

To
Serve
and
Protect™

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by Scott F. Heine

TO SERVE AND PROTECT™

An Adventure Scenario for Champions by Scott Heine

Thanks to Randy "Doc Sonic's a Woman?!" Bownds, Pat "Zounds and Aghast" Dobbin, Steve "You think you are a chicken" Holmes, Ed "Rattle, Rattle, Bam" Kahn, Tom "I saw it in *Aliens*" McKimmy, Matt "Don't look like a tree" Moore, Paul "I was mind controlled. Really." Parkhurst, Robert "Lost in the void" Perez, Dean "Eliminate the hostage situation" Theophilou, and Alfred "But Matt's character is stronger" Wenzl for their friendship and inspiration for this adventure (not to mention several years of exciting gaming).

This book is dedicated to my beautiful wife, Margo, whose patience and support made this project possible.

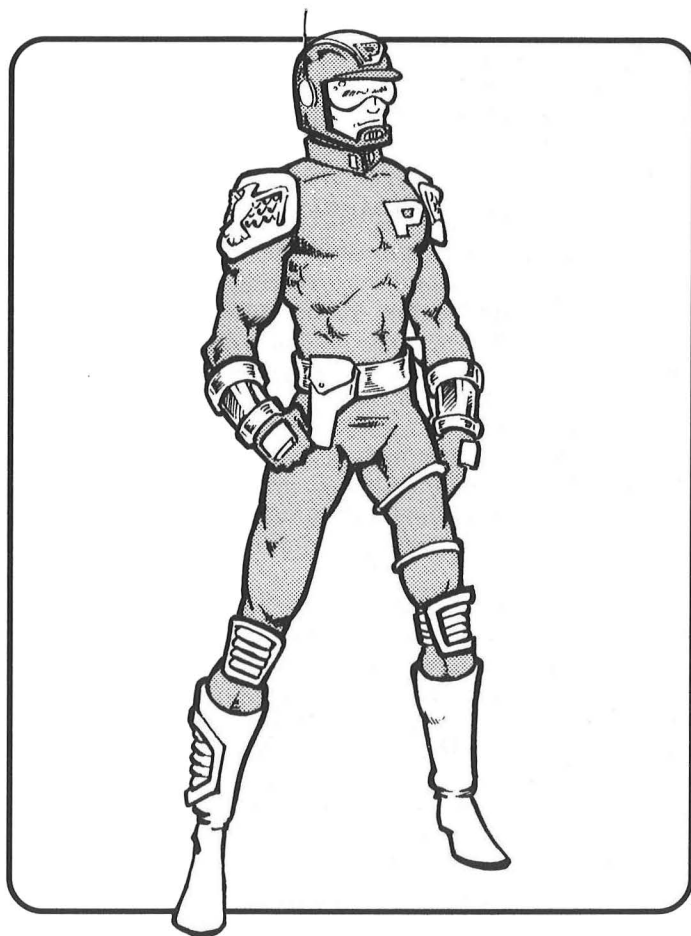
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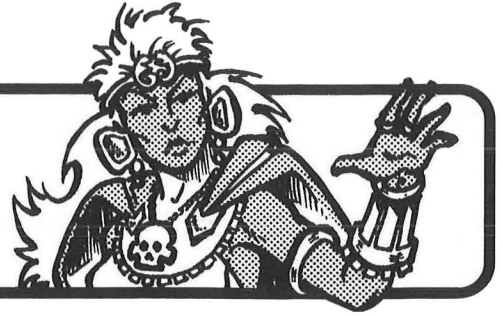
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INTRODUCTION



To Serve and Protect is multi-part adventure scenario for 5-7 characters with 50-60 active point attacks and 20-25 point defenses. This adventure will not only require careful strategy on the part of the players, but will force their characters to deal with issues of loyalty and ethics. If you are planning on playing this adventure, stop reading here. If you are the Gamemaster, read through the entire scenario thoroughly before beginning play.

The GM is free to decide how he wishes to implement these scenarios. It is possible for this adventure to be run in a single play session, by trimming out the subplots and moving play quickly to the final confrontation. However, as in the comic books, the storyline of this scenario can also be spread out over several weeks of play, manifesting itself in various subplots, and introducing new elements of role playing.

PLOT OVERVIEW

Centuries ago, a superpowered Aztec maiden discovered a mysterious skull-shaped pendant deep in the jungle near her home. Though she had no idea of where the pendant came from, she was strongly attracted to it and decided to keep it for herself. In reality, the pendant was a magical charm which bent the minds of those who fell prey to its influence and imparted a zealous desire to rid mankind of every form of evil and impurity. The Aztec girl soon became affected by the pendant's power and sought to purge all humanity. She was eventually entombed in stone by her peoples' sorcery, and the skull pendant lay waiting for a new victim.

Today, the pendant has been rediscovered, and it has worked its magic on a powerful team of American superheroes known as the Protectors. As a result, they have decided to free the petrified Aztec maiden and continue her quest with a newfound fervor. It is at this point that the players' heroes will enter the story. The Protectors will attempt to raid the local museum and recover the Aztec "statue," and our heroes will be brought in to stop them. Considering the size, experience, and disposition of the Protectors, it is likely that the characters will find themselves on the receiving end of an overwhelming attack.

After the battle, the remaining heroes will discover the theft of the statue, and will be left with a number of unanswered questions about the sudden change in this famous band of crimefighters. The trail of the robbery will lead our heroes to investigate the Protectors' floating Citadel in San Francisco Bay. This base is heavily guarded, and the heroes will have to fight their way through the sophisticated, automated defense systems of the Citadel in their search for answers.

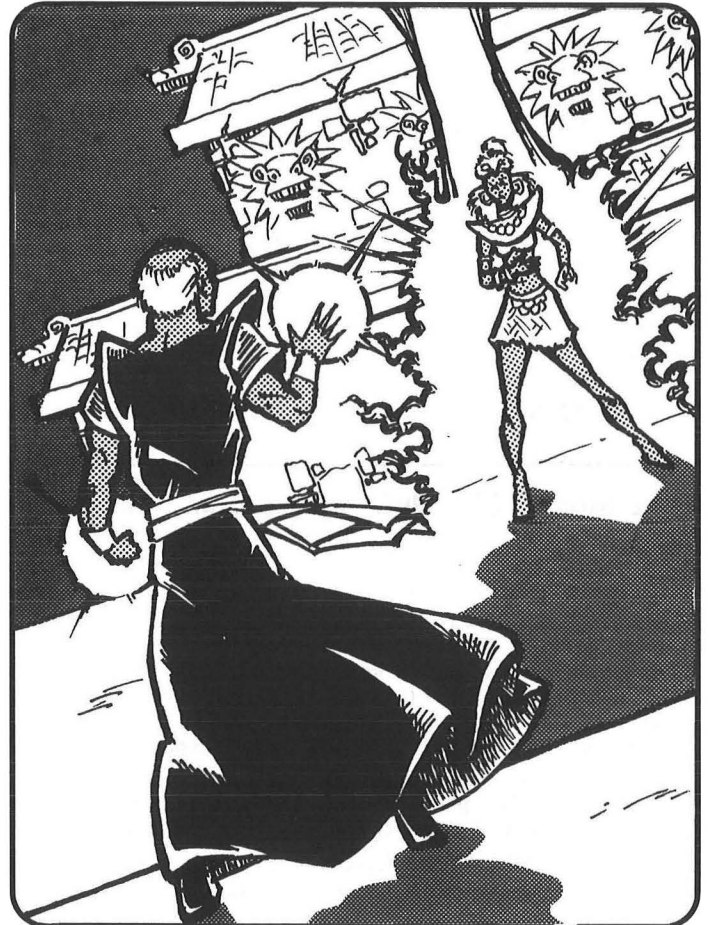
Though the players may learn more about the reasons for the Protectors' behavior from their investigation of the Citadel, they will find little information about the team's current location. Meanwhile, the renegade heroes revive the Aztec girl and help her become accustomed to this modern era.

During the following weeks, a new crimefighter will emerge, who zealously battles evil with deadly dedication. This is actually the revived Aztec maiden operating under the name of "the Purifier." She and the Protectors will target even the smallest of offenders for violent punishment, drawing the world's attention and fear.

Eventually, the Purifier will conclude that only a cataclysmic, worldwide event will truly cleanse humanity of its imperfections. With the Protectors' help she will construct a deadly device capable of destroying the entire world, and the Protectors will prepare to activate it from a remote cave in the South American jungle. The plot will reach a climax when the PCs arrive to put a stop to the merciless scheme.

HOW TO USE THIS BOOK

The Gamemaster should first read through the entire scenario, noting the flow of the plot and the slow revelation of the growing crisis. He should then examine the characters in the back of the book closely. Remember that the Protectors should be powerful enough as a group to defeat the Player Characters. The GM should also familiarize himself



with the strengths and weaknesses of the Protectors so that they can function properly as an integrated team. Information has been provided on the various personalities of the characters, and the GM is encouraged to roleplay the NPCs dramatically, thereby bringing them to "life" during play.

As always, the GM should feel free to change and adapt the scenario to fit into his own campaign. If the NPCs' abilities are too tough for your heroes, reduce the number of dice of their attacks and/or lower their defenses. If your heroes will easily overpower the Protectors, you can always make them more powerful, or even add Protectors Inc. agents to make things more difficult.

To **Serve and Protect** is more than just an adventure pack; it can be a source of valuable campaign material and a springboard for further adventures. The Protectors provide an excellent example of how to build a well-balanced superteam, and notes have been included on group composition and suggested combat tactics. Whether they are ever "cured" of their zealous bent for justice or not, they can easily become regular NPCs in your campaign. You may even decide to have the Player Characters join or replace the Protectors, taking over their base and becoming entangled with the teams' old arch-enemies.

Additionally, this adventure can be used to help define some of your heroes' ethical principles. Will they actually fight against their fellow champions? And if the Protectors are trying to eliminate crime (even if it means taking the lives of powerful mob leaders and supervillains), will the heroes try and stop them? Will they join the violent war against evil? And at what point will they consider things to be out of hand? If your campaign already involves "gray heroes" — super-types who fight crime in totally unconventional and often illegal ways — perhaps the Protectors will choose these characters as recipients of their wrath. The possibilities are limited only by your imagination.

It should be noted that the plot of this adventure is loosely based on actual Aztec mythology. If the GM wishes more information and inspiration on the subject, including material on Coatlicue and other figures in the Aztec pantheon, he should check out the mythology and art history sections of his local library. Several books, such as Richard Cavendish's *Mythology, An Illustrated Encyclopedia* (London: Orbis Publishing; 1980), Pierre Grimal's *Larousse World Mythology* (New York: G.P. Putnam's Sons; 1965), and Brian M. Fagan's *The Aztecs* (New York: W.H. Freeman and Company; 1984), offers a wealth of interesting material.

USING OTHER HERO SYSTEMS WITH THIS ADVENTURE

The basic plotline of this adventure can easily be adapted for use in a **Super Agents** campaign. Detailed notes on the Protectors Agency are provided, and with just a little expansion, they can replace the supertypes in the scenario. Simply establish a number of agents as the elite force within the agency, and give them Knowledge Skills and sophisticated weaponry resembling the power effects of the Protectors. The Purifier can be used almost as is; keep her touch of death, eliminate her elemental powers, and decrease her DEX and SPD.

Furthermore, several of the suggested options in the adventure involve the use of agents. The GM may wish to have his players create **Super Agents** for these scenarios, and use their **Champions** characters for the rest of the adventure.

More work will be required to adapt the scenario for **Justice Inc.** and **Danger International**. For Justice Inc. the idea of a resurrected goddess may easily fit with the pulp novel environment, though the Protectors will have to be replaced by characters more appropriate to the genre. Perhaps the GM can create a group of "mystery men," known only by a few, who secretly help the poor and oppressed. For **Danger International**, the type of adaptations necessary depend largely on the type of campaign you're running. In most cases, you'll need to tone down the fantastic elements of the adventure, but the effects of the pendant on fellow agents can still provide quite an adventure. Of course, for both **Justice Inc.** and **Danger International**, the statistics of the NPCs will have to be substantially reduced. Attacks, defenses, and characteristics should be just slightly higher than the average of the players' characters.

SETTING THE SCENE

BACKGROUND

Deep within the heart of the Mexican jungle near Tenochtitlan, a young Aztec maiden stood boldly atop a stone pyramid surveying the mob of angry warriors gathering below. Years before, when her miraculous powers over the elements first manifested themselves, the people proclaimed her as the living incarnation of Coatlicue, the mother of the gods. Now, after hundreds had felt her "cleansing touch" of death, her worshippers wanted her destroyed. She knew that their bone weapons could never harm her, and she grieved that she would have to pour out her deadly judgment to purify them of their wickedness.

But the people were aware of her invulnerability, and had prepared for her execution by securing the arcane powers of an elder priest of the Great Serpent, the god of the sky. As the blazing sun reached its peak, the old priest worked his charm, and the young goddess was suddenly encased in stone. In jubilation, the warriors took the resulting statue and buried it deep within a dried-up well, and hung her skull pendant high upon a pole as a trophy of their victory over a god.

Centuries later, archeologists discovered the Aztec well and its wealth of artifacts, including both the statue and the pendant. As excavation proceeded, outbreaks of violence occurred among the diggers, and the source of the violence was eventually traced back to squabbles over the skull pendant. It seemed that all who came into direct contact with it began behaving aggressively toward other workers and developed an attitude of self-righteous piety. The problem was referred to various parapsychologists, who also suffered the same effects.

Eventually the pendant was handed over to Dr. Wraithe, a powerful magician and member of the the Protectors, a San Francisco-based team of superheroes. Though he used extreme caution, Dr. Wraithe eventually came into direct contact with the artifact, and suffered the same personality transformation as the others. He realized that all forms of evil, no matter how trivial, must be purged from the earth. He shared this revelation with each of his teammates by bringing them into contact with the mysterious relic. As the Protectors went forth to battle crime with a new-found fervor, Dr. Wraithe explored the origins of the skull-shaped amulet. He eventually traced it back to the life-like Aztec statue found in the archeological dig, and recognized the ancient secret behind the goddess.

The Protectors have now decided that Coatlicue, the petrified Aztec mother of the gods, must be released so that she can bring her powers of purification to this wicked generation.

THE SKULL PENDANT

This small pendant is made of enchanted jade and is about three inches in diameter. The origin of the pendant is currently unknown (even Coatlicue herself is unaware of its maker), and is certainly several centuries old. It does not actually add to the powers of its wearer as a Focus would; rather, it has transforming effects on all who come into prolonged contact with it. Anyone who directly handles the amulet will find themselves becoming obsessed with the idea of absolute justice and purity. Though they will feel that they are above judgment themselves, they will be compelled to discipline other offenders harshly. No evil, no matter how small, can be tolerated. Eventually, even the fundamental moral scruples of a victim will be bypassed in the effort to purify the world.

The effects of the pendant are cumulative, so that the longer the exposure, the stronger the effect. The pendant's influence can be reversed in a number of ways. First, the victim can undergo a period of intense psychological treatment, working through the twisted patterns of thinking and re-evaluating personal ethics. However, this can take some time. For more immediate results, Telepathic contact, at the 4x level, can "awaken" the true person inside. The contact must be maintained for at least three phases to be effective.

The Skull Pendant: 3d6 Transformation Attack (vs. Power Defense); cumulative effect; totally invisible power effect; result is a personality transformation into a zealous avatar of absolute justice

PROLOGUE

For the past several months, criminal activity in the world has been increasing dramatically. A great deal of it seems to be in response to an all-out war being waged by a San Francisco superhero team against the underworld. This team, known as the Protectors, has moved from defending society to mercilessly hunting down and eliminating criminals, using ruthless and often illegal means. Rumor on the street has it that the Protectors have even acted as vigilante executioners for a few major villains. Spokesmen for the team have exposed several scandals within important government circles, and some agents of Protectors Inc. have begun interfering with police investigations. Newspaper headlines are constantly peppered with the latest "busts" by the Protectors, and government agencies have begun to alert their local heroes to the possible threat of brutal public conflict, which would endanger people and property. Some restraining orders have been issued, but no actual charges have been filed yet. The Protectors have steadily increased the scope of their activities, and have been seen in nearly every major city in the United States.

INVOLVING THE HEROES

Though there are many possible ways to involve the characters in this adventure, the method chosen should be tailored to the individual styles of the players. Any extra planning effort by the GM to catch the players' interest is bound to pay off in the long run.

Here are some suggestions for getting the characters involved:

- 1) You may choose to have the Protectors' raid on the museum come as a complete surprise, with the heroes responding to screaming police sirens or a desperate plea for help from authorities. If the players are not aware of the current events surrounding the Protectors, they will probably expect a band of ruthless villains attacking the museum. The sight of a famous group of heroes tearing through the Metropolitan Galleries will come as a shock, and will leave the PCs with a lot of unanswered questions. The Protectors may try to capitalize on the confusion, urging the heroes to trust them, and arguing that they have a good reason for their behavior which "cannot be disclosed at this time."
- 2) Even before the main part of this adventure begins you may want to set the stage for the upcoming events. The Protectors may originally dispatch a large number of their agents to retrieve the statue *en route* to the museum. In this scenario, the heroes would be called in to protect a high-speed freight locomotive which has fallen under siege. The resulting struggle will likely take place atop a moving train (a very dangerous place even for superheroes!) See **Champions II** for details on the weight of a train, the effects of being hit by the speeding locomotive, damage from falling off at high speeds, etc. When it is over, the heroes will be asked to guard the exhibit temporarily, setting the stage for the first part of the adventure, "Night Raid."
- 3) It's possible that an aura of imminent danger may attract heroes with danger sense or magical skills. The origin of the threat lies somewhere within the Metropolitan Galleries, although the exact place and nature of the omen cannot be sensed. The character may choose to warn the museum officials, or he may remain hidden nearby in anticipation of the upcoming events.
- 4) Perhaps the authorities will ask a few heroes to follow the Protectors in case their vendetta against the criminal element gets out of hand. The heroes may then witness and perhaps participate in a furious blitz of a supervillain's hideout. If the characters actually become involved in the Protectors' assault, their efforts will be politely acknowledged, but any questions about the Protectors' motivations or recent activities will go unanswered. Eventually the PCs will observe all the Protectors leaving the Citadel Skycruiser, and can follow them to the Metropolitan Galleries.



CHAPTER 1: NIGHT RAID!

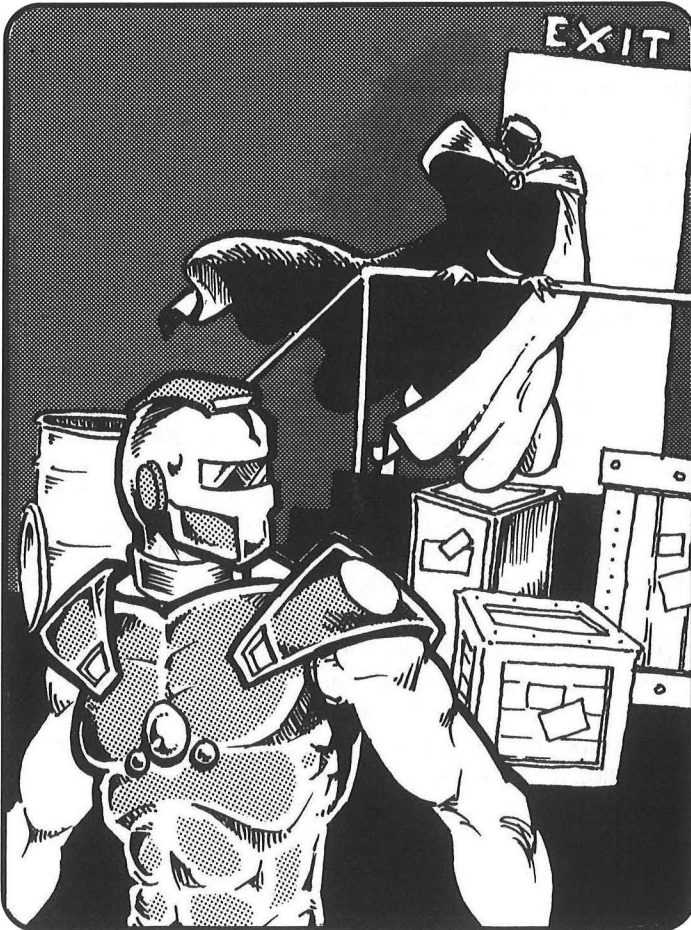


The serene evening is abruptly shattered by the screaming engines of the Protectors' Skycruiser as it streaks over the sleeping city. Dark clouds gather ominously overhead, as if in response to some dark summons.

"Quasar, are you sure we're doing the right thing?" Doc Sonic looks inquisitively into the gleaming yellow eyes of the team's leader. "After all, what we're planning here is outright burglary."

"Do not worry, Doctor. We have all agreed that releasing the ancient female will greatly benefit mankind. She will cleanse this planet of evil once and for all. A day shall come when the people will thank us for our actions."

"Quiet back there!" hisses Huntsman from the cockpit. "We're nearing the museum..."



THE PLAN

Having uncovered the secrets of the skull pendant and its previous owner, the Protectors became convinced that they must free the artifact's mistress from her petrified prison. Knowing that the authorities would never approve, they prepared an all-out assault on the Metropolitan Galleries, where the statue is being kept for display.

The museum itself actually consists of several buildings scattered throughout a wooded park. Each building contains one or more galleries displaying various works linked to a particular historical period or artistic theme. See the map and description of the Galleries for more detailed information.

The Protectors have learned that the unusually realistic statue of Coatlicue is being prepared for an exhibition in the Central American Gallery, which is scheduled to open in several weeks. They intend to fly their Skycruiser, in remove the statue, and travel to a secluded place where Dr. Wraith can transform the statue back into the Aztec maiden. The Protectors have made no effort to scout out the museum beforehand, trusting that sheer speed and brute power will be sufficient to overcome any opposition.

AT THE MUSEUM

Upon reaching the museum, Huntsman will set the Skycruiser to hover directly above the Central American Gallery. Quasar, Dr. Wraith, and Silverfist will enter the building through its main doors and begin searching for the statue. Huntsman will remain in the pilot's seat, ready for a quick getaway. The rest of the team will position themselves on the roof of the gallery, watching for any signs of approaching trouble.

As Silverfist kicks open the front doors, a silent alarm will be set off, alerting the authorities to the break-in. The parking lot guard will also call in and confirm the alarm, pointing out that a "glowing U.F.O." is hovering above the museum. Several squad cars will be dispatched, and the police may contact local superheroes for assistance. The brave security guard inside the gallery will manage to get off one shot (which bounces off Silverfist's armor) before Dr. Wraith sends him into a deep slumber.

Inside the gallery, the three Protectors will discover that none of the artifacts have been unpacked yet. Instead, countless wooden crates and rolls of padding are strewn about the display cases. If they have met no further resistance, the burglars will begin searching the crates for the statue. Silverfist will utilize his X-Ray vision while Dr. Wraith and Quasar begin tearing the packing apart. It will take them at least five minutes to locate the proper crate and secure the statue (which weighs 1.5 tons and is, for all purposes, magically invulnerable).



When the police and/or heroes arrive outside, Renegade will take command, threatening to have Helios and Maelstrom burn the entire museum complex to the ground if the Protectors are not left alone. If provoked, the Protectors will strike back forcefully and efficiently, unleashing their full powers to deter further interference. The Protectors will not be above starting a fire in the woods or holding a policeman hostage to distract their opponents while the team inside looks for the statue. (They feel that the stakes are so high that any actions, however repugnant, are justifiable.) If the Protectors actually have a chance of being defeated, the Huntsman and the search party will rejoin the team in a ferocious attack. However, the Protectors will avoid actually killing any innocents; they merely want to knock out their opponents and recover the statue.

After one turn has passed, the search party will find the prize, and will promptly move the statue to the jet (either by Dr. Wraith's teleportation or Silverfist's strength). Meanwhile, the other Protectors will pick up their fallen comrades and head for the Skycruiser. Should any heroes try to follow the jet, the Protectors will fire back with their most powerful attacks until the cruiser's incredible speed whisks them through the clouds and out of sight. If their getaway is tracked by radar, they will eventually head west to the Pacific Ocean, plunging beneath the sea in submersible mode.

It is entirely possible that the players may foil this attempt at stealing the Aztec statue, though the GM should not make it easy for them. If our heroes somehow stop the theft, the Protectors will rethink their strategy and plan for another raid, bringing along squads of agents and preparing more thoroughly. Keep in mind that the Protectors are a large, experienced team. If sheer numbers are insufficient for defeating

the PCs, the Protectors will maximize the effect of their teamwork to achieve their goals. Notes on possible tactics can be found in the back of this book along with the NPC descriptions.

AFTERMATH

By fighting in full force, the Protectors should have no problem defeating the PCs. When the dust settles, it is likely that some heroes will have been knocked out. Once they revive the players should find themselves with a lot of unanswered questions and, possibly, a desire for revenge.

By examining the museum, it will be obvious that the Protectors were searching for a very particular item. If the heroes decide to immediately track down the Protectors, the GM should proceed to the next segment of the adventure. If not, they will have an opportunity to learn more about what the Protectors were after.

The museum staff will be called in to examine the damage resulting from the battle, and Police Lieutenant Samantha McDonald will organize an official inquiry. After a few minutes, various forensics personnel will begin to rummage through the debris, and reporters will swarm over the site. After two or three hours of careful investigation, the authorities will be able to point out the missing statue, and can provide photographs of the sculpture. The statue is uniquely life-like among all the Aztec art, making it something of an oddity. Normally, Aztecs portrayed their deities as horrible, ugly manifestations. However, pictures of the stolen statue will show a beautiful woman with an elaborate headdress. Her skirt is made with an intertwining snake motif, and she wears jewelry composed of human hands and hearts. The figure will be identified as Coatlicue, the legendary mother of the gods, whose powers over the elements supposedly made her the divine judge for the Aztec people.

If the players inquire, Lieutenant McDonald can answer some questions about the Protectors. She can give a sketchy outline of the group's history, pointing out that the Protectors began as an honorable team of crimefighters who dedicated themselves to protecting the world from the growing threat of exotic and paranormal enemies. McDonald will mention that she has had the privilege of working with the team in the past when they helped solve the mystery of Talon, a violent, super-powered serial killer. The Protectors' current behavior comes as a shock to her, and she is sure that there must be some explanation. McDonald can also provide the PCs with the location of the team's floating Citadel, as well as the information from the Prologue.

Though Lieutenant McDonald has only met the Protectors once, she is aware of some details about each member. If the players inquire, she can provide the following information:

- Each member wears a powerful, concealed *radio*.
- Their *HQ* is heavily guarded, and run by an Artificial Intelligence Device named "Galahad."
- The Protectors' vehicle, *the Skycruiser*, is one of the fastest airships in the world.
- Ace* is a Martial Artist.
- Brainstorm* is a Mentalist, and suffers from asthma.
- Doc Sonic* is the newest member of the team; her powers are still unknown.
- Dr. Wraith* is a magician and he even frightens his teammates; he has been the source of some major conflicts between the group and the authorities.
- Helios*, a fire user, has a hot temper and acts impulsively.

- *The Huntsman* has incredible accuracy with his crossbow.
- *Maelstrom* controls weather and is at least 50 years old.
- *Quasar*, a light-controlling alien, is the team's leader.
- *Renegade* has tremendous strength and doesn't get along well with the police.
- *Silverfist* has special senses and great strength.

The police will not be able to explain the motivation behind the unusual behavior of the Protectors or what they might want with the statue. However, they will be more than willing to cooperate with the heroes in finding the answers.

Meanwhile, the Protectors have taken the statue far out to sea in their Skycruiser. While Dr. Wraith begins formulating the spell that will restore the Aztec maiden to her human form, the other Protectors plan out their next move.

THE MUSEUM

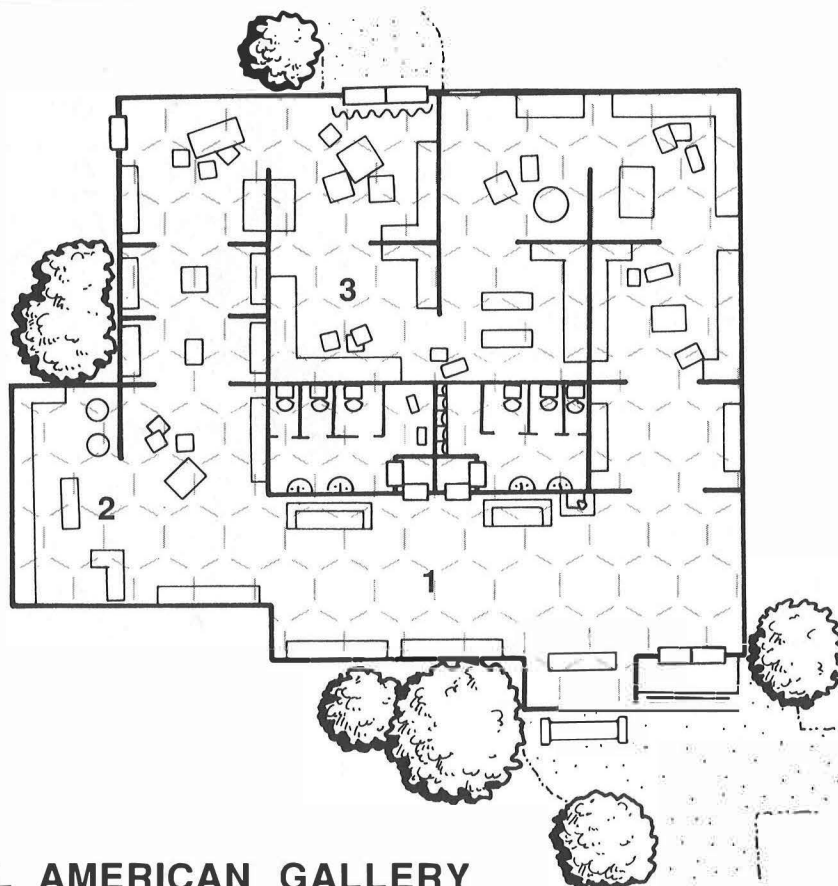
The Metropolitan Galleries consist of several buildings scattered throughout a six-acre wooded park. The serene setting, as well as the superb facilities, have made the museum a popular attraction for all ages. The Galleries have hosted a number of travelling exhibitions and are currently anticipating the opening of three new modules: the Near Eastern Gallery, the "Hands On" children's museum, and the Central American Gallery. The last of these is where the first part of this adventure takes place.

The Central American Gallery is located near the southwestern gate of the park and is one of the smaller facilities of the institution. The building itself has been completed, and arrangements are currently being finished for its opening in several weeks. The outside of the gallery has a facing of stucco, with a dark, tiled roof. There are no windows, except for the glass panels alongside the main doors. Two emer-

gency exits have been placed along the back of the museum, along with large double doors for loading exhibits.

The inside of the museum has been plushly decorated with marble floors and rich green curtains. The lighting is always kept dim, except for in the gift shop. Visitors will be directed through the snaking path of the exhibition spaces which dominate the northern half of the building. The display cases along the walls of these areas, as well as in the center of several aisles, are currently being prepared for exhibition. Though some have been set up, most are still empty. Numerous crates with numerical markings and various packing materials are scattered throughout the building. Any portion of wall not covered with display cases or containing an emergency exit has a floor to ceiling mural of jungle landscape. The effect is that the exhibit has been set up in the Central American forest, with the viewer glimpsing the countryside beyond the various displays.

- 1) This is the main reception area of the museum. Near the front doors is a desk covered with display cases holding brochures which detail the museum and its exhibits. The floors in this area are polished marble, as are the benches against the north wall. The south wall has two display cases advertising exhibits in other galleries in the park.
- 2) This is the gift shop for the gallery. Its racks and bins are empty. The form of a security guard, knocked out by Dr. Wraith's Ego Attack, can be found here. His gun (1d6+1 RKA, -1/3"; five shots left) lies nearby.
- 3) These alcoves and chambers are the main display area for the gallery. An abundance of empty glass display cases line the walls, and unlabeled wooden crates are spread about. They are all marked numerically. The asterisk marks the crate containing the statue of Coatlicue.



THE CENTRAL AMERICAN GALLERY

CHAPTER 2: ASSAULT ON THE CITADEL



"I don't get it, Lieutenant. Why would the Protectors want to steal an old statue?"

Police Lieutenant Samantha McDonald shrugs her shoulders. She has spent the last three hours speaking to witnesses amidst a sea of flashing red and blue lights, and is convinced that the Bay Area's former defenders are the ones responsible for the raid. Yet, despite her years of police work, she is unable to imagine any motive for their actions.

"Any word on their current whereabouts, Sergeant?"

"Sorry, Lieutenant, but all we know is that they took their jet out over the ocean. After that, airport radars lost 'em. Donnelly is trying to get in contact with someone from their San Francisco offices, but hasn't had any luck yet."

Lieutenant McDonald has no doubt that the answers are locked away within the floating Citadel near San Francisco. Someone is going to have to break in there.

"Get me those heroes that tried to stop the raid. I have a proposition to make ..."

THE SITUATION

Following the raid on the museum, the characters will find themselves with a confusing puzzle. Why did the Protectors commit the robbery, and what do they want with the statue? What could have possibly turned these costumed crusaders into common criminals? Clues will be scarce, and there is no easy way to track down the Skycruiser.

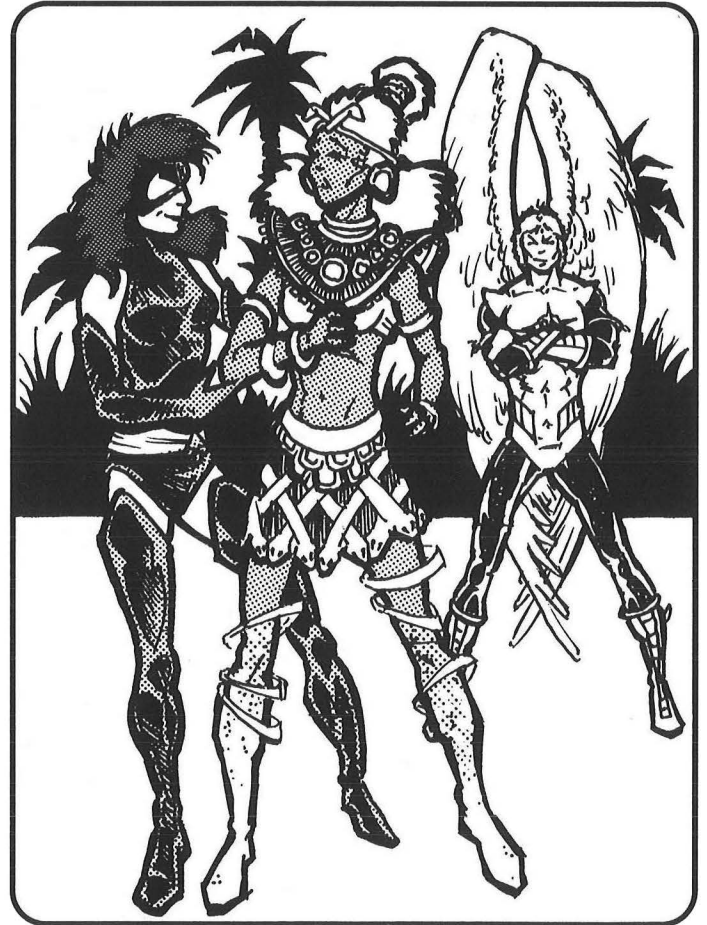
Meanwhile, far beneath the Pacific Ocean the Protectors have restored Coatlicue to life. Although she is initially confused and disoriented, the Protectors quickly gain her confidence by returning her skull pendant. The team then decides to split up, with Ace, Brainstorm, Helios, Huntsman, and Renegade returning to the Protectors' headquarters to destroy all their records and to salvage valuable equipment. Doc Sonic, Dr. Wraith, Maelstrom, Quasar and Silverfist will take Coatlicue to a remote, uncharted island in the south Pacific and help her adjust to this era.

Back at the museum, the heroes are faced with a choice: they can either begin tracking down the Protectors immediately or they can wait until official backup units are available. If the players decide to go directly to the Protectors' Citadel, the GM must decide how much help will be provided. It may be possible for government-affiliated heroes to link up with a Coast Guard boat or some limited police backup, but for the most part, the heroes will be on their own.

Once they reach the Citadel, the PCs will find the installation unoccupied, defended only by the base's Artificial Intelligence Device, Galahad. The AID will alert the approaching Protectors via radio to the breach of security. The Protectors will then approach the base in submersible mode, and Brainstorm will mindscan the base to discern the number of intruders present. If Renegade feels confident that the Protectors can defeat the intruders, his team will attempt to enter the Citadel through the lower hangar (see maps and descrip-

tions of the base) and attack. On the other hand, if a number of Coast Guard boats or police helicopters surround the base, the Protectors will abandon the site and rejoin the rest of the team in the Pacific.

Should the heroes choose to wait for the police to investigate the museum (which will take at least twenty hours of serious searching and interviewing), the Player Characters will be allowed access to all the information discovered. At this point, give the heroes access to all public information about the Protectors, including the facts listed under Chapter 1 and specific reports of past activities. If the players wish to pursue this lead, the GM should outline some past adventures, where the Protectors fought weird megalomaniacs and evil criminals. (See the backgrounds of the Protectors in the *Sourcebook* section.) If contacted, Protectors' spokesmen will have no knowledge of the raid or possible motivations behind it — news of the assault will be quite a surprise. Essentially, the record will show that the Protectors have always cooperated with the law; their current escapades are totally out of character.



The characters will eventually be asked to help the authorities search the Protectors' Citadel in hopes of finding some answers. Though no blueprints of the base are available, the police know that the Citadel contains highly sophisticated and dangerous security equipment. If the heroes request it, the authorities can provide them with transportation to the base in the San Francisco Bay and loan them scuba gear, flashlights, two-way radios, and a speedboat. The Coast Guard will be willing to cooperate, as will the local police. However, the government will be reluctant to involve such special units as SAT (see **Super-Agents**) or PRIMUS (see **Organization Book 2**) without further information the matter will be regarded as a local problem.

CITADEL DEFENSES

Both the exterior and the interior of the base are continually monitored by an army of Drone Cameras, each of which resembles a small silver sphere. These have been equipped to fly both above and below the water's surface, moving 6" per phase at DEX 13, SPD 4. They are linked directly into Galahad. The cameras are also equipped with both Infrared and Ultraviolet vision. A roll of 11 or less on 3d6 indicates that a Camera Drone is present in any specific area.

If Galahad is not expecting any visitors and detects the presence of intruders near or within the base, it will signal each of the Protectors over their satellite-linked communicators and initiate full alert. The lights in the base will all be shut off (except in any room where Quasar may be present). The staircase will be sealed off by heavy, reinforced doors (DEF 13, BOD 9), and the elevator will be disabled for all but the Protectors.

The Citadel is equipped with various traps and security devices which can be activated by Galahad if necessary. These include laser cannons, gas traps, and teleportation devices. Note that in most cases, the security tactics can be defensive (removing or delaying the intruders) or offensive (inflicting serious damage with the intention of incapacitating the chosen targets).

Additionally, eight Security Drones can be activated and manipulated by Galahad. They will appear as free flying gold spheres, similar to the silver Camera Drones. These devices are well armed and will coordinate attacks with other weaponry.

SECURITY DRONES	
18 DEX; 15 BODY; 5 PD; 5 ED; 5 SPD	
25	Multipower (50 pt. reserve), activate 14-, 1 segment delay, 12 uses
2 u	5d6 NND gas attack (vs. 10 pts. Life Support)
2 u	10d6 Energy Blast
2 u	3d6 RKA laser, can't be spread
12	6" Flight, 0 END, Always On

If the characters attempt to disguise themselves as the Protectors, they will still have to bypass the key-code locks within the base (or Galahad will regard them as intruders.) See the maps for a detailed description of the Citadel and what can be found there.

If some of the Protectors have returned to their base, they will desperately try to defend the Citadel while the Huntsman destroys Galahad's memory banks. This will take at least 1 turn once the Huntsman reaches Galahad's main controls on the lower level. Should the battle turn against them, the Protectors may decide to initiate some sort of self-destruct sequence on the Citadel and flee in the submerged Skycruiser. However this action will only be taken as a last resort.

The GM should make this encounter as exciting as possible, with enemies lurking in the dark corridors and around corners. Remember that Galahad and the Protectors are familiar with the base's layout and will use their "home turf" advantage. The GM may wish to consider letting the players recover between battles; if some of the Protectors have returned, the heroes will need all their strength to defeat both the base and its owners.

AFTERMATH

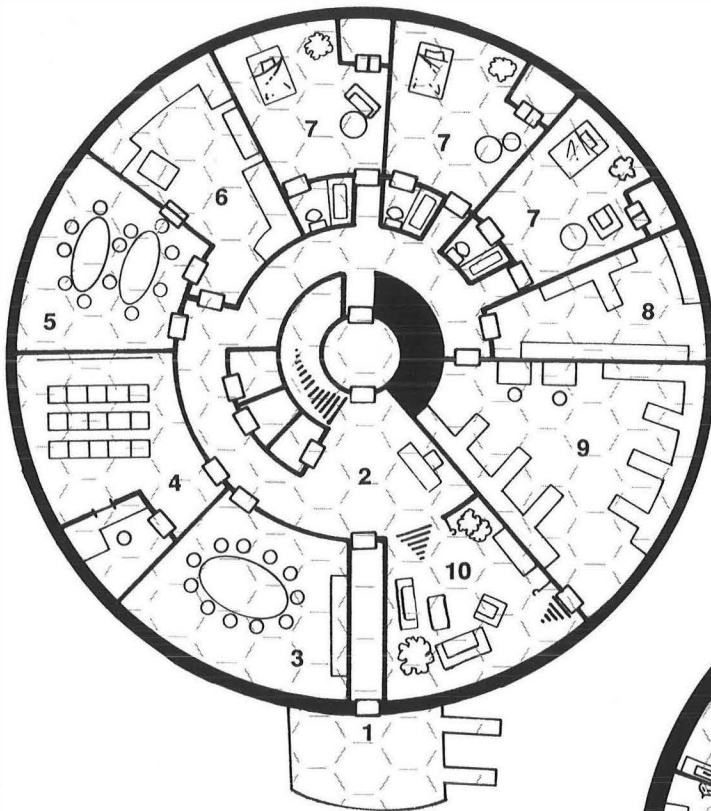
If the heroes have successfully infiltrated the base and overcome its defenses, they should have an opportunity to probe Galahad by using Computer Programming or Telepathy. If none of the characters can access Galahad, then outside experts can be brought in to help. Any Computer Programming rolls made in the base will be at a -2 due to Galahad's complex security codes. However, if Galahad can be distracted, the GM may wish to reduce this penalty. Information gained from Galahad's banks will include a record describing the discovery and effects of the skull pendant as well as some notes about the Protectors' plan for freeing Coatlicue.

Moreover, the players may learn that the skull pendant has had some sort of "revelatory" effect upon the Protectors, making them aware of the gross imperfections in mankind and the need to purge humanity of its flaws. The record will show that the skull pendant originates with the Aztec statue, and that the Protectors believe that the statue can be brought to life to direct the purification process. If the GM wishes to shorten the adventure, Galahad can provide the players with the current location of the Protectors in the Pacific, allowing the players to proceed directly there for a final conflict. Otherwise, this information should not be available, and the GM can utilize the *Interlude* subplots outlined below.

It is possible that the characters will have captured some of the Protectors at this point. If so, they will find that the Protectors make very uncooperative prisoners. None of the captured NPCs will be willing to reveal any information to the players; they would prefer torture and imprisonment to turning traitor. Telepathic interrogation, however, could reveal the location of the island where Coatlicue is being kept, as well as some of the team's strengths and weaknesses. Yet, to be successful, Brainstorm will have to be put out of commission or moved away from the rest of the prisoners. Otherwise, he will extend his Ego Defense to protect his teammates. Of course, the Protectors will highly object to a telepathic probe, especially if it reveals their secret identities.

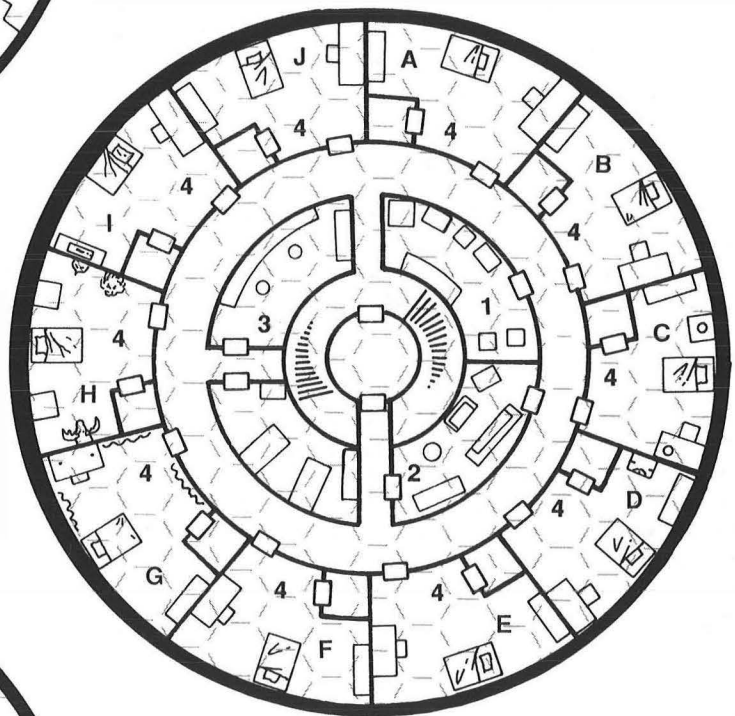
If the base has gone to full alert, or if the Protectors are given a chance to use their communicators, the team in the Pacific will receive warning of the Citadel's security violation, and may pack up and move to a more secure place (such as a hidden cave, a deserted wilderness, or the depths of a remote rain forest) to continue their training of Coatlicue.

- A Renegade
- B Ace
- C Doc Sonic
- D Maelstrom
- E Helios
- F Silver Fist
- G Huntsman
- H Dr. Wraith
- I Brainstorm
- J Quasar

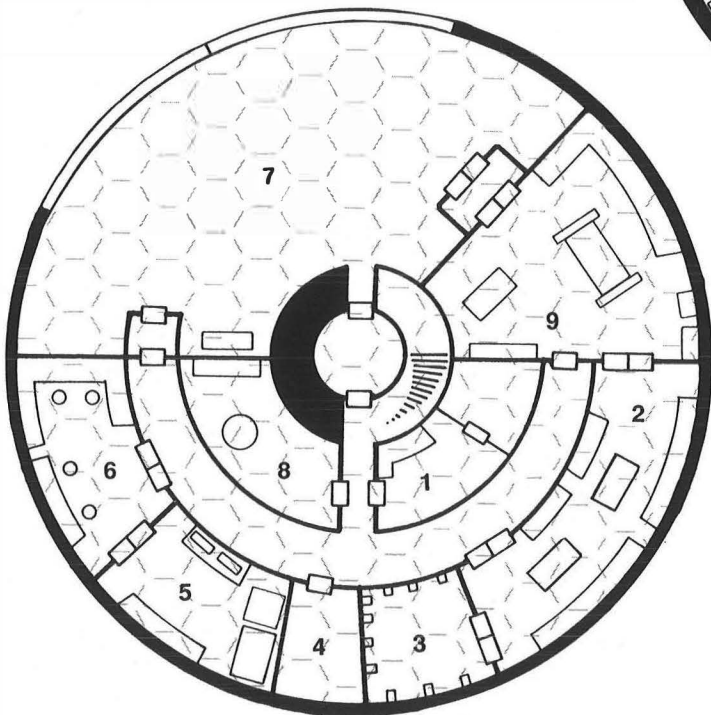


CITADEL LEVEL 1

CITADEL LEVEL 2



CITADEL LEVEL 3



PROTECTORS' CITADEL

THE PROTECTORS' CITADEL

The Citadel is actually a floating base located in the center of the San Francisco Bay. Only the top level is above water; levels two and three are submerged beneath the surface. From the outside, the base appears to be a flat, silvery disk, with no obvious windows and only one entrance. A floating dock extends from this entrance, allowing small boats from the mainland to dock. Occasionally the silvery spheres of the camera drones can be seen circling the Citadel, plunging beneath the bay and surfacing again elsewhere. There appears to be no regular pattern to their rounds, and it is difficult to count them precisely.

LEVEL ONE

1) Entry: This is the main entrance to the Citadel, located at the end of the floating dock. People entering the base must pass through a double set of reinforced doors (13 DEF, 9 BODY). A camera is set by the north door, providing a clear view of all who enter. The north door requires positive ID by Galahad for entrance; it is opened by punching in the correct combination code on a keypad located by the right side of the door or by pressing a button at the receptionist's desk. If the wrong combination is entered three consecutive times, or if either door is opened by force, Galahad will signal an alarm and begin releasing a continuous stream of 4d6 NND gas (vs. 10 pts. Life Support) into the entry hall.

2) Reception Area: The main entrance into the citadel opens into this small reception area. Visitors are required to check in with the receptionist. There is a small cloak room along the western wall across from a large, oak desk. Margot LaFleur, the Protectors' super-efficient French secretary, is normally here during weekly business hours. However, due to the unusual circumstances, the Protectors' have given her two months paid vacation while they restore Coatlicue.

3) Meeting Room: A large oak conference table and twelve padded chairs dominate this chamber. A kitchenette, equipped with a small refrigerator, sink, and coffee maker, is along the east wall. This is where the Protectors usually hold their weekly business meetings, and a number of empty paper cups and assorted notes remain on the table. Among these notes are pictures of the statue of Coatlicue, as well as various technical diagrams of the skull pendant. A large map of the Metropolitan Galleries area is pinned to a bulletin board with the Central American Gallery circled in red.

4) A/V Room: This area is set up for audio/visual presentations, slide viewing, and movies. The projection booth in the back of the room is stocked with the latest electronic entertainment and presentation equipment.

5) Dining Room: Decorated in dark green and peach, the dining area is an elegant, relaxing room. Twin oak tables, each sitting 6-8, are near the center of the room under sparkling chandeliers. Swinging doors along the north wall lead to the kitchen.

6) Kitchen: This facility is very modern, stocked with high-tech cooking paraphernalia. Dirty dishes are still piled in the sink, and the refrigerator is nearly depleted.

7) Guest Rooms: Each of these rooms is decorated with plush carpets and fine furnishings. Small washrooms are located along the south wall, and walk-in closets are across from the king-sized beds. Currently, neither of the rooms is in use.

8) Storage: This deep closet has various cleaning and office supplies, tools, and assorted linens for the guest rooms.

9) Library: This large room is lined with tall book shelves and filled with interesting volumes. Works of world history, classic literature, science, and poetry are well represented, along with numerous reference works. Especially plentiful are various contemporary novels — mostly mystery and science fiction. The volumes on classic drama, such as Shakespeare and Greek tragedies and comedies, are especially worn and tattered. One entire shelf is devoted to a set of journals written in some unknown alien language, and printed upon a waxy paper. (These are some of the technical notes that Quasar took with him from his home planet.) Several atlases lie about on the reading tables, opened to pages of the south Pacific and lower Mexico. There is also a file of periodicals on microfilm against the north wall, along with two microfilm viewers. Weekly editions of many major world newspapers can be found here.

10) Lounge: Just off the library and reception area is a plush, sunken lounge. Soft couches sit in the southwest corner, and current new magazines (with paperclips marking Protector-related articles) are scattered about the coffee table. Visitors are usually instructed to wait here until a Protector is available to assist them.

LEVEL TWO

The hallways to this level, as well as level three, are covered with an off-white, translucent surface. Close examination shows minute circuitry beneath the floor covering. In reality, the entire hallway system has been set up as a teleportation device. Should Galahad deem it necessary, it can use the hallways to teleport any intruders to a memorized location approximately 170 yards south of the Citadel (just above the bay). Galahad must make a successful H-to-H attack roll against the target, taking a half phase action. If a Protector is really in serious danger, he may request Galahad to teleport himself out of the action temporarily using the same mechanism.

Teleportation Trap: 85" Teleport, x4 mass; Area Effect: the hallways (+1); usable against others only, with no range (+1/2); to one memorized location only (-1.5); one segment delay (-1/4); OIF floor circuitry in 2 meter patches (-1/2); 64 uses (+1/2);

1) Laundry: Here are several sets of laundry machines for the Protectors' personal use.

2) Rec. Room: This long room houses a large-screen television and a sophisticated stereo, several soft couches, and a holographic video game system (treat as a 2d6 Light Illusions projector that can only operate according to pre-programmed games). The game system is currently off, but can be activated to run several shoot-'em-up type arcade games utilizing 3-D holographic images.

3) Infirmary and Medical Lab: These facilities can deal with most injuries or illnesses. The infirmary has two beds under the supervision of an automated robot doctor (controlled by Galahad). A locked glass cabinet on the wall contains a large variety of pharmaceutical elements as well as several vials labeled "E. Enh." These vials contain doses of the ego enhancing drug used by Brainstorm; if administered to anyone else, they will only make the character nauseated. Characters with any medical skills will recognize that this lab is very well equipped.

4) Protector's Quarters: These small apartments are furnished with a bed, wardrobe, desk, and washroom. They are not intended to be permanent housing, but temporary quarters while on duty. Though all members of the team have other housing elsewhere in the Bay Area, these apartments get quite a bit of use. Each Protector has decorated his or her own quarters according to personal taste.

Renegade's room is adorned with posters of sports cars and beach scenes and is fairly untidy. A picture of Captain Thunder hangs over the desk, and a newly-begun collection of past news articles on the Captain's exploits can be found in a shoebox on the bed.

Ace's room boasts of a large collection of dolls in fine silks. Contrasting these are a number of Japanese bladed weapons (all ceremonial, not really functional) hang on the walls. The bedspread is made of beautiful silk, with an elegant, oriental floral print.

Doc Sonic's quarters are characterized by lace and freshly cut flowers. Watercolor paintings hang on the walls, and pot pourri scents the air. On the nightstand is a stack of technical journals, as well as a sketchpad with some obscure notes about the Sonic Battlesuit and ways to make it more efficient. Characters with scientific skills may notice that sonic attacks against the battlesuit can overload its circuitry, causing severe damage to its wearer.

Maelstrom's room has several antiques, the most notable being a large grandfather clock along the northeast wall. The decor is very masculine, made up mostly of deep forest greens and dark woods. Only the bright blue and yellow University of California pennant hanging on the backside of the door seems out of place.

Helios' chamber is fairly spartan, with only the barest essentials present. His bed is covered with a thick, fire-retardant blanket and the carpeting has been replaced with thick tile.

Silverfist's room is virtually wallpapered with newspaper clippings of the Protector's exploits. A quick survey shows that the Protectors were, at one point, an honorable organization of crimefighters, protecting the world from various menaces and crises. A pair of dusty boxing gloves hanging over the inside doorknob, as well as rival pictures of middleweight contenders, serve as painful reminders of what Silverfist used to be.

Dr. Wraith's room is draped in dark, purple curtains and lit primarily by smoky candles (though there are lamps and electrical outlets in the room). A plethora of bizarre objects line the shelves, and several heavy books on Mexican history are strewn about. If the heroes haven't already learned the legends of Coatlicue, they can find informative passages highlighted in these volumes. (Refer to Coatlicue's Aztec background for more information.)

The Huntsman's room has several animal heads hanging on the wall, as well as the makings of several crossbow bolts. Over the bed hangs an ancient wooden crossbow, now rusted with age, whose significance is only known by Wayne himself. (Wayne believes that this very crossbow was once utilized by King Arthur.)

Brainstorm's room is littered with tattered jeans and T-shirts on the floor, and smells like an old locker room. An enormous portable stereo sits on the desk, and a collection of heavy-metal tapes can be found everywhere. By the looks of it, no one has ever cleaned this room. On the nightstand and in the wastebasket are several used syringes.

Quasar's quarters are elegantly decorated in dark blues and shiny gold mobiles. A number of beaded, feathered ornaments hang from the walls, and several unsigned contracts for Quasar memorabilia are on the desk. Stretched out across the bed is a map of the south Pacific and several nautical atlases.

LEVEL THREE

The hallways of this level are rigged with the same teleportation defenses as level two. Galahad is particularly sensitive about this level, as it houses his own systems as well as the main power units. Mounted in several places on the ceiling are small laser cannons (indicated by an asterisk on the map). They are disguised to appear as additional lighting fixtures until time for their operation. As with all security devices in the base, they are directly controlled by Galahad.

Laser Cannons: 2d6 RKA, Penetrating (+1/2); 32 Charges (+1/4) Beam Effect (can't be spread, -1/4); IAF

1) Sonics Lab: The northern half of this lab contains an enormous, sound-proof chamber for conducting various experiments. It is currently littered with shattered fragments of concrete and splintered steel beams. There are several work tables here covered with various gadgetry and cryptic notes of mathematical equations.

2) Robotics and Electronics Labs: This chamber contains a full electronics workshop as well as investigative and research equipment. Additionally, spare parts for Silverfist's prosthetics and the base's security drones are stored here.

3) Robot Storage: Any security drones not in use by Galahad are parked here in this area. The maximum capacity of the room is twelve units.

4) Power Generator: The door to this room bears a sign reading, **Warning! High Voltage!** and can only be opened by entering the correct code on the keypad located here, or by breaking through the door (8 DEF, 6 BODY). If an incorrect code is entered, Galahad will sound an alarm and dispatch security drones to deal with the intruder. Should a character actually manage to enter the chamber, he will find what looks like a powerful generator that has been adapted with a number of unusual devices. Actually, these have been designed by Quasar to enhance output. If this generator (4 DEF, 8 BODY) is destroyed, then the entire base will shut down, and Galahad will not be functional.

5) Computer Room: This room also requires a key code to enter, and can only be accessed through the monitor room. Galahad's main circuitry is located here, along with several terminals and printers. Galahad is particularly defensive about this area and can release a continuous 4d6 NND (vs. 10 pts. Life Support) gas attack into the room to delay saboteurs until security drones can arrive.

With sufficient time, a character with Computer Programming might be able to breach Galahad's internal security and gain access to various Protector's files, assuming he can avoid Galahad's laser cannons, drones, gas, etc. If Galahad is not distracted with other security affairs, any programming rolls made here will be at a -2 due to complex security codes. The amount of information that can be accessed depends on how well a character makes his roll; the GM should decide just how detailed the results will be. Logs of all the Protectors'

adventures are recorded here, as well as detailed information on supervillains, agencies, and other interests. Additionally, Galahad has stored information on the Protectors' origins, strengths, and weaknesses. The players may also be able to uncover more detailed information about the discovery and effects of the skull pendant, as well as the Protectors' plan to restore Coatlicue. Dr. Wraith will have recorded most of his findings, and a successful Computer Programming roll or 3x Telepathy result against Galahad will give the players access to this log.

If none of the heroes has Computer Programming or Telepathy, or if they are unsuccessful at breaching Galahad's security codes, the local authorities will be able to provide skilled personnel to retrieve basic information. Of course, the heroes have to disable all the security systems before these normals can do their work.

6) Monitor Room: Several large Visiscreens and an elaborate communications control panel dominate this room. Hi-Range Radio and Visiphone facilities are here, as well as

connection equipment to the Protectors' communication satellite. Any attempt the heroes might make to establish contact with the Protectors from here will be met with silence. The control panel will indicate that the signals are being received, but the Protectors refuse to respond. The exact location of the Protectors cannot be determined from here.

7) Hangar: Two airlocks lead into this large garage where the Skycruiser is usually docked. Enormous bay doors open into the sea outside. Cycling through the airlocks takes approximately two minutes.

8) Parapsychology Lab: This long room is essentially empty except for a round table covered in a dark blue cloth and a shelf of candles, parchment, and assorted jars and vials. The air is very musty, and large scorch marks cover the floor.

9) Mechanics Shop: This workshop contains everything necessary to maintain the Skycruiser. Large doors lead through another airlock into the main hangar.

THE CITADEL

Cost Statistics

Location

1 pt Suburb (San Francisco Bay)

Size

20 pts Total area 640 hexes (214 floating, 426 underwater)

Armor

28 pts Walls and floors are 13 DEF, 9 BODY

Labs

7 pts Infirmary, (2 patients), Medical, Electronics, Mechanics, Parapsychology, Robotics, Sonics

Computer

76 pts AID ("Galahad"): INT 24, DEX 23, EGO 23, SPD 12; Medical skill, 14-; Detective Work, 14-; +5 Ego Defense (10 pts total), Computer is tied into the base

Power Plant

5 pts Runs the computer, labs, sensors, lights, and air conditioning: 5 END

Powers

44 pts 4d6 NND, area effect 8 hexes (entry hall); Controllable Continuous (+1/2); IIF vents (-1/4); No range (-1/2 lim.); 8 uses (-1/2)

44 pts 4d6 NND, area effect 4" (computer room); Controllable Continuous; IIF vents; No Range; 8 uses

34 pts 2d6 RKA Laser Cannons, Penetrating (+1/2); 32 Charges (+1/4); Beam Effect (-1/4); IAF (-1/2); 19 points each, 8 cannons

175 pts 85" Teleport, x4 mass; Area Effect: the hall ways (+1); usable against others only, with no range (+1/2); 64 uses (+1/2); to one memorized location only (+1.5); one segment delay (-1/4); OIF floor circuitry in 2 meter patches (-1/2); 170 points each, two floors

Security Drones:

125 pts Linked to computer; each: 110, total 125
18 DEX; 15 BODY; 5 PD; 5 ED; 5 SPD
25 Multipower (50 pt. reserve), activate 14-, 1 segment delay, 12 uses
2 u 5d6 NND gas attack (vs. 10 pts. Life Support)
2 u 10d6 Energy Blast
2 u 3d6 RKA laser, can't be spread
12 6" Flight, 0 END, Always On Visual sensors;

Communication

5 pts Hi-Range Radio
1 pt Visiphone
3 pts Satellite Link

Sensors

21 pts External cameras (floating drones), UV, IR, entire base (**OAF**)
121 pts Internal cameras (floating drones); UV; IR; entire base (**OAF**)

Disads

10 pts. Interference by City Government, 11-
10 pts Interference by SavCo. Industries, 11-
5 pts Interference by private investors, 11-
5 pts NPC: Margot LaFleur, secretary (competent); 8-
10 pts Publicity, 11-

Point Contribution

100 pts City of San Francisco
200 pts SavCo. Industries
100 pts private investors and companies
170 pts Protectors' donated experience

489 (Base Cost) + **5** (Power Plant) + **76** (Computer) =

570 Total

INTERLUDE



If the heroes are allowed to discover the island hideaway of the Protectors, then the story can build to an immense fight between the Protectors and the PCs, with a confused Coatlicue joining in. However, if the GM decides to lengthen this scenario, then the following information will allow for a number of subplots and additional adventures to be woven into the campaign.

In the months following the restoration of Coatlicue, the Protectors will attempt to introduce the Aztec into modern society. Using his skills as a philologist, Maelstrom will instruct the goddess in elementary English, improving communication. Coatlicue will learn quickly and will even adopt a new identity for herself befitting the new era. Donning a white costume reminiscent of her Aztec culture, she will begin calling herself "the Purifier."

During her period of training, the Aztec girl will assume that she has been taken by the gods and is being prepared for some dramatic test of her loyalty and purity. She will fanatically embrace the idea of hunting down and destroying evil, and will be anxious to leave her remote training grounds for the marvels of modern civilization.

Several gaming sessions can pass between parts two and three of this adventure. This will allow for the Purifier to receive sufficient training and build up enough power to attempt her doomsday scheme. However, a creative GM should use some of these interim scenarios to set the stage for the final climax. Attention should be given to maintaining the theme of world purification; the Purifier and the Protectors honestly believe that their actions are for the benefit of all mankind, and will hold fast to their concepts of absolute justice (i.e. criminals have no rights, and whatever actions are taken to eliminate evil are totally justified).

Here are some suggestions that might be incorporated into interlude adventures:

- 1) If the heroes did not encounter and capture some of the Protectors at the Citadel, then it is important that the GM provide the players with a second shot at them. This will not only give the players a chance to even the score, but will reduce the number of NPCs in the final part of the adventure. Sometime near the end of a combat between the heroes and a villain group, have Ace, Brainstorm, Helios, the Huntsman, and Renegade show up and attempt to execute the bad guys, along with anyone who interferes. They will appear to be sorrowful that such actions are "necessary," but will refuse to change their plans. The resulting three-way battle between the heroes, the zealous Protectors, and the outmatched villains should provide plenty of action and confusion for a challenging change of pace. If the Protectors are captured, telepathic inquiry may reveal clues to the Purifier's doomsday plot.

- 2) Have the PCs discover an undercover police officer, who had been posing as a drug dealer, dead in an alleyway with a horrible hand-shaped scar across his face. Witnesses will report that a dark-skinned woman dressed in white flew down from the clouds, uttered something in broken English about purging his soul, and grasped him firmly by the face. The next thing they knew, he was lying there dead and she flew off into the sky again. These types of incidents should steadily increase, and reports of the Purifier's actions will become popular hype for news broadcasts.

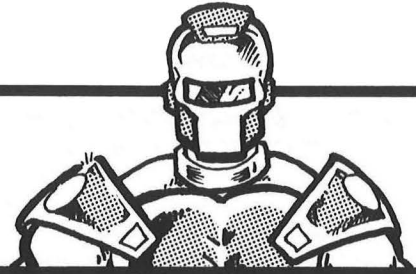
- 3) A local youth gang in the city will print up T-shirts saying "The Avatars," and will begin a vigilante spree of their own. Taking their cue from this new "Purifier," they will terrorize the drug dealers and petty thieves in the city's slums, eventually coming across a team of hired supervillains. Having bitten off much more than they can chew, it will be up to the heroes to save their hides from these angry villains and teach the gang a lesson in true justice.

- 4) The reports of the Protectors' violent activities will continue to increase until things have finally gotten completely out of hand. One or two of our heroes will be flying through the city on patrol when a man's scream catches their attention. Upon turning the corner, they will see a number of fully-armed Protectors Agents (who have been exposed to the effects of the pendant) beating a defenseless young businessman in the middle of the street. When the characters have rescued the man and taken the attackers into custody, the agents will complain that the man had cheated on his tax statement, demonstrating deliberate rebellion against the established morals of his society, and that they were merely administering the deserved punishment. The agents may or may not be aware of the Protectors' location and/or the true identity of the Purifier, depending on the desires of the GM.

- 5) In the course of several adventures, the press will report the disappearance of a number of top scientists worldwide. If the heroes decide to investigate, they can deduce that the descriptions of the kidnappers match those of Quasar and Maelstrom. This investigation may be used as a transition to the third part of this scenario, with the heroes somehow baiting a trap or following the kidnappers back to their present hideout.



CHAPTER 3: DOOMSDAY !



*Crimson smoke rises steadily from the dark pit. At the bottom, an exhausted Dr. Wraith raises his hands once more in an incantation of **Grande Transfixiacion**. He can already feel the extreme geothermal heat through his protective aura. Soon, the pit will be deep enough for the placement of the Device.*

High above him, at the top of the pit, Doc Sonic and Silverfist tinker feverishly on an ominous black machine as the Purifier looks on from a nearby platform.

"Hurry, my comrades!" shouts the Aztec goddess. "Our time is limited. The Armageddon Device must be in place soon, or the evil warriors of this world will be upon us! And, should our work be interrupted, we may never be able to purify this globe from its wickedness!"

Outside the cavern, Quasar and Maelstrom descend to a perfect landing. Together they haul a large crate of mechanical and electrical parts to the mouth of the cave.

"This should be the last of it," notes Quasar as the two move their load into the cavern. "The Device can be completed now, and soon, mankind will be purified from its horrible, flawed state."

The Purifier greets the two with a toothy smile of satisfaction. "The time is nearly here to fulfill our destiny..."

THE CRISIS

After several months of executing criminals and various offenders, the Purifier has decided that more drastic measures will be necessary if the world is ever to be totally rid of evil. Therefore, she and the Protectors have devised a plan that will rid the earth of all its wicked influences. Unfortunately, this plan will mean the destruction of the entire planet's surface as well. But, by this time, the influence of the skull pendant will be so strong that dramatic, suicidal actions will seem trivial compared to the Protectors' "divine" task.

The group has moved to a secluded spot in the Columbian rain forest. The location was chosen for its isolation and for the deep cavern hidden there. Combining the genius of Doc Sonic and the alien technologies of Quasar, the Protectors have constructed a device which will destabilize the earth's core and produce catastrophic seismic effects across the globe. A small number of the world's top scientists have also been captured to assist in the design process. (Of course, they have been exposed to the effects of the skull pendant, and are thus also working enthusiastically toward terrestrial purification.) Dr. Wraith has begun the tedious process of tunnelling deep into the earth's surface so that the Armageddon Device can be placed and detonated. The Purifier simply looks on with delight, knowing that her sacred mission of cleansing humanity from evil is almost complete.

ENTER THE HEROES

There are several ways in which the heroes can find out about the Protectors' scheme. If one of the suggested interlude plot lines has been used, the heroes may be able to discover the crisis by interrogating captured Protectors

Agents. It is also possible for the heroes to set up a noted scientist (perhaps even a PC in secret ID) as bait for the Protectors, and then follow back to the cavern site. And, if no other means presents itself, the government will eventually spot the Protectors' activity with satellite cameras and ask the heroes to capture the renegade Protectors and free the kidnapped scientists.

The Protectors are working with single-minded fervor on the Armageddon Device, and will not expect to be discovered. If the heroes approach the cavern without any attempt to be subtle, the Protectors will assemble and meet the heroes at the cavern entrance. The Purifier will also join in the fight, begging the PCs not to interfere with "what they cannot understand." If, however, the players formulate a plan to observe the routines of the cavern hideout and enter it covertly, they can catch the Protectors off guard and unprepared for a conflict.

Normally the cavern is left unguarded, though Quasar and Maelstrom, both of whom dislike being underground for long periods of time, will occasionally patrol outside, surveying the jungle with Telescopic and Ultraviolet Vision. Within the cave, the Protectors will be busy working on the completion of the Armageddon Device. Dr. Wraith will be deep inside the artificial pit, and it will take him eight phases to levitate to the top. Silverfist and Doc Sonic will be calibrating the actual device, aided by several of the missing scientists. Assuming that the Protectors haven't been forewarned, Doc Sonic will be out of her battlesuit, since its sonic field hinders her work on the machine. Similarly, Silverfist will have his sensor units connected to the machine via cable. Maelstrom, Quasar, and the Purifier will usually be the only ones able to respond immediately to an attack.

THE CAVERN

Set in a remote Columbian jungle (or any other isolated location the GM prefers), this cavern has been established as the site for Coatlicue's final judgment upon mankind. The cave itself is ideally suited for her purposes. It is isolated from civilization, protected from the effects of the Armageddon Device and is large enough for the team to work comfortably.

The actual entrance to the cavern is located on the side of a cliff, 40 meters (20") from the jungle floor and 24 meters (12") from the actual peak. The bluff does have good holds for climbing, but the going is slow (2" per phase plus any additional inches of Climbing Skill). Obviously, the easiest access to the cavern would be through Flight or Gliding.

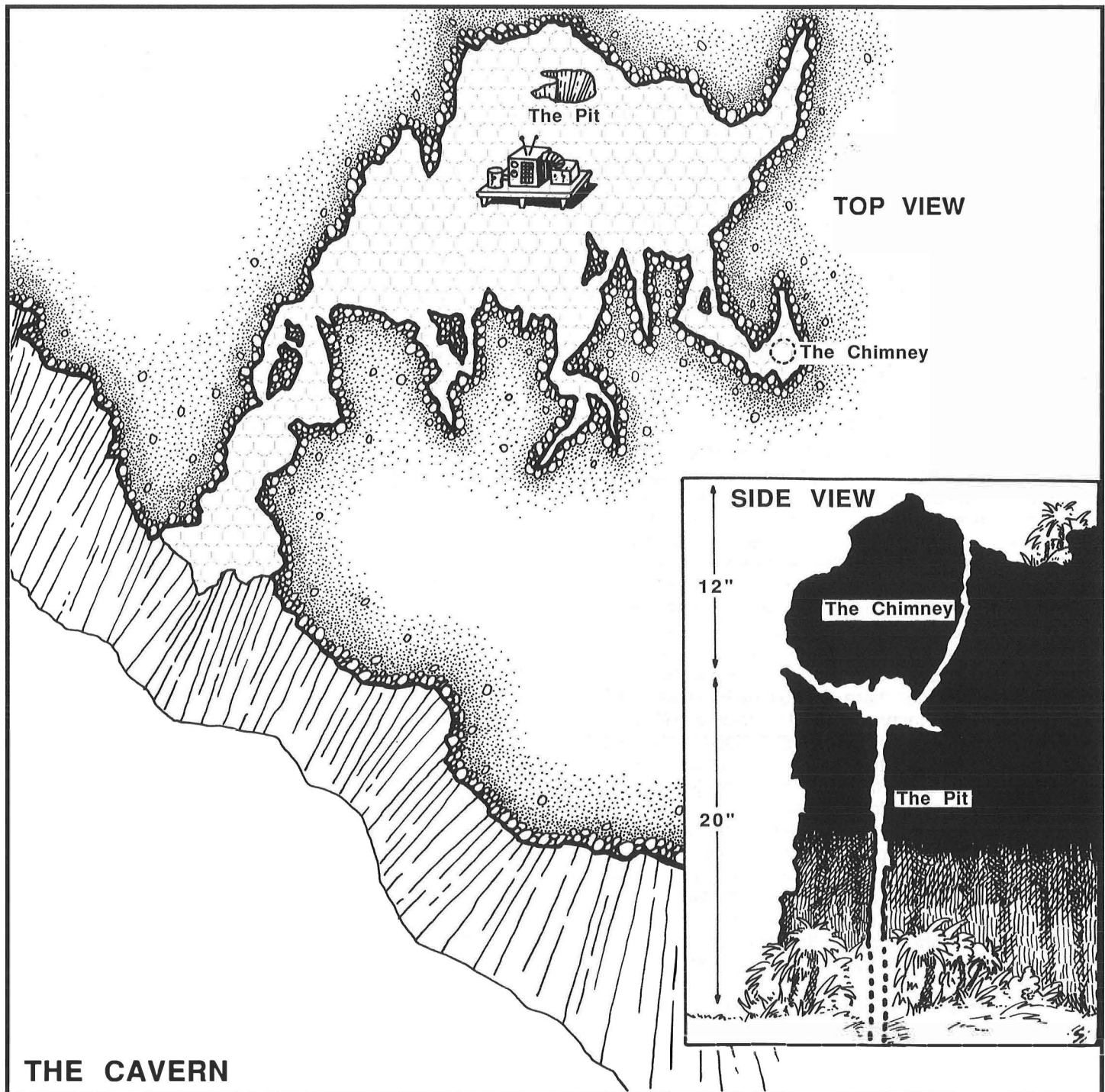
The cave floor slopes sharply downward from the entrance at an angle of two meters per six meters (1"/3"). The ceiling of the cavern varies from ten to twelve meters high (5-6"). Near the north wall of the cavern is the pit being dug by Dr. Wraith. It is currently almost one mile deep (850"), and Dr. Wraith is often at the bottom, working to make it deeper. The success of the Armageddon Device depends on its being deep enough within the earth's crust to affect major earthquake faults and plate divisions.

The device itself rests on a crudely constructed platform near the center of the cavern. It is an ominous black monstrosity of hastily welded steel and high-tech gadgetry. The Protectors intend to lower it manually into the depths of the pit using Maelstrom's telekinesis and Silverfist's incredible strength.

Several small crawlways lead out of the cavern to the south, but all reach a dead end after a few dozen meters. However, the eastern most crawlway opens onto a tight chimney, barely one meter across, that eventually leads to the top of the bluff. Several birds have built nests in the top edges of this chimney, and a careful aerial observation may show the birds coming and going from this small crevice, alerting the characters to this alternative entrance.

THE FINALE

The final battle of this adventure should be tense and exciting, like the climax of a good movie. The players will probably be on the offensive, and the Protectors will make desperate attempts to salvage their mission. Feel free to add any nasty tactics to make the conflict more interesting. For example, the Purifier may grab one of the scientists as a hostage, threatening to kill him if the heroes don't back off. (The scientist will be more than willing to be used in this way, knowing that his potential sacrifice may assist in bringing about the glorious purging of a wicked race.) Maelstrom and Quasar may attempt to cave in sections of the cavern upon the heroes. Any attack upon the Armageddon Device itself (5 DEF, 10 BODY) which does damage will stand a chance of



setting off the unstable machine. On a roll of 14 or less on 3d6, the machine will begin beeping loudly, and a display panel will flash 30...29...28...etc. At the end of 30 segments, the device will explode, acting as a 5d6 Killing Attack with Explosion effects. The cavern will cave in at this point in a spectacular climax, burying any who remain under tons of rubble.

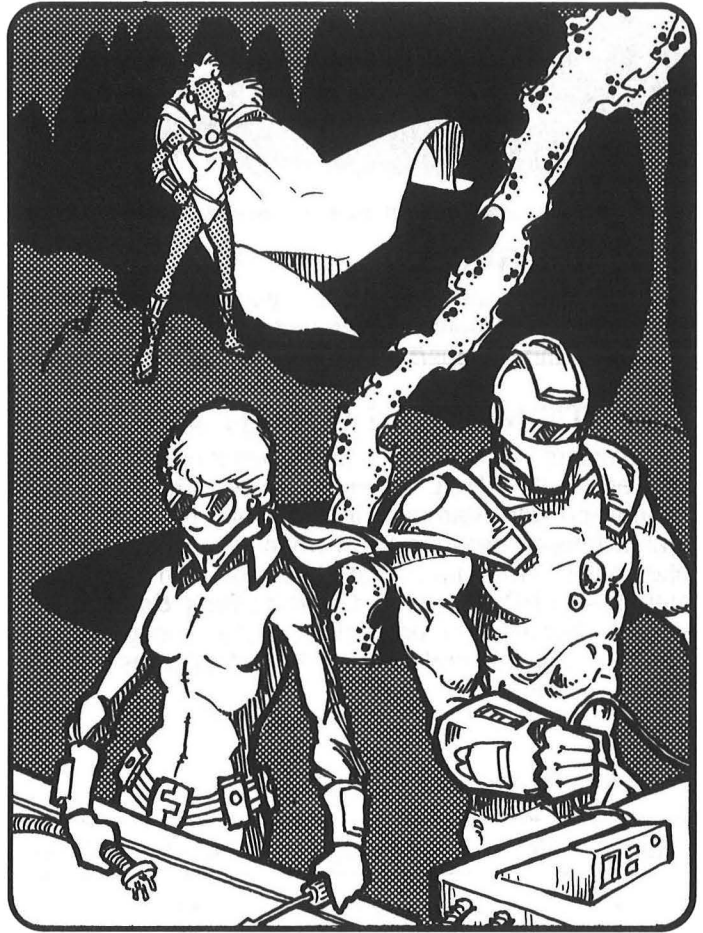
The heroes should have the distinct advantage in this battle, and hopefully will defeat their slightly crazed opponents and save the world. However, it is entirely possible that the players will fail in their attempt; allowing the Protectors to lower the Device into the pit and activate it. Should this happen, the GM has several options. The easy way out would be to have the Device fail, only causing a local earthquake and not endangering any large populated area. The heroes can then be given a second shot at the Purifier and the Protectors before they can construct another device. Another option would be to have the Device activate, though not as expected. Thus, our heroes could save cities from tidal waves, volcanic eruptions, and other "natural" disasters. Afterwards they could track down their foes and put an end to their madness.

If the GM really wishes to make things complicated, he can have the Device fail or be destroyed, but allow the heroes to come into contact with the skull pendant. The resulting change in personalities is sure to bring about some interesting role-playing opportunities, ranging from interpersonal conflicts to the heroes being branded as outlaws by authorities. Perhaps another hero team will become involved, first straightening out the players' characters, and then joining forces as they hunt down the Purifier and her allies. And, of course, if the GM is absolutely determined to make a dramatic conclusion, he can have the device activate as planned. The entire globe will tremble with horrifying destruction as tidal waves crash in on coastal regions, mountains split apart, enormous chasms rip across the land, and the sky fills with heat and smoke. The very geographical plates, which give shape to our world, would be shifted and destabilized. And our heroes, protected by the depths of this strategically located cavern, would be among the few survivors. (Post-holocaust campaigning, anyone?)

EPILOGUE

Thus, the outcome of this adventure can vary widely, depending on how well the players perform. Yet assuming the GM doesn't allow mankind to be wiped out as part of the resolution of this scenario, there are a number of possible sequel adventures. There will still be a need to discover a means for reversing the effects of the pendant, or the Protectors will remain warped, awaiting a chance to try their scheme again. If some of the Protectors remain at large at the end of this adventure, they will try to break their teammates out of prison. And of course, the Purifier is a dangerous and powerful NPC who can easily emerge again in further adventures.

But what of the world's reaction to these events? It is doubtful that the general population will ever realize the danger they were in. Perhaps some of them endorsed the actions of the Protectors as long overdue, arguing that "it's about time that someone did something" about the growing criminal tendencies of society. Our heroes may find them-



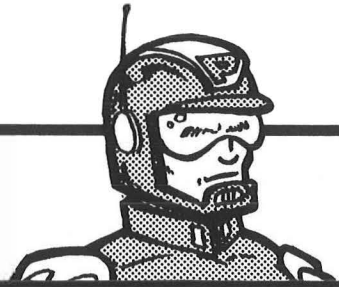
selves in the middle of a controversial debate, heightened by an overly enthusiastic media. Furthermore, the entire issue of ethics may need to be addressed. It is said that with great power comes great responsibility. Maybe the legal and political systems of the world are too restricting. Perhaps it's time to consider using the great powers available to the heroes to help the poor, starving, and oppressed, rather than just to fight off a bunch of would-be world dominators in colorful bodysuits. And if the players never think of it, the GM can always have another hero team play Robin Hood, taking the wealth from the greedy, gluttonous rich and using it to help the masses of humanity that have gone without. The long-term effects of these events can change the entire course of one's campaign!

Samantha McDonald kicks off her shoes and falls upon the couch with a refreshing sigh. Her job as police lieutenant had brought her a number of stressful situations over the past few years, but none had been as serious as this. At least the crisis is over now, and her desk will no longer be cluttered with reports of vigilantes and ancient goddesses. Maybe she can finally get back to her normal routine.

A golden-haired child emerges from the hallway with a teddy bear clutched firmly under his arm. "Mommy, is everything O.K.?"

"Yes, dear," Samantha replies, smiling at her little boy. "Everything is just fine now. Go back to sleep ..."

PROTECTORS INC.



PURPOSES AND GOALS

Officially, the agency seeks to make money, just like any other business. Unofficially, Protectors Inc. is available to assist recognized superhero teams such as the Protectors.

RELATIONS WITH OTHER AGENCIES

Protectors Inc. is on good terms with most official agencies, especially UNTIL. However, since they are in direct competition with Starguard International, there is a great deal of tension between them whenever contract bidding takes place. In the past, there has been some conflict of interest with PRIMUS (see **Organizations Book 2**) over domestic law enforcement and jurisdiction, though Michael King has taken tremendous pains to smooth things over with PRIMUS leaders.

RANKS

Ranks in Protectors Inc. are as follows:

Rank	Title	(Prereq)	Equip Allotment (pts)
1	Agent 3rd	(Passport)	65
2	Agent 2nd		65
3	Agent 1st		65
4	Squad Leader 2nd		75
5	Squad Leader 1st		75
6	Operations Assistant		80
7	Operations Leader		85
8	Branch Commander		95
9	Commander Farrell		110
10	Michael King		120

ORGANIZATION

Groups of Agents are organized into Branch Offices, which consist of five six-agent squads, each with its own Squad Leader. Also within the Branch Offices are a number of Operations Assistants and at least two Operations Leaders, each of which is responsible for dispatching squads, recruiting new agents, and training rookies. Over all these is the Branch Commander, who reviews and accepts possible contracts, and manages all the operations of that branch. Branch Offices are located in 14 cities worldwide, and new operations are established as necessary.

Currently, the Branch Office in San Francisco houses the offices of Commander Farrell. Farrell coordinates the activities of all the Branch Commanders and reports directly to Michael King. Since King himself limits his involvement to promoting the business aspects of the agency, the real control lies with Commander Farrell.

UNIFORMS AND COLORS

Agents of Protectors Inc. wear normal clothes when not on duty — usually expensive suits or designer activewear with low-weight body armor underneath. When actively engaged on duty, agents wear the standard charcoal grey Assault Armor with its white boots, belt, cuffs, and padding. Silver eagles adorn their shoulder plates and an indigo faceplate covers their eyes. Rank is designated purely by the color of the "P" insignia on the chest; red, orange, and yellow denote Agents of 3rd, 2nd, and 1st Class, respectively. Squad leaders of 2nd and 1st Class wear dark and light green insignia, while Operations Assistants and Leaders wear dark and light blue. The Branch Commander's insignia is violet, and on the rare occasions that Commander Farrell puts on his armor, the insignia is white.

The overall effect of their uniform is rather militaristic, perhaps resembling something from a science fiction movie.

TYPES OF AGENTS

There is only one type of agent in Protectors Inc., and each agent has been trained extensively in combat technique. For the most part, the agents are young and unmarried, and many have a college background. Ideally, agents will have diversified abilities, and be able to perform many of the duties of the support staff while on the field.

AGENCY SIZE

Protectors Inc., as an organization, has just under eight hundred agents worldwide, with approximately fifteen hundred support personnel (medical professionals, lawyers, accountants, office personnel, etc.).

FUNDING AND EQUIPMENT

Protectors Inc. is financially stable and boasts tremendous monetary resources (most of which come from the expensive fees it charges). As a rule, the company pays its agents very well and offers outstanding benefits packages.

VEHICLES

Protectors Inc. uses several types of vehicles. Major airlines or agency Lear jets are often used to transport agents to trouble sites or for consultation. The agency also has a large fleet of company sport cars and armored limousines available in many major cities around the world. Refer to the sample vehicles in **Champions II** for stats on these standard vehicles.

When engaged in visible operations, Protectors Inc. usually utilizes a small number of Sky Shuttles. These lightly armored transports are designed for moving agents to the place of action rather than into combat. They appear as silver, aerodynamic, van-shaped shuttles with the white Protectors Inc. logo splashed across the side.

SKY SHUTTLE

MAX: 32" Flight
ACC: 3 **DCC:** 3 **TURN:** 5 **STR:** 25
DEF: F3 B3 L4 R4 T3 U3
BODY: 10 **ISIZ:** 2 **DMG:** +5D6 **SIZE:** 4
DCVM: -6 **MASS:** 870kg **KNB:** -5"
CARRY: 800 kg **PASS:** 7

Characteristic Cost: 93

Pts	Equipment
5	Radio
3	Ejection Seats
5	ECM 11-
3	Fire Extinguishers
3	Floats

Total Cost: 112 points

PROTECTORS INC. PACKAGE DEAL

Stat Minimums:

STR 13, DEX 13, CON 13, PRE 13 21 pts

Skills Required:

Familiarity with all blasters 2 pts
 Familiarity with grenades 1 pt
 Commando Training 10 pts
 KS: Protectors Inc., 11- 2 pts
 Paramedic 12- 3 pts
 Stealth 12- 5 pts
 +3 Levels with blasters 9 pts

Disadvantages:

Stat Minimums 4 pts
 Monitored, Protectors Inc., 11- 8 pts
 Subject to Orders 3 pts
 Package Bonus 1 pt

Cost of Package: 37 pts

EQUIPMENT

The following list represents standard field issued equipment. For covert or unusual assignments, Protectors Inc. will substitute items accordingly.

Blaster Pistol: 7d6 Energy Blast, 16 shots, SIZ6 17 pts
Extra Ammo: 48 shots in 3 clip 6 pts
3 Flare Grenades: 2d6 Flash, 2" radius, SIZ 2 9 pts
Assault Armor: 31 pts
 5 phases Flash Defense Ultraviolet Vision
 Hi-Range Radio 10 pts Life Support
 Armor (10 PD/10 ED), activate 14-
Choice: any equipment available 2 pts.

Higher ranks may choose from other available equipment (GM's option).

PERSONNEL

Statistics for Michael King, Commander Farrell, the various Branch Commanders, and other agents can easily be created by using the base Package Deal and adding additional skills as the GM sees fit. Remember that King's training is little more than the average agent; his role is in the administration, not on the field. Farrell and his various Commanders should be tough, experienced individuals who gained their abilities as they worked their way up the ladder.

CHARACTER POINTS AND PACKAGE DEAL

Protectors Inc. can easily be used as a basis for a **Super Agents** campaign. Player Characters and NPCs alike are built on a base of 75 points and must take the following package deal.

SOURCEBOOK



THE PROTECTORS

A shining, winged figure crashed through the wall of the studio, interrupting the nightly newscast and causing general pandemonium. He began shouting at the cameras in an alien language, but it was clear that the audience did not understand his warning. He grabbed the weatherman's marker and began drawing what looked like large spaceships on the wall, but still no one reacted. They all just stood there, terrified. Before long, a PRIMUS squad arrived, and the winged man fled like a hunted animal. Determined to deliver his message, the alien began to hunt for others who might understand him.

Meanwhile, an ominous black Scout Vessel skidded across a cornfield in Iowa. A powerful gladiator, rippling with muscles, stepped forth from the ship and surveyed the green world he had come to conquer. He soon took to the skies to search for signs of civilization, hoping to test out the strength and resiliency of the native lifeforms.

Eventually this alien warrior, who had taken the name "Firewing," made his way to the west coast and began to tear through the streets of San Francisco. The National Guard found him to be unstoppable. His fiery, radioactive blasts drew the attention of several superpowered crimefighters and a devastating battle commenced. The winged figure was also attracted to the conflict, and joined the heroes in opposing this powerful threat which he had come to warn them about. After several minutes of fighting, Firewing was defeated and the crimefighters were hailed as champions. The group decided to remain together and continue their fight against evil and injustice as a team. Adopting the title of "The Protectors," the heroes set up a headquarters in a San Francisco warehouse. This original group consisted of Helios, Silverfist, Maelstrom, Dr. Wraith, and the winged alien, Quasar. In the following years, the Protectors battled a host of superpowered criminals, guarded the world against alien invasions, averted natural disasters, and served mankind with commendable dedication.

Over time, the task became overwhelming. Steps were taken to make the operation more efficient, and the team began by recruiting several new members: Ace, the Huntsman, Brainstorm, Renegade, and Doc Sonic. These new members were quickly trained and accepted as part of the regular team. With their increased resources, including the financial assistance of the Huntsman's multi-billion dollar corporation, SavCo., the team built a floating Citadel in the San Francisco Bay, and equipped it with the latest crime-fighting technology. An Artificial Intelligence Device, called "Galahad," was constructed to link the heroes with the Citadel and its information network. The Protectors quickly became recognized as one of the most advanced and powerful superhero teams in the world. Five years ago, the Protectors met Michael King, a highly successful entrepreneur with a background in security and military operations. A deal was worked out to establish a supporting agency for the Protectors' endeavors under King's authority and direction, and Protectors Inc. was born.

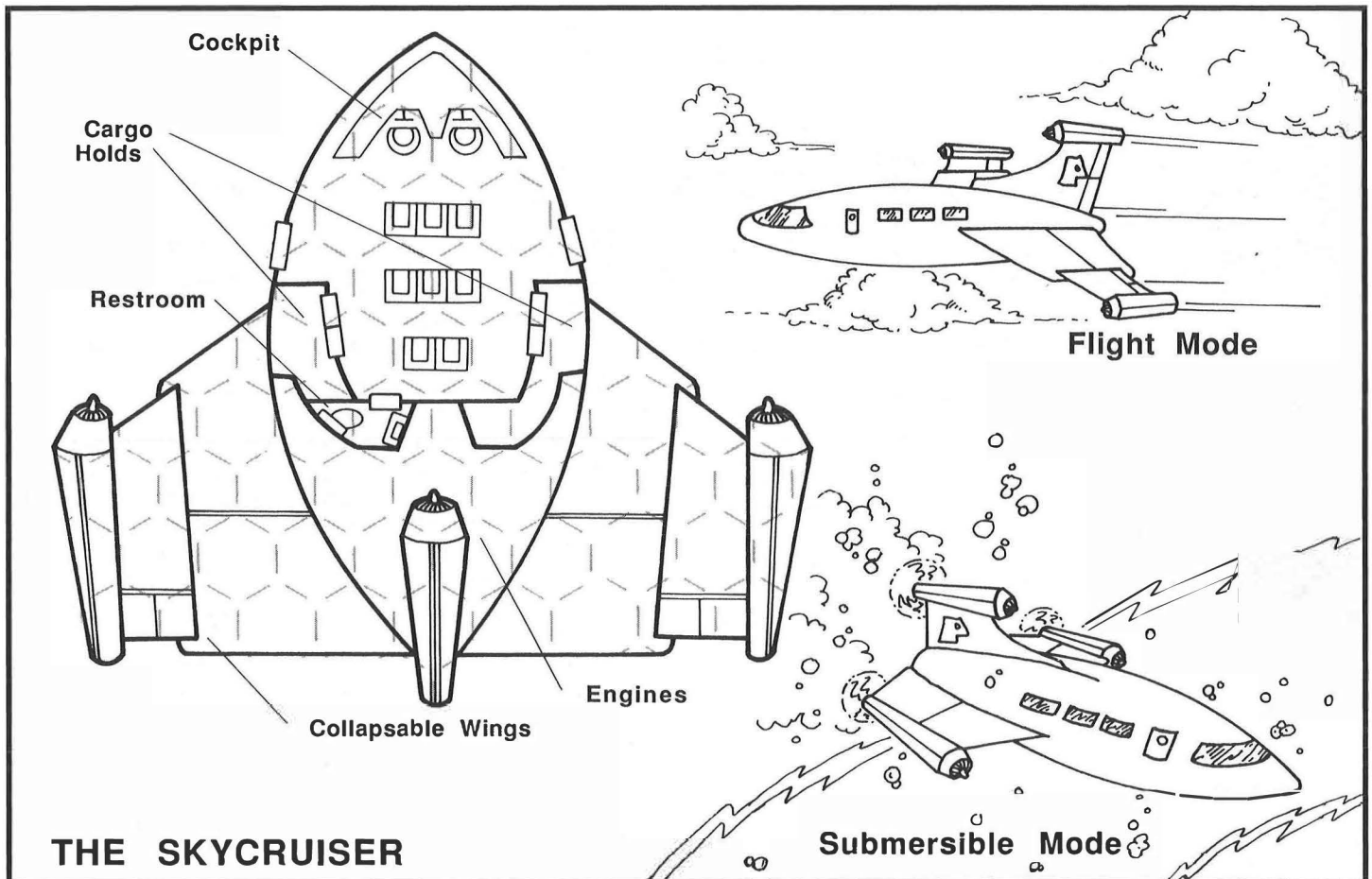
At first, the agency operated behind the scenes, accepting only government assignments. Yet, after two years of acquiring funding and recognition in important circles, Protectors Inc. branched out into a public business, competing with StarGuard International (see **Super Agents**) for high-paying, high-risk clientele. Today, Protectors Inc. has become one of the major participants in Super Agents circles, setting up offices and recruitment centers worldwide. For an exorbitant fee, Protectors Inc. will provide security and investigative services for governments, large corporations, important public figures, etc. They have an excellent reputation for success and pride themselves in their utilization of the most advanced technology and weaponry.

Since the corporation went public three years ago, all official ties with the Protectors themselves have been severed. However, relations between the original team and the agency remain strong, and the two often back each other up in difficult situations. Meanwhile, the original Protectors have enjoyed tremendous success and acclaim throughout the world, setting the standard for superpowered crimefighting.

NOTES ON TEAM TACTICS

This adventure may be an opportunity for the GM to teach his players about teamwork. The Protectors can serve as an example of efficient combat techniques and balanced team composition. As a rule, the Protectors prefer to delay their attacks and let their opponents waste energy on movement. They have also learned to always remain at least 4 meters (2") apart from each other. They will surround their opponents, reducing the effectiveness of area effect attacks and the disabling results of knockback. Furthermore, the Protectors have learned to eliminate the most dangerous opponents first by coordinating attacks (as per **Champions II**). Primary targets include those who might affect the Protectors' abilities: Mentalists, Darkness and water-based characters, electricity and sonic wielders, and cold elementals.

The Protectors follow guidelines when choosing opponents. They blind characters with Ego powers (using Flash or Darkness), Entangle Martial Artists, Ego Attack "Bricks," and coordinate ranged attacks on Energy Blasters. Shrinking opponents usually go to Renegade (has Enhanced Vision) or Maelstrom (Area Effect attack); the Huntsman is usually assigned to shooting out the enemies' accessible foci (has crossbow and 8 skill levels). Foci are also targets for Telekinetic grabs by Brainstorm, Maelstrom, or Dr. Wraith.



The Protectors have also developed a number of battle plans which maximize their complementary abilities. Quasar (or the acting team leader) will call out a maneuver, and the Protectors will delay until the phase of the slowest participant (usually SPD 5, DEX 23) to coordinate attacks.

Here are some examples of their battle plans. The GM is encouraged to devise other strategies as needed.

Toss Maneuver. A designated Protector will throw (or better yet, knockback) an opponent toward Ace or Silverfist, who will attempt to Martial Throw the victim (preferably into another opponent or over a skyscraper).

Plan A (or any other alphabet letter): This is simply a warning to the Protectors that one of them is about to perform a Flash attack, allowing the team to shut their eyes momentarily. This code signal is changed periodically to avoid a breach in security.

"Witch's Cauldron": This is a deadly attack reserved for tougher opponents, and requires several Protectors to carry it out. First, Dr. Wraith mystically creates a deep pit using his tunnelling ability. An opponent is then thrown to the bottom of the pit along with one of Helios' hefty continuous Killing Attacks. Finally, Maelstrom throws an area effect entangle across the top of the pit, sealing the victim inside.

"Ham & Cheese": This maneuver requires the Protectors to throw two opponents into each other, either by brute strength or Telekinesis. First, the two Protectors performing the maneuver must coordinate their attacks. They then grab and throw their opponents at each other, combining the attacks for coordinated damage.

Example: Quasar tells Renegade and Maelstrom to perform a Ham & Cheese. They both successfully roll for coordinating their attacks, grab a nearby opponent (Maelstrom uses his Telekinesis and Renegade his strength), and throw the two targets at each other. They must then roll to hit a moving object (see the Velocity Modifier chart in **Champions II**). If either successfully hits, the damage, based on the combined velocity, is coordinated and compared to the targets' CON to see if either is stunned.

Variations of this maneuver add more opponents or result in greater damage. A "Ham & Cheese with Tomato" involves throwing the two opponents at yet a third target. It is also possible for this plan to be executed through coordinated Move Throughs while holding an opponent, though the involved Protectors will end up taking incredible amounts of damage from running into each other (yet sometimes sacrifices must be made).

Variations and combinations of these maneuvers can easily be adapted to fit most any combat situation. Remember, a good combat maneuver involves doing increased damage and/or affecting more than one opponent.

THE PENDANT'S INFLUENCE

The skull pendant's influence has had slightly different results on each of the Protectors. As a result, their motivations in the team's current war against crime are varied.

Ace believes that society is creating a new generation of malicious, evil people. From her viewpoint, the world must be stripped of its wicked influence before any more children can grow up and become corrupted.

Brainstorm, on the other hand, sees this as an opportunity for revenge against those who robbed him of his childhood, and wants to rid the world of that kind of malignance once and for all.

Doc Sonic is the least convinced that the Protectors are doing the right thing. Though she enthusiastically seeks to remove evil from the earth, she would rather reform the world's criminals than destroy them. However, the other Protectors have persuaded her that the situation has deteriorated too much for such gentle actions to be effective.

Dr. Wraith has been absolutely shocked at the sharp decline in morality since his abduction in the 1910's. For him, it's as if the dam which once held back all of society's inner perversions and corruptions has given way, calling for an immediate, drastic response.

Helios is truly torn by what is going on. The pendant has had a greater effect upon the alien entity residing in him than upon Demetrios himself. However, the alien side of him is far stronger, and sees little reason to preserve anything that is less than perfect.

The Huntsman has not considered the long-range implications of the team's actions. For him, fighting evil is why he joined the Protectors, and it's about time they did it with some enthusiasm. "Besides," he thinks, "it's better that we get them before they get us."

Maelstrom views the situations with the benefit of his many years of experience. He has watched generation after generation grow and introduce more obscene forms of evil to the world. He believes that it must stop now, before all of society collapses into a pool of decadence.

Quasar sees humanity heading down the same path of corruption that his home world had followed. He also believes that the common man is incapable of turning the situation around without some powerful, "objective" assistance. Thus, he is leading the Protectors in a crusade of "forceful, universal repentance."

Renegade is under the impression that this violent war against crime was the ultimate goal of his father, Captain Thunder. Therefore, he is fighting the criminal element with the passion that comes with following in his father's footsteps.

Silverfist is becoming increasingly paranoid in his perspective. He believes that the Protectors are one of the last forces for justice in the world — the final hope for a withering race. Everyone else, then, is either an enemy or a pawn of their adversaries.

SKY CRUISER

MAX: 500" Flight *# **ACC:** 7 **DCC:** 15
TURN: 40 **STR:** 35 **DEF:** F7 B5 L6 R6 T5 U7
BODY: 20 **ISIZ:** 13 **DMG:** +5D6 **SIZE:** 26
DCVM: -12 **MASS:** 32.5 tons **KNB:** -8 "
CARRY: 3.2 tons **PASS:** 12
 * 3D6 KA EXHAUST, +3/4 lim
 # 20" Water, not air breathing, +1/2 adv.

Characteristic Cost: 278

Pts	Equipment
3, 3	Ejection Seats
3, 5	Floats
10	Radar Reflector (-10 to roll)
5	Watertight
11	Internal Life Support (IIF, 20 pts)
35	Radar, 14-; 1/1000"; 60 degree arc

Total Cost: 353 points

Pts	75+ Disadvantages
5	Needs special training to drive
3	Limited Access, 1 phase delay
300	private contributions
53	Protectors' contributions

Total Points: 353 Points

DOC SONIC

Val	Char	Cost	100+ Disadvantages	
13	STR	3	15	1 1/2x STUN from sonic attacks
23	DEX	39	15	Code vs. killing
18	CON	16	15	Dislikes combat
10	BODY	0	10	Harassed by U.S. Government
23	INT	13	5	Nearsighted (wears corrective goggles)
13	EGO	6	35	Hunted by 7 Horsemen, 11-
15	PRE	5	20	Hunted by Le Sone, 8-
14	COM	2	15	Secret ID (Dr. Robyn Willows)
6+	PD	3	73	Experience spent
5+	ED	1		
5	SPD	17		
15	REC	16		
50	END	7		
35	STUN	9		

Cost Powers			END	
35	Multipower (50 pt Reserve), (END Battery), not in a vacuum (-1/4) 160 pt. (OIF Sonic Battlesuit)			
3 u	5d6 NND Energy Blast (not vs. deaf or hard ear coverings)			10
3 u	10d6 Energy Blast			10
3 u	3d6+1 RKA			10
38	Force Field (17 PD/16 ED), 0 END, not in a vacuum (-1/4), (OIF Sonic Battlesuit)			0
28	Flight 28", 24 pt. END battery recharges 1/turn (OIF Sonic Battlesuit;)			4
4	Flash Defense, 5 points (IIF special contacts)			
8	Ultraviolet Vision (IIF special contacts)			
8	Hi-Range Radio (IIF concealed communicator)			
	Skills			
5	Gadgeteering 14-			
5	Computer Programing 14-			
3	Electronics 12-			
3	Paramedics 14-			
5	Security Systems 14-			
3	Sonics 12-			
12	+4 coordinating attacks			

COSTS:	Char.	Powers	Total	Disadv.	Base				
	137	+	166	=	303	=	203	+	100

OCV: 9+; DCV: 9+; ECV: 5; Phases: 3,5,8,10,12	
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Background/Personality: "Seven million dollars?! That's outrageous!"

Dr. Robyn Willows stared coolly across the desk at the shocked expression of her military visitor. "I'm sorry, Major Hewitt, but that's the minimum cost for each battlesuit. There's a lot of fancy hardware inside."

"But we've already spent twenty-three million on that prototype you're wearing. And with each suit keyed to the individual biofrequency of the wearer, they're not even reusable. There's no way the government will pay that much."

"Then you've just bought yourself an expensive piece of theoretical research. I'll have my secretaries send you my notes and files, but, as per the contract, all prototypes stay with SavCo. Industries. Good day, Major Hewitt."

The red-faced army representative stormed out of the office in a trembling rage as Dr. Willow's intercom buzzed. It was Wayne Savage (alias the Huntsman), owner of SavCo.

"I take it he didn't like the price?"

"I'm afraid not, Mr. Savage. And I dare say he was upset when he left."

"Don't worry about Hewitt, Robyn. I have other plans for the suit anyway."

Savage's voice took a deeper, more serious tone. "How proficient are you with that thing?"

"After sixteen months of testing, I think I've gotten the hang of it. The force field has been operating without a hitch, and the stability of the weaponry is incredible. The thing has started to feel like a second skin to me. Why do you ask?"

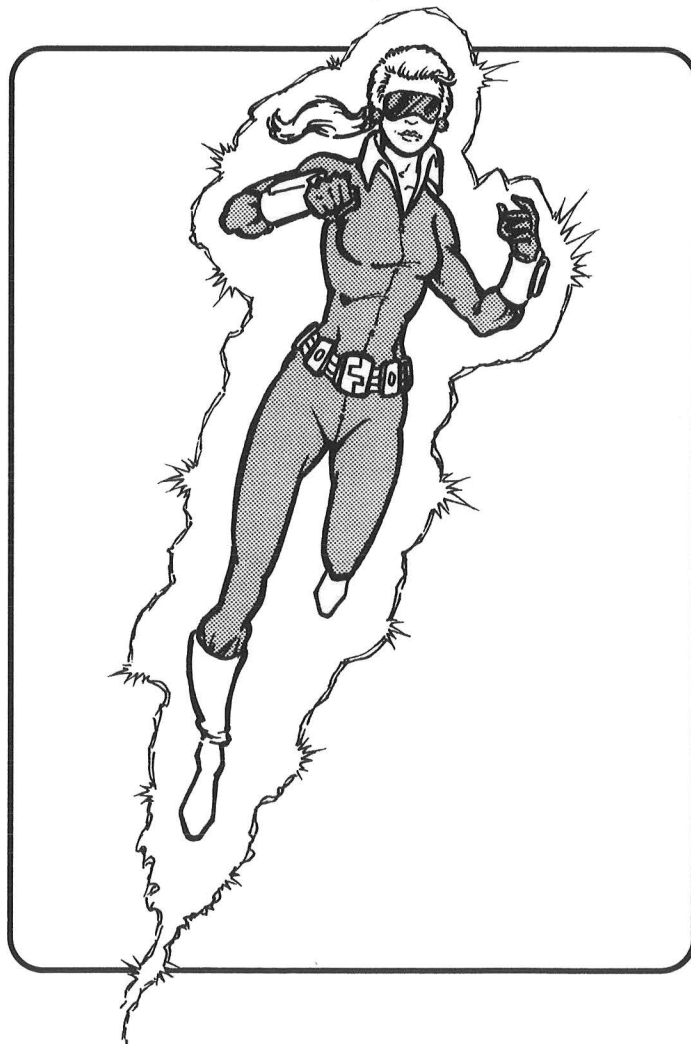
"Well, I have an unusual proposition to make. Have you ever heard of the Protectors?..."

And so, Dr. Willows, a.k.a. "Doc Sonic," became a member of the famous crimefighting organization. Her skills and intellect, coupled with her amazing sonic battlesuit, have made her a valuable asset to the team.

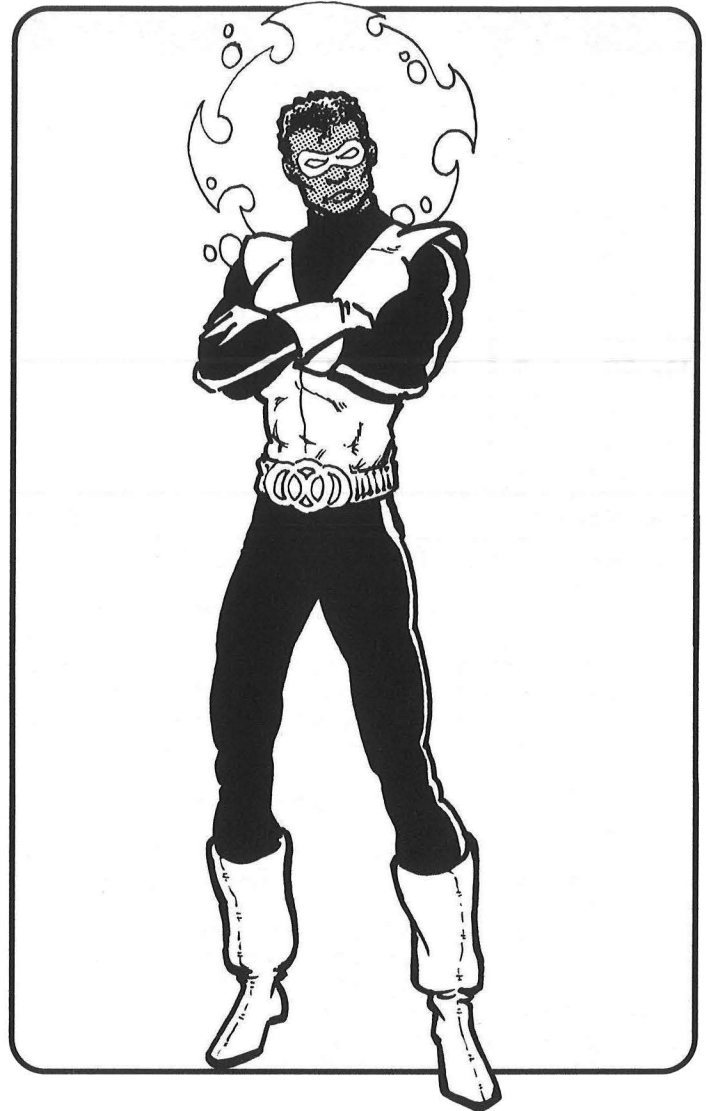
Robyn is a strong, confident woman who knows her strengths and limitations. In many ways, she is the Protectors' most psychologically balanced member. She is not afraid to express her opinion on a subject, but is prudent enough to know when to keep silent. Her first love is science, and while off duty, she can usually be found tinkering in one of the labs. And though she knows that her Sonic Battlesuit is a powerful weapon, she does not enjoy typical super-heroics. Battle is always frightening to her; she is aware of her own mortality.

Doc Sonic's battlesuit is actually a lightweight blue jumpsuit wired with microcircuitry. Her white belt and cuffs contain most of the hardware for the armor's sonic force field and ranged weaponry.

Powers/Tactics: Though Doc Sonic dislikes combat, she understands its occasional necessity and is prepared to use her Battlesuit's abilities aggressively. In battle, Robyn will seek out a sheltered location, and cut loose with her NND attack. If an opponent attempts to get within hand-to-hand range, she will switch to her Energy Blast, hoping that the knockback will provide her with more space. To this date, she has never used her RKA against a living opponent, reserving it for breaking through doorways or the occasional killer robot. She will also avoid using her Flight while in battle, conserving the END battery for a possible retreat.



BRAINSTORM					
Val	Char	Cost	100+ Disadvantages		
18	STR	8	20	2x STUN from wind or gas attacks	
24	DEX	42	5	Hunts PSI, 8-	
23	CON	26	10	Contempt for other egoists	
10	BODY	0	10	Immature	
13	INT	3	10	Slight asthma	
23	EGO	26	10	Dependence: 2d6/day without ego-stimulant drug	
15	PRE	5			
10	COM		30	Hunted by 7 Horsemen, 8-	
13+	PD	9	20	Hunted by PSI, 8-	
13+	ED	8	15	Secret ID (Kent Hampton)	
5	SPD	17	128	Experience spent	
15	REC	12			
66	END	10			
40	STUN	9			
Cost Powers			END		
62	Multipower (62 pt Reserve) (PsychoKinetic Powers)				
6 u	5d6 Ego Attack, 1/2 END				5
6 u	8d6 Mind Scan, +3 to attack roll, 1/2 END				5
6 u	10d6 Telepathy, 1/2 END				5
6 u	50 STR Telekinesis, 1/2 END				5
35	Armor, +10 PD/ +10 ED (telekinetic shield)				
18	Ego Defense +9 points (14 total), usable on others, at range				
4	Flash Defense, 5 points (IIF special contacts)				
8	Hi-Range Radio (IIF concealed communicator)				
	Skills				
5	Stealth 14-				
12	+4 coordinating attacks				
15	+3 Ego powers				
COSTS: Char.		Powers	Total	Disadv.	Base
175		+	183	=	358
				=	258
				+	100
OCV: 8; DCV: 8; ECV: 8+; Phases: 3,5,8,10,12					



Background/Personality: The black van screeched around the corner, and two men with blaster pistols opened fire on the young couple walking along the sidewalk. The man was hit three times in the chest and the woman was grazed across the temple. A door slid open on the van, and large hands grasped the pair's stunned six year-old son. The door slammed shut again, sealing the boy in darkness with unknown terrors.

Thus, Kent Hampton was kidnapped by the sinister Parapsychological Studies Institute (PSI). Kent was told that he was a mutant, and that PSI would help him survive in a hostile world. What followed were eleven years of torturous testing and medical probing. Eventually the scientists at PSI developed a chemical stimulant that allowed Kent to tap his latent ego abilities. Massive doses of this drug were injected into Kent daily as his masters trained him to control his new powers. But the drug had a terrible side effect: Kent became dependent upon its daily administration to stay alive.

At the age of seventeen, Kent managed to escape the clutches of his tormenters with the secret formula of his ego-stimulating medicine. Vowing revenge, Kent adopted the identity of Brainstorm and began a career as a costumed crimefighter. After several months of working solo, Brainstorm was asked to join the Protectors as their resident egoist.

Though he is remarkably efficient in combat, Brainstorm is classically immature. His many years in captivity have left him without social skills, and he frequently makes embarrassing or

hurtful remarks. Ace has a great deal of pity for Brainstorm — a feeling he has misinterpreted as affection. At the urging of Maelstrom, Brainstorm has recently begun studying sociology at the University of California at Berkeley.

At times, Kent seems to operate from pure hormones. He will often try to seduce a villainess before fighting her and may waste a phase sending crude suggestions telepathically. In his spare time, Kent likes to read trashy science fiction novels and detective magazines. Loud heavy-metal music can usually be heard blaring from his quarters, and soon, Kent hopes to move in his own set of drums.

Brainstorm's costume consists of an ebony bodysuit with mint green boots, cuffs, and vest. The striping on the sides of the outfit, as well as his mask and belt buckle, are white.

Powers/Tactics: Brainstorm's own mental abilities have been enhanced tremendously by the stimulant drug he is addicted to. However, as his proficiency with psychokinetic powers has increased, so too has his conceit. Kent frequently shows contempt for other egoists, and Quasar struggles to keep Kent from "dueling" psychically. When engaged in battle, Brainstorm will usually keep his back close to a wall to prevent surprise ambushes. If possible, Brainstorm will remain in a relatively hidden location, firing his Ego Attacks at opponents until his cover is blown. Then he will begin to utilize his Telekinetic attack, grabbing one opponent and throwing him into another.

DR. WRAITHE										
Val	Char	Cost	100+ Disadvantages							
13	STR	3	30	1.5x STUN, 1.5x BODY from physical						
23	DEX	39		Killing Attacks						
23	CON	26	10	Grim and moody						
10	BODY	0	15	Unfamiliar with contemporary culture						
18	INT	8	35	Hunted by 7 Horsemen, 11-						
18	EGO	16	30	Hunted by Ancient Evil Being, 11-						
15	PRE	5	10	2d6 Unluck						
12	COM	1	15	DNPC (Charles Wentworth, butler),						
10+	PD	7		normal, 11-						
10+	ED	5	10	Public ID						
5	SPD	17	219	Experience spent						
14	REC	12								
88	END	21								
45	STUN	16								
Cost Powers			END							
50	Multipower (62 pt Reserve), hands must be free (-1/4)									
5 u	Darkness, (vs. normal and UV, 4" radius) (billowing clouds of greasy smoke), 1/2 END				5					
5 u	5d6 Ego Attack (sleep spell), 1/2 END				5					
5 u	10d6 Energy Blast (pure mystic force), 1/2 END				5					
5 u	5d6 Flash Attack (dazzling light burst), 1/2 END				5					
5 u	10d6 Mental Illusions (warping personal reality), 1/2 END				5					
5 u	50 STR Telekinesis (warping external reality), 1/2 END				5					
5 u	Force Wall (10 PD/10 ED) (mystic force), 1/2 END				5					
5 u	Invisibility: vs. normal, IR, UV, X-Ray, N-Ray, and Radar				5					
4 u	3 BODY Regeneration, usable on others (healing)									
5 u	10" Tunnelling, through 10 BODY (transfixation)				2					
40	Armor (12 PD/12 ED) (protective aura)									
30	Life Support (protective aura)									
10	Ego Defense (14 pts. total)									
11	Danger Sense 14-, vs. magic only (+3/4)									
4	Flash Defense, 5 points (IIF special contacts)									
50	15" Teleport, x4 mass, combat option				varies					
8	Hi-Range Radio (IIF concealed communicator)									
8	Ultraviolet Vision (IIF special contacts)									
Skills										
5	Magic Skill 14-									
3	Escape Artist 14-									
5	PS: Psychology 14-									
3	Fluent Latin									
12	+4 coordinating attacks									
COSTS: Char.			Powers	Total	Disadv.	Base				
186			+	288	=	474	=	374	+	100
OCV: 8; DCV: 8; ECV: 6; Phases: 2,4,6, 8,10,12										

Background/Personality: Eric Wraithe, a young soldier from Liverpool, was just nineteen when stray shrapnel killed him somewhere in a muddy trench in Europe. He had been fighting with the Yanks in WWI, giving his all against the German threat. But now, he was dead. Or was he?

His eyes opened upon a dark and musty place, lit only by a flickering candlestick. The Voice which pierced the gloom sounded ancient and forboding. "Eric Wraithe, you have been chosen as my new apprentice. I snatched you from the clutches of death, and you will repay me with your service. To disobey me is to perish."

Eric shuddered at this bewildering nightmare. The Voice soon manifested itself as an ancient man, cloaked in scarlet and indigo. His breath was like the stale air in a forgotten tomb, and his clawed touch was that of a corpse.



Eric had no idea of how long he was in that place — it seemed like centuries. The arcane creature trained Eric in the mystic arts of manipulating reality, hoping that Eric would someday rule at his side. But his training was too thorough, and Eric eventually discovered the way to escape. As the Ancient One swore revenge for the efforts he had wasted on an "ingrateful, insignificant mortal," Eric fled back to his own world.

At first, he was disoriented. It took him several hours to realize that nearly seven decades had passed since his abduction. Moreover, he had also moved geographically; he was now near the bustling metropolis of San Francisco. He quickly discovered that he needed money to survive, and knew that he had to prepare for the Ancient Being's retaliation. So he decided on a desperate course of action: he magically manipulated the state lottery and made himself the big winner. With his tainted winnings, Eric purchased a large mansion and began to reorient himself to this new era. He enrolled at the local university and quickly earned doctoral degrees in psychology and parapsychology. He had never actually intended to become involved with the costumed crimefighters that he read about in the newspapers. But he frequently found himself rushing to the aid of innocents in danger — battling powerful megalomaniacs and other deadly criminals. Eventually he joined with a group of other champions and helped to form the Protectors.

Dr. Wraithe is a grim and moody individual. The rest of the team often feels uncomfortable in his presence; it is clear that he is being hunted by an ancient threat from another realm, and this tends to make the Protectors jumpy when dealing with the supernatural. Eric's mindset is still consistent with the 1910's; he is appalled by the sharp decline in "morality" since he has been away. He usually can be found locked up in his mansion accompanied only by his very brave butler, Wentworth.

Frequently, Dr. Wraith will wear his normal street clothes while on duty, preferring casual slacks and bulky sweaters. His official uniform consists of a deep blue tunic, grey leggings and sleeves, and white boots, belt and cloak. He wears an enormous blue gemstone brooch on his cloak, and this is often mistaken as some sort of magical focus. In the past Dr. Wraith has taken advantage of this fact, feigning weakness upon its removal while awaiting a chance to backstab his opponent.

Powers/Tactics: When it comes to combat, Dr. Wraith trusts Quasar's judgment as leader and follows established tactics to the letter. When left to his own discretion Dr. Wraith operates very methodically. He will begin by blinding his enemies with a flash attack. He will then choose an attack to bypass his opponent's defenses. He will attack brawny musclemen with his Ego powers, martial artists with Telekinetic grabs and slams, and Energy Blasters with his own mystic force blast. The team recognizes and appreciates Dr. Wraith's insights and abilities, and has come to depend heavily on the flexibility of his powers.



MAELSTROM

Val	Char	Cost	100+ Disadvantages
13	STR	3	20 2x STUN, 2x BODY from gravity powers
26	DEX	48	15 Claustrophobia
23	CON	26	10 Code vs. Killing
10	BODY	0	35 Hunted by 7 Horsemen, 11-
13	INT	3	30 Hunted by Genocide, 11-
13	EGO	6	15 DNPC (Denise Swanson, secretary), normal, 11-
15	PRE	5	15 Secret ID (Dr. James Ford)
10	COM	0	90 Experience spent
10+	PD	7	
10+	ED	5	
5	SPD	14	
15	REC	14	
70	END	12	
35	STUN	6	

Cost Powers

End

50	Multipower (75 pt reserve), activate 14-	
4 u	60 STR Telekinesis (wind), 1/2 END, no fine manipulation (-1/4)	6
5 u	4d6 RKA (lightning), 1/2 END	6
5 u	3d6 Entangle, 1 hex Area Effect (whirlwind), Takes no damage from attacks, 1/2 END	6
5 u	Darkness (vs. normal and IR, 5" Radius) (fog), 1/2 END	6
30	Force Field (15 PD/5 ED) (Deflecting winds), 1/4 END	1
46	23" Flight (wind riding)	5
8	Ultraviolet Vision (IIF special contacts)	
4	Flash Defense, 5 points (IIF special contacts)	
8	Hi-Range Radio (IIF concealed communicator)	
Skills		
3	Linguist (Philology)	
12	Fluent Chinese, French, German, Japanese, Russian and Spanish	
3	Simple Latin, Greek and Hebrew	
12	+4 Levels with coordinating attacks	

COSTS: Char. 149 + Powers 191 = Total 340 = Disadv. 240 + Base 100

OCV: 9+; **DCV:** 9+; **ECV:** 5; **Phases:** 3,5, 8,10,12

Background/Personality: Dr. James Ford is an unusual member of the superhero scene; his mutant abilities over the weather did not manifest themselves until after his 40th birthday. And even then, it took seven years before he had gained any control over them. When he finally felt that he had attained some mastery of his abilities, he fashioned an identity as "Maelstrom" for himself and began using his powers to combat crime and injustice. He is now 55 years old, and is a founding member of the Protectors.

Maelstrom is very serious about his role as a hero. He frequently serves at various charity functions and has become somewhat of a spokesman for the entire team. In his civilian identity, James is a Professor of Philology at the Berkeley campus of the University of California. He prides himself in the knowledge of several languages, and is currently doing research into the various intergalactic speech forms he has learned from Quasar and other alien visitors to earth. Maelstrom serves as a grandfather figure for most of the Protectors; the team members often turn to him for advice with their personal problems. Occasionally, his quiet personality is mistaken for shyness. In reality, he is merely contemplating what he has heard and considering his response carefully.

Maelstrom is actually quite young looking; despite his age and experience most would guess him to be 40 years old. For a uniform, Dr. Ford has chosen a dark purple outfit with large yellow inserts. His hair is a tussled silver, and he is usually draped in a purple cloak with yellow striping.

Powers/Tactics: Maelstrom has a limited ability to control the atmospheric conditions in the area around him. Using his powers always summons up thunderstorms, and he will manipulate the power of these storms into dangerous attacks. In battle, Maelstrom will usually take to the air, feeling the wind, rain, and air pressure around him. He prefers to use his wind attacks (Telekinesis and Entangle) to take out his opponents, though he can call forth a powerful lightning bolt if seriously threatened.

HELIOS					
Val	Char	Cost	100+ Disadvantages		
23	STR	13	15	Accidental Change: 8- when highly emotional	
24	DEX	42			
23	CON	26	30	1 1/2x STUN, 1 1/2x BODY from cold attacks	
15	BODY	10			
13	INT	3	20	Violent in combat	
18	EGO	16	35	Hunted by 7 Horsemen, 11-	
15	PRE	5	30	Hunted by Eurostar, 8-	
10	COM	0	10	Unusual Looks 11-	
5+	PD	0	10	2d6 Unluck	
5+	ED	0	15	Secret ID (Demetrios Puros)	
6	SPD	27	92	Experience spent	
17	REC	14			
70	END	12			
50	STUN	11			
Cost Powers			END		
50*	Multipower (75 pt Reserve)				
5 u*	2d6 RKA, uncontrollable continuous; (fire) (1/2 END)				6
5 u*	12d6 Energy Blast (heat) (1/2 END)				6
40*	Armor (15 PD/21 ED)				
5	Flash Defense, 5 points				
3*	Ego Defense (8 total);				
3*	-5 Lack of Weakness;				
27*	20" flight;				4
3*	Infrared Vision;				
8	Hi-Range Radio (IIF concealed communicator)				
5	Instant Change				
	Skills				
3	Driving 14-				
2	PS: Photography 11-				
2	Fluent English (native: Greek)				
12	+4 coordinating attacks				
	* Not in water, +1/4; Only in hero ID, +1/4				
COSTS: Char.			Powers	Total	Disadv. Base
179			+	177 = 357	= 257 + 100
OCV: 8; DCV: 8; ECV: 6; Phases: 2,4,6, 8,10,12					

Background/Personality: Demetrios Puros was always a popular kid as he grew up in the bustling city of Athens. He was a terrific athlete, a bright student, and eventually quite the ladies' man. He seemed set for the good life.

But one summer afternoon, as Demetrios was sailing on the clear, blue waters near his home, a streak of light and fire plummeted from the sky and struck Demetrios, engulfing him in flame. To his surprise, the young man did not burn. Instead, he found himself flooded with foreign memories of ages past and the feeling that he was no longer alone.

Demetrios had been chosen for a symbiotic relationship with an ancient and powerful being. This entity, who had visited earth once before in the Grecian bronze age, depended on the symbiosis for physical existence. In exchange, it provided its host with incredible powers over heat and fire. Demetrios decided to use his new abilities to enter the exciting world of superheroics, and eventually was a founding member of the Protectors.

The symbiosis has made Helios as hot tempered as his flaming powers. He is often rash about using his abilities, and has caused many conflicts. This has not endeared him to Quasar or Renegade, who frequently struggle to keep him in line.

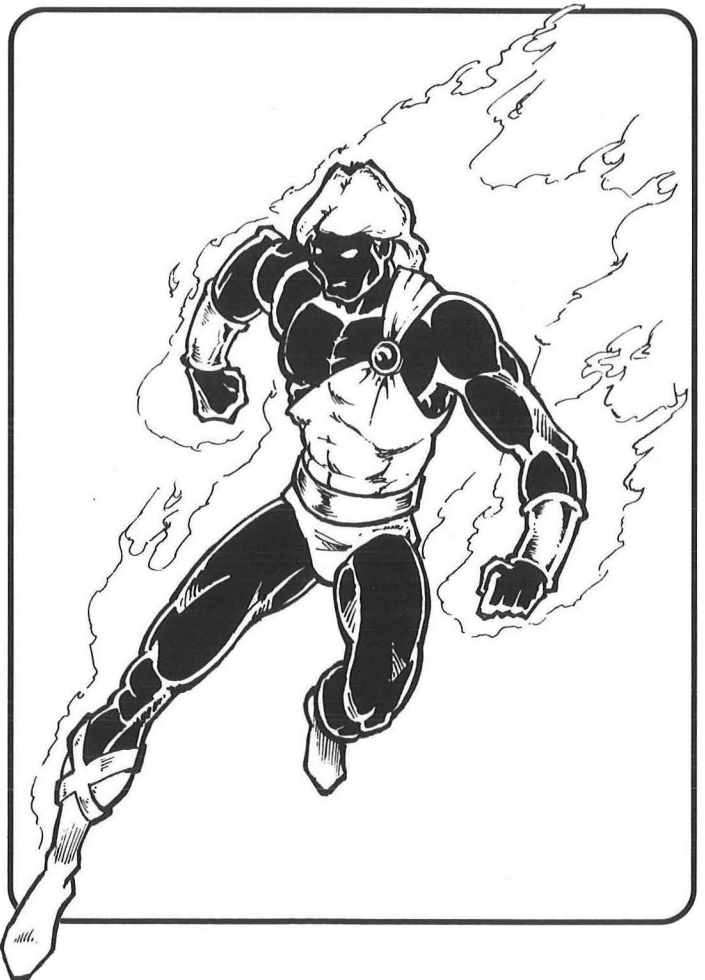
Yet, beneath this abrasive personality lies a tender, romantic young man who enjoys the solitude of sailing and the mystique of a beautiful woman. When not in hero ID, Demetrios enjoys listening to classical music or sitting down with a good novel. His inner serenity shows most in the products of his work as a freelance photographer.

The tension between the rude, violent persona of the alien entity and the calm, likable personality of the true Demetrios has become somewhat of a problem. Though Demetrios enjoys the thrill of adventure and the camaraderie of the other Protectors, he is frustrated with his lack of emotional control when he exercises his powers. At times, he wishes that he had never gained his tremendous abilities.

As Helios, Demetrios wears a bright red tunic, shorts and boots with gold trimming. In his hero ID, his skin becomes charcoal black with a reddish hint of the fiery inferno within.

Powers/Tactics: The symbiosis with the alien being enables Demetrios to control fire and heat. Helios can generate tremendously hot flames and hurl them at an opponent; he can also raise the temperature of the air around a target. Unfortunately, these abilities do have negative side effects. If Helios is not careful in placing his blasts, he may ignite combustible material in the area, starting a dangerous blaze. Though the storms that accompany Maelstrom's attacks are often helpful in soaking down the area, the city has learned to dispatch several firefighting units whenever Helios is in battle.

In combat, Helios hurls verbal abuse at his opponents — setting off countless psychological tantrums. He will always utilize his most damaging attacks at their full strength, savagely attacking a single opponent until he falls. Helios also takes dramatic chances, even if they endanger innocents. According to his logic, it's better to lose a few bystanders or hostages than to let some world-dominating freak succeed in his schemes. So far, the other Protectors have been able to keep this reasoning from actually hurting any innocents, although Quasar knows it's only a matter of time.



QUASAR					
Val	Char	Cost	100+ Disadvantages		
18	STR	8	20	Berserk when caged or bound 11-, 8-	
26	DEX	48	20	Enraged when innocents harmed 11-, 8-	
23	CON	26			
12	BODY	4	30	2x STUN, 1 1/2x BODY from chemical attacks	
13	INT	3			
13	EGO	6	15	Code vs. killing	
15	PRE	5	5	Likes publicity	
14	COM	2	35	Hunted by 7 Horsemen, 11-	
25	PD	21	30	Hunted by Firewing, 14-	
25	ED	20	5	Unusual looks, 8-	
6	SPD	24	10	Public ID	
15	REC	12	190	Experience spent	
66	END	10			
50	STUN	16			
Cost Powers			END		
60	Multipower (75 pt Reserve), not in Darkness (-1/4)				
6 u	6d6 Flash, 6" radius, 1/2 END				6
6 u	12d6 Energy Blast (photonic energy) 1/2 END				6
6 u	Desolidification, 12 BODY (light form) 1/2 END				6
20	Multipower (40 pt Reserve) (OAF wings)				
4 m	20" Flight				4
4 m	32" Gliding				0
7	FTL Travel, only w/ Desolid (-1/2)				
30	Full Damage Resistance				
30	Full Life Support				
6	Flash Defense, 6 points				
15	Telescopic Vision, x10				
10	Ultraviolet Vision				
8	Hi-Range Radio (IIF concealed communicator)				
	Skills				
3	Bureaucratics 12-				
2	Strategist 11-				
2	Alien Technology 11-				
3	Fluent English (native: alien language)				
12	+4 coordinating attacks				
6	+2 Energy Blast				
15	+3 Flight				
COSTS: Char. Powers Total Disadv. Base					
112 + 255 = 460 = 360 + 100					
OCV: 9+; DCV: 9+; ECV: 5; Phases: 2,4,6, 8,10,12					

Background/Personality: For as long as recorded history, Dayn's people had been slaves to the N'gai, a decadent race of powerful beings. But Dayn was one of the fortunate ones — his master, a champion gladiator named Firewing, had grown to like him and treated him with the smallest degree of dignity. Dayn was allowed to listen to his master's strategies and plans. He was even permitted to speak directly to Firewing. And when Firewing discovered Dayn's photokinetic abilities, he chose to train his slave to use the powers for more than mere light shows. Firewing wanted to make Dayn into a warrior.

After six stellar cycles of intensive training, Dayn had developed tremendous control over his abilities. Not only could he project light in powerful blasts, but he could even transform his whole being into pure photokinetic energy. And when his master was appointed to search for a new planet for their dying race, Dayn was allowed to go along as Firewing's personal servant. Yet, upon the discovery of earth, Dayn saw something that he had only dreamed of: freedom. The people of this shining green orb were independent and emancipated. In his excitement, Dayn knew that he could not allow Firewing to destroy this noble species, so he escaped his master to warn them. Eventually, he joined with other powerful beings and defeated Firewing in an awesome battle. The group decided to stay together, and Dayn found himself a new home.

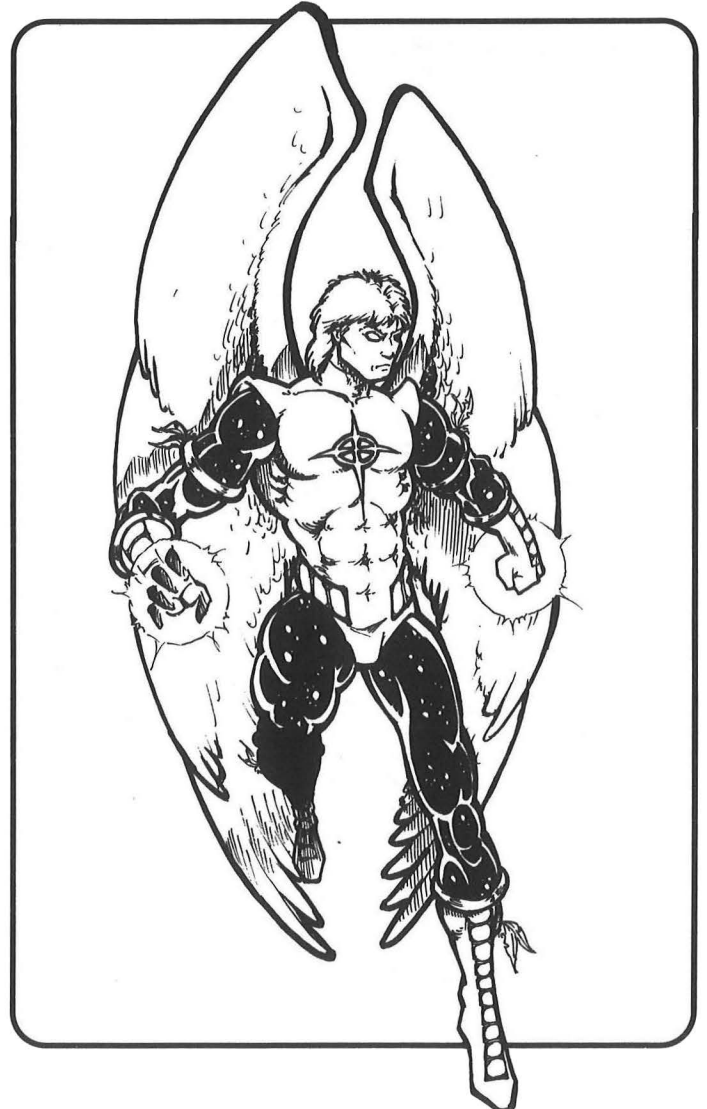
Dayn has since taken the name "Quasar," and has learned the native language well. Today, Quasar is a household name throughout the Bay Area. He has had numerous appearances on talk shows, and has recently completed the movie version of his life story. Kids can buy Quasar dolls, play Quasar video games, and watch the Quasar adventure cartoon on Saturday mornings.

Quasar sees earth as an absolute paradise, and enjoys both the hustle and bustle of a crowded city full of unique, free people, as well as the breathtaking beauty of a brilliant, silent sunrise. He loves being around others, especially children, and sees all life as having immeasurable value. However, Quasar is determined not to let this planet fall into the same decadent trends as his previous home world, and he fights evil with an unmatched ferocity. His years of serving Firewing taught him the intricacies of battle strategy, and it is this talent that leads the Protectors. He knows when to fight and when to flee, and holds weekly training sessions with the other Protectors to hone their skills.

In battle, Quasar wears an ornate white uniform with starry black sleeves and leggings. The trimming on his boots and gloves is bright gold, as is his hair and glowing eyes. His wings are a soft white.

Powers/Tactics: Quasar is a living source of photokinetic power. He can absorb the light around himself and transform it into incredible energy. This energy can then be shot in pulses of blinding light, in glowing bolts of energy, or in a molecular transformation.

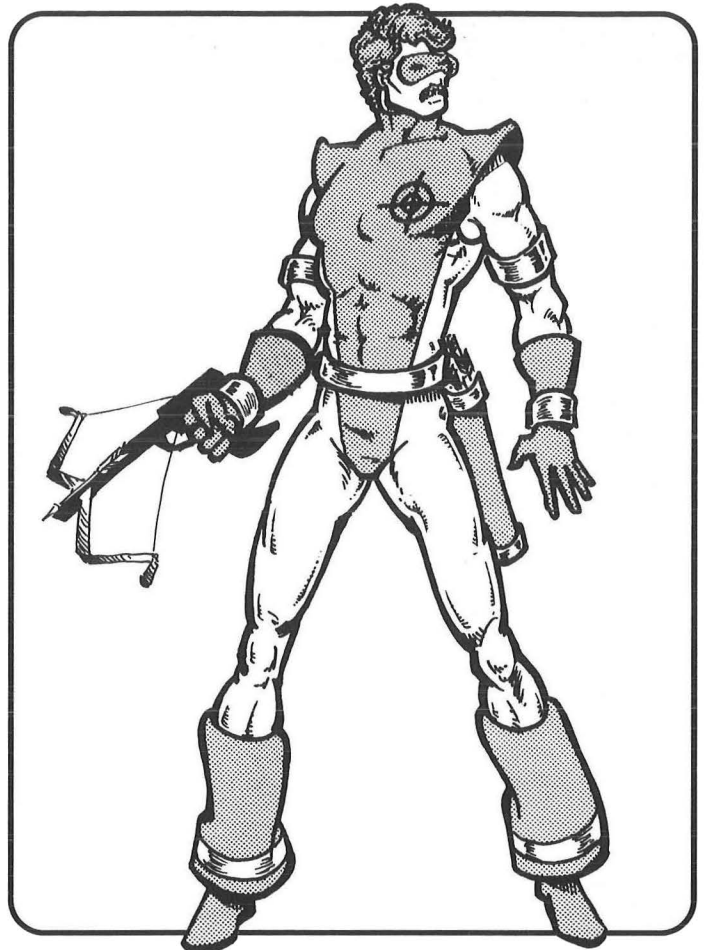
In combat, Quasar will usually take to the air, using his high vantage point to direct the battle. When personally engaged, Quasar utilizes his Flash attacks and photonic blasts carefully. On rare occasions Quasar will dive at an opponent, building to full downward velocity with his Flight in conjunction with his flying skill levels, and perform a Move Through.



HUNTSMAN						
Val	Char	Cost	100+ Disadvantages			
18	STR	8	10	1 1/2x STUN from Ego Attacks		
18	DEX	24	10	Highly competitive		
18	CON	16	10	Hatred of guns		
10	BODY	0	15	DNPC (Michael Savage, baby son),		
18	INT	8		incompetent, 8-		
10	EGO		10	DNPC (Jessica Savage, wife),		
15	PRE	5		normal, 8-		
12	COM	1	7	DNPC (Mindy Savage, baby daugh-		
8+	PD	4		ter) incompetent, 8- (x1/2)		
8+	ED	3	35	Hunted by 7 Horsemen, 11-		
5	SPD	22	35	Hunted by Supreme Soviets, 11-		
15	REC	12	15	Secret ID		
36	END	-5	121	Experience spent		
45	STUN	14				
Cost Powers			END			
37	Multipower (60 pt Reserve), 32 charges (OAF crossbow and specialized bolts)					
4 u	12d6 Energy Blast, stun only — electric					
4 u	8d6 AP Energy Blast — sonic					
4 u	8d6 Explosion Energy Blast — fire					
4 u	6d6 NND (vs. 10 pts. Life Support) — gas					
4 u	6d6 Entangle — webbing					
4 u	6d6 Flash — flare					
4 u	2d6+1 AP RKA — razor					
33	Armor (14 PD/14 ED) (OIF battlesuit)					
4	Flash Defense, 5 points (IIF special contacts)					
10	+5" Running (11" total)					2
10	+5" Swimming (7" total)					1
8	Ultraviolet Vision (IIF special contacts)					
8	Hi-Range Radio (IIF concealed communicator)					
	Skills					
10	Acrobatics 14-					
5	Computer Programming 12-					
3	Demolitions 11-					
3	Driving 14-					
3	Pilot 14-					
5	Gadgeteering 13-					
5	Stealth 13-					
10	10" Swinging					
15	3d6 Luck					
2	Simple Russian					
5	PS: Hunting					
12	+4 coordinating attacks					
40	+8 with ranged combat					
COSTS: Char. Powers Total Disadv. Base						
112 + 256 = 368 = 268 + 100						
OCV: 6+; DCV: 6+; ECV: 3; Phases: 3,5,8,10,12						

Background/Personality: Wayne Savage struggled hard to break the ropes which bound his hands to the metal stairway, but was too weak from the beatings. He had been held captive for at least three days, and every fiber of his body was in agony. Beyond the ringing in his ears he heard the question again, "Where is the code?!"

Apparently, his parents had smuggled some code in from eastern Europe shortly before their "accidental" deaths in an auto collision. Wayne had heard about their deaths while on one of his Safari hunts in Africa, but he had no idea that they may have been involved with any kind of covert operations. He had quickly packed up his equipment, including the custom designed crossbow which had made him famous, and headed for the airport to fly home. But Wayne never made it to the airport; he was abducted *en route* by three strong men with Russian accents who injected him with a drug and knocked him unconscious. For three days he had been telling



them that he had no knowledge of any "code," but the interrogation continued, and Wayne Savage began to think that his life would end there in that hot, dreary place.

Suddenly the room grew icy cold and dark mists began to swirl about Wayne's tormentors. A cloaked figure appeared in the room and gestured toward the agents. The Soviets became dizzy and quickly dropped off into a deep slumber.

"Who...are you?" Wayne gasped. "How'd you know I was here?"

"My name is Dr. Eric Wraith, and evil rarely escapes my notice," came the solemn reply. "Actually, I have been searching for you for several days. You see, I have heard of your skill with your specialized crossbow, and I wish to make you a remarkable offer. The Protectors have need of your ability."

Dr. Wraith proceeded to discuss the unbelievable skill which Wayne had mastered, and suggested that he take on a new identity as a crusader for justice. Attracted by the promise of adventure, Wayne agreed, and the Huntsman was born. Utilizing the resources of his family's multi-billion dollar industry, the Savage Corporation (SavCo.), Wayne constructed an arsenal of powerful weaponry for use with his customized crossbow. He has chosen a costume of kelly green and silver, reminiscent of Robin Hood, with solid gold bands about his upper arms, wrists, waist, and boots.

As a businessman, Wayne Savage is the stereotypical "yuppie." He is motivated by financial concerns, drives a silver BMW, dresses according to GQ, and is always seen at the "right" parties. As the Huntsman, Wayne plays out his fantasies of being a swashbuckler. He frequently uses lines on old movies, and never misses a chance to swing into action from a rope. The Huntsman often views his participation in the Protectors as a sort of game; he does not realize the kind of deadly danger that he is actually facing. To Wayne, everything will have a happy ending somehow.

Mr. Savage is currently the major financial contributor to the Protectors; it was his money that allowed them to open up the training academy. In addition, the Huntsman has been given the specific responsibility of maintaining and piloting the Skycruiser.

Three years ago, Wayne gave up the some of the playboy lifestyle to marry his beautiful girlfriend, Jessica. And just four months ago, Wayne became the proud father of twin babies, Michael and Mindy.

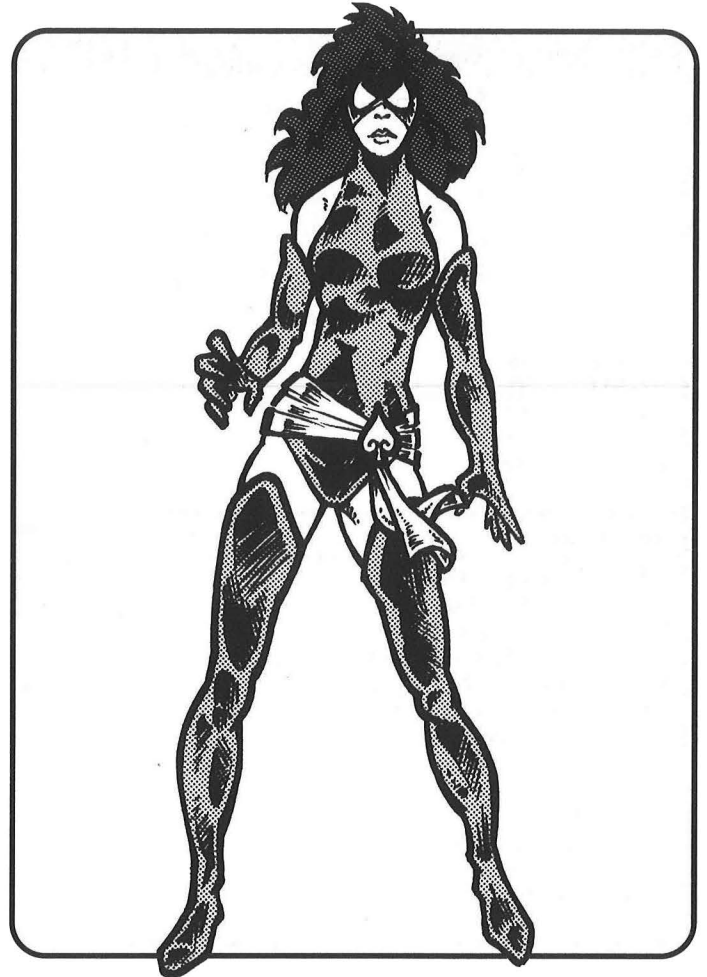
Powers/Tactics: The Huntsman has spent years perfecting his ability as a hunter in the wilds of Africa and South America. He has also developed a highly-specialized crossbow, capable of discharging gadget-equipped bolts with amazing accuracy. In battle, Wayne will often take a high position and fire at targets below him. His biggest weakness is hand-to-hand combat, and Wayne will avoid it whenever possible. The Huntsman is very selective with his bolts, using flare and explosion missiles to eliminate agents and his various Energy Blasts for more powerful opponents.

ACE					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	20	2x STUN from energy Killing Attacks	
26	DEX	48	15	Hatred of firearms	
23	CON	26	10	Independent; loner	
10	BODY	0	5	Colorblind	
13	INT	3	10	DNPC (Brenda Gibson, roommate), normal, 8-	
13	EGO	6	35	Hunted by 7 Horsemen, 11-	
15	PRE	5	15	Hunted by Genocide, 11- (x1/2)	
14	COM	2	30	Hunted by VIPER, 11-	
23	PD	19	15	Secret ID (Kimberly Yamato)	
23	ED	18	110	Experience spent	
6	SPD	24			
15	REC	12			
60	END	7			
43	STUN	11			
Cost Powers			END		
40	Martial Arts, +1 multiple (10d6 punch, 12d6 kick)				6
10	Find Weakness with martial punch 11-				
30	Invisibility (vs. normal, IR, and UV)				
10	Missile Deflection, 14- (thrown objects only)				
4	Flash Defense, 5 pts (IIF special contacts)				2
8	Hi-Range Radio (IIF concealed communicator)				
10	+5" Running (11" total)				
	Skills				
10	Acrobatics 14-				
5	Detective Work 12-				
5	Security Systems 12-				
5	Stealth 14-				
10	2d6 Luck				
12	+4 coordinating attacks				
15	+3 H-to-H combat				
COSTS: Char.		Powers	Total	Disadv.	Base
191		+	174	=	365
				=	265
				+	100
OCV: 9+; DCV: 9+; ECV: 5; Phases: 2,4,6, 8,10,12					

Background/Personality: Kimberly Yamoto stood weeping over the slain bodies of her father and younger brother. Her mother had died in childbirth, and now the rest of her remaining family lay dead, victims of common thieves caught in the act. Through her tears, she swore that one day she would avenge their murders.

Kim began training in the martial arts the following week. Her trainer was amazed at how diligently the girl worked and how quickly she improved. Before long, Kim was displaying a strength and speed far beyond what was logically possible. Her teacher suspected that Kim was something extraordinary, but he never dreamed that her agility came from a long-dormant mutation.

One unforgettable night, Kim came home late from work and found the door to her apartment ajar. Opening it cautiously, she saw two punks searching through her belongings. In her mind, she remembered the fate of her father and brother, and her anger grew.



Adrenaline surged through her veins as she prepared to deal with the burglars. She rushed into the room and within seconds, Kim knocked the intruders senseless, leaving them in need of medical attention. During the attack, however, Kim noticed how disoriented her opponents were — it was as though they never saw her coming. And when she looked in the mirror, she saw how true that thought was. For Kim's mutant powers had finally manifested themselves fully — Kimberly Yamoto was invisible! Just two weeks later, when the call went out for new recruits for the famous Protectors, Kim signed up, and has been a contributing member ever since.

Ace is a quiet and reserved individual; she prefers to listen and meditate rather than offer her own opinions. She rarely loses her cool in front of others; instead, she waits until she is alone in the gym where she can work off her tension on the weight machines. Kim mistrusts most men to some degree, and rarely dates. She has been reluctant to build deep, vulnerable relationships with the other Protectors, fearing that one day they will leave her life as her family did; she would rather not leave herself open for any more emotional trauma.

Ace's uniform is shiny black with bright white accents.

Powers/Tactics: Kim has had some nasty encounters with VIPER while on patrol, and is very cautious about entering what might be an ambush. While on duty, Ace is characterized by slow, deliberate action; she always thinks out her strategy as much as possible before proceeding. When entering battle, Ace usually begins invisible, hoping to make the most of surprise. She will remain near the edge of the battle, sighting a target and attempting to find weakness on him. Then, when her opponent is distracted, she will sneak up invisibly and initiate attack. Since remaining invisible tires Ace out quickly, she will usually become visible again during hand-to-hand combat, reserving her invisibility power for defensive retreats. If possible, Ace will attack opponents who cannot fly or teleport, trusting that they will not be able to run from her during the combat.

RENEGADE					
Val	Char	Cost	100+ Disadvantages		
55	STR	45	20	2x STUN from poison and gas attacks	
23	DEX	39	10	Acrophobia: Fear of heights	
28	CON	36	35	Hunted by 7 Horsemen, 11-	
15	BODY	5	25	Hunted by Father's Arch Enemy, 11-	
13	INT	3	13	Hunted by FBI, 14- (x1/2)	
10	EGO		15	Secret ID (Rick Clawson)	
15	PRE	5	149	Experience spent	
14	COM	2			
30	PD	19			
27	ED	21			
5	SPD	17			
20	REC	4			
100	END	22			
60	STUN	3			
Cost Powers			END		
30	Full Damage Resistance			2	
10	-10 Lack of Weakness				
12	-4" Knockback Resistance				
4	Flash Defense, 5 points (IIF special contacts)				
10	+5" Running (11" total)				
15	+5 Enhanced Hearing				
15	+5 Enhanced Vision				
8	Hi-Range Radio (IIF concealed communicator)				
8	Ultraviolet Vision (IIF special contacts)				
Skills					
5	Detective Work 12-				
3	Streetwise 12-				
12	+4 coordinating attacks				
15	+3 H-to-H combat				
COSTS: Char. Powers Total Disadv. Base					
220 + 147 = 367 = 267 + 100					
OCV: 8+; DCV: 8+; ECV: 3; Phases: 3,5, 8,10,12					

Background/Personality: Rick Clawson hated his father with a passion. His dad had never spent much time with him, choosing instead to stay out all hours of the night without any explanation. When his parents divorced, Rick's mother began drinking heavily. She eventually died of alcohol poisoning and Rick blamed his father, calling him a murderer. Rick left home at the age of seventeen and took a job as a waiter in a sleazy restaurant, hoping to never see his father again.

One night, Rick was awakened by the sounds of shattering glass. He rushed to his front room where he saw the crumpled form of his father laying beneath the broken window. His dad was dressed in a tattered costume of red and gold, and Rick suddenly realized why his father had never been home at night. Rick's father was actually the famous Captain Thunder, a costumed crusader of the 60s and 70s. The dying man grasped Rick's arm and pulled him close. Rick began to feel a surge of energy flow throughout his body. His muscles swelled and tore his shirt. And far off he heard the faint sounds of approaching sirens.

"Take the power, son. Continue the fight. I...love...you.." his father whispered as the life flowed out of his body.

Hearing the sirens get closer, Rick quickly removed his father's costume in hopes of preserving his secret identity. He threw the costume in a wastebasket, fumbled for some matches, and began to burn it. Rick wasn't really sure what he was doing; it was all happening so fast. But he figured that his father had either done something dreadfully wrong, or that he had been killed in a battle with some supervillain.

The front door burst open and a young rookie raised his gun. "Stop where you are!" he shouted, but something inside of Rick told him to run. He rushed out through the back and down the fire escape, pushing aside garbage bins and fleeing through the dark

maze of alleys at incredible speed. When he finally stopped several miles away, he began to weep. What was happening to him?

The next day, Rick's picture were plastered all over the newspapers — he was apparently wanted for the murder of his father. Rick's public hatred for the man served as the perfect motive, and his own reaction upon the arrival of the police made him a prime suspect. He decided to go to the only people that he thought would understand: the Protectors. Telepathic inquiry into Rick's subconscious proved that he was convinced that he was innocent. Unfortunately, though the Protectors were confident of Rick's innocence, no other evidence was discovered, and the team realized that their own techniques would never hold up in court. Thus, the Protectors decided to help Rick create a new identity that would be free from the hounding of authorities and allow him to use his new powers. Rick Clawson was no more. In his place, ready to continue his father's fight against crime, stood the Renegade.

Rick is a responsible young man who developed a strong sense of independence as a teenager. He demonstrates natural leadership and strategist abilities, and Quasar has chosen him to act as Deputy Leader for the team. Rick is mostly driven by loyalty to a father he never really knew, and fights to uphold a dream that he doesn't completely understand. Rick is a sensitive individual, and can often be seen comforting frightened citizens following an intense battle.

Renegade wears a deep blue body suit with a yellow insert across the left side of his chest. His mask is woven with lead fibers to protect against X-Ray vision, his hair has been dyed to a dark black, and his fingerprints have been surgically altered.

Powers/Tactics: Rick's enhanced physiology is a direct result of the power that was transferred from his father that fateful night. As the Renegade, he is incredibly strong and quick. Furthermore, his senses have been heightened to superhuman levels, allowing him to see and hear far better than normal humans.

Though he would hate to admit it, Renegade is a typical "brick;" he fights with his fists. His strength is also required frequently by Quasar to execute the team's battle plans.



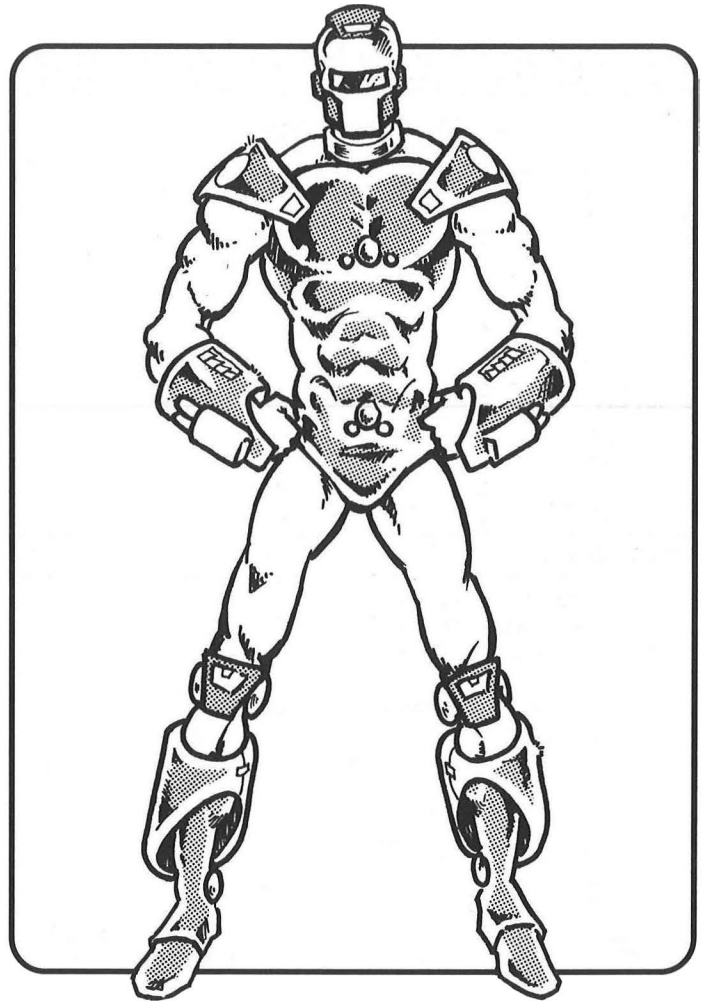
SILVERFIST

Val	Char	Cost	100+	Disadvantages
30	STR	20	30	2x STUN from electrical attacks
29	DEX	57	20	Overconfident
28	CON	36	10	Touchy about looks
15	BODY	10	5	No sense of smell or taste
13	INT	3	10	Unusual looks, 11-
10	EGO	0	35	Hunted by 7 Horsemen, 11-
15	PRE	5	25	Hunted by PsiBorg, 11-
10	COM	0	140	Experience spent
6+	PD	0		
6+	ED	0		
6	SPD	21		
18	REC	12		
60	END	2		
58	STUN	14		

Cost	Powers	END
30	Martial Arts ("Boxing": 9d6 punch, 12d6 kick)	6
38	Armor, (17 PD/17 ED) activate 14-	
5	Flash Defense, 5 points	
20	+10" Running (16" total)	3
20	Radar Sense	
20	X-Ray Vision	
5	Hi-Range Radio	
20	Life Support	
	Skills	
5	Computer Programming 12-	
3	Driving 14-	
3	Forensics 11-	
3	Paramedic 12-	
3	Pilot 14-	
5	Security Systems 12-	
3	Streetwise 12-	
12	+4 coordinating attacks	
10	+2 H-to-H combat	

COSTS:	Char.	Powers	Total	Disadv.	Base
	180	+	205	=	385
				=	285
				+	100

OCV: 10+; **DCV:** 10+; **ECV:** 3; **Phases:** 2,4,6, 8,10,12



revive Joe and verify the stability of the neural connections before transplanting PsiBorg's brain. But Joe came out of it fighting; using his new strength he tore through the lab in a confused frenzy. Joe escaped and examined himself. Realizing that he could never live a normal life again and that his dreams of being a boxing champion were forever gone, Joe decided to join the ranks of costumed crimefighters as Silverfist.

Silverfist is a tough, streetwise man who has not yet realized his limitations. He often charges into battle without thinking of the possible consequences, and is a constant source of irritation to his teammates. Joe has always enjoyed a good brawl, and now he can use his boxing skills on a super powered level. He views the world as black or white; either something is right or it is wrong, and there's never any point in arguing the matter. He doesn't blink at unusual circumstances, figuring that nothing could surprise anyone who runs around with winged aliens and spooky magicians. His aggressive attitude has surprised many villains and would-be terrorists, but his recklessness often results in massive property damage and danger to bystanders.

Silverfist's cyborg prosthetics are a gleaming silver, with gold solar collectors and a forboding crimson faceplate. He is often seen riding an ordinary motorcycle while on patrol.

Powers/Tactics: Silverfist's cyborg prosthetics simply enhance Joe's formidable boxing prowess. He can now punch through brick walls instead of sand-filled bags. Additionally, Silverfist's cranial casing has been equipped with a variety of sensory devices, including Radar and X-Ray vision.

In battle, Silverfist is a fighting frenzy. He gets a thrill out of throwing around automobiles, but realizes that his jab (Martial Punch) and hook (Martial Kick) are his most effective attacks. If he is not under the strict supervision of his teammates, Silverfist will leap into combat at the slightest insult.

Background/Personality: Joe Montgomery was living the good life. He was the favorite for the upcoming middleweight championship fight and had been offered several roles in commercials, with a lot of promised cash. And now he was driving his new imported Jaguar up the winding roads of the California coast, with the wind whipping through his hair and his favorite band piping through the tape deck. Yes, Joe had it good. Until the accident.

A large semi swung into Joe's lane, sending Joe through the side barrier and over the cliff. When he arrived at the hospital in a coma, the doctors discovered that the damage to his spine and limbs was too extensive for even the slightest hope. It was doubtful Joe would even survive the night.

As chance would have it, a villain named PsiBorg chose that very evening to visit the hospital. PsiBorg, an evil robot housing a powerful human brain, was in desperate need of a new host body, and hoped to find that body in the local emergency room. Having stormed the hospital, PsiBorg discovered Joe's shattered form. The villain believed that Joe's injuries would make his task easier, since the necessary cyborg prosthetics could be easily implanted. With Joe gripped tight in his metallic claws, PsiBorg fled into the night.

The procedure was harder than PsiBorg and his team of hired scientists expected. Their experience had been in robotics, but altering the human form into cyborg compatibility was an entirely different matter. Upon completion of the process, they decided to

COATLICUE (THE PURIFIER)

Val	Char	Cost	100+ Disadvantages	
20	STR	10	20	2x STUN, 2x BODY from magic
27	DEX	51	20	Fanatic desire to purge humanity
28	CON	36	15	Unfamiliar with modern culture
15	BODY	10	35	Hunted by Vanguard, 11-
24	INT	14	25	Hunted by Police, 14-
23	EGO	26	10	2d6 Unluck
18	PRE	8	217	Villain Bonus
14	COM	2		
28	PD	24		
28	ED	22		
6	SPD	23		
18	REC	16		
80	END	12		
50	STUN	11		

Cost Powers		END
79	Multipower (79 pt Reserve)	
7 u	12d6 Energy Blast (cold), 1/2 END	6
7 u	4d6 RKA (fire), 1/2 END	6
7 u	3d6 Entangle, (gravity), Are Effect, 1/2 END	6
7 u	30" Flight (wind riding), 1/2 END	3
7 u	30" Swimming (current riding), 1/2 END	3
7 u	12 Tunnelling (thru 15 DEF), 1/2 END	1
8 u	3d6 HKA, (Purifying Touch), Armor Piercing (4d6 with STR), 1/2 END	6
30	Full Damage Resistance	
15	Ego Defense (20 points total)	
	Skills	
3	Fluent English	

COSTS:	Char.	Powers	Total	Disadv.	Base				
	265	+	177	=	422	=	322	+	100

OCV: 9; DCV: 9; ECV: 3; Phases: 2,4,6, 8,10,12	
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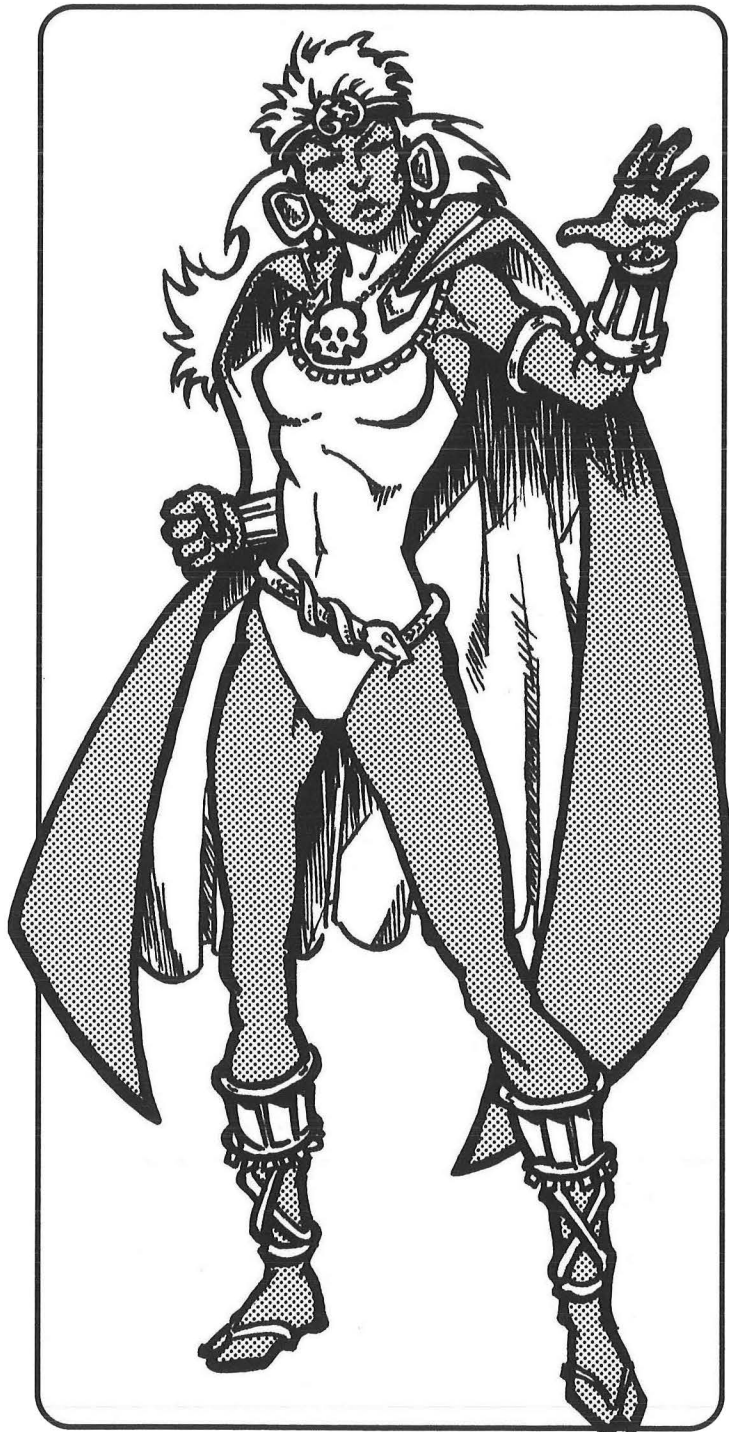
Background/Personality: Coatlicue has long forgotten the name she was born with. As a child, she manifested a hunter's instinct and amazing powers over the elements. Her people regarded her as the living manifestation of the "mother of the gods," renaming her "Coatlicue," and the little Aztec girl readily accepted her special treatment.

One day, while out in the forest near her tribe, Coatlicue discovered a skull-shaped jade amulet. Though she did not know whose it was, she kept it for herself. Soon, its insidious effects took hold of her and she began using her powers to punish those who seemed immoral or imperfect. Before long, her people grew to resent her power, and eventually entombed her in stone. For centuries, she has awaited the day when someone would revive her and join her quest for purification.

Coatlicue is actually a gentle young woman, deeply sorrowful for the actions she feels she must perform. She enjoys the beauty of nature and is naturally attracted to wildlife. Though she fears that no man will ever be worthy of her love, she secretly longs for a companion who would understand her. Although she is usually serene, she can be a fearsome warrior when her cause is opposed, unleashing deadly power and showing no mercy.

As the Purifier, she wears a white bodysuit and a dove-gray cloak. Her jewelry and ornamentation are gleaming silver, and reminiscent of her Aztec heritage. The deep jade pendant forms a striking central point of her dress.

Powers/Tactics: Coatlicue's powers involve the ability to manipulate the natural elements around her. She can cause spontaneous combustion or dramatic reductions in temperature. She has also learned to increase the pull of gravity, holding her targets motionless. In combat, she prefers using her ranged fire and cold abilities in direct attacks. Should any opponent get close enough for hand-to-hand combat, Coatlicue will attempt to grab her victim and unleash her deadly "purifying touch."



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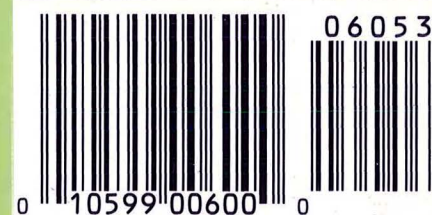
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