store burned down. When he still refused them, Aaron’s parents were murdered in their sleep.

The police claimed there was little they could do, leaving Aaron largely on his own. Feeling as though there was no place he could turn, Aaron made a life-changing decision. Over the next few months, reports rocked Chicago of a bright jester targeting mob spots. This string of vigilante attacks culminated in the capture of a mob captain; he was left at police HQ tied up with jump rope, with a gift-wrapped box of evidence. The attached card read, “Courtesy of the Toymaker and Mr. Strings.” Since that day, the Toymaker and Mr. Strings have worked endlessly to stop crime in Chicago.
IDENTITY: Charlie
OCCUPATION: Monkey, sidekick
FIRST APPEARANCE: Tales From the Street #106
FORMER ALIASES: None Known
PLACE OF BIRTH: Unknown
AFFILIATION: None
TERRITORY: Chicago
HEIGHT: 2’ (61 cm) WEIGHT: 15 lbs. (7 kg)

How a spider monkey ended up in a Cook County Forest Preserve is anyone’s guess. Anna, a vet working at the Trailside Museum wildlife rehabilitation centre, first discovered him. The monkey was hurt, but wouldn’t let anyone get close.

A few nights later, some punk kids broke into the Trailside Museum looking for anything to steal. Anna was working late. She discovered them tormenting the monkey, who beat on the mesh of his cage, trying to get out. The punks turned on her, cornering her and threatening to hurt the animals unless she did as they wished. Before they could attack her, however, a costumed clown suddenly appeared. The Toymaker thrashed them all soundly before beating a hasty retreat at the sound of police sirens.

The next day one of the park volunteers, Aaron Harrington, visited Anna as she was putting her office back together. Anna warned Aaron that the monkey wasn’t friendly and had had a traumatic night, but Aaron ignored her and offered the monkey his hand. She was stunned when the monkey let Aaron pet and scratch him. It liked him, despite everything that had happened to it. The monkey, of course, knew what Anna didn’t – that Aaron was the Toymaker. Aaron helped nurse the monkey back to health, and named him Charlie – and when Charlie got better, Aaron adopted him and took him home.

A problem soon arose, however, whenever Aaron would go out at night as the Toymaker. If Aaron left Charlie behind, the monkey would make a fuss and trash the apartment. Aaron’s other option was to ask Anna to baby-sit, but he hated inconveniencing her. What was most peculiar, though, was that Charlie only acted up when Aaron patrolled as the Toymaker; Charlie didn’t seem to mind when Aaron ran errands or went to a movie (although he expected Aaron to bring back popcorn). Somehow the monkey knew what Aaron’s intentions were. Eventually, Aaron got the hint. He tried letting Charlie accompany him as his sidekick. To his delight, the monkey had a knack of knowing just how to help. Charlie was smarter than many people, let alone monkeys, and seemed to have a keen sense of right and wrong. Realising that Charlie would need an alias, Aaron dubbed him Mr. Strings.

Charlie and Aaron have a strange bond, and seem to be able to communicate on a subconscious level. Though he is only a monkey, Charlie seems domesticated and is typically very gentle. When Aaron is in trouble, however, Charlie’s protective instincts come out. He is formidable in a fight. His only other best friend is Anna, whom he thinks of as “Lady in Yellow” because of her yellow uniform.

**MR. STRINGS (55 CHARACTER POINTS – TRI-STAT)**
Acrobat Level 2, 60 Power Points — d20 System

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**TRI-STAT d20 SYSTEM**

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**DEFECTS**

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<td>-3 Marked (Spider Monkey)</td>
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<td>-2 Not So Tough</td>
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<tr>
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<td>-1 Significant Other (“Lady in Yellow,” Anna)</td>
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<tr>
<td>-1 Significant Other (Toymaker)</td>
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<td>-3 Unique Defect (Difficulty understanding some human concepts)</td>
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**JUSTICE | SECURITY | PEACE | LIBERTY**

**CHAPTER 4**

**RLL CALL 2 – HEROES**

**APPENDIX**
**ADVENTURE SEEDS**

Following are some brief ideas for adventures or full-length campaigns. Each one gives a brief outline of a concepts that GMs can flesh out as needed (for more Adventure Seeds, see page 23).

**IT'S A SMALL (PERSON'S) WORLD, AFTER ALL**

**SCALE:** Sidkicks!
**Locale:** Empire City
**Tone:** Colour to Comedy
**Theme:** Growing into Responsibility

All of the world’s adults have been regressed to childhood, forced back to ages 9 – 12. The heroes’ sidekicks aren’t affected, either because they were somehow shielded, or because teenagers weren’t changed by the strange energies. Now teeny-boppers are the governors of Empire City, or possibly leaders of the world. Can the characters grow into their responsibility and find a way to restore the adults, or will raging hormones turn Empire City into a new Lord of the Flies?

This only works if the player characters are teenagers and/or sidekicks, themselves. They then have to decide how to interact with people like Squire, Liberté, Silver, and the Dodger, who are all upjumped by this new system. Non-human beings, like Boybot and Mr. Strings, are not affected and may become potential allies. How do the heroes react when Olympian Tower becomes a new amusement park, run by Lil’Sentinel and Lil’Phoenix? Are the criminals equally transformed, ensuring that Bruja and Acero Escudero are the newest supervillains in town, or are none of the bad guys affected?

**BLOOD IN THE JUNGLE**

**SCALE:** Minor or Standard Heroes
**Locale:** Empire City
**Tone:** Four Colour to Graphic Novel
**Theme:** Justifying the Ends

Bullet Time and Little League are on the run from the mafia, while Gold and Silver actively interfere with organized crime. Meanwhile, Lady Justice and Liberté clash with Parisian crime lords, while the Toymaker and Mr. String enforce their own brand of justice. How long will it be before these various forces link up, creating a masked army to deal with various arms of the mob?

Yet the criminals won’t wait for the vigilantes to get their act together. They’ll send out metahuman enhanced gang-bangers, like El Demonio and Bruja, and even bring in superhuman contract killers, like Mr. Blade and Mr. Edge. Will the vigilantes be ready to deal in a game with such high stakes?

Meanwhile, the player characters watch the battle zone escalate, threatening to endanger innocents and turn the mean streets into a bloodbath. Do they interfere with the masked army? Can they reason with soldiers, dedicated to a cause? Perhaps the key is to enlist the support of the sidekicks, like Little League and Silver, who can still see right from wrong.

As a further complication, consider adding the Revolutionary’s army of homeless. These tend to be the first casualties in any inter-city conflict, but with the Revolutionary and the Dodger uniting them, this time the vagabonds won’t flee meekly into their hidey holes. They won’t take kindly to either the mafia or the vigilantes, and may not stop to see what the heroes are doing before they get physical.

**I WANT TO BE A REAL BOY**

**SCALE:** Minor or Standard Heroes
**Locale:** Any major metropolis
**Tone:** Four Colour
**Theme:** What is Human?

Dr. Kobo has created a wonderful machine in Boybot, far more like a real person than Rubicon’s grotesque success at saving his son, Acero Escudero. With that in mind, Rubicon kidnaps Dr. Kobo, demanding that he help his son. Boybot might enlist the aid of the heroes in tracking down his creator, or he might go off half-cocked, leaving a trail of devastation in his wake as he searches for Dr. Kobo.

When Boybot finds Acero Escudero, however, they both realize they have more in common than anyone first thought. Even Boybot isn’t really human, although he has the face of a boy. The two secretly forge an alliance, ensuring that whatever one learns, he will pass on to the other. They start to pillage other bastions of knowledge, from the Ascension Institute to the Artificer’s corporation, Artifice Designs LLC; any evidence they leave leads back to Rubicon and Dr. Kobo, in an effort to throw off the heroes.

Will the characters find them before they cause real damage? Will the two robots ever find a way to become real, or will they learn that there is more to being human than flesh and blood?

**RECRUITMENT**

**Scale:** Obscure, Minor or Standard Heroes
**Locale:** Empire City
**Tone:** Four Colour to Mature
**Theme:** The Promised Land

Azure Star and Eclipse are working in Empire City, but Eclipse is instructed to look for potential metahuman recruits for the Israeli Defence Force. The Revolutionary is also searching for impressionable outcasts to bring into her fold. Meanwhile, the consulate of Thule is actively enlisting any metahumans in can, promising them a better life, free from persecution and strife, in Thule. Does anyone actually have the real interests of these fledgling characters at heart, or is all part of a grand power play?

The player characters could be young and inexperienced, asked to join all sides – offered promises of training, power, riches, or threats to their lives and loved ones. Or they could be more experienced heroes, who hear through the grapevine about these various recruitment drives. What happens when the disparate groups go after the same characters – it surely won’t end peacefully.
**Bullet Time** (175 Character Points — Tri-Stat)

**Identity:** Frankie Saracino  
**Occupation:** Fugitive  
**First Appearance:** Tales From the Street #98  
**Former Aliases:** None known  
**Place of Birth:** Empire City  
**Affiliation:** None  
**Territory:** Chicago  
**Height:** 6'4" (193 cm)  
**Weight:** 175 lbs (80 kg)  
**Eyes:** Brown  
**Hair:** Black

Frankie Saracino, a cousin of feared Mafia hitman Luigi Saracino, was a low-ranking soldier in Empire City’s Genovese crime family. He was acting as a bodyguard for his cousin when hitmen attacked, gunning for Luigi. As Frankie moved to intercept the hitmen, he was somehow able to slow down his perception of time, letting him anticipate the hitmen’s moves and act before they could finish drawing their guns. Witnesses observed Frankie moving in a blur, faster than any normal man, shooting both hitmen before they had drawn their guns.

When the dust had settled, Luigi asked Frankie to join the new Murder, Incorporated. Despite some misgivings about his cousin’s motives, he agreed. Under the pseudonym “Bullet Time,” Frankie learned to control his powers. His mistrust of Luigi, however, was soon justified.

Luigi made a deal with Matthews GenTech to provide several metahumans for vivisection and study in exchange for money and pharmaceutical-grade drugs. Never one to overlook an opportunity to get rid of a competitor, Luigi arranged for his men to grab Frankie and deliver him as one of the “test subjects.” Frankie managed to evade the kidnap attempt and escaped.

To cover his tracks, Luigi put a hit out on Frankie for “betraying the family.” In an attempt to lure Frankie out of hiding, a sadistic hitman named Vinny Taracino murdered Frankie’s wife and kidnapped his daughter, leaving instructions that would lead Frankie into a trap. The plan worked, but Taracino underestimated Frankie’s abilities. An intense firefight ensued, and Taracino was killed. Realising that Empire City was no longer safe, Frankie took his daughter and left town.

Since leaving Empire City, Frankie has stayed on the move. He is currently holed up in Chicago with his daughter, Tessa, working odd jobs and trying to discover more about the nature of his power.
**LITTLE LEAGUE (50 CHARACTER POINTS — TRI-STAT)**

**Speedster Level 2; 60 Power Points — d20 System**

**Identity:** Tessa Saracino

**Occupation:** Fugitive, Student

**First Appearance:** Tales from the Street #99

**Former Aliases:** None

**Place of Birth:** Empire City

**Affiliation:** None

**Territory:** Chicago, IL

**Height:** 3’4” (102 cm)

**Eyes:** Green

**Weight:** 45 lbs. (20 kg)

**Hair:** Brown

Tessa is a bright child of 10 years. She loves baseball and soccer, and was a rising star in the Empire City Little League. That ended the night Vinny Taracino kidnapped Tessa. When her mom tried to stop him, he casually shot and killed her. Taracino left a message for Tessa’s father, Frankie, to follow them to the old meatpacking plant. It was a horrible night, in an awful place that was freezing, and had a copper tang. Tessa was tied up and hung on a rusted meat hook, left to dangle. When Frankie arrived, Tessa shut her eyes tight. Tessa kept her eyes closed, but heard everything – Frankie’s mean silence, and Taracino’s ugly curses. It ended in gunshots – Frankie had killed Taracino.

Once Frankie freed Tessa, he explained they had to leave town immediately. They couldn’t even go home to pack, or arrange for mom’s funeral. Tessa didn’t really understand, but she was brave and did everything she could to help. They’ve been on the run ever since; often it’s exciting, sometimes boring, and too many times it’s lonely or scary. Still, Tessa is a remarkably stoic child, her love for her father keeps her strong.

Tessa has an undeniable gift for athletics; her natural abilities are augmented by her inherited gift, a psionic power to slow time around her. While her father uses his power to effectively make himself act more quickly, Tessa uses her powers to increase the force and speed with which she runs, bats, kicks, and jumps. Despite her unusual gifts and her even more unusual life, Tessa remains a happy, outgoing youngster with a love of video games and cartoons.

Unfortunately, Tessa’s abilities present her father with more of a hindrance than a help. The mobsters pursuing them have learned of Tessa’s abilities. They are determined to kidnap Tessa and train her into becoming a powerful Mafia assassin. Not only is Tessa not yet powerful enough to fend off any would-be kidnappers, but she also still has a child’s naiveté and trust in the world. Her father watches her like a hawk making sure that she’s never out of his sight. To date, they have had nasty run-ins with Mr. Blade and Mr. Edge, Murder Inc., and even El Demonio and Bruja. Tessa rather liked Bruja, until El Demonio arrived. Some days, it seems everyone wants to control Tessa. They have even had offers of help, from the Ascension Institute and the FBI, but Frankie doesn’t trust anyone else with the safety of his daughter.

Tessa, who has taken to calling herself Little League, seems to be growing stronger by the day. It remains to be seen how much longer she will remain vulnerable. She has developed a love of helping people, especially children, though she sometimes has a hard time understanding that not all children can do what she can.
**Doctor Kobo (200 Character Points — Tri-Stat)**

**Gadgeteer Level 7; 225 Power Points — d20 System**

**Identity:** Doctor Wan-Kyun Kobo

**Occupation:** President and Owner of Kobo Tech

**First Appearance:** Science Unbound #121

**Former Aliases:** None

**Place of Birth:** Inch’on, Korea

**Affiliation:** None

**Territory:** Worldwide

**Height:** 5’9” (180 cm) **Eyes:** Brown

**Weight:** 120 lbs. (54 kg) **Hair:** Grey

For 30 years, Dr. Wan-Kyun Kobo has been the world’s leading expert in the fields of robotics and artificial intelligence. At just 16 years old, he was accepted to MIT. By 20 he held a number of patents for advanced computer and robotic technology. These patents brought him not only worldwide acclaim but great wealth. Still, he wanted more.

Kobo wanted to create artificial life that was not only capable of learning, but also free willed. He did not want a robot that needed to be programmed; he wanted a dynamic device capable of reasoning and independent thought. While pursuing graduate studies at Tokyo Technology Institute he began his quest for building artificial life. Despite academic pressures to abandon his work, Kobo developed the “Bionic Brain,” a prototype for an advanced computer that had the ability to learn and reason.

Graduating from TTI at the top of his class, Kobo returned to Korea to form his own company. Kobo Tech became synonymous with advanced computers and technology. In 1983, Kobo developed the “Brainstem Chip.” Once implanted, it aided the brain in all processing functions. Kobo was unwilling to put anyone at risk to test his new invention, so he decided to test it on himself. The test was a success, and the implanted chip increased his brainpower dramatically.

In 1992, a failed assassination attempt left Kobo a paraplegic. While recovering from his wounds, Kobo designed and built a powerful exoskeleton that enabled him to regain the use of his limbs. Every gain seemed overshadowed by the fear of assassination, however, as radical elements within his home country continued making attempts on his life. Kobo had difficulty accepting that someone should risk death in order to save his life, and when his long-time bodyguard was killed in the line of duty, he vowed no one else would die to protect him. He devoted his considerable talents to creating an independent functioning android, known as Boybot, who acts as his bodyguard and companion. Though originally designed to be nothing more than a bodyguard, Boybot has become Kobo’s son and future heir.
BOYBOT (150 Character Points — Tri-Stat)
Adventurer Level 3; 155 Power Points — d20 System

IDENTITY: Bionic Original Youth (BOY)

OCCUPATION: Bodyguard

FIRST APPEARANCE: Science Unbound #121

FORMER ALIASES: None

PLACE OF BIRTH: Seoul, Korea

AFFILIATION: None

TERRITORY: Worldwide

HEIGHT: 4’2” (128 cm) EYES: Blue

WEIGHT: 120 lbs. (54 kg) HAIR: Black

The fulfilment of Doctor Kobo’s vow to no longer endanger the lives of his bodyguards, Boybot is the result of billions of dollars and countless hours of development. The result was the first publicly announced, artificial life form capable of deductive reasoning and independent thought. Though Boybot was originally only intended to be a tool, Kobo eventually grew to care for him. He considers Boybot his son, and future heir.

Though Dr. Kobo treats Boybot as a real boy, the android knows he is not human. This saddens him. Though able to grow and mature intellectually, he is trapped in the body of a seven-year-old, causing many to underestimate him. Dr. Kobo could build a grown-up body for Boybot, but seems unwilling to do so. This angers Boybot, and is the only area where "father" and "son" do not see eye-to-eye.

Underneath the synthetic skin of Boybot’s body is an advanced frame capable of withstanding massive amounts of physical stress and trauma. His robotic body is incredibly strong, and he has weapons available to him that can level a city block. Despite his strength, Boybot is aware of human fragility. He hates causing harm and strives to ensure the safety of others.

When Dr. Kobo is in danger, however, all bets are off. In these circumstances, Boybot has been known to overreact and cause a great deal of collateral damage. While bystanders have been endangered, luckily no one has been seriously injured by his outbursts. Kobo continues to stress the importance of taking responsibility for one’s actions, and Boybot is slowly learning.

Boybot is still innocent about the world around him, and it is this naiveté that often gets him into trouble. He is so devoted to helping people that he sometimes runs off blindly into action without thinking about the repercussions. Boybot is fascinated by other synthetic intelligences, or artificial beings. He regards his "brethren" with starry-eyed fascination, from the menacing Iron Duke, to the Artificer’s marketing A.I., Galatea. On the other hand, Boybot is quite nervous around other technosmiths, like the Artificer or White Hat, fearing they may be able to rebuild or hack him. Would he ever betray Dr. Kobo for the promise of a mature body? It is unlikely that he would ever turn against his "father" directly, although he might well work against anyone else in exchange for such a service.
Aaron led an uneventful life until he attended college at Marquette University in Milwaukee. There he met the love of his life, Andrea Watkins, a fellow Computer Science student. Their intellects brought them to the attention of a radical conspiracy group among the faculty. This group, headed by a mysterious figure called only the Duchess, sought to gather like-minded (or at least pliable) students to join their cause of genetic purity. Aaron and Andrea were approached under false pretences and asked to join. During a campus blood drive, samples of the pair’s DNA were sent to the Duchess's medical facilities. Certain genetic traits made both suitable for an experimental procedure to induce metahuman mutations.

Seduced into the inner circle, Aaron and Andrea volunteered, thinking they’d be able to better help society if they had paranormal abilities. They survived the arduous process and became Gold and Silver, members of the Duchess’s StrikeForce. StrikeForce was best described as morally ambiguous, and at worst the long, violent arm of the Duchess.

The Duchess had permanently transformed both Gold and Silver. Gold’s body became an incredibly tough, metallic shell. His “skin” generated a charge that allowed Gold to fly; it could also bend visible-, infrared-, and ultraviolet-wavelengths to refract around his body, making him invisible.

Gold and Silver eventually uncovered the true purpose of StrikeForce and the group they’d naïvely joined. They turned the group against the Duchess, tearing down the group’s infrastructure and exposing the plot at the university. Afterward, they left the university and came to Empire City to start a new, normal life. Both found freelance computer work, married, and had a girl, Amanda. They lived quietly for thirteen years, giving Amanda as normal a life as possible. Three years ago, however, when an organised gang moved into their neighbourhood, Gold and Silver fought back. Overmatched by the pair, the criminals became desperate. The gangsters purchased heavy ordnance from a drug cartel, then ambushed and killed Silver.

When Aaron told his adolescent daughter what happened, the trauma triggered a staggering change in Amanda. Over several pain-wracked days, she took on her mother’s silvery appearance and powers. Since then, Gold and the new Silver have fought a relentless battle against Empire City’s Mafia. Gold considers this a personal conflict between his family and the Mafia. He is not eager to take up the life of a heroic adventurer full time, though — not while he has a teenage daughter to raise.
SILVER (75 Character Points — Tri-Stat)
Costumed Fighter Level 2; 85 Power Points — d20 System

IDENTITY: Amanda Goldman
OCCUPATION: Student, adventurer
FIRST APPEARANCE: Caliburn #195
FORMER ALIASES: None
PLACE OF BIRTH: Empire City
AFFILIATION: None
TERRITORY: Empire City, Lower East Side
HEIGHT: 5’6” (165 cm) EYES: Silver
WEIGHT: 120 lbs. (54 kg) HAIR: Silver

Amanda was the seemingly normal child of two metahuman parents (Gold, and her mom, the first Silver). She even attended public school until her mother died. Both her mom and dad were obvious metahumans with metallic skins, and so did not participate in PTA meetings, school field trips, etc. They wanted Amanda to have a normal life, even if it meant keeping a low profile. This was normal to her; though her parents weren’t largely involved in her activities, she never doubted their love for her. When her parents started adventuring again, to fight back against a gang incursion in their neighborhood, they tried to keep Amanda sheltered. Amanda suspected something was going on, but acted in accordance to their wishes, and pretended not to be aware. Secretly, she thrilled to the idea of her folks as superheroes, and wondered if she’d ever manifest powers.

Once she recovered, she and her father both had to adjust to the loss of Andrea, as well as adapt to Amanda’s transformation into a younger and less powerful version of her mother. Her father taught her how to use her new-found abilities over the next several months. She adapted to her training regimen eagerly, constantly excited by what she could accomplish. While not fully mature, Amada’s abilities are quite remarkable, and her father believes she will be at least as powerful as her mother when she finishes growing. She dropped out of school, and he tutored her at home. When they both felt she was ready, the new Silver joined Gold in his battles against Empire City’s Mafia.

Their first task was to track down Andrea’s killers. Gold and Silver unleashed a campaign of retribution against the Giardino family, disrupting or destroying every Giardino operation, safehouse, warehouse, or other establishment they could locate. In the matter of a few months, they cost the Mafia family millions of dollars. The family’s leaders, confused by reports of Silver’s death only to find her active again months later, withdrew all their operations from Gold and Silver’s territory. This, however, did not halt the attacks against Giardino facilities. The battle continues to this day, and will likely continue until one side or the other is wiped out.
The Revolutionary (150 Character Points — Tri-Stat)
Skulker Level 5; 175 Power Points — d20 System

Identity: Francoise Villaume
Occupation: Freedom fighter
First Appearance: Amazing Presentations, Vol. II #10
Former Aliases: Numerous
Place of Birth: Constantine, Algeria
Affiliation: None
Territory: Empire City

Franoise grew up in a French family in colonial Algiers. She was shocked by the brutality she saw inflicted on the Arab population, and could not accept her father’s justifications that it was for the sake of “civilising the natives.” At 15, she witnessed her father beat a native servant. As she felt the rage build inside her, her power manifested. She summoned a gust of wind to hurl her father across the room, then ran off to join the burgeoning resistance force, the National Liberation Front.

As a member of the Front, Franoise pushed to strike back violently at their French oppressors. The war was long and atrocities were committed on both sides. In the end, however, Franoise and the Front won Algeria’s freedom. Her birth family and countrymen were driven from Africa.

With that victory, Franoise renamed herself the Revolutionary. She made it her mission to help the oppressed people of the world break free from their captors. She has travelled wherever she feels a call for revolution, from Afghanistan to Northern Ireland to South America. Caring nothing about ideology, she has fought for a range of causes, holding no particular loyalties. In Afghanistan, she fought against the Russians, but later turned on the Taliban when it began its oppressive regime. Throughout her battles, she has shown a brutal willingness to use violence to achieve her ends and has never deviated from her “by any means necessary” style of conflict.

Arriving in Empire City, the Revolutionary met a homeless youth named Jacob. She was moved to take up a new type of cause — that of the homeless. She has begun to organise the population, starting outreach programs and intense training regimes, almost as if she’s building an army of the disposed and outcast. The Revolutionary is very good at talking to people, getting them fired up and spirited about their own causes. At the same time, she has attacked those who have carelessly or opportunistically targeted the city’s poor and helpless. Often those strikes are political or social — however, she will physically threaten these individuals or corporations when her patience ebbs low. For now, her actions have been low-key, but it is only a matter of time before she begins her revolution for the city’s dispossessed.
THE DODGER (25 CHARACTER POINTS — TRI-STAT)
Skulker Level 2; 35 Power Points — d20 System

IDENTITY: Jacob Bennett

OCCUPATION: Homeless organiser

FIRST APPEARANCE: Tales of the Street #97

FORMER ALIASES: None

PLACE OF BIRTH: Bronx, Empire City

AFFILIATION: None

TERRITORY: Bronx, Empire City

HEIGHT: 5’8” (196 cm) EYES: Grey

WEIGHT: 140 lbs. (64 kg) HAIR: Purple (dyed)

Jacob Bennett grew up in one of the roughest parts of the South Bronx. His father left before he was born, and his mother’s boyfriend beat him regularly. Unwilling to deal with the abuse any longer, Jacob ran away from home for a life on the streets. Bitter with the hand that life had dealt him and outraged by the inequality he saw throughout Empire City, he turned to crime and drugs. He did pretty well on his own for a few years, although he saw more lows than highs on the streets. Every time he nearly “succeeded,” some twist of fate would drag him back down – finally, Jacob stopped caring, and the days blurred into a meek quest for subsistence.

Somewhere in his drug haze he contracted HIV. Jacob interpreted that diagnosis as a death sentence, and gave up on life altogether.

It was during the course of this decline that Jacob first met the Revolutionary. She found him near death, beaten from a recent mugging, and nursed him to health. As she tended his wounds, she asked about his time on the street. Jacob spoke of the harsh life he lived and the hopelessness he felt. He described the sense of always being cold, hungry, and never safe while society’s “betters” walked around, and sometimes over, him with barely a sideways glance. He felt helpless and frustrated, an alienated bystander to both heroes and villains, civilians and criminals, barely marking time until he died.

Moved by his account, the Revolutionary revealed her identity and promised to bring a sweeping wind of change to the streets of Empire City. Jacob felt like he’d just unleashed a genie, and had no idea if he could have closed Pandora’s box even if he’d wanted to.

The Revolutionary promised Jacob a role in the movement when he was ready to fight. Cleaning up was the hardest struggle Jacob ever faced, but the prospect of a way to improve the lot of his homeless community gave him the strength to succeed. Under the handle “the Dodger,” Jacob began to serve as the Revolutionary’s street liaison.

The Dodger works to unite the unfortunates he meets and gathers intelligence for the Revolutionary’s strikes. Jacob is an amazingly connected individual, one of those who always knows somebody who was involved. He survived for so long by being both a social chameleon, able to manipulate the black market, and by learning how to be invisible on the street: criminals would take him for a fried junkie and ignore him, while citizens would see only a heap of rags, and not even realize he was there. He is thoroughly dedicated to improving the conditions of the homeless, but is concerned by some of the more brutal actions he has seen his mentor take. For now however, Jacob continues to build the movement and dream of the day of equality for all of Empire City.
TALES FROM THE STREET

#111

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ROLL CALL2 — VILLAINS


**ADVENTURE SEEDS**

**WHAT'S THAT, CHIP? SENTINEL FELL INTO THE WELL?**

**Scale:** Minor to Standard Heroes  
**Locale:** Empire City  
**Tone:** Four Colour to Comedy  
**Theme:** Purpose in Life

The heroes are fairly new at the game, still awed and intimidated by the power players like the Guard. When a crisis erupts (built to whatever villain strikes the GM’s fancy), and the more famous heroes vanish, what happens if the novices freeze? Why, Chip the Wonder Dog shows up to help, of course!

Chip can be a (relatively) regular dog, who empathically senses that something is wrong and the heroes seem interested in helping, but just need to be led along the trail. Or Chip could be part of a bigger picture, appearing when most needed as if directed by a higher power. The end result is the same – he is a tool that GMs can use to nudge the characters (without railroadng them into the plot).

Additionally, if Chip takes a liking to one or more of the characters, he may adopt them, becoming an occasional sidekick.

**RISE UP**

**Scale:** Minor or Standard Heroes  
**Locale:** Empire City  
**Tone:** Four Colour to Mature  
**Theme:** Revolution

The Revolutionary realizes that the homeless do not have the raw power to throw down the ruling oligarchy; additionally, she is well aware of how many metahumans face cruel oppression. She has begun a new campaign, stirring the spark of an uprising in the hearts of those who feel downtrodden and abused. Most of the established characters in the world have long resolved these issues for themselves, but young sidekicks are easily swayed by fiery rhetoric.

How do various sidekicks react? Silver and Liberté could join her cause, believing that their teachers are too soft hearted for the cold world; Squire would be tempted, but he already has learned his lesson on duty and responsibility. Eclipse might join, although he is older, if he was offered a place of leadership. While Little League is too young, Bullet Time could be convinced – or if something happened to Bullet Time, Little League might be adopted by the Revolutionary. Boybot is likely to be uninterested, as are the more vicious Mr. Blade and Mr. Edge, but Bruja, and Acero Escudero take an interest in this new world that is proposed.

What, then, does the Revolutionary want? Freedom and security for all oppressed metahumans, of course, and she’s not afraid to coach them to use their powers to change the world. Any mentor who has lost a sidekick would be interested in stopping her, but how ugly will things turn at the many heated encounters? The next generation isn’t interested in maintaining the status quo, if that means acting as the subjugated saviours of an ungrateful society – it’s time to rise up!

**Brain Box, Inc.**

**Scale:** Minor or Standard Heroes  
**Locale:** Any major metropolis  
**Tone:** Four Colour to Comedic  
**Theme:** Identity Switch

Rubicon concludes that his scientific expertise still falls far short of what is required to help his son – thus he moves from science to the occult. Rubicon goes to Dominador and el Conejo for help, reasoning that if Dominador's psyche was trapped in the Dark Space, perhaps an answer lies there. Dominador instructs Conejo to help, for any information about the Dark Space is important to him. They lug a great deal of brain monitoring equipment into the other dimension, but in the end, Conejo has to find a suitable target – like one of the characters – and drag him into that place, where Dominador will be waiting to strap the victim into a machine designed for mind exchanges.

Rubicon’s new company, Brain Box, Inc., produces interesting theory that is completely vapourware, on Earth at least. In the Dark Space, psyches and souls are more tangible, and the Brain Box can shunt one person’s mind into another’s body. First and foremost, Rubicon wants to save his son. How will a character react when he discovers himself in the mechanical form of Acero Escudero?

Any hints of success may summon Boybot, who know has a way to escape his static shell. Who will Boybot target as an ideal candidate? Neither Boybot and Acero Escudero will be picky – they don’t need to have the world’s “most powerful body,” like Sentinel. They’d probably be very happy, at first, with any real body, like Liberté’s or Squire’s. People like Dodger (who is very sick), or Silver (not just a girl, but an obvious “freak”) would be less appealing to them. On the other hand, what if the character who was chosen suddenly gained a great deal of power in this new body (such as a 75 Point character switching into a 100 or 150 Point frame!) – a great tragic hero could be born.

If the technique works, other characters might well take advantage of the equipment. How does Conejo react when Mr. Edge or el Demonio come calling, looking to be “normal”? Even Gold and Silver might get tired of standing out, and want to find a way to switch ... or a weak character might want to trick a powerful warrior into changing. Finally, what happens when the Iron Duke shows up one day?
For centuries, Dohmyn’nhan’dyorr was the scourge of the multiverse. An extra-dimensional psychic conqueror, Dohmyn’nhan’dyorr travelled from dimension to dimension, subjugating its enemies and laying waste to all it could see. After many such victories, the tyrant was finally defeated by a group of powerful seers. They broke its armies and scattered its resources, then banished the invader to a distant pocket realm for all eternity.

Dohmyn’nhan’dyorr remained trapped in that dimension for countless years. It had resigned itself to never achieving freedom, but then one day, everything changed. A strange organic creature entered its realm. The human, “El Conejo,” claimed to control this pocket dimension. The tyrant told the human it was a humbly trapped spirit who sought release. It promised the human to do his bidding in return for freedom, terms to which the human agreed. “Dominandor” (as the pitiful, squishy earth-creature called him) stepped foot on Earth, ready for its return to power.

Dominandor instantly turned to crush the foolish human upon release, but stopped when it discovered just how weak it had become. It quickly realised much of its psychic essence was still trapped in the pocket dimension. It would only regain its former glory if it could claim its missing energy. In the meantime, El Conejo had plans for a grand crime spree in Guatemala. Unsure what step to take next, Dominandor reluctantly agreed.

In time, Dominandor discovered his human companion knew nothing about the missing essence or even how the pocket dimension worked. Now, Dominandor is encouraging El Conejo to explore his powers and gain total control of the dimension. Dominandor itself isn’t quite sure what the Dark Space dimension is comprised of, but he senses other beings trapped within its fabric. Dominandor is trying to teach El Conejo to unleash the energies contained within the Dark Space – but the foolish mortal never bothers to learn. Assuming El Conejo can accomplish this important task one day (as opposed to thinking about stealing BMWs), Dominandor hopes to unify its spirit, dominate any freed demons, and show Earth its full glory. Until then, it fulfills its companion’s petty desires and gathers its strength for the glorious future.
**El Conejo** (50 Character Points – Tri-Stat)

**Adventurer Level 2; 50 Power Points – d20 System**

**Identity:** Jorge Inais

**Occupation:** Petty criminal

**First Appearance:** Amazing Presentations, Vol. III, #27

**Former Aliases:** None

**Place of Birth:** Puerto Barrios, Guatemala

**Affiliation:** None

**Territory:** Guatemala, Guatemala

**Height:** 5’5” (165 cm) **Eyes:** Dull Purple

**Weight:** 120 lbs. (55 kg) **Hair:** Black

Jorge Inais was born to a large family from the west coast of Guatemala. His family worked hard and encouraged Jorge to be a productive part of society, but Jorge always looked for the easy way to get ahead. Eventually he slid into a life of petty crime. He moved to the capital city to ply his trade and search for the big score.

Jorge wasn’t a particularly clever or talented crook, but he had one big advantage. If he could reach a dark space that he could fit his body into, such as a closet or a large sack, he could access a special place of his own, and then exit into any other nearby dark space. This habit of scurrying to dark holes gave him his nickname “El Conejo” (or “the Rabbit”) and allowed him to make a decent living from crime. El Conejo lacked the courage or the brains, however, for the big heist that would set him up for life.

El Conejo had just begun to feel like he’d made the big time. He offered to take the spirit to Earth in exchange for its service, his wound forgotten. It agreed, and since then the two have been the terror of Guatemala.

For now, Jorge has been content to use Dominador to steal some big-ticket items, beat up his enemies and generally terrorise the local populace. Dominador has recently started suggesting loftier goals, but El Conejo’s natural laziness has kept him from moving quickly on those ideas. On the other hand, he’s beginning to think that Dominador may be right about the presence of other spirits in the dimension. He plans to explore it soon to see what else there is to release on Earth.

**Dark Space**

El Conejo’s Pocket Dimension is an area he thinks of as the “Dark Space.” He believes it to be about two kilometres from end to end, but it is pitch black, and sound and time feel oddly distorted, so it’s nearly impossible to tell. Even bringing in an outside light source, like a flashlight, does almost nothing to penetrate the inky void. The surface is rocky, and littered with small mounds of stone – Jorge thinks of them as crumbled statues or monuments. The “island” is bordered by an icy sea.

At the different mounds, Jorge can hear distinct, but unintelligible, voices. He used to think of them as echoes of ghosts until he met Dominador. Jorge would sometimes leave caches in the Dark Space, but on occasion he would not be able to find his stash upon return. He thought he was just turned around … now he’s not so sure.
Julio and Marta Mendoza were powerful practitioners of the occult who emigrated from Cuba to Empire City in 1976. Though Julio restricted himself to white magic, Marta secretly trafficked with demons to gain forbidden power. In 1978, she bore Julio a son, Hector. As soon as Hector was born, however, his true parentage became obvious. The doctors called his unusual size, scaly skin, and glowing eyes previously unknown genetic anomalies, but his parents saw the truth: Hector's father was not Julio, but a demon. When Julio realised this, he cursed his son, denounced his wife as a witch, and left them both.

Because of his unnatural appearance, Hector was kept locked inside the tiny, filthy apartment he shared with his mother until he was 14. By then, Hector was already six feet tall and stronger than most men. When his mother came home badly beaten and robbed one day, Hector ignored Marta's warnings and went out to find and kill the men that had attacked her. He learned that people were terrified of him, and he enjoyed their fear. Once he found the muggers, he took their ill-gotten loot along with their lives. Hector realised that crime could pay.

For a few months Hector prowled the street as “Diabolico,” attacking anyone he felt he could overpower. As a lone, rabid wolf of the Barrio, however, he soon had many enemies. A number of gangs joined together to hunt him down; they taught him a hard lesson one night in a dead end alley. His scaly hide saved him that evening, and he managed to escape with his life.

Hector realised he would have to use his head if he wanted to survive. He needed “friends,” too, or at least allies. He renamed himself “El Demonio,” and took over one of the local gangs, the Tigres, forcing them to become “Diablos Rojos,” or “Red Devils.” El Demonio runs his little gang from the Barrio, committing petty crimes that bring in money but keep him below the radar of powerful heroes like the Guard. He knows that although his demonic heritage gives him power, he is no match for the likes of the Sentinel or Red Phoenix.

One of the Tigres most ambitious captains was a young woman named Bruja. Hector was smart enough to see that she was very clever, and respected by the gang. They were awed by her mystical powers, which were belied by her tiny size. Hector made Bruja into his lieutenant, and the gang has prospered under their leadership.

Undoubtedly, they will soon be forced to confront some of the do-gooders of Empire City; El Demonio knows that will be the true test of their mettle.
BRUJA (50 CHARACTER POINTS — TRI-STAT)
Adventurer Level 3; 55 Power Points — d20 System
IDENTITY: Tita Gutierrez
OCCUPATION: Gang Lieutenant
FIRST APPEARANCE: Tales from the Street #94
FORMER ALIASES: None
PLACE OF BIRTH: Empire City
AFFILIATION: Diablos Rojos street gang
TERRITORY: Empire City
HEIGHT: 5’2” (157 cm) HAIR: Black
WEIGHT: 110 lbs. (50 kg)

Tita Gutierrez, like many inner city youths, fell into a life of crime more out of necessity than any desire to become a criminal mastermind. Her mother worked three jobs to make ends meet. Her father was a violent drunk whose behaviour encouraged Tita to stay away from home as much as possible. Tita dropped out of school at age 16 and offered her services to various small-time gangsters in the Barrio.

The gangsters laughed at this girl who claimed she could be as tough as they were. Infuriated by their dismissal, Tita ran off, shaking with rage. She vowed that she would show them all her worth. Tita had fled from home by this point, but her aunt, Nina, learned Tita was on the street, and offered her a place to stay. Tita shamelessly used her aunt, stealing from her in order to buy a gun, staying out late, coming home only for money or food. Nina would return from work, make dinner, then teach Tita for an hour or two before the girl would run out. Tita’s evenings included fencing whatever she had lifted, playing the men who wanted to take her home, and scrapping with just about anyone who riled her up.

Tita never really believed her aunt’s stories about power, until the day three skinheads mugged them. Nina gave them the evil eye, and struck them down on the spot! Tita was terrified and awed. After they got home, she begged and pleaded to learn Nina’s secrets. Tragically, she taught Tita, and never saw the girl again.

When Tita, now calling herself Bruja, returned to the gangs that had scorned her, their reaction was considerably different. Bruja quickly latched on to one particular gang, called the Tigres, and made herself indispensable as a runner, scout, and general trouble-shooter.

Over the next months, Tita would spend her mornings setting up a target range in the Old Dawg Salvage Yard. She was a natural shot. Her afternoons involved shoplifting, and sneaking into houses in her neighbourhood, grabbing whatever items she could. Then she’d go home and rifle through her aunt’s belongings, looking for expensive jewellery or any real magical secrets. Nina would return from work, make dinner, then teach Tita for an hour or two before the girl would run out. Tita’s evenings included fencing whatever she had lifted, playing the men who wanted to take her home, and scrapping with just about anyone who riled her up.

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Before she could make her move for the top spot, though, El Demonio took over the Tigres and renamed the gang “Los Diablos Rojos.” Bruja, knowing when she was outmatched, abandoned her aims of leadership and settled into the role of El Demonio’s right hand. Oddly enough, in the time since El Demonio took over the gang, an unlikely friendship has sprung up between the massive half-demon and the tiny witch. Each sees a kindred spirit in the other, a fellow outcast with whom they can connect.
MR. EDGE (125 CHARACTER POINTS — TRI-STAT)
Adventurer Level 5, Costumed Fighter Level 1; 150 Power Points — d20 System

IDENTITY: Vincenzo Matteo

OCCUPATION: Hit man

FIRST APPEARANCE: Tales from the Street #103

FORMER ALIASES: The Knife

PLACE OF BIRTH: Rome, Italy

AFFILIATION: Lucchese Family, Camorra Family (Italy)

TERRITORY: Empire City

HEIGHT: 5'10" (155 cm) EYES: None

WEIGHT: 230 lbs. (104 kg) HAIR: Red

Born in Rome, Vincenzo Matteo has always lived a life of crime. He began as early as age eight, serving as lookout for a gang of car thieves. As he grew older, Vincenzo moved up the ranks until he became a mob enforcer at the age of 17. It was in this position that he met the notorious hit man, Mario the Red. Liking “the kid,” Mario took him under his wing and taught Vincenzo about “the life.” Their relationship was always rocky, however, and ended very badly.

A mob war rocked Italy and many formerly loyal family members changed sides during the conflict. Mario switched sides, and betrayed Vincenzo while doing so. While driving through the northern mountains, Vincenzo was ambushed. His car was forced off a mountain road and crashing into the ravine below. Left for dead, Vincenzo was found by a passing trucker. He recovered in a Genoa hospital where Vincenzo learned his spine was severed, leaving him paralysed from the waist down.

As he lay in his hospital bed, the head of the Camorra family came to him and offered him aid. Camorra promised Vincenzo could walk again, if he would swear himself to the family. Camorra needed a test subject, and Vincenzo had the martial skills to be a valuable commodity. Over the next year Vincenzo’s body was rebuilt using the latest bionic technologies, turning him into a living weapon.

For the next five years Vincenzo, now known as “Mr. Edge,” carved a bloody path through Italy’s Mafia families. He gained a reputation as a brutal murderer who loved his work. While on assignment in Japan, Vincenzo met Masushi Kimura. Vincenzo saw potential in the young, hot-headed Yakuza and took a liking to him. While the two worked together, Vincenzo saved Masushi’s life. Honoured by this, Masushi swore a life debt; despite his protests, Vincenzo gained a sidekick.

Recently the pair has arrived in Empire City, apparently to aid the Lucchese family. There are rumours that this signals an alliance between Lucchese and the Camorra family. Others claim the pair have become mercenaries who hire themselves out to the highest bidder. The only thing that is clear is that no one but the Luccheses have been spared their grisly work.
Mr. Blade (100 Character Points – Tri-Stat)
Skulker Level 3; 115 Power Points — d20 System

IDENTITY: Masushi Kimura

OCCUPATION: Hit man

FIRST APPEARANCE: Tales from the Street #103

UNKNOWN ALIASES: None

PLACE OF BIRTH: Nagoya, Japan

AFFILIATION: Lucchese Family, Mr. Edge, Yakuza

TERRITORY: Empire City

HEIGHT: 5'5" (168 cm) EYES: Black

WEIGHT: 114 lbs. (52 kg) HAIR: Green

The martial arts dominated Masushi's life since childhood. His father, an Olympic medallist in Judo, trained Masushi from the time he could walk to follow in his footsteps. Much to his family's disappointment, though, Masushi had no desire to become his father's shadow.

Masushi left home at 18 and travelled to Tokyo, where he joined a small Yakuza gang. Though he was making money, he was not happy with his low tier position. His bosses insulted him and treated him like dirt. He wanted respect — and real power. Masushi joined a rival Yakuza group by murdering his "bosses" in their sleep. Masushi's reputation as a feared assassin grew from that day forth.

For the next five years, an underworld war rocked Tokyo. The streets and alleys were a war zone, as every faction fought for control of the city's criminal activity. It was during this time that Masushi's skills were put to good use; he became feared for his ability to infiltrate any building and assassinate his target. During this five-year war, Masushi met Vincenzo Matteo, a.k.a. Mr. Edge. Arriving in Japan, Vincenzo was looking for a missing Mafia agent attempting to sell out the family. Masushi was also interested in the agent because the man had double-crossed the Yakuza in a deal. The two decided to team up.

In the process of getting to the agent, Masushi was caught in a shootout and badly wounded. While recovering, he learned that Vincenzo had not only taken Masushi to safety, but finished the job and gave Masushi all the credit. Honoured, Masushi swore a life debt to Vincenzo, vowing he would never leave Vincenzo's shadow. The two have been together ever since.
Juan was born to poverty, but was strong and smart. He worked hard and earned a scholarship to a private university in Medellín, Colombia. This university was actually a secret training ground for a drug cartel. Juan had seen drugs on the streets of Caracas, but never experimented for fear of his parents' reactions. Now, hundreds of miles away from his family's support, he was shown the fabulous wealth of the smuggling trade. Juan signed on to work, but couldn't avoid the temptation to sample the wares.

Juan became addicted to cocaine. When the cartel's chemists synthesised a new, powerful prototype, the soldiers were explicitly ordered not to touch it — but Juan couldn't resist. He overdosed on the untested strain and experienced terrible side effects; they found his body mutated and deformed, but not dead. Somehow Juan recovered, discovering he could now manipulate his body in fantastic ways. His bosses tested the strain on other subjects, but all died horribly.

Juan became extremely valuable. His bosses trained him to become Rubicon, a deadly enforcer and assassin. Yet not even Juan's abilities could prevent the Colombian government from methodically wiping out the cartel. Juan knew his employers were doomed, so he fled to Argentina with a briefcase of cash.

Juan started over, free from crime. He returned to school, learning business and electronics, and invested his remaining money into his own firm, Robotix, Inc. He married, had a son, won lucrative government contracts, but was never able to shake his addiction.

One of Juan's rivals learned of his habit and blackmailed him. When Juan refused, they kidnapped his family. In retaliation, Juan tracked them down as Rubicon, only to discover his wife dead and son, Jose, mortally wounded. Rubicon rushed Jose to Robotix in a last-ditch effort to save him. He transferred a partial copy of his son's psyche into an A.I.-robot prototype. With his family and company lost, rage and addiction fuel his single-minded quest. He is now Rubicon full-time, as often a mastermind as an enforcer. His only goals are to revenge himself upon the world and to find a way to restore his son.


Acero Escudero

AKA: Steel Squire (100 Character Points — Tri-Stat)

Adventurer Level 2, Powerhouse Level 1; 105 Power Points — d20 System

Identity: Jose Jesus Colon

Occupation: Adventurer

First Appearance: Tales from the Street #99

Former Aliases: None

Place of Birth: Rio de Janeiro, Brazil

Affiliation: None

Territory: Central and South America, but travels worldwide with his father

Height: 5’10” (175 cm) Eyes: Green

Weight: 450 lbs. (205 kg) Hair: None (robot body)

Jose’s life effectively ended when his father’s enemies kidnapped him. He was taken along with his mother, and both were eventually shot. His father, Juan, found him on death’s door, but was able to save Jose’s life, after a fashion. Juan downloaded most of Jose’s psyche into a robotic prototype body Robotix, Inc. had created.

Jose underwent the long process of adapting to his new form and the powers it gave him. Sadly, the process was far from perfect, and large chunks of his memory and personality were severed in the process. His new body served to isolate him from others his own age, thus he came to be more and more reliant on his father. There was little joy in Jose’s days, only a cold, metallic distortion of what the world had been.

Jose willingly joined his father in his criminal activities. With no one else in his life, he relied entirely on his father for human contact. Jose still mourned his mother, and his father used this grief and anger to keep a tight emotional grip on the boy. Since Jose’s form was an obviously mechanical man, most people he encountered assumed him to be a robotic minion of his father. Few knew he had a human mind and soul trapped in a metal, composite, and plastic shell. Because of that, opponents would often underestimate him, thinking they could trick him or reprogram him to work against Rubicon — they would woefully learn he was fiercely protective of his father, as his last attachment to humanity.

As Acero Escudero (the “Steel Squire”), Jose uses his abilities to aid his father’s schemes and missions, regardless of their aims. His father’s rage and grief dominate Jose’s grim world. Too often, Rubicon spends time improving Jose’s capabilities, rather than pondering the enigma of restoring him. With Juan so occupied with the past, Jose wonders if his father will ever be able to focus on their future, or work towards the oft-repeated promise of a new human body for his son.

Sadly, Jose does not know how much he has truly lost — Juan grieves every time his son fails to remember a particular memory of his childhood, or his mother. Many fragments of personality were lost in the mind-transfer, and Juan is desperate to find a way to make his son whole again, yet he is overwhelmed by what has been lost, and the enormity of the task ahead of them.
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