

PULP HEROES

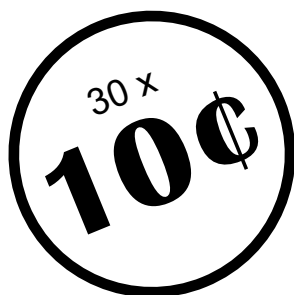
Volume II:

Captain Battle and the Science Police

STEVEN S. LONG

PULP HEROES

Volume II: Captain Battle and the Science Police



A Hero Plus Adventure for

PULP HERO

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(try it! It's great!)

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YOUR SECRET LEAGUE OF HEROES ENCODED MESSAGE!

Attention Secret League Of Heroes members! Here's your secret message for this Hero Plus Adventure. Use your secret decoder ring to read it!

**This secret message stolen
by Dr. Fang and the League
of Crime! Mwah hah hah
hah hah!!!**

CAPTAIN BATTLE



HERO PLUS ADVENTURES

Pulp Heroes, Volume II: Captain Battle and the Science Police is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. (This one isn't so much an adventure as a collection of characters, but you get the picture.) Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

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Masterminds And Madmen gives you a deadly and gruesome gallery of villains for *Pulp Hero*, but what about the heroes who oppose them? Other than Randall's Raiders, who's out there fighting the good fight to keep innocent people safe from crimelords, invaders from Inner-Earth, mad scientists, Fiendish Oriental Masterminds, and science criminals? In this Hero Plus Adventure, you'll learn the secrets of one of the Pulp World's greatest heroes — the two-fisted adventurer Captain Jim Battle — and his amazing comrades, the Science Police!

CAPTAIN JIM BATTLE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
8	PD	4		Total: 17 PD (9 rPD)
8	ED	4		Total: 17 ED (9 rED)
5	SPD	32		Phases: 3, 5, 8, 10, 12
10	REC	4		
50	END	5		
50	STUN	10		Total Characteristics Cost: 170

Movement:	Running:	10"/20"
	Swimming:	5"/10"
	Leaping:	5"/10"

Cost	Powers	END
45	<i>Master Of The World's Fighting Arts:</i> Multipower, 45-point reserve	
2u	1) <i>Strikes:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
2u	2) <i>Lethal Strikes:</i> HKA 1d6+1 (2½d6 with STR)	2
1u	3) <i>Trained Strength:</i> +30 STR; Only To Disarm, Escape, And Grab (-¾), No Figured Characteristics (-¼)	3
3u	4) <i>Nerve Touch:</i> Energy Blast 4d6, NND (defense is rigid armor protecting his vulnerable spots, a PD Force Field, or any type of Lack Of Weakness; +1); No Range (-½)	4
3u	5) <i>Choking Grasp:</i> Energy Blast 3d6, NND (defense is having rigid armor on the neck, a PD Force Field, or Life Support: Self-Contained Breathing; +1), Continuous (+1); No Range (-½)	4
50	<i>Gadgets:</i> Variable Power Pool (Gadget Pool), 40 base + 20 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½)	var
13	<i>Awe-Inspiring:</i> +20 PRE; Only To Make Presence Attacks (-½)	0
3	<i>Bite Through Nails:</i> HKA 1 point, Penetrating (+½); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Limited Use (only works on things the character can get	

	his mouth around; -½)	1	4	Navigation (Air, Land, Marine) 13-
25	<i>Compulsion</i> : Mind Control 10d6; Incanta-		3	Paramedics 13-
	tions (orders must be loud and obvious;		3	Persuasion 13-
	-¼), Limited Normal Range (5"; -½),		21	Power: Gadgeteering 22-
	Requires A PRE Roll (no Active Point		2	PS: Play Chess 11-
	penalty; -¼)	5	10	Rapid Fighting (HTH, Ranged)
37	<i>Cinematic Safety</i> : Armor (10 PD/10 ED),		3	Riding 13-
	Hardened (+¼)	0	3	Security Systems 13-
8	<i>Fast</i> : Running +4" (10" total)	1	3	Sleight Of Hand 13-
3	<i>Fast Swimmer</i> : Swimming +3" (5" total)	1	3	Stealth 13-
1	<i>Strong Leaper</i> : Leaping +1" (5" forward, 3"		3	Streetwise 13-
	upward)	1	8	Survival (Deserts, Mountains, Temperate/
9	<i>Preternaturally Observant</i> : +3 to PER			Subtropical, Tropical) 13-
	Rolls with all Sense Groups	0	3	Systems Operation 13-
3	<i>Keen Ears</i> : Ultrasonic Perception (Hear-		3	Tactics 13-
	ing Group)	0	3	Teamwork 13-
5	<i>Keen Eyes</i> : Nightvision	0	7	TF: Common Motorized Ground Vehicles,
2	<i>Tongue Untied</i> : Extra Limb (tongue),			Riding Animals, Small Motorized Boats,
	Inherent (+¼); Only To Untie Knots (-2)	0		Small Planes, Two-Wheeled Motorized
1	<i>Pearl Diver's Lungs</i> : Life Support (Extended			Ground Vehicles
	Breathing: 1 END per 30 Seconds)	0	10	Two-Weapon Fighting (Ranged)
15	<i>Luck Of Heroes</i> : Luck 3d6	0	7	WF: Common Melee Weapons, Common
				Missile Weapons, Small Arms, Biplane Weap-
	Perks			ons
7	Fringe Benefits: International Driver's		3	Scholar
	License, Passport, International Police		2	1) KS: Dr. Fang And The Legion Of Crime
	Powers			13-
15	Money: Filthy Rich		2	2) KS: The Espionage World 13-
12	Reputation: adventurer, hero, and protector		2	3) KS: History 13-
	of the innocent and helpless (throughout the		2	4) KS: The Hudson City Underworld 13-
	world) 14-, +4/+4d6		2	5) KS: The Law Enforcement World 13-
			2	6) KS: Lost Civilizations 13-
	Talents		2	7) KS: The New York Underworld 13-
9	Ambidexterity (no Off Hand penalty)		2	8) KS: Scents And Odors 13-
3	Bump Of Direction		2	9) KS: World Politics 11-
6	Combat Luck (3 PD/3 ED)		1	10) KS: World Religions 11-
3	Eidetic Memory		1	Scientist
3	Lightning Calculator		3	1) SS: Anthropology 13-
3	Lightsleep		2	2) SS: Astronomy 13-
3	Perfect Pitch		2	3) SS: Biology 13-
3	Simulate Death		2	4) SS: Chemistry 13-
4	Speed Reading (x10)		2	5) SS: Geology 13-
20	Universal Translator 13-		2	6) SS: Medicine 13-
			2	7) SS: Physics 13-
	Skills		2	8) SS: Surgery 13-
40	+4 Overall		2	Traveler
24	+3 with All Combat		3	1) AK: Africa 13-
			2	2) AK: Canada 11-
3	Acting 13-		1	3) AK: Central Asia 11-
3	Breakfall 13-		1	4) AK: Europe 11-
3	Combat Driving 13-		1	5) AK: The Far East 11-
3	Combat Piloting 13-		1	6) AK: India 11-
3	Concealment 13-		1	7) AK: Mexico, Central America, And The
3	Contortionist 13-		1	Caribbean 11-
3	Conversation 13-			8) AK: The Near East 11-
3	Criminology 13-		1	9) AK: Russia 11-
3	Deduction 13-		1	10) AK: South America 11-
3	Demolitions 13-		1	11) CK: Berlin 11-
3	Disguise 13-		1	12) CK: Cairo 11-
3	Electronics 13-		1	13) CK: Capetown 11-
3	Fast Draw (Small Arms) 13-		1	14) CK: Chicago 11-
3	High Society 13-		1	15) CK: Delhi 11-
3	Lipreading 13-		1	16) CK: Hudson City 11-
3	Lockpicking 13-		1	17) CK: London 11-
3	Mechanics 13-		1	18) CK: Moscow 11-
3	Mimicry 13-		1	

CAPTAIN BATTLE PLOT SEEDS

An old friend of Cap's, a member of the Battle Escadrille, needs his help. He and his family suddenly seem to be dying of a mysterious disease, and the friend suspects an attack by an old enemy. Unfortunately, Cap's got to rush off to Europe to broker a peace between two warring Balkan nations. He asks the PCs to help out his friend.

Reports are coming in from all over the globe — Captain Battle's turned criminal! He's attacked cruise ships in the Mediterranean, military expeditions in India, and banks in America. The PCs try to get in touch with him, but can't. It's up to them to find out what's going on. Cap *can't* have become evil... can he?

Cap's just bought a *big* plot of land up in the Yukon and seems to be setting up to mine. He refuses to tell anyone what he's doing, or why. The US and Canadian governments have gotten worried; they ask the PCs to look into the situation.

- 1 19) CK: Nairobi 11-
- 1 20) CK: New York City 11-
- 1 21) CK: Paris 11-
- 1 22) CK: Rome 11-
- 1 23) CK: San Francisco 11-
- 1 24) CK: Shanghai 11-
- 1 25) CK: Tokyo 11-
- 1 26) CK: Washington, D.C. 11-

Total Powers & Skills Cost: 609

Total Cost: 779

75+ Disadvantages

- 20 Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: The Skymaster 8- (As Pow, Capture/Kill)
- 10 Hunted: various masterminds, cults, and the like 8- (As Pow, Kill)
- 20 Psychological Limitation: Pulp Hero's Code (Common, Total)
- 15 Psychological Limitation: Pulp Hero's Burden (Common, Strong)
- 10 Social Limitation: Famous (Frequently, Minor)
- 619 Experience Points

Total Disadvantage Points: 779

Background/History: James Battle comes from a family whose members have distinguished themselves as military heroes, scientists, explorers, and adventurers since pre-Revolutionary War days — and it looks like he just might outdo them all put together. Since the day he was born in 1896 at the Battle family mansion in the Piedmont region of North Carolina, he's shown signs of being destined for greatness. His family did everything they could to encourage and educate him, with more than a few of his famous and accomplished relatives devoting time and effort to teaching him whatever he wanted to know. And that basically meant everything; young Jim had a true thirst for knowledge, a trait he retains to this day.

At first, Jim wasn't sure what to do with his life — science? aviation? exploration? medicine? He knew he wanted to *help* people, to use the gifts he'd been given in the service of mankind, but he couldn't figure out how. The Great War put an end to his confusion. He was one of the first to sign up for service, and almost from the moment he set foot in France he became a war hero. To this day veterans tell countless tales of the time he captured an entire brigade of Germans singlehandedly, of how he saved dozens of Allied lives in the Argonne Forest, of his daring espionage missions behind enemy lines, of his time behind the stick as the leader of his own group of crack airmen, the Battle Escadrille.

When the War ended, Jim decided he should put his knowledge and military experience to good use wherever it was needed. All over the world there were evil men committing crimes and exploiting their fellow men. Someone had to stand up for the innocent people who stood helpless before the might of the likes of Dr. Fang — and he would be that someone. He threw himself back into his studies and training,

amassing all the knowledge he'd need to conduct his crusade. By 1925 he felt he was ready, and he showed it by defeating the schemes of the so-called "Volcano Master" who threatened to destroy New York City with a device that could create volcanoes anywhere (see *Masterminds And Madmen*).

In the years that followed, Captain Battle again and again put himself in harm's way to save the world from evil masterminds, crimelords, and other threats to Earth and her people. But he realized he couldn't go on doing everything by himself — more than once he'd nearly come to ruin because he had no one to help him. He began to keep his eyes open for experts of like mind and character who'd be willing to devote themselves to his cause, and when he found them he recruited them for his Science Police (see below).

Today, Captain Jim Battle is the most famous adventurer in the world. In remote villages in Central Asia, people speak his name in awe. In the halls of power in Europe and Washington, men who handle the weighty affairs of the world look to him for guidance and advice. Around African campfires, tribal elders tell stories of his exploits. And children throughout America and the world read about his adventures every month in the pages of his very own magazine, *Captain Battle and the Science Police*.

Personality/Motivation: Jim Battle defines the very words "pulp hero." He's the walking, talking, breathing epitome of the heroic ideals that motivate so many men and women in the often-chaotic world of the Pulp Era. He's devoted himself wholly to the cause of defeating evil, defending the innocent and helpless, and improving the world through Science, even to the extent of refusing to have a wife or family in his life for fear that his many enemies might try to strike at him through them. He hopes someday to be able to lay down his sword and shield and take up instead a life more ordinary, but even his closest friends, the Science Police, doubt he'll ever have the chance because so many people need his help.

Quote: "Put her down and surrender now, Fang. You can never win. Good men will always stand up to your evil!"

Powers/Tactics: Captain Battle is a highly-trained, highly-experience combatant who tends to throw himself into the thick of any fight. His hand-to-hand combat skills are the result of years of studying the fighting arts of the world — from Brazilian capoeira to the karate, kung fu, and jujutsu of the Far East. His intimate knowledge of the weak points of the human body allows him to knock someone out with just a touch, or apply a special choke hold that brings swift unconsciousness.

Battle's just as deadly at range. He's familiar with nearly every type of firearm available in the world, though he prefers to rely on his fists and gadgets instead of guns. He carries two special .45 semi-automatics he and Anne Flagstaff designed; they're far more accurate and deadly than other firearms. Equipped with a sort of drum magazine on top, something like certain models of Thompson submachine gun, they have lots of ammo and a distinctive profile. When they're not in use, the magazine folds to the side

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle 45	+1	+2	2d6	1d6+1	24	14	Carries two

Armor

Bulletproof clothing (6 PD/6 ED), Activation Roll 12-

Gear: Television wristwatch; just about anything he needs, given his wealth

Clothing: See Appearance

so Battle can carry them in special holsters on his hips.

Captain Battle almost always has several gadgets with him at any given time, often concealed in special pockets or the like. He favors less “flashy” devices, such as mini-grenades and gas guns, over the likes of electrogoggles and energy pistols. He and the Science Police always wear special bulletproof clothing (designed by Battle and Bartleby Buchanan) and special “telecommunicators” on their wrists.

Despite his impressive array of fighting abilities and weapons, Cap’s greatest advantage in combat is his lightning-swift mind. He has an uncanny knack for sizing up a situation in an instant and determining the best tactical option — which he immediately uses. Allies and opponents alike are often astounded at his ability to use the terrain and everyday objects to obtain an advantage over his foes.

In gratitude for his many acts of heroism, the governments of the world have granted Captain Battle and his men international law enforcement powers. In any nation on Earth, Battle can arrest a criminal and make that arrest stick. Even in countries often regarded as corrupt or evil, the name “Captain Battle” carries such weight that anyone he brings in is usually prosecuted to the fullest extent of the law.

Resources: Thanks to his personal fortune, inventive genius, gifts from grateful people he’s helped, and many adventures, Captain Battle has assembled an arsenal of resources to help him fight injustice and evil all over the world. He maintains as his headquarters the top five floors of the renowned Hyperion Building in the Highlands neighborhood of Hudson City. “The Aerie,” as he and the Science Police call it, contains living quarters for all of them, guest quarters for visitors, a plethora of laboratories and workrooms, and advanced security systems designed by Battle and Anne Flagstaff. In addition to the Aerie, Cap has homes and work facilities at Bronceado Cay (a Caribbean island he owns), his castle in the Highlands of Scotland, a penthouse apartment in Paris, a mansion in central North Carolina, his plantation and wildlife preserve in Uganda, and a luxurious riverside manor house in northwest India.

Battle’s adventures frequently take him all over the world, so he’s got plenty of ways to get where he needs to go. An underground garage beneath the Hyperion Building holds a fleet of automobiles suitable for all kinds of city missions, many of them equipped with special gadgets. At a private airstrip on the Stewart River in Prince William County he keeps numerous specially-designed aircraft, including his

famed *Osprey* seaplane and his personal biplane, the *Battlebird*. Next to the airstrip is a pier with several vessels, and he maintains a high-speed oceangoing yacht, the *Poseidon*, at a special dock in Pierpoint reserved exclusively for his use.

These Bases and Vehicles are all essentially plot devices, intended to get Cap and the Science Police into the thick of the action

as quickly and easily as possible, and subject to being destroyed or turned against him at the GM’s whim, so he doesn’t pay Character Points for them.

Campaign Use: Captain Battle is the very epitome of the pulp hero, and should come across that way in your campaign. He’s an ideal for other characters to aspire to, and a strong ally they can call upon when all other possibilities have been exhausted. He counts anyone of noble intentions, heroic deeds, and stout heart a friend, and gladly helps other heroes out when he can.

You shouldn’t have to make Cap any tougher, but if for some reason you feel the need, give him more Overall Skill Levels and/or raise the damage of his *Master Of The World’s Fighting Arts* Multipower slots. Weakening him is just a matter of stripping away Skill Levels, Skills, and other abilities until he’s where you want him to be. You could also get rid of his Gadget Pool and de-emphasize his technical Skills, forcing him to rely on the Science Police for such things.

Captain Battle would only Hunt a hero if somehow tricked into thinking the hero’s evil. He’s a tenacious Hunter, turning the full force of his resources and intellect to the task of bringing in his man. If time and circumstances permit, he usually designs one or two special gadgets specifically designed to help him capture the target.

Appearance: Captain Battle’s chiselled good looks and winning smile have been setting women’s hearts aflutter for years. He stands 6’3” tall and weighs 230 pounds; he has a sturdy, muscular build. His hair is a sandy blonde, his eyes a piercing green, his face clean-shaven. He typically wears black leather boots, dark jodhpurs, and a khaki “field shirt” with multiple pockets for his various tools and gadgets. He carries his two Battle 45 pistols in special holsters on his hips.

THE SCIENCE POLICE

WOLFRAM BENNETT

Val	Char	Cost	Roll	Notes
16	STR	6	12-	Lift 233 kg; 3d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
13	COM	2	12-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 91

Movement:	Running:	8"/16"
	Leaping:	4"/8"
	Swimming:	4"/8"

Cost	Powers	END
13	Scrapper: HA +4d6; Hand-To-Hand Attack (-½)	2
4	Swift: Running +2" (8" total)	1
1	Strong Leaper: Leaping +1" (4" forward, 2" upward)	1
2	Strong Swimmer: Swimming +2" (4" total)	1

Perks

15	Follower: Siegfried, a dog built on 75 Base Points
9	Fringe Benefits: International Driver's License, Passport, International Police Powers, License to Practice Medicine, License to Practice Veterinary Medicine
5	Money: Well Off

Talents

20	Animal Friendship
6	Combat Luck (3 PD/3 ED)

Skills

16	+2 with All Combat
3	Breakfall 12-
3	Climbing 12-
3	Concealment 13-
3	Deduction 13-
1	Electronics 8-
3	High Society 13-
3	Mimicry 13-
4	Navigation (Air, Land, Marine) 13-
3	Paramedics 13-
3	Persuasion 13-
3	Riding 12-
3	Stealth 12-
10	Survival (Arctic, Desert, Mountains, Temperate/Subtropical, Tropical) 13-
3	Teamwork 12-
3	Tracking 13-

8	TF: Common Motorized Ground Vehicles, Riding Animals, Sleds, Small Motorized Boats, Small Planes, Small Wind-Powered Boats
3	WF: Small Arms, Blades
3	Scientist
2	1) SS: Anatomy 13-
5	2) SS: Biology 16-
2	3) SS: Chemistry 13-
2	4) SS: Medicine 13-
1	5) SS: Physics 11-
2	6) SS: Surgery 13-
2	7) SS: Veterinary Medicine 13-
2	8) SS: Veterinary Surgery 13-
3	9) SS: Zoology 14-
3	Traveler
2	1) AK: Africa 13-
2	2) AK: The Arctic 13-
2	3) AK: China 13-
2	4) AK: India 13-
2	5) AK: Rocky Mountains 13-
2	6) AK: South And Central America 13-

Total Powers & Skills Cost: 192

Total Cost: 283

75+ Disadvantages

20	Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: The Skymaster 8- (As Pow, Capture/Kill)
10	Hunted: various masterminds, cults, and the like 8- (As Pow, Kill)
20	Psychological Limitation: Pulp Hero's Code (Common, Total)
20	Psychological Limitation: Hippocratic Oath (Common, Total)
128	Experience Points

Total Disadvantage Points: 283

Background/History: Wolfram Bennett's destiny was set one day when he was just five years old. He was playing in his backyard when a neighbor's vicious guard dog got loose and came after him. It charged at him, barking and snarling, and his mother screamed at him to run... but when it got close, it stopped short. As he looked at it, the barks turned to whines, then the whines to playful yips. He walked over and patted it on the nose, and then they began playing fetch.

Wolfram, it seemed, had an uncanny knack for getting along with animals. Tame or wild, fierce or mild, they saw him as a friend, often coming at his call and never fearing his approach. That led him to study biology and veterinary medicine, and in time human medicine as well. Today he's regarded as one of the world's foremost biologists and physicians... and he still has the gift for getting along with critters.

Personality/Motivation: Although as an adventurer he sometimes has to hurt people, at heart Wolfram Bennett is a healer. He takes glory in all of God's creations and wants to see them prosper and be happy. Sometimes that means he has to help stop those who would oppress or hurt others, but even

then he typically tries to use the gentlest methods possible.

Quote: “Let’s see here now... that’s not too bad. We’ll patch you right up.”

Powers/Tactics: In addition to his skills as a doctor and veterinarian, Bennett is an accomplished outdoorsman, able to hunt and track with the best of them and accustomed to surviving in environments from the Arctic to the Arabian Desert. He doesn’t hunt for sport, only food, which sometimes perplexes people who don’t share his kindhearted views.

Despite his gentle reputation, Bennett knows how to fight, and fight well — you don’t spend years at Jim Battle’s side and not learn how to throw a hard punch or shoot a gun accurately. If possible, he’ll incapacitate his foes harmlessly, perhaps with a sedative from his medical bag... but that’s not always possible, and he rarely agonizes over it if it isn’t.

Bennett’s accompanied nearly everywhere he goes by his best friend and faithful companion, Siegfried the German shepherd (though from all signs of it, Siegfried has more than a little wolf blood in his recent heritage). For Siegfried, use the Guard/Combat Dog on page 161 of *The HERO System Bestiary* with the “Smart” template (which means he can understand commands in English quite well, though of course he can’t speak it back).

Appearance: Wolfram Bennett is a 6’1” tall, sturdily-built, muscular man whose skin is usually suntanned, and perhaps windburned. His hair is sandy blonde with a natural wave that seems to stay in place even after he’s been out camping for a week without a comb. He usually wears dark pants, a khaki field shirt, and tough boots.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle 45-S	+0	+1	2d6	1d6+1	10	10	
H&H #2	+0	+2	3d6	1d6	2	16	

Armor

Bulletproof clothing (6 PD/6 ED), Activation Roll 12-

Gear: Television wristwatch; medical/veterinary bag (including various sedatives); binoculars

Clothing: See Appearance

BARTLEBY BUCHANAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	

6	PD	4		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
24	STUN	0		Total Characteristics Cost: 66

Movement: Running: 6"/12"

Cost Powers END

- 29 *Just A Little Somethin' I Whipped Up In Case'a An Emergency:* RKA 2½d6, Explosion (+½), Variable Advantage (+½ Advantages; +1); OAF (-1), Range Based On STR (-¼), 2 Charges (-1¼) [2]
- 30 *Knockout Gas Grenades:* Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (6" Radius; +1); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾) [6]
- 37 *Gadgets:* Variable Power Pool (Gadget Pool), 30 base + 15 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½) var

Perks

- 7 Fringe Benefits: International Driver's License, Passport, International Police Powers
- 5 Money: Well Off

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 3 Analyze Building 12-
- 3 Criminology 12-
- 11 Demolitions 16-
- 1 Electronics 8-
- 2 Gambling (Dice Games) 12-
- 2 KS: Circuses And Circus Life 11-
- 5 KS: Explosives 14-
- 1 Mechanics 8-
- 3 Mimicry 12-
- 13 Power: Gadgeteering 17-
- 3 PS: Make Fireworks 13-
- 3 Sleight Of Hand 12-
- 1 Systems Operation 8-
- 3 Teamwork 12-
- 5 TF: Common Motorized Ground Vehicles, Equines, Two-Wheeled Motorized Ground Vehicles
- 3 Ventriloquism 12-
- 3 WF: Small Arms, Grenade Launchers

- 7 Weaponsmith (Chemical Weapons, Incendiary Weapons) 14-
- 3 Scientist
- 1 1) SS: Biology 11-
- 6 2) SS: Inorganic Chemistry 16-
- 6 3) SS: Organic Chemistry 16-
- 1 4) SS: Geology 11-
- 1 5) SS: Physics 11-

Total Powers & Skills Cost: 204

Total Cost: 270

75+ Disadvantages

- 20 Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: The Skymaster 8- (As Pow, Capture/Kill)
- 10 Hunted: various masterminds, cults, and the like 8- (As Pow, Kill)
- 10 Physical Limitation: nearsighted (needs corrective lenses or suffers double the Range Modifier for Sight Group PER Rolls) (Infrequently, Greatly Impairing)
- 20 Psychological Limitation: Pulp Hero's Code (Common, Total)
- 10 Psychological Limitation: There Are No Problems That Can't Be Solved Through The Proper Application Of High Explosives (Common, Moderate)
- 115 Experience Points

Total Disadvantage Points: 270

Background/History: Bartleby Buchanan lived every child's dream growing up: he was raised in a circus. His parents had a comedy act involving ventriloquism, mimicry, and sleight of hand, skills they taught their young son. But a career under the big top was not to be his. One day when he was a teenager he got his hands on some of the circus's fireworks, sparking his lifelong interest in chemistry. He began studying any textbooks he could scrounge up on the subject, and when he'd exhausted them he applied for, and won, a scholarship to the University of Chicago. He was building a successful career as a sort of freelance chemistry consultant for big business and the government when one day Captain Battle came to seek his help with a case. Buchanan loved working with Cap, and almost before he knew it he'd given up his business to become a member of the Science Police.

Personality/Motivation: Buchanan is a fairly bookish fellow for a Science Policeman; he can usually be found puttering among his test tubes and beakers, working on some devilish concoction or other. There always seems to be at least one prominent chemical stain somewhere on his clothing. His aptly-chosen nickname "Boom-Boom" comes from the fact that the thing he most loves to create — and use — are explosives. Every time the Science Police confront a major problem, he looks for a way to solve it with a big ka-boom. Even when he's not working on a case, Buchanan often spends time fiddling around with fireworks (he loves to put on impromptu "shows" for his friends, the kids in some

neighborhood, or just about anyone else). He's got a penchant for "harmless" practical jokes, often involving tiny amounts of explosives or similar chemical "tricks." His teammates tolerate his pranks because his demolitions skills have so often saved their bacon... and because most of his jokes are really, really funny.

Quote: "Dynamite? Come on, I can do way better than that!"

Powers/Tactics: Boom-Boom Buchanan is an expert chemist and demolitionist who can whip up all sorts of useful concoctions with ordinary household chemicals — never mind the sort of supplies he keeps in his labs. He usually carries a couple of pre-built miniature bombs for use "in an emergency"; the Variable Advantage is typically set to Armor Piercing, Penetrating, a Trigger, or expanding the size of the Explosion. For times when less violent means are more appropriate, he carries a brace of knockout gas grenades. He and the other Science Police often equip themselves with special gas masks he and Cap designed so they can go into battle without having to worry about getting blindsided by Boom-Boom's weapons.

Although he's both sturdy and spry compared to an average man, Boom-Boom is physically the least fit of the Science Police. Sometimes he has a little trouble keeping up, a fact his teammates gleefully rib him about.

Appearance: Bartleby Buchanan is a sort of owlsh-looking fellow with short brown hair and glasses; he stands 5'8" tall and weighs about 160 pounds (he's not flabby by any means, but compared to most of the other Science Policemen he doesn't look particularly muscular). Most of the time he wears ordinary men's clothes and a white labcoat; when the Science Police take to the field he usually trades the labcoat for a field jacket appropriate to the climate. He often has a valise or backpack full of chemicals and other supplies he uses in his work.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle 45-S	+0	+1	2d6	1d6+1	10	10	

Armor

Bulletproof clothing (6 PD/6 ED), Activation Roll 12-

Gear: Television wristwatch; demolitions tools; various chemicals and concoctions; gas mask; spare pair of glasses

Clothing: See Appearance

ANNE FLAGSTAFF

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	2		Total Characteristics Cost: 95

Movement: Running: 6"/12"

Cost Powers **END**

75 *Gadgets:* Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½) var

Perks

7 Fringe Benefits: International Driver's License, Passport, International Police Powers
5 Money: Well Off

Talents

6 Combat Luck (3 PD/3 ED)

Skills

3 Bugging 13-
3 Combat Driving 13-
3 Computer Programming 13-
3 Concealment 13-
3 Conversation 13-
3 Deduction 13-
7 Electronics 15-
3 Fast Draw (Small Arms) 13-
2 Gambling (Card Games) 13-
3 High Society 13-
7 Inventor 15-
3 Mechanics 13-
3 Persuasion 13-
17 Power: Gadgeteering 20-
3 Riding 13-
3 Security Systems 13-
3 Seduction 13-
3 Stealth 13-
3 Systems Operation 13-
3 Teamwork 13-
5 TF: Common Motorized Ground Vehicles, Riding Animals, Small Planes
2 WF: Small Arms
3 Weaponsmith (Firearms, Energy Weapons) 13-
3 Scientist
2 1) SS: Astronomy 13-
1 2) SS: Biology 11-
1 3) SS: Chemistry 11-
2 4) SS: Electronic Engineering 13-

2 5) SS: Physics 13-
2 6) SS: Robotics 13-

Total Powers & Skills Cost: 197

Total Cost: 292

75+ Disadvantages

20 Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
10 Hunted: The Skymaster 8- (As Pow, Capture/Kill)
10 Hunted: various masterminds, cults, and the like 8- (As Pow, Kill)
20 Psychological Limitation: Pulp Hero's Code (Common, Total)
15 Psychological Limitation: In Love With Captain Battle (Common, Strong)
142 Experience Points

Total Disadvantage Points: 292

Background/History: Often known simply as "Flag" to her friends, Anne Flagstaff enjoys the distinction of being the only woman in the Science Police. As a result she's part colleague, part den mother, and part the hard-headed voice of practicality (often echoing Cap's own thoughts) when "the boys" (as she calls the rest of the group) come up with an unusually harebrained scheme. She also has to put up with the occasional wisecrack or condescending comment from outside observers (never her teammates — they know full well what she's capable of) and periodic bouts of overprotectiveness on the part of the boys, but it's all just part of the job. And there's no other job in the world she wants.

Most girls grow up playing with dolls instead of circuitry, so Anne's been asked about how she became an electronics wizard so many times that people all over the world have read her story. Her father was the famous inventor Dr. Everett Flagstaff, and she grew up at his knee, learning about technology almost as soon as she was old enough to walk. Her natural talent for the subject earned her a scholarship to Princeton, where she distinguished herself with both the depth of her learning and the breadth of her creativity.

Shortly after she obtained her Ph.D, she accidentally got embroiled in a crisis and with the help of several of her inventions stopped the plans of the insidious Dr. Felton Charn, who used a group of chemically-mutated, radio-controlled gorillas to commit a series of robberies in Philadelphia. Impressed by her exploit, Captain Battle extended her an offer to join the Science Police. Having enjoyed her first taste of adventure, she accepted immediately.

Personality/Motivation: Flagstaff is charming, pleasant-tempered, witty, vivacious, and generally enjoyable to be around. Her drive to seek Justice and punish evildoers has scared off most potential suitors, but even those who've dared to try to court her have failed miserably, for she's been in love with Captain Battle for years. Battle himself is completely oblivious to her affections; the rest of the Science Police keep the fact as a silent secret among themselves.

Quote: “All right, if we cross that blue wire with the red wire there, we can short out the works. They’ll never know what hit ’em.”

Powers/Tactics: Anne Flagstaff is an electronics whiz, able to create devices both mundane and Weird with a swiftness and precision that astonishes even experienced electronics engineers. See Chapter Five of Pulp Hero for plenty of example gadgets she could build with her Gadget Pool.

In combat, Flagstaff usually hangs back, letting “the boys” take the lead and playing a reserve/support role. She often tailors her gadgets to this, favoring sensors and “utility” gadgets over big weapons. But when the going gets rough, she’ll pull out her Battle 45-S or a couple of her Lightning Grenades and get right into the thick of things.

Appearance: Anne Flagstaff is a beautiful young woman in her late 20s with long blonde hair usually tied back in a ponytail, blue eyes, a peaches-and-cream complexion, and a slender, attractive figure. Much to the shock of some editorial page writers, she rarely wears dresses unless she’s going to a formal function (in which case she often knocks ’em dead with her favorite backless red evening gown) — instead she prefers black leather riding boots, navy blue jodhpurs, and a white blouse. On her right ring finger she wears a pretty silver and amethyst ring, a treasured keepsake from her grandmother.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle 45-S	+0	+1	2d6	1d6+1	10	10	

Armor

Bulletproof clothing (6 PD/6 ED), Activation Roll 12-

Gear: Television wristwatch; tools; various spare parts

Clothing: See Appearance

PETE STRICKLAND

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	2		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	2		Total Characteristics Cost: 76

Movement: Running: 6"/12"

Cost	Powers	END
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15	<i>I Can Handle Any Plane You Got:</i> +10 DEX; Only For Flying (-1)	0
10	<i>I Can Handle Any Plane You Got:</i> +2 SPD; Only For Flying (-1)	0
6	<i>Working The Controls:</i> Aid Flight 2d6, Trigger (+¼); Only Works On Plane Strickland's Currently Flying (-1), Requires A Combat Driving Roll (-½), 4 Charges (-1), Costs Endurance (-½)	2

Perks

7	Fringe Benefits: International Driver's License, Passport, International Police Powers
5	Money: Well Off

Talents

6	Combat Luck (3 PD/3 ED)
14	Hotshot Pilot
4	Lightning Reflexes: +4 to act first when flying

Skills

8	+1 with All Combat
5	Aerobatics 14-
5	Combat Piloting 14-
1	Electronics 8-
3	KS: Airplanes 12-
3	KS: The Aviation World 12-
1	KS: History 8-
2	KS: Literature And Poetry 11-
3	Mechanics 12-
2	Navigation (Air) 12-
2	PS: Play Chess 11-
3	Seduction 12-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Systems Operation 12-
3	Tactics 12-
3	Teamwork 13-
4	TF: Common Motorized Ground Vehicles, Balloons & Zeppelins, Small Planes
3	WF: Small Arms, Biplane Weapons
3	Scientist
2	1) SS: Aviation Engineering 12-

1 2) SS: Meteorology 11-

1 3) SS: Physics 11-

1 4) SS: Rocketry 11-

Total Powers & Skills Cost: 137

Total Cost: 213

75+ Disadvantages

20	Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: The Skymaster 8- (As Pow, Capture/Kill)
10	Hunted: various masterminds, cults, and the like 8- (As Pow, Kill)
20	Psychological Limitation: Pulp Hero's Code (Common, Total)
5	Rivalry: Professional (with other pilots, to prove who's best)
73	Experience Points

Total Disadvantage Points: 213

Background/History: Pete Strickland is one of Jim Battle's oldest friends — he lied about his age to join the American Expeditionary Force in the Great War and became a member of the Battle Escadrille thanks to his top-notch talent for flying. He's known to have saved Battle's life on at least two occasions during the War, and the other members of the Science Police sometimes get the idea that they had other, even deadlier, adventures they don't like to talk about. When Battle set out to form the Science Police, Pete was the first person he thought of — and Pete, or "Ace" as his friends call him, was happy to leave his job as a test pilot behind for even more exciting escapades.

In his spare time, Ace likes to read poetry (especially Frost and Yeats) and play chess. He and Cap play a running series of chess games, taking turns specifying the conditions of the game (playing with only pawns, while hanging upside down using steel pieces and a magnetic board, blindfolded, no queens...). After years of this, the count of victories remains neck-and-neck, with each of them leading from time to time.

Personality/Motivation: In contrast to the stereotypical barnstormer, Strickland isn't a thrillseeker or daredevil — he loves to fly simply for the sake of being up in the sky, one with the birds, going wherever he wants. He doesn't take foolish risks or clown around when he's in the air; flying can be dangerous, and he intends to keep doing it as long as he can, not end his life in some meaningless stunt. Only competing with another pilot can drive him to the sorts of aerobatics most pilots love to indulge in.

Quote: "Better strap yourself in — this is gonna get worse before it gets better, but I can get us through it."

Powers/Tactics: Ace is a clever and cautious combatant — he learned how to fight in the trenches of the Great War before becoming part of the Escadrille, so if possible he approaches a battle from different angles, studying the opponent as much as possible before committing himself. He can recognize a good opportunity and knows how to seize

one when it comes along, but in his experience you're more likely to make your own opportunity by using your head and your intuition than you are by charging into the thick of things.

Appearance: Pete Strickland's got dark hair, friendly blue eyes, and most of the time an infectious smile on his face; he's 5'9" tall and weighs about 170 pounds with an athletic build. He usually wears leather shoes, khaki pants, a shirt, and his old leather jacket with the Battle Escadrille's spear-wielding eagle patch on the shoulder. When he takes to the air he puts on an aviator's goggles and leather helmet.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle 45-S	+0	+1	2d6	1d6+1	10	10	

Armor

Bulletproof clothing (6 PD/6 ED), Activation Roll 12-

Gear: Television wristwatch; mechanics' tools; his favorite compass that his dad gave him

Clothing: See Appearance

JUBAL WHITAKER				
Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [4]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
16	BODY	12	12-	
19	INT	9	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
8	PD	4		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	13		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 97
Movement: Running: 6"/12"				
Cost	Powers		END	
15	<i>Pick You Up And Shake You Until You're Sick And Dizzy:</i> Drain DEX and CON 2d6, two Characteristics simultaneously (+½); Extra Time (Full Phase; -½), Must Follow Grab (-½)		3	
15	<i>Piledriver:</i> HA +4½d6; Hand-To-Hand Attack (-½)		2	
Perks				
7	Fringe Benefits: International Driver's License, Passport, International Police Powers			
5	Money: Well Off			
Talents				
6	Combat Luck (3 PD/3 ED)			
16	Universal Translator 13-; Exposure Required (see text; -¼)			
Skills				
8	+1 with All Combat			
3	Concealment 13-			
1	Electronics 8-			
2	Forgery (Art Objects) 13-			
2	Gambling (Card Games) 13-			
1	High Society 8-			
2	Lockpicking 12-; Antique Locks Only (-½)			
1	Mechanics 8-			
2	Navigation (Land) 13-			
3	PS: How To Dig, And Dig Well 13-			
2	Security Systems 13-; Low-Tech Systems Only (-½)			
3	Stealth 12-			
8	Survival (Deserts, Mountains, Temperate/Subtropical, Tropical) 13-			
1	Systems Operation 8-			
3	Teamwork 12-			
3	Trading 13-			
5	TF: Common Motorized Ground Vehicles, Riding Animals, Two-Wheeled Motorized Ground Vehicles			
4	WF: Common Melee Weapons, Small Arms			
3	Scholar			
2	1) KS: Art And Antiquities Market 13-			
2	2) KS: Art History 13-			

- 3 3) KS: History 14-
- 5 4) KS: Scripture 16-
- 3 Scientist
- 5 1) SS: Anthropology 16-
- 5 2) SS: Archaeology 16-
- 1 3) SS: Biology 11-
- 1 4) SS: Chemistry 11-
- 2 5) SS: Geology 13-
- 3 6) SS: Paleoanthropology 13-
- 3 7) SS: Paleontology 13-
- 1 8) SS: Physics 11-
- 3 Traveler
- 2 1) AK: Africa 13-
- 2 2) AK: Central Asia 13-
- 2 3) AK: China 13-
- 2 4) AK: Europe 13-
- 2 5) AK: India 13-
- 2 6) AK: The Mediterranean 13-
- 2 7) AK: Mexico And Central America 13-
- 2 8) AK: The Near East 13-
- 2 9) AK: Russia 13-
- 2 10) AK: South America 13-

Total Powers & Skills Cost: 180**Total Cost: 277****75+ Disadvantages**

- 20 Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: The Skymaster 8- (As Pow, Capture/Kill)
- 10 Hunted: various masterminds, cults, and the like 8- (As Pow, Kill)
- 20 Psychological Limitation: Pulp Hero's Code (Common, Total)
- 10 Psychological Limitation: Fascinated By The Past And Its Peoples (Common, Moderate)
- 132 Experience Points

Total Disadvantage Points: 277

Background/History: The discovery of Tutankhamen's tomb in November, 1922 showed history major Jubal Whitaker just what he wanted to do with his life. Fascinated by the thought of digging up new history — perhaps even making history himself, the way Carter and Carnarvon did — he started signing on with archaeological digs in the summertime while finishing his Ph.D. By the late Twenties he'd developed almost as strong a reputation as an "adventuring archaeologist" as the famed Steven "Carolina" Caldwell. In 1930, when Captain Battle became embroiled in the so-called "Case of the Golden Mummy," he needed an expert to help him out, and Whitaker, who was nearby on a dig in the Levant, was the ideal choice. The two of them worked together so well that Battle offered Whitaker a spot on the Science Police... and Jubal, seeing the chance at last to make history, accepted.

Personality/Motivation: Jubal Whitaker is a hearty, friendly soul to those who treat him well... and an implacable, angry foe to anyone who tries to hurt him, his friends, or innocent people. His comrades can tell he's about to explode and use his trademark "pick you up by your lapels and shake you until

you're sick and dizzy" move because the vein above his right eye starts to twitch and his eyes sort of seem to bulge out.

When he speaks, Whitaker is prone to quoting Scripture, always seeming to know just the right verse to make a solemn (or sarcastic) comment about the situation (one of the benefits of growing up in a devout Southern Baptist home). When he and Battle talk to one another, they're often prone to speaking in historical allusions, sometimes leaving the rest of the Science Police baffled by references such as, "Let's fight them like Fritigern did at Adrianople."

Quote: "A friend loveth at all times, and a brother is born for adversity."

Powers/Tactics: Compared to most members of his profession, Jubal Whitaker is big, tall, tough, brawny, and always ready for a fight. He's not one to back down in the face of bandits, brigands, tomb-looters, or rival Nazi diggers. He prefers to fight with his fists, but has no objection to drawing his gun and shooting it out if he must.

Whitaker is a student of languages both ancient and modern, with a knack for speaking and reading them. Given sufficient exposure — at least a full page of text and an hour to study it, or listening to someone speak it for about five minutes — he can figure out how to speak, read, and write just about any language.

In his many years of exploring tombs, catacombs, and ruins, Whitaker's become an expert at detecting and avoiding traps of all sorts, and at picking old locks. He doesn't know a thing about modern burglar alarms, safes, or the like, but when it comes to avoiding deadfalls and dart traps, there's no one better.

Appearance: Jubal Whitaker is a broad-shouldered, brown-haired white man, 6'1" tall and weighing about 210 pounds. In the field, he usually wears work boots, sturdy pants, a field shirt, and a pith helmet, with his gun in a holster on his hip if it's a dangerous area. Back in the city, he adopts slightly nicer clothing, but he's not one for getting dressed up — he fusses when the Science Police has to attend some formal function.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle 45-S	+0	+1	2d6	1d6+1	10	10	

Armor

Bulletproof clothing (6 PD/6 ED), Activation Roll 12-

Gear: Television wristwatch; archaeologist's tools; notepad; pencil; fountain pen

Clothing: See Appearance