

A Sourcebook for the Vigilantian Roleplaying Game



Written By: Mark Chase (mchase@meta-earth.com)

All material within, Copyright 2000, all rights reserved

Home Base

Meta-Earth

<http://www.meta-earth.com>

Table of Contents

TABLE OF CONTENTS.....	2
INTRODUCTION.....	3
ABOUT VIGILANTIAN.....	3
PLAYING FUZION	3
ABOUT "ETERNAL VIGILANCE"	3
DISCLAIMER	3
PLAYER CHARACTERS.....	4
CHARACTER RE-CREATION?.....	4
CHARACTER LIFE PATH	4
<i>Atomik LifePath</i>	4
<i>Rules of the Roll</i>	4
<i>Personality Type</i>	5
NEW TEMPLATES	9
NEW SKILLS.....	10
THE SUPPORTING CAST.....	11
ABOUT NPCs	11
NON-PLAYER CHARACTERS	11
SUPER-NORMALITY.....	14
"SUPER POWERS" IN VIGILANTIAN	14
MUNDANE SUPERS.....	14
CREATING SUPERNORMAL POWERS	14
SUPERNORMAL POWERS	14
VEHICLES AND VIGILANCE	18
THE HARROWING HIGHWAY	18
ATOMIK MOTORWARZ	18
OTHER PLUG-INS	18
MOTORWARZ: THE NEW DECADE	18
POLICE ARSENAL	22
AIR SUPPORT AND HOW TO EVADE IT	23
EYES IN THE SKY - SATELLITES	23

What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™ (Champions)** and **Interlock (Cyberpunk, Mekton Z)**. Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing **Hero™** and **Interlock™** rules and materials; if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R. Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including **Champions: The New Millennium**, **Sengoku**, **Usagi Yojimbo**, **Bubblegum Crisis the RPG**, **Shards of the Stone**, **Dragonball Z**, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by **R.Talsorian**, **Hero Games**, or **Gold Rush Games**. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL on the Internet (provided the site does not move, of course):

www.herogames.com/Fuzion/



Introduction

About Vigilantian

Vigilantian is a Role-Playing Game based on the **Fuzion** system by Hero Games and R.Talsorian Games. It is a game where the Player Characters (PCs) take on the role of vigilante crime-fighters, and stand against crimelords, drug cartels, terrorist organizations, and corrupt corporations, to insure the sanctity of the Free World. The first Vigilantian sourcebook, "**The Price of Freedom**", details character creation and basic rules of the game. It can be found at www.meta-earth.com/vigilantian, and is necessary for the game.

Playing Fuzion

So, you have **Vigilantian**, but how do you play **Fuzion**? First of all, you must get a set of Total Fuzion rules. As mentioned on the see side, the rules to create characters and play the game can be found in any **Fuzion** RPG book, or at the **Fuzion** web site. If you are having trouble finding a **Fuzion** game book, visit your local gaming store and ask about the R.Talsorian Games, Heroes Games, or Obsidian Studios product line. I recommend that you use **Champions: The New Millennium** as the rules set for Vigilantian, but you can of course use the rules found in **Bubblegum Crisis** or **Votoms** as well. Eventually, a Fuzion version of **Cyberpunk** and **Mekton**, will be released, which should be excellent.

About "Eternal Vigilance"

Vigilantian: Eternal Vigilance is a sourcebook for **Vigilantian** RPG. This book offers four key features for your campaign. Character LifePath, Sample NPC characters, Super-Normal Powers, and Vehicles. In the first chapter expands on the Character Creation system, adding to it a LifePath system (derived from **Atomik LifePath**), new Character Templates, and new Skills. The second chapter "Supporting Cast" covers a few sample NPC characters that can be placed into any campaign. Chapter Three is one of the major chapters of interest in this book, covering Super-Normal powers - that is, super powers for a very street level super vigilante campaign. The forth and final chapter discusses the automotive side of vigilantism, utilizing **Atomik MotorWarz** as its primary source material. Chapter Four also gives some additional information and technology on vehicles in the early 21st Century.

Vigilantian: Eternal Vigilance should be an invaluable source for expanding not only **Vigilantian**, but any Fuzion game of a similar genre. Super-Normal Powers can be adapted for use in any campaign (with the GM's permission), and the NPCs are generic enough to be found almost anywhere.

Disclaimer

Fuzion is a trademark of Hero Games and R. Talsorian Games, Inc. **Fuzion** is a copyright 1998 by Hero Games and R. Talsorian Games, Inc. All trademarks and copyrights used without expressed permission.

Player Characters

Have Some Character

Character Re-Creation?

Vigilantian: the Price of Freedom (the first book) detailed all necessary aspects of character creation. You need no more and no less to have a character (PC or NPC) in the **Fuzion** system. This chapter is concerned with adding some additional spice to the Character Creation system in the first **Vigilantian** book. This includes the addition of a LifePath system, more Templates to choose from, and some new Talents, Perk, and Complication ideas which may be used as well.

Of course, it is quiet possible you are getting this text after already having created a character involved in a campaign. If that is so, then chances are, you can't do much to change him. If your character perishes then, with GM's permission, you may be able to use the information presented here, in conjunction with the Character Creation system, to create a new character. For new players, or for GMs just starting to plan a campaign, you have all the freedom of choice you could want. You may use these additional character-building rules at your discretion.

Character LifePath

The first step in creating a character is to get his or her personality and past history established. The LifePath is a special flowchart of events, personality quirks and plot complications that are used to give a character roleplaying depth and complexity. In effect, the LifePath is your character's "Life Story", telling where he came from, what he's done and what he is like. To use the LifePath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed.

As part of the LifePath process, you may also elect to take a few Complications - that is, situations, problems, or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Option Points to be used in the creation of the character later.

Along the Life Events portion of the LifePath you will be able to link events to Skills, Talents, Perks, and Complications. The player may use this to create a character in one of two ways: 1) having selected all Skills, Talents, and Complications he could use the LifePath Events to relate these skills and talents and complications directly to each event. Or 2), he could build the character *as he rolls the events*, buying relevant skills and talents and taking complications. For example, Parents Murdered would be a great place to take on a Responsibility, such as a Dependent (your kid sister), a Vow (to fight evil), or a Code of Honor (Never Harm an Innocent).

Atomik LifePath

This LifePath system was taken mostly from **Atomik LifePath**. You may use **Atomik LifePath** instead, if the GM allows for it. The changes in this LifePath reflect upon the **World of Vigilantian**. If you are not playing in the **Vigilantian** universe, you may wish to use an alternative LifePath system (such as the fore mentioned one). However, it should suit any modern-day to near-future cyberpunkish world. There are no **Vigilantian** specific references. All tables have been tuned to be serious and personable on the one end and "darker" or more "anti-heroic" on the other end, alimentering the extremes (of very flighty to very evil), better suiting a vigilante type character.

Rules of the Roll

Invariably, when rolling on any sort of random LifePath, you may roll something illogical, contradictory, or incompatible with the campaign itself. Players should therefore roll out their LifePath in front of the GM for two reasons. One, to prevent cheating, and two, to get the GM's verdict on re-rolls.

Normally, players should not re-roll just because they get a bad result. After all, that's life. But the GM always has the final say, and if he thinks the result interferes with having a good plot or a strong character, he can allow any result to be re-rolled if he so chooses.

Personal Styles

For each Personal Style Table, there are two columns: one is for a Modern to near Modern campaign (default for **Vigilantian**), the other is for a Cyberpunk-style campaign.

Clothing and Style (1D10)

1D10	MODERN	CYBERPUNK
1	Biker Leather	Biker Leather
2	Skate Rat	Blue Jeans
3	Blue Jeans	Business Suit
4	Business Suit	Raver/Punk
5	BusinessCasual	Street Fashion
6	Casual Clothes	High Fashion
7	High Fashion	Camos
8	Goth/Dark	Casual Clothes
9	Raver/Punk	Goth/Dark
10	Grunge	Grunge

Hairstyle (1D10)

1D10	MODERN	CYBERPUNK
1	Short & Curly	Mohawk
2	Fashion Style	Long & Ratty
3	Crewcut	Short & Spiked
4	Neat & Short	Wild & Unkempt
5	Swept Back	Bald
6	Long & Straight	Striped
7	Ponytail	Dreadlocks
8	Dreadlocks	Neat & Short
9	Bald	Short & Curly
10	Thick & Matted	Long & Straight

Hair Color (1D10) unless bald

1D10	MODERN	CYBERPUNK
1	Black	Silver
2	Black	Blond
3	Brown	Black
4	Lt. Brown	Black
5	Blond	Lt. Brown
6	Lt. Blond	Brown
7	Red-Brown	Red-Brown
8	Red	Red
9	Gray	Two Colors
10	White	White

Accessories (1D10) only if desired

1D10	MODERN	CYBERPUNK
1	Goatee	Tattoos
2	Body Piercing	Mirrorshades
3	Surplus Boots	Ritual Scars
4	Trenchcoat	Spiked Gloves
5	Dark Shades	Nose Rings
6	Leather Gloves	Earrings
7	Big Hats	Long Fingernails
8	Walkman	Spike Boots
9	Lots of Jewelry	Custom Lenses
10	Tattoos	Fingerless Gloves

About Traits

The character's Personality Traits determines his or her personality, philosophy of life, likes, dislikes, and general attitude to the world and the people around him.

This is accomplished by taking the "weight" of the character's Personality or Life Philosophy and adding it to the roll for the other trait tables. In essence, a happy cheerful character will general like people, where as a darker, more selfish character will not.

Personality Type

Roll Personality Type (1D10) to determine the character's inherent personality. This also gives the **PER** number, which is added to the **Philosophy Roll**, to weigh it appropriately (so for now, just make a note of the PER).

1D10	Personality Type	PER
1	Extraverted - positive and energetic	1
2	Extraverted - friendly and outgoing	1
3	Extraverted - Courteous, well-humored	2
4	Neutral - Casually and laid back	2
5	Neutral - Stable and serious	3
6	Neutral - Moody, rash, and headstrong	3
7	Introverted - Quiet, shy, and distant	4
8	Introverted - Intellectual and detached	4
9	Introverted - Arrogant, proud, and aloof	5
10	Cold, Arrogant, and Unsympathetic	5

Philosophy of Life

Going along with Personality Type is the character's Philosophy of Life. It should be weighted toward the Personality Type by rolling 1D10 and adding the Personality Number (PER) given above (**1D10 + PER**), resulting in a set of numbers between 2 and 15. This also gives the **PHILO** number, which is added to all following Trait Tables to weigh them appropriately.

	Philosophy of Life	PHILO
2	Just Have a Good Time!	1
3-4	Life is too short - live to the fullest	1
5	Friends are what is important	2
6	Honor is Everything	2
7-8	Money is really all that matters	3
9	Power Governs All Things	3
10-11	Revenge is Sweet...	4
12	Live fast, die young	4
13-14	Survival of the Fittest	5
15	Shoot first, don't ask questions	5

Using PER or PHILO

The added complexity of having a **PER** and **PHILO** numbers can be confusing, but it is really very straightforward. The first question asked might be "Why have both PER and PHILO, why not just use PER to weigh the Trait Tables?" In truth, this could be done. However, to allow for a greater sense of randomness, the two numbers are used to help widen the variations between Personality Type, Philosophy, and the Value Tables. That is to say, one

has the ability to roll a very low (and "friendly") personality, but can then roll a high (and more negative) Philosophy. *You may chose to use either PER or PHILO for weighing the other tables.* Choosing PER means your Personality is the driving force of your mentality. Choosing PHILO means you live according to your philosophy of life.

Who Do You Value Most

The person most valued in your life has a big effect on your personality, and the reverse is true as well. Are you friendly and outgoing to other people, or are you hostile and spiteful to all? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your **PHILO** or your **PER**, given above. That is, roll 1D10 + PHILO or 1D10+PER, giving a number between 2 and 15.

Who Do You Value Most

- 2 Every individual is a valuable person
- 3 Everyone you know is a valuable person
- 4 Your parents
- 5 Sibling (your choice)
- 6 Close personal friend
- 7 A lover (girlfriend, boyfriend, etc)
- 8 A certain celebrity figure
- 9 Favorite teacher (school, trainer, sensei)
- 10 A hero (warrior, legend, or personal hero)
- 11 You value no one, or you just don't care
- 12 You only value yourself
- 13 You dislike others, and only value yourself
- 14 You don't even value yourself...
- 15 You dislike everyone and hate yourself

What You Value Most

What do you value most in life? Do you value freedom, honesty, or money and power? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER)

What You Value Most

- 2 The whole world
- 3 All life
- 4 The truth
- 5 Wisdom above all
- 6 A sense of justice
- 7 Your honor
- 8 Your freedom
- 9 Your looks and reputation
- 10 Wealth and money
- 11 That others respect you
- 12 Your strength
- 13 Attaining power
- 14 Great Victories
- 15 Killing your enemies

Most Valued Possession

What is your most valued possession? A picture? A book? A weapon? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) for (1D10 + PHILO) or (1D10+PER).

Most Valued Possession

- 2 Past memories
- 3 A family heirloom
- 4 A pet animal
- 5 A memento
- 6 A picture
- 7 A movie
- 8 A childhood toy
- 9 An antique
- 10 Your favorite book
- 11 A valuable collectable
- 12 A certain device or gadget
- 13 A vehicle
- 14 Money and wealth
- 15 A weapon

Your World View

How do you feel toward other people? Are you friendly? Hostile? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER).

Your World View

- 2 People are wonderful!
- 3 Every person is a valuable individual.
- 4 Nearly everyone is good at heart, except for a few
- 5 Most people are trustworthy, in general.
- 6 I like most everyone I meet.
- 7 I'm neutral to most people.
- 8 I wish people would leave me alone.
- 9 No one ever understands me...
- 10 Yeah, Whatever...
- 11 You're born, you live, you die.
- 12 People must earn my respect!
- 13 No one can hurt me! I'm invincible!
- 14 People are tools. Use them, and then discard them.
- 15 Everyone is evil and untrustworthy.

Early Background

Everyone has a childhood, unless they are a genetic clone or have some other unusually circumstance (if this is so, or if the childhood is forgotten, this can be skipped). Otherwise, roll 1D10 to start the chain of events!

EARLY BACKGROUND

- 1-2 **Poor:** Just scrapping by
- 3-5 **Middle Class:** Normal
- 6-7 **Well-to-Do:** better than most
- 8-9 **Wealthy:** you had everything
- 10 **Rich:** Lived in luxury

Go To Siblings (Next)

SIBBLINGS

Roll 1D10. 1 - 3 is number of siblings. 4 - 10 you're an only child. For each, roll 1D10...

- 1-2 Sibling hero worships you
- 3-4 Sibling likes you
- 5-6 Sibling is neutral
- 7-8 Sibling dislikes you
- 9-10 Sibling hates you

Go To Parents (Below)

Parents and Family Status

PARENTS

Roll 1D10

1 to 5 - Both Parents are living. **Go To Family Status (next)**
6 to 10 - Something has happened to one or both. **Go To Family Event (below)**

FAMILY STATUS

Roll 1D10

1 to 5 - Family status is in danger, and you risk losing it all. **Go To Family Tragedy (below)**
6 to 10 - Family status is okay. **Go to Childhood Events**

Family Events and Tragedies

1D10 FAMILY EVENTS

- 1 Parents died in war
 - 2 Parents died in an accident
 - 3 Parents were murdered
 - 4 Parents want nothing to do with you
 - 5 You never knew your parents
 - 6 Your parents are in hiding
 - 7 You lived with your relatives
 - 8 You grew up on the streets
 - 9 You were adopted as a child
 - 10 Your parents sold you for money
- Go To Family Status (above)**

1D10 FAMILY TRAGEDIES

- 1 Family was betrayed
 - 2 Family lost everything
 - 3 Family was exiled or deported
 - 4 Family was imprisoned
 - 5 Family mysteriously vanished
 - 6 Entire family was murdered
 - 7 Family involved in conspiracy
 - 8 Family was scattered
 - 9 Old feud with another family!
 - 10 You inherit the family dept!
- Go To Childhood Events (below)**

Childhood Events

Roll 1D10 - Odd go to **Childhood Trauma**

Even go to **Childhood Fortune**

1D10 Childhood Trauma

- 1 You were in a terrible accident
 - 2 You were abused by parents
 - 3 Your parents lost their jobs
 - 4 You had a terrible disease
 - 5 You were horribly humiliated
 - 6 Your home was destroyed
 - 7 You were tormented by gangs
 - 8 Close friend was killed
 - 9 You were held hostage
 - 10 You were hunted by a stalker
- Go To Life Events**

1D10 Childhood Fortune

- 1 You had a caring family
 - 2 You were best in your class
 - 3 You were a popular kid
 - 4 You won some award
 - 5 You had lots of friends
 - 6 You learned a vital secret
 - 7 You discovered something
 - 8 You did something heroic
 - 9 You saved a friend's life
 - 10 You were a celebrity for a day
- Go To Life Events**

Randomize It

Life Events can be treated one of three ways. The first way is typical of the basic Lifepath system familiar to players of Interlock and Fuzion. Simply, you roll on the tables and jot down the events on your character sheet. More often than not, these end up having little effect in the actual game. But this system has now added two new ways to treat Lifepaths.

The first way is to finish out the rest of your character as you see fit, using whatever OP you have to buy Skills, Talents, Perks, and take a few Complications as well. Once this is done, you can return to the Life Events and roll out your major events. Each event can then be logically related to a few relevant skills, talents, perks, or complications. Through these relations, you can build your Life Story.

The other way is to create your character based solely on the Life Event rolls. With each event that occurs, you can spend OP to buy relevant Skills, Talents, Perks, or take a Complication. You can never exceed the OP allocated to you. However, some events do grant bonuses.

Sometimes there might not be enough events to cover all your Skill, Talents, Perks, or Complications. Many of these,

such as Everyman Skills, and less action oriented skills like Writing, Research, Professional Skills, Expert Knowledge, and so forth, can be declared as having been learned in school, or from practical everyday experience. Major skills like Weapon skills, Hacking, Survival, Shadowing, and so forth, must be learned from Major Events.

Life Events

It's time to get a life. These are the major events that shaped your career and life, and gave you the skills, talents, complications, and perks you have today. This system completely integrates the popular Lifepath system with character creation itself, meaning that every event below carries with it part of your character's actual development (see **Radomize It**).

To begin, you must determine your age. Roll 2D6 + 16 for age, or simply pick your age with the GM's agreement. For every year past age 16 you had **two** major Life Event (instead of just one, as seen in other Lifepaths). After all, heroes are very eventful people.

For each Life Event roll 1D10 on the table below, and go to that section of the Lifepath. What happens there is the Major Event that shaped your character. When you are done with that Event, come back here and roll again. If the starting age was 14, and you are 20 years old, you would get to roll 12 Life Events (over the course of 6 years).

1D10 LIFE EVENTS MAIN TABLE

- 1 **Major Windfall**
- 2 **Disaster Strikes!**
- 3 **You Get Lucky**
- 4 **Terrible Accident**
- 5 **You make a Friend**
- 6 **You make an Enemy**
- 7 **Romantic Affairs**
- 8 **Adventure of a Lifetime**
- 9 **Cataclysmic Misfortune**
- 10 **Climactic Adventure**

1D10 MAJOR WINDFALL

- 1 **You've made an Underworld Contact.** Contact or Favor. Also, shady skills, memberships, incriminating complications.
- 2 **You've made an Official Contact.** Contact or Favor. Also, diplomatic & business skills, licenses, memberships, etc.
- 3 **Someone in Power owes you Big Time!** Contact or Favor. Also, Renown, and certain social and business skills.
- 4 **You get extra cash!** 1D10 x 100 cash. Good time for Gambling skills. You may also use this to take some level of Wealth instead (with OP).
- 5 **Groundbreaking Success!** Some Expert of Scientific Skill. Also, Professional skills, computer skills, Renown, etc.
- 6 **You have a Renowned Victory.** Combat skills, or related skills. Also, Renown, Contact, possible complications from battle or new enemies.
- 7 **Discover Valuable Item.** Special starting character item. Or 1D10 x 100 cash, Renown, Research and related skills.
- 8 **You learn a vital clue from your past!** You gain knowledge. Also, certain relevant skills used in discovering the clue
- 9 **Reaping Rewards.** You may take cash (1D10 x 100), or use this to obtain special starting items or vehicles.
- 10 **Mountaintop Experience.** Superpowers, magic, mental powers... If these do not exist, you may reroll your **Personality**, **Philosophy**, and **Traits** to reflect the experience.

1D10 DISASTER STRIKES

- 1 Financial Loss.** Lose 1D10 x 100 cash. Possible complications such as Unlucky or Poverty.
- 2 Falsely Accused.** You were set up! May gain an Enemy. Also, Complications such as Vow, Paranoia, Bad Rep, Secret Identity, and skills related to clearing your name.
- 3 You lose your job.** May gain a Bad Rep, or take a few skills related to the new job, whatever it may be.
- 4 You are made a scapegoat.** May gain an Enemy. Paranoia, Vow, Delusions, and even Sense of Duty could be taken.
- 5 Imprisoned.** Prisoner or hostage. Roll 1D10 number of months. Many Skills, Complications, and Underworld Contacts can come from being imprisoned for a time.
- 6 Betrayed.** You were betrayed by a friend or loved one. May gain an Enemy. Paranoia, and other such complications.
- 7 Renowned Failure.** Bad Rep most often results, but the failure could have left some sort of Physiological Complication.
- 8 Major Debt.** Financial (1D10 x 500), or you owe someone a Favor.
- 9 Hunted by the Law.** Bad Rep, Secret Identity, Enemy (the Law), and shady skills related to evading capture.
- 10 Hunted by the Underworld.** Enemy (the Underworld). Shady skills related to evading capture.

1D10 YOU GET LUCKY

- 1 Good Schooling.** You have a far better than average education. +1 to two INT related 'ordinary' skills.
- 2 Quick Learner!** +1 to any skill. You may also relate this to other skills, but there is no additional bonus.
- 3 Major Score.** 2D10 x 200 cash. You may instead take Wealth (with OP).
- 4 You find a teacher.** Non-combat. +1 to one skill.
- 5 Nominated for Membership.** +1 Level. You can use this to gain a Membership, Contact, or Favor
- 6 You find a combat mentor.** +1 to one combat skill. The mentor can teach other combat or clandestine skills as well.
- 7 Out of the Frying Pan.** You clear your name of some crime.
- 8 You find a Sensei.** +2 OP for Martial Arts abilities. The Sensei can teach other combat or clandestine skills as well.
- 9 Acquire a Talent.** Through practice, accident, or personal growth you can directly relate some Talent to your lifepath.
- 10 Acquire Secret Knowledge.** Arcane or unusual skills. With GM's permission, this can be used to take certain normally unavailable skills (occult, magical, etc.)

1D10 TERRIBLE ACCIDENT

- 1 Long Term Illness.** Incapacitated for 1D10 months, but you may take Immunity to that disease, for free, as a result!
- 2 Comatose for 1D10 months.** You have no memory of that time.
- 3 Hospitalized 2D10 months.** You may buy High Pain Threshold.
- 4 Hospitalized 1D10 months.** You may buy High Pain Threshold.
- 5 Lost 1D10 months of recent memory.** Oh well.
- 6 Mental Breakdown!** You may take related Complications.
- 7** You cause an accident that kills others!
- 8 Disfiguring Injury.** May not take Beautiful.
- 9 Crippling Injury.** Lost a limb. May be replaced if technology allows, otherwise, take a Physiological Complication.
- 10 Laboratory Accident.** Could have any number of effects...

1D10 YOU MAKE A FRIEND (even=male, odd=female)

- 1 Like a brother/sister to you.** Very close friend, treat as a devoted Contact (buy the level based on his level of influence)
- 2 A teacher or mentor.** May be able to teach you a few new tricks.
- 3 A relative.** Will often come in a time of need. Treat this as a fairly reliable Contact (buy level based his/her influence)
- 4 Like foster parents to you.** A reliable Contact or Favor.
- 5 Like a kid brother/sister to you.** You'll have to watch out for them and keep them out of trouble. May take Responsibility.
- 6 Met through common interests/acquaintance.**
- 7 An ex-lover** (we can *still* be friends). You do not need to roll for gender.
- 8 Partner or co-worker.** A reliable friend. Contact or Favor.
- 9 Reconnected with an old childhood friend.**
- 10 An old enemy or rival becomes a friend!**

1D10 YOU MAKE An ENEMY (even=male, odd=female)

- These grant Enemy Complication at some level.
- 1 An old friend becomes an enemy.**
 - 2 A childhood enemy returns.**
 - 3 An ex-lover becomes an enemy.**
 - 4 Someone on the other side.**
 - 5 Someone you just ticked off.**
 - 6 A person in your team or group.**
 - 7 A relative is a rival or enemy.**
 - 8 An underworld crimelord.**
 - 9 A powerful individual.**
 - 10 A Government Leader or Noble.**

1D10 ROMANTIC AFFAIR

- All these can grant Enemies, Contacts, Favors, or certain skills such as High Society, Seduction, and even other skills.
- 1 Lover died in a tragic accident.**
 - 2 Lover committed suicide or was murdered.**
 - 3 It just didn't work out for you.**
 - 4 You had a kid!** You may take a Responsibility.
 - 5 Happy love affair.** May be a close friend or Contact.
 - 6 One night stand.** You haven't seen them since.
 - 7 One of you is "messing around".**
 - 8 You're professional rivals, but still lovers!**
 - 9 One of you is insanely jealous.**
 - 10 You have conflicting backgrounds and/or families.**

1D10 ADVENTURE OF A LIFETIME

- 1 You were caught in the aftermath of a war or conflict.** Survival, medical, combat, and related Skills and Talents.
- 2 You were on an exploration team.** Survival, tracking, science, medical, languages, and related skills.
- 3 You were part of a safari.** Tracking, survival, riding, combat, and related Skills and Talents.
- 4 You took part in an undercover police action.** Contact, Favor, combat skills, streetwise, and related skills.
- 5 You survived through inhospitable conditions.** Survival, medical, and related Skills and Talents
- 6 You were in a clandestine shadow op.** Contact, Favor, combat skills, stealth, surveillance, and related skills.
- 7 You traveled the world in search of something.** Research, languages, science, expert, trading, and related skills.
- 8 You were in a hostage situation, but won.** Renown, Enemy, combat skills, persuasion, and related skills.
- 9 You were involved in a major heist.** 1D10 x 200 cash. Forgery, Lockpicking, security systems, and related skills.
- 10 You witnessed an extraordinary event.** Up to you and GM.

1D10 CATAclysmic MISFORTUNE

- 1 **Incurable Disease.** You have a disease which is not curable by modern science. May or may not be incapacitating.
- 2 **Horribly Wounded.** Incapacitated for 2D10 months. You may buy High Pain Threshold.
- 3 **Psychological Meltdown.** You may take a severe physiological or related Complication.
- 4 **Crippling Injury.** Lost a limb. May be replaced, if technology allows, otherwise, take a Physiological Complication.
- 5 You are responsible for the death of your team or squadron.
- 6 **You were set up!** Enemies, paranoia, delusions, and the like.
- 7 **Into the Fire!** A previous disaster or misfortune from your past returns to haunt you, or doubles in effect!
- 8 **Imprisoned.** For a crime you did not commit for 1D10 months.
- 9 **You Lose Everything!** You lose all your wealth, property possessions, or 1D10 x 1000 cash, whichever is less.
- 10 **Conspiracy!** Events from the past come together in a major plot.

1D10 CLIMactic ADVENTURE

- 1 **The Dogs of War.** You played a major role in a war or conflict. Combat skills, Renowned, and related Skills and Talents.
- 2 **Triumphant Victory.** Against a powerful enemy.
- 3 **World Shaking Discovery.** You make a discovery that could change the world. Renowned, and related skills.
- 4 **Rattling World Powers.** You cause a socio-political uproar that throws the world powers into chaos. Renowned, Enemies, Favors, diplomatic and social skills, etc.
- 5 **Rebel with a Cause.** You start or take part in a major rebellion. Enemies, Contacts, Favors, Combat skills.
- 6 **Forged in Fire.** You hit the major turning point in life amidst the fires and fury of war. Related Skills and Talents.
- 7 **Coup d'etat.** You help to overthrow a government. Enemies, Contacts, Renown, and related skills.
- 8 **Heist of the Century.** 1D10 x 1000 cash, Renown, Enemies, etc.
- 9 **Legendary Showdown.** You fight with or against legendary Individuals. Renown, Contacts, combat skills.
- 10 **You saved the world!** Can cover just about anything.

New Templates

In **Vigilantian: the Price of Freedom**, a number of basic character templates was provided to help you begin to construct your basic character concept, and drop a few ideas. In no way are these templates set in stone, but they do help to define a character in general terms. They can be used as desired, or simply as a guideline for creating your character.

Presented here are seven new character templates. In similar style to templates used in "**The Price of Freedom**", the templates below list a Description, Recommend Skills and Options (Talents, Perks, etc.), and common equipment. You must pay for everything out of your **OP** and **EP**; the listed Skills, Talents, and equipment are only suggestions.

Athletic Champion

Description: You were an athlete - football, baseball, boxing, sprinting, wrestling, or anything you choose. And you were the best of the best - the all-star champion on the way to fame and success. But the higher you rose, the more dangerous your career became. *They* told you to take a fall. *They* told you your opponent would fall. *They* controlled the games and dominated the gambling and betting rings in the background. But you refused to do their bidding, refused to take a fall, and *they* set you up. Drugs, steroids, prostitutes - they framed you for it all, and destroyed your career. Now its time to expose their crime-ring, find the men responsible, and bring them to justice.

Recommended Skills: Hand-To-Hand, Evade, Perception, Defensive Driving, Athletics,

Suggested Options: Energetic, High Pain Threshold, Rapid Healing

Common Equipment: Athletic equipment, autograph pictures, excellent shoes, sports car.

Daredevil

Description: You live your life on the edge - for the thrill of the extreme and the challenge of the impossible. You are a Daredevil - some say you are fearless, others think you have a few screws loose. But you know you can do it, you can do anything. Anything at all. And the greatest challenge - the greatest deed of daring - is to use your talents to oppose the growing forces of crime and terror, and to stand against the darkness of the world. By day you may jump canyons and freefall from skyscrapers, but by night you ride as a shadow on wheels, on a quest to rid the world of crime and corruption.

Recommended Skills: Defensive Driving, Aggressive Driving, Evade, Perception, Climbing, Acrobatics

Suggested Options: Lucky Dog, Hard to Kill, Rapid Healing, Stunt Driving Abilities

Common Equipment: Kevlar biker suit, motorcycle.

Heavy Machinist

Description: The bigger the better - nothing you do is small. And nothing is better than a big machine. Factories, construction equipment, oil rigs, shipyards, and junkyards are your cup of tea. If is broken, you will fix it. If it works, you will tune it. If you need it, you will build it. You may be blue-collar, but you can't tell, your collar is black with oil and grease. But something happened to your in your life - be it a personal tragedy or a new found purpose. You have taken up the crusade against crime; and crime has a new reason to be afraid...

Recommended Skills: Driving, Melee Weapon (Club), Building, Mechanics, Jack of All Trades

Suggested Options: High Pain Threshold, Tough as Nails, Favor

Common Equipment: Oil-stained clothes, big wrench (treat as a heavy mace),

Hunter / Marksman

Description: You may be a hunter, a safari expeditions, or a competitive marksman participating in sharp-shooting competitions and events. You are very good at what you do, and may be well known as an professional hunter or marksman. But your real prey is truly the most dangerous game of all - man. Specifically, criminal men - men who are all the more dangerous for they are armed and ruthless.

Recommended Skills: Firearms, Perception, Tracking, Stealth, Navigation, Survival

Suggested Options: Common Sense, Strong Will, Combat Sense, Contacts, Favors

Common Equipment: Hunting clothes, backpack with gear, good hunting rifle.

Mechanic

Description: Engines, cars, and trucks - you love to get down and dirty with the gears and motors, and can think of no better way to spend the weekend than rebuilding a V8 24-valve engine. You make a living as a mechanic, and may hold a high reputation for your skill and ingenuity. Everyone in town knows your shop (the place to go for the best of the best) but few know your secret hobby. You build the engines of crime-fighting. Perhaps you build them for yourself, but more likely you are a member of a vigilante team, and it is you who builds, repairs, and modifies their vehicles and super-cars. Nothing is better than seeing your master-piece clash against the criminal elements - and win.

Recommended Skills: Driving, Mechanics, Electronics, Lockpicking, Jack of All Trades

Suggested Options: Luck Dog, Contacts, Favors

Common Equipment: Oil-stained clothes, tool kit, electric drill, box full of spare parts.

Paramedic

Description: You are a medical professional, specializing in first aid and trauma treatment. You may be an ambulance paramedic, ER surgeon, or a military field doctor. You have treated more bullet-wounds and stabbing victims than you can count, and you have lost patients despite your best efforts and highly trained skill. Perhaps you have seen too many die because of the wave of crime, and have decided to do your part in the war against crime. But you can't do it alone, so you are probably a member of a vigilante team, and assist them the best way you know how. Keep them alive and fighting. You may even keep the criminals alive as well - to make sure they live to stand trial.

Recommended Skills: Driving, Expert (Medical Knowledge), Professional (Medical), Paramedic

Suggested Options: Intuition, Luck Dog, Contacts, Favors

Common Equipment: Medical kit (doctor's black bag), white coat, pen and pad for scribbling illegible notes.

Pro Racer

Description: You spend much of your life just going in circles - but when a million dollar prize awaits the one who finishes running in circles first, that's a different matter. You are a professional race car driver, handling high powered, Formula-1 super-cars at 200mph. But like the Athlete, you too had a bad run-in with the criminal elements who pull the strings behind your profession. Perhaps they set you up and destroyed your reputation, or perhaps you simply made it your mission to expose their double-dealings. In either case, you are now on a crusade of justice.

Recommended Skills: Defensive Driving, Aggressive Driving, Evade, Perception, Mechanic, Professional (Race Car Driving)

Suggested Options: Lucky Dog, Lightning Reflexes, Stunt Driving Abilities

Common Equipment: Neoprene jumpsuit, helmet, fancy sports car.

New Skills

ELECTRONIC WARFARE - This skill is used to operate ECM and ECCM equipment. When using ECM you must roll your **TECH + EW skill + Roll vs. ECM's Power x 2 + 10**, to successfully Jam. If successful, the jamming takes effect. ECCM is used in the same way - you must target the jamming unit and roll **TECH + EW skill + Roll vs. ECM's Power x 2 + 10**. See **Electronic Warfare** in **Atomik MotorWarz**.

DEFENSIVE DRIVING (type) - The basic driving skill. Defensive Driving is used to keep control in dangerous situations, avoid road hazards, and evade attacks. The Task Roll is based on **DEX +(-)MA + Defensive Driving**.

AGGRESSIVE DRIVING (type) - A more advanced driving skill, Aggressive Driving is used to attack other drivers, ram objects, knock cars off the road, "play chicken", whip in and out of traffic, tail-gate, and race. The Task Roll is based on **REF +(-)MA + Aggressive Driving**.

Specializations in Driving

All three skills *must* be specialized in one particular type of vehicle - Auto, Motorcycle, Large Truck, Dozer, or APC/Tank.

Auto - Includes cars, pickup trucks, vans, SUVs, and even Hummers and RVs.

Motorcycle - Motorcycles and motor-scooters.

Large Trucks - Big rigs, flat beds, busses, fire trucks, dump trucks, garbage trucks, and large RVs.

Dozer - any massive construction equipment not classifiable as a truck, like bulldozers, rollers, and cranes.

APC/Tank - for driving large military vehicles, like tanks and APCs. Hummers are classified under Auto.

The Supporting Cast

It's not who you are, it's who you know.

About NPCs

The world is filled with people - countless people. Not all of them are heroes, not all of them are villains. Most are just your average Jane or Joe, going about their lives day-in and day-out. Many are bright, promising, and successful, raising a family and planning for their future, or the future of their children. But some are sinister, and of a criminal mind - thieves and thugs, robbers and gangsters. So too are their men of the law, police and special agents, who work to fight crime and bring peace to the streets of the city.

This chapter is dedicated to listing Archetypes of these Non-Player Characters (NPCs). NPCs are controlled by the GM, and act as the "Supporting Cast" during the course of the game. These are the people the PCs may encounter - talking to them, working with them, or fighting against them. The GM may use them as is, or tweak them to use as "important NPCs" if they are re-occurring or major characters.

These NPCs were built with 30-40CP. Along with Everyman Skills, they were also allocated a number of Skills, Talents, Perks, and Complications. Only a few major skills are listed, and the GM should feel free to add any additional skills, talents, and so forth, to customize the NPC to suit his campaign.

Non-Player Characters

Jane and Joe Average

Cliché Quote: "Nice day, isn't it?"

Last Words: "Wait! Don't shoot!"

This is the average, everyday person - the bulk 98% of the population. They are the store clerks, the waiters, the office workers, and the common pedestrian on the street. These folk want nothing to do with action or adventure (though they may of course dream of it), and work hard to go about their endless toils and bland day-to-day routine - day in and day out. They wake up, go to their jobs, come home, then go to bed, and start the whole thing over again the next day. But these are also the people Vigilantes must strive to protect. For they are the workers, the thinkers, the dreams,

the makes, the poets, and artists of the world. And they must be guarded from the forces of evil, at all costs.

Stats: INT 3, WILL 3, PER 3, TECH 3, REF 3, AGL 3, CON 3, STR 3, BOD 3, MOV 3

Derived: HITS 15, STUN 15, SD 6, ACT 1½, RES 9

Skills: Ranged Evade 2, Melee Evade 2, Hand to Hand 2, Perception 2, Education 2, Professional (Day Job) 3, Defensive Driving (Auto) 3, Business 3, Local Expert 3, Conversation 3

Complications: Up to GM

Talents: Up to GM

Corporate Executive

Cliché Quote: "Do you have any idea who I am?"

Last Words: "You wouldn't shoot me... Ah, would you?"

This is the typical corporate executive. He's dressed all fancy, has a fancy car, fancy shoes, fancy pants... This is the big-wig who thinks he's in charge (and maybe he is), and though he has a lot of money and better "people skills" he is basically the same as your Average Joe. Often he thinks he is more important than he really is. They rarely get involved with (or even know about) secret, corporate undertakings since they are "mundane" (see Shadow Men).

Stats: INT 3, WILL 3, PER 5, TECH 3, REF 3, AGL 3, CON 3, STR 3, BOD 3, MOV 3

Derived: HITS 15, STUN 15, SD 6, ACT 1½, RES 9

Skills: Ranged Evade 2, Melee Evade 2, Hand to Hand 2, Perception 2, Education 3, Professional (Business) 4, Expert (Business) 3, Defensive Driving (Auto) 3, Business 4, Persuasion 4

Complications: Overconfidence, "Snobbish"

Talents: Wealth, Contacts

Shadow Man (Lower Echelon)

Cliché Quote: "The truth? You can't handle the truth."

Last Words: "You have no idea how deep you're in!"

These are the figures who lurk in the shadows of corporations and governments - the powers behind the powers. They, and their circles and networks of associates, secretly manipulate global organizations and world governments. They may be corporate executives or politicians, but many just remain hidden in the background making contacts, granting favors, blackmailing, and "solving problems". This particular NPC is a "lower echelon" Shadow Man - basically a pawn of an even higher power who does most of the grunt work and direct dealings. Higher up Shadow Men are never seen, but if they are, they should be fully detailed, 50CP NPC characters (major NPCs). Some corporations are run almost exclusively by a powerful circle of Shadow Men.

Stats: INT 4, WILL 5, PER 5, TECH 3, REF 4, AGL 4, CON 3, STR 3, BOD 3, MOV 3

Derived: HITS 15, STUN 15, SD 6, ACT 2, RES 15

Skills: Ranged Evade 3, Melee Evade 2, Hand to Hand 2, Perception 4, Professional (Business) 3, Firearms (Pistol) 3, Persuasion 5, Expert (Conspiracy) 3, Defensive Driving (Auto) 3

Complications: Paranoid, sometimes delusional

Talents: Wealth, Contacts, a Super-Normal Power

Shadow Man (Middle Echelon)

Cliché Quote: "We have a problem. My men will fix it."

Last Words: "You are already too late."

The Middle Echelon Shadow Man is an even more powerful character than the lower echelon Shadow Man. He is almost never seen, and if he is, it is unlikely anyone will know who he really is (at least, not at first). This Shadow Man controls a number of lower level Shadow Men and countless goons, hitmen, and special agents. But even he is subordinate to *someone* else, and is yet just another pawn in the dark, shadowy game of conspiracies within conspiracies that pulls the strings of governments and corporations alike.

Stats: INT 5, WILL 6, PER 5, TECH 3, REF 5, AGL 5, CON 3, STR 3, BOD 4, MOV 3

Derived: HITS 20, STUN 20, SD 6, ACT 2½, RES 18

Skills: Ranged Evade 3, Melee Evade 2, Hand to Hand 2, Perception 4, Education 3, Firearms (Pistol) 3, Disguise 3, Persuasion 4, Seduction 3, Shadowing 2, Expert (Conspiracy) 5, Defensive Driving (Auto) 3

Complications: Paranoid, Delusional, Overconfident

Talents: Wealth, Contacts, several Super-Normal Powers

Street Punk

Cliché Quote: "Come on, pretty boy!"

Last Words: "What was that for?"

The Street Punk can be any sort of low level, low-live criminal. He may be a member of a gang, or perhaps just out on his own. He may be a simple criminal, thief, or drug peddler, or could be more dangerous - a murderer or gun for hire by a local gang, Mafia, or criminal organization. He is most skilled in hand-to-hand combat and street fighting, but he knows how to use a gun as well. Whatever the case, he is far from the best, and is little more than fodder for the cannon when the big boys come out to play.

Stats: INT 2, WILL 3, PER 2, TECH 3, REF 4, AGL 5, CON 3, STR 3, BOD 4, MOV 3

Derived: HITS 20, STUN 20, SD 6, ACT 2, RES 9

Skills: Ranged Evade 2, Melee Evade 3, Hand to Hand 3, Perception 3, Streetwise 4, Melee Weapons 4, Firearms (Pistol) 2

Complications: Overconfident, Bad Temper

Talents: Contact, Basic Strike (Streetfight), Martial Disarm (Karate)

Street Cop

Cliché Quote: "Freeze!"

Last Words: "I need back up now! Now, dammit, now!"

He is you typical, run of the mill street cop. He's tough, experienced, and knows the beat. Some always go "by the book", others sometimes bend the rules to bring in the criminal. But sadly, many are corrupted, taking kickbacks and payoffs from the very criminals they should be bringing in. The Street Cop is always on call, patrolling all areas of a city, and responds quickly when there is trouble (1D6 cops

may show up at any given time). They will call for backup.

Stats: INT 3, WILL 3, PER 3, TECH 3, REF 4, AGL 4, CON 4, STR 3, BOD 4, MOV 5

Derived: HITS 20, STUN 20, SD 8, ACT 2, RES 9

Skills: Ranged Evade 3, Melee Evade 3, Hand to Hand 4, Perception 4, Education 2, Melee Weapons 2, Firearms (Pistol) 4, Firearms (SMG) 1, Firearms (Rifle) 3, Defensive Driving (Auto) 3, Aggressive Driving (Auto) 3

Complications: Sense of Duty

Talents: Combat Sense +1

SWAT / ATF Agent

Cliché Quote: "Get down! Get down!"

Last Words: "Man down! Man Down!"

These are "Advanced Police", such as SWAT, DEA or ATF agents, or even "supercops" which you see in the movies. These "Advanced Police" are the best trained and most effective of all law enforcement. Due to their elite training and exclusive organization, these agencies are difficult to corrupt, though not impossible. Corruption in these departments is very rare.

Stats: INT 3, WILL 3, PER 3, TECH 3, REF 6, AGL 5, CON 4, STR 4, BOD 5, MOV 4

Derived: HITS 25, STUN 25, SD 6, ACT 3, RES 9

Skills: Ranged Evade 4, Melee Evade 3, Hand to Hand 3, Perception 4, Education 3, Melee Weapons 2, Firearms (Pistol) 5, Firearms (SMG) 3, Firearms (Rifle) 4, Defensive Driving (Auto) 3, Aggressive Driving (Auto) 3

Complications: Sense of Duty, Overconfidence

Talents: Combat Sense +2, High Pain Threshold, Action Shoot (Gun Fu), Quick-Draw (Gun Fu)

Thug / Hoodlum / Goon

Cliché Quote: "Grrrr..."

Last Words: "Uhhhh...."

The Thug (or Hoodlum) is the heavy muscle of gangsters, mobsters, and the criminal underworld in general. Non-criminal "versions" of these individuals may be found as bouncers or bodyguards (though depending on who they are guarding). But many are "leg-breakers" - the enforcers of the crimelord's regime. They are not too bright, but have enough brawn to make even the bravest hero think twice.

Stats: INT 2, WILL 2, PER 2, TECH 3, REF 5, AGL 5, CON 5, STR 5, BOD 6, MOV 3

Derived: HITS 30, STUN 30, SD 10, ACT 2½, RES 6

Skills: Ranged Evade 2, Melee Evade 3, Hand to Hand 5, Perception 3, Streetwise 4, Local Expert 3, Bribery 3, Melee Weapons 5, Firearms (Pistol) 4, Firearms (SMG) 4

Complications: Bad Temper

Talents: Contact (Underworld), Basic Strike (Streetfight)

Gangster

Cliché Quote: "Yeah, like'a what'z yer beef, ah?"

Last Words: "Ye got me! Ahg!"

The Gangster can be any number of criminal scum lurking about - a hitman, a gansta soldier, or even a drug dealer. These are higher ups in the underworld than thugs or street punks - in fact, most have about 2D6 such henchmen who must follow their orders. Gangsters (such as this) also tend to have a bit of smarts, after all, all the dumb ones never made it past being a street punk. But they still have a nasty temper and are ruthless in their pursuit of wealth and

power. Most aspire to be the Boss one day, and some may even be conspiring to take over the show.

Stats: INT 3, WILL 3, PER 3, TECH 3, REF 5, AGL 4, CON 3, STR 4, BOD 5, MOV 3

Derived: HITS 25, STUN 25, SD 6, ACT 213, RES 9

Skills: Ranged Evade 4, Melee Evade, 3 Hand to Hand 3, Perception 3, Streetwise 5, Local Expert 3, Bribery 4, Melee Weapons 2, Firearms (Pistol) 4, Firearms (SMG) 4, Defensive Driving(Auto) 4

Complications: Up to GM

Talents: Contacts(Underworld)

Mob Boss

Cliché Quote: "I donno what you'z talking about, see?"

Last Words: "My boys'll gets you'z for this, see!"

The Mob Boss is a particularly unsavory character, but he has charisma, power, and lots of money. The Mob Boss may also be known as the Don, Godfather, Oyaji, or whatever, depending on the type of organization. Mob Bosses are motivated only by greed (like most people), but are ruthless in their drive to satisfy their every desire. It should also be noted that Mob Bosses (and the Mafia) are frequently tangled up in the complex web of government corruption and corporate power. It is likely that some of their contacts may be Shadow Men, or they may be Shadow Men contacts themselves.

Stats: INT 4, WILL 4, PER 5, TECH 3, REF 4, AGL 4, CON 3, STR 3, BOD 5, MOV 3

Derived: HITS 25, STUN 25, SD 6, ACT 2, RES 12

Skills: Ranged Evade 4, Melee Evade, 3 Hand to Hand 3, Perception 3, Local Expert 3, Bribery 4, Melee Weapons 2, Firearms (Pistol) 4, Firearms (SMG) 4, Defensive Driving(Auto) 4

Complications: Up to GM

Talents: Wealth, Contacts(Underworld), Favors

Terrorist Operative

Cliché Quote: "Release our brothers. We also want 6 mill."

Last Words: "Don't move or I shoot the hostage!"

The Terrorist Operative is a member of an international terrorist organization, though not usually one of religious affiliation or fanatical doctrine. These terrorists are more concerned with wealth, power, and even fame, such as those in Dark December or German Autumn. They concentrate on kidnapping (to get ransoms), threats (also to get ransom), and blackmail (for more ransom). They also perform many other crimes, such as bank robberies, hijacking, and large-scale thefts, but all in the name of acquiring more wealth and resources. They are not willing to die for their cause, since they really don't have a "Cause", but few will let themselves be taken alive. They will fight to the death, and delight in the killing and blood-rush of battle.

Stats: INT 3, WILL 4, PER 3, TECH 3, REF 6, AGL 6, CON 4, STR 3, BOD 5, MOV 3

Derived: HITS 25, STUN 25, SD 8, ACT 3, RES 12

Skills: Ranged Evade 3, Melee Evade 3, Hand to Hand 3, Perception 3, Streetwise 2, Melee Weapons 3, Firearms (Pistol) 4, Firearms (SMG) 3, Firearms (Rifle) 4, Defensive Driving (Auto) 3, Aggressive Driving (Auto) 3

Complications: Up to GM

Talents: Up to GM

Terrorist Extremist

Cliché Quote: "For the Cause!"

Last Words: "For the Cause!"

The Terrorist Extremist is a member of a religious or cultic terrorist organization, indoctrinated with revolutionary ideals or hate-group ideology. Though they will sometimes seek ransoms to help finance their operations, material gains are not their primary objective. Terrorist Extremists (such as those in Black September) are obsessed with striking out upon the "heretics" and "evils" of the world, as seen from their perspective - this being any group which does not sit well with their ideals. These are the terrorists who are willing to sacrifice their lives to further their Cause. Their tactics include blowing up passenger planes, suicide "human bombs", car bombings, random shootings, and so forth. They are extremely dangerous because they are not afraid to die, believing their soul is destined for Paradise. Oh, how sadly wrong they are...

Stats: INT 3, WILL 3, PER 3, TECH 4, REF 6, AGL 6, CON 4, STR 3, BOD 5, MOV 3

Derived: HITS 25, STUN 25, SD 8, ACT 3, RES 9

Skills: Ranged Evade 3, Melee Evade 3, Hand to Hand 3, Perception 3, Streetwise 2, Melee Weapons 3, Firearms (Pistol) 4, Firearms (SMG) 3, Firearms (Rifle) 4, Demolitions 4, Defensive Driving (Auto) 3

Complications: *Extreme* Sense of Duty

Talents: Up to GM

Secret Agent

Cliché Quote: "Shaken, not stirred."

Last Words: "You expect me to talk?"

The Secret Agent is one of the more formidable NPCs, being extremely well trained and proficient in more skills than can actually be listed here. He is an elite government agent - CIA, MI6, Mossad, former KGB, and so on. He could also be a special corporate, terrorist operative, double-agent, or a counter-intelligence agent. Secret Agents are masters of disguise and high society, able to blend in and infiltrate government and high-level corporate structures with skill, cunning, and well-placed contacts. Though trained in the usage of many weapons, Secret Agents rely more on their skill to quietly gather information unseen and unnoticed - they make themselves known, they have probably failed. A derivation of this type is Assassin, which is basically the same, except that they have a particular target to kill. A "James Bond" type super agent should be created as fully PC level NPC character.

Stats: INT 5, WILL 5, PER 7, TECH 4, REF 5, AGL 6, CON 4, STR 3, BOD 5, MOV 3

Derived: HITS 25, STUN 25, SD 8, ACT 3, RES 15

Skills: Ranged Evade 4, Melee Evade 3, Hand to Hand 4, Perception 4, Bribery 4, Surveillance 3, High Society 3, Espionage 5, Disguise 5, Persuasion 4, Seduction 4, Shadowing 3, Melee Weapons 3, Firearms (Pistol) 4, Firearms (Rifle) 4, Defensive Driving (Auto) 4, Aggressive Driving (Auto) 3

Complications: Up to GM

Talents: Membership (Agency), Contacts, Super-Normal Power

Super-Normality

You've got the Power!

"Super Powers" in Vigilantian

Vigilantian is a mundane vigilante campaign - at the highest power-level it is still mundane (normal humans in extraordinary situations), though indeed at a global scale fighting international terrorist organizations and evil corporations.

But can't there be more? Nothing has proven or disproven the potential existence of paranormal abilities. Everyone has had that "funny feeling" that they were being watched, or that danger was lurking near-by. May people have visions, and psychic experiences, and a few even demonstrate apparent powers which defy known science. Others are so *good* at what they do, their skill and ability seems superhuman in itself. Whether these abilities are real or imagined is still controversial. Perhaps they are instinctual, untapped senses which lie just beyond the threshold of our understanding. Perhaps there really are powerful psychic and telepathic energies generated by the human mind. Or perhaps it is all our imagination.

Nevertheless, a GM can make special powers available to players. In a true superheroic campaign, he may allow the full Supers Plug-In, basically turning **Vigilantian** into a **Champions** or **Dark Champions** campaign.

Mundane Supers

It may seem like an oxymoron, but it can be done. By default, if a GM does allow special powers in **Vigilantian**, they are "tuned down" powers, known as "Supernormal Powers". Supernormal Powers are bought with Power Points (PP), which all characters receive based on the priority of Points they selected during Character Creation. These points are between 0 to 12PP, so clearly, any powers a character has will be few and far between (if any).

In a Supernormal campaign, no power may be so spectacular that it cannot be explained away by a skeptic or proclaimed a mere coincidence. There can be no fireballs or blasts of energy, no flying or teleporting about (blatantly), no hurling of cars or smashing through brick walls with bear

fists. Supernormal Powers are what you see today, in the "Real World", or hear about from psychic research institutes. Many of these powers are Cinematic Special Effects - that is, powers which simply emulate the cinematic stunts and skills of heroes on TV and in the movies. They are superhuman, but they are not over-the-top.

Creating Supernormal Powers

Supernormal Powers are created using Jason Dour's **Heroic Abilities Plug-in**, based on the Super Powers Plug-in as seen in **Champions: the New Millennium**. Using limits and special effects, these Supernormal Powers have been restricted and heavily modified to a suit particular facet of low-key, low-power supers. No power has a "spectacular effect", and all are limited to a cost of no more than 5PP (1PP at minimum). Some of these do cost Endurance, draining END as listed.

Supernormal Powers

Bad Feeling... (Danger Sense)

Cost: 2 PP **Skill:** 10 + Roll vs. 20

END: 0 END

Sometimes you just get a bad feeling about something, and it usually turns out right. He has a "sixth sense" about danger and it is very hard to ambush or snip him. Under normally circumstances, "A Bad Feeling" just gives the character the "feeling" of being in danger. When the GM asks the player to make a Danger Sense roll, he must make a roll **10 + die roll** *verse* **20** - if he succeeds he sensed the danger. If he rolls at least 12 more needed to succeed, the true position and type of danger are known. If he is in immediate danger, he can react in full, evading or dodging, or diving clear of a trap, and so forth.

Danger Sense

Damage Resistance (Armor)

Cost: 2 PP **Skill:** none

END: 0 END

A character with damage resistance is simply less vulnerable to Lethal damage. It acts effectively the same as Stun Defense, but for Lethal (Killing) attacks (basically as

KD Armor). It gives 4 points of protection, reducing by 4 any Lethal or Stun damage taken. There is no skill roll or END cost needed - the power is always on.

Armor +4 Killing Defense

Death Strike (Mighty Blow)

Cost: 2 PP

Skill: Hand-to-Hand

END: 4 END

A character with Death Strike has learned the secret ways of martial arts or street fighting. He can deliver a devastating blow with deadly precision, capable of inflicted Lethal damage upon the victim. He can inflict a 2D6 Killing Hand Attack with his hand (fist, karate chop, whatever), treating it as a 2D6 Lethal damage melee weapon. As such, his Strength can increase this damage, up to double, as normal. The max damage which can be dealt is 4D6, and the range is HTH. To succeed with Death Strike, you must make a Hand-To-Hand roll verse 20, and your roll must also defeat the target's DV. If you hit the target, but did not roll 20, you hit with normal damage.

HTH Attack Blast 2D6 Killing, HTH Attack Roll required

Extra-Sensory Perception (Spatial Awareness)

Cost: 1 PP

Skill: Perception

END: 0 END

A character with this possess some form of extra-sensory perception (or ESP). To use this power, the character must make a Perception Roll verses 19. He must also concentrate for 12 Seconds (1 Round), without being distracted. After this he can sense his surroundings in the immediate area, "knowing" the position and size of objects and people 360° around him. This sense will last as long as he remains in that given area, and he may make normal perception checks with it. But once he leaves, the awareness sense vanishes. Note that this is not true sight - it is simply an awareness of objects. When it is active he can operate in total darkness (it is a targeting sense) and can detect people approaching him from behind, or those who are otherwise not visible to normal sight. Fine details, such as color, writing, and textures, cannot be distinguished with this sense.

Spatial Awareness (360 Sense), Perception Skill Roll required, Extra Time: 1 Round, Concentration (1/2 DV)

Fade into the Shadows (Invisibility)

Cost: 2 PP

Skill: Stealth

END: 2 END/Phase

He fled into the dark ally - his pursuers' close behind. But as they entered, they froze and looked about. He was gone; no where to be seen - as though the darkness itself had swallowed him up... This ability allows a character to "disappear" from normal sight and remain silent, by stepping into the shadows and making a successful Stealth roll vs. 20. He remains visible to non-normal sight (thermal vision, night vision, or other forms of perception), and can be seen

(as a dark shadow) by anyone directly adjacent to him (this is essentially the fringe effect). If you move out of the shadows, this power turns off.

Invisibility to Normal Sight and Hearing; A Stealth Skill Roll is required, Only works in Shadows/Darkness.

Feel Like Being Watched... (Sense Observer)

Cost: 2 PP

Skill: none

END: 0 END

Ever had that feeling that you were being watched? The power is "always on". Whenever you are being watched (of course, unknown to you) the GM must ask you to make a Perception check (usually a simple on, verses 14 or 16). If successful, you "get the feeling that someone is watching you", though you do not know who they are or where, nor if they intend hostility.

Sense (Observer)

Hypnotize (Mind Control)

Cost: 1 PP

Skill: Persuasion

END: 7 END

With this power, a character has the ability to subconsciously persuade an individual to do a certain thing, perhaps even something which he or she would never do. When you hypnotize, your voice incants in a melodic tone (perhaps assisted by a hypnotic device, such as a pendulum or swirling pattern), for a minute of time. You then speak the instructions and give a "trigger" which will activate the deeply buried impulse which you have implanted. They will then awake with no memory of your having hypnotized them, but the instruction and trigger are still there. Hypnotize has 5D6 of effect. If this roll (5D6) is greater than the target's Resistance, he will perform the instruction if he is already inclined to do so. If the roll was 10 greater than his RES, he will do something as long as it is not against his moral convictions. If it is 20 greater, he may do something which he is opposed to doing. If it is 30 greater, he will do *anything*. To succeed, the character must make a Persuasion Roll verse 20, and spend one minute "setting up" by talking hypnotically all the while (this is basically a sort of incantation). His defenses are at half while performing this task, as he is concentrating. The target will not be effected until the condition of the Reflex Trigger is satisfied - usually a key word, a sound, seeing a particular person, being in a particular place, or whatever the hypnotist specified. The target will only be effected by this once.

Mind Control 5D6 Effect, Reflex Trigger (specify), Incantation, Persuasion Skill Roll required, Extra Time: 1 Minute, Concentration (1/2 DV)

Leave No Evidence (The Perfect Crime)

Cost: 1 PP

Skill: Criminology

END: 5 END

This ability allows a character to completely sweep an area of any evidence, including fingerprints, fibers, hair, DNA, blood, footprints, or other such evidence. This leaves nothing for police or forensics experts to use, and no evidence that can be used in court. To achieve this, you must make a Criminology roll verse 19. If you succeed, nothing is left. If you fail *something* was overlooked, though even the police may overlook it as well (they can make a Criminology roll to find what you missed). But if you succeed *nothing* is left for them to find. It takes about five minutes to clean a 12meter radius area.

Transform 3D6, Area Affect 12m; Criminology Skill Roll required, Extra Time: 5 Minutes, Concentration (1/2 DV).

Master of Disguise (Change Appearance)

Cost: 1 PP

Skill: Disguise

END: 0 END

This character is a master of disguise. Given enough time to work, and lots of cosmetics, this character can make his or her self *look like anybody*. If you've seen "Mission Impossible 2", then you know how this power works. He must make a successful Disguise roll vs. 19. If successful, his disguise is indistinguishable from the real thing. It will last until the disguise is removed.

Shape Shift - limited to human form, 0 END; Disguise Roll required, Extra Time: 5 Hours.

Mesmerize (Mental Illusion)

Cost: 2 PP

Skill: Persuasion

END: 9 END

With this power, a character has the ability to persuade an individual that he sees something which is not real. When you exert this "skill", your voice incants in a melodic tone, influencing the target's perception of reality. In effect, a mental illusion forms in his mind, imagined by the enticing visualizations you have described. This generates 5D6 of effect. If this roll (5D6) is greater than the target's Resistance, he is effected by a slight cosmetic change to the environment. If it is 10 greater than his RES, he sees a major change. If it is 20 greater, he may perceive that his surroundings have completely changed. To succeed, the character must make a Persuasion Roll verse 20, and spend one minute "setting up" by talking hypnotically all the while (this is basically a sort of incantation). Once the target succumbs, he may continue the illusion for another minute, but must continue talking. His defenses are at half while performing this task, as he is concentrating.

Mental Illusion 5D6 Effect, Duration: 1 Minute, Incantation for the full Duration, Persuasion Skill Roll required, Extra Time: 1 Minute, Concentration (1/2 DV)

Mind Over Body (Enhance Strength)

Cost: 1 PP

Skill: Concentration

END: 8 END

You have the ability to increase your physical strength through concentration and sheer force of will. Perhaps it is a heightened control over adrenaline, or maybe an extremely limited ranged form of telekinesis, but whatever the mechanism, the effect is the same. To use this power, the character must make a Concentration Roll verses 19. If successful, he may then roll 4D6 for Effect. This number, divided by 5 and rounded off is the bonus he gains to Strength. The gain to Strength will fade away at a rate of 1 Point per Round. This power may only be used 4 times a day and cannot be used on others.

Aid 4D6 Effect, Only Effects User, Concentration Skill Roll required, Limited to 4 uses a day

Nothing Up My Sleeve! (Conceal)

Cost: 1 PP

Skill: Conceal or Slight of Hand

END: 5 END

A character with this ability can making something seemingly disappear, almost as though by magic. This is the ultimate way to hide or conceal something - even being strip searched won't reveal the hidden item. It is effectively an "internal space", though it takes up no internal volume since its not really hidden internally (how its hidden is an old magician's trick - we can't tell you). To use this power, the character must make a Conceal or Slight of Hand Roll verses 19. If successful, the item is concealed (invisible effect makes it simply vanish without a trace). The character can retrieve the item with an Action, making it reappear seemingly out of no where. The item can be no larger than a text book and you can only conceal one item in this way (though you could conceal a container with smaller items in it). It does Cost Endurance to hid the item, but not to maintain it while being hidden. It will remain hidden until you retrieve it.

Internal Space (no volume), Invisible Effect, Conceal Skill Roll required, Costs Endurance

Olympic Runner (Super Run)

Cost: 1 PP

Skill: none

END: 1 END / 1 END per Phase

A character with this power can run like an Olympic champion, though he may not have had any formal training at all (he's a natural runner). When exerting this power, his running speed increases by +5 meters/sec, and if sprinting, by +7.5. It does not effect MOVE or walking speed.

Running +5m/s

Psychic Impression

Cost: 1 PP

Skill: none

END: 0 END

A character gifted with Psychic Impression are sensitive to powerful "impressions" left behind on objects, places, or even people. To use this power, he needs only to touch (or be within melee range of) the object or be in the specific location, concentrate for an Action, and make a Perception check versus a DV established by the GM (a high DV for vague or weak impressions, and a lower DV for vivid and powerful ones). If there are any impressions to be found, he will "detect" them, and see flashes of events, ghostly images, hear voices, or be struck by some great emotional feeling. The GM should describe these impressions such that the psychic can piece together some information from them. This is basically the power Frank Black has, from the TV show *Millennium*.

Detect(Impression), Discriminatory, Concentration(1/2 DV)

Quick Healing

Cost: 1 PP

Skill: none

END: 0 END

A character with this ability heals a great deal faster than normal. Instead of healing half his REC every day (or his full REC under medical care) he will recover his full REC every 12 hours (or his full REC every 6 hours, under medical care, that is x4 REC every day). Healing occurs automatically, even if the character is unconscious, but it will not recover him from death, heal missing limbs, or heal over scars (that is, scarring may still occur). +1 PP to heal without scars.

Regeneration (6 hours). Optionally, healing without scars for +1 more PP (total of 2PP)

Schrodinger's Cat (Teleport)

Cost: 1 PP

Skill: Stealth

END: 2 END

Named for the quantum physics principle developed by Dr. Erwin Schrodinger, this ability allows for a character to disappear when no one is looking, and allows him to reappear somewhere else (assuming no one is looking at the target location). This is a limited form of teleport, though it is not truly "teleporting" since the character did not defy any laws of physics. It simply represents his ability to move quickly, quietly, and totally unobserved from one location to another. It takes the normal amount of time for him to reach this location, as though he was running (non-combat move),

though remains unseen. Because it requires him to be unobserved, it goes well with Fade into the Shadows ability. His range is limited to 20 meters, and he must make a successful Stealth Roll versus 19. If anyone makes a Perception roll higher than your Stealth roll, you have been seen, and reappear at that point. He can only "teleport" to places where he could normally walk, given time (meaning, he can teleport to the other side of a fence, but he cannot teleport through a locked door or vault).

Teleport, 20 meters; Stealth Roll required, Can only use power when no one is looking, Can only teleport to reachable places, no Non-Combat Multiple.

Sense Truth or Lie

Cost: 1 PP

Skill: Psychology or Body Language

END: 0 END

A character with this power can sense if someone is telling the truth, or lying through his teeth. He has an uncanny ability to sense body language and understand human behavior. To use this ability, he must be able to study and observe the target's facial expressions and body language for at least 5 minutes during a conversation, concentrating all the while. He must make a Psychology or Body Language roll vs. 19, and must also be higher than the target's Acting roll (if he is lying, acting, or telling a story).

Telepathy 6D6 Effect, 0 END Cost; Must make a Psychology or Body Language Skill Roll, Must closely observe subject, take 5 Minutes, May only detect truth or lie, Concentration (at 1/2 DV during this time).

Visionary

Cost: 1 PP

Skill: none

END: 4 END

A character with this gift sometimes sees visions, or glimpses into the future. Though brief, short, and sometimes symbolic, they are vivid enough for him to distinguish them from ordinary dreams. The character has no conscious control over when a vision will come over him, but it will usually occur while he is asleep or in a state of deep relaxation or meditation. When the character has a vision, the GM must describe it with dream-like qualities. Most visions have hidden symbolism, which remains open to interpretation (99% of all visions are never realized until after the event foreseen occurs, and the visionary realizes what he truly saw).

Clairsentience, Future, No Conscious Control, Reduced Endurance Cost

Vehicles and Vigilance

Demolish Crime

The Harrowing Highway

The highway has become a new battleground between criminals, vigilantes, and police forces. Drug runners race across the boarder of Mexico into Texas, or from North Dakota into Canada. Crime Syndicates and Triads battle it out in the lawless streets of inner-city DMZs. Thieves and bank robbers make their get away in 200mph+ supped up hot rods. Cops scream by in hot pursuit in blue and white Cameros and Ferraris of their own.

But who are those bandits in the black-painted, armored super-cars, who always seem to intercept the fleeing criminals first, putting a quick and decisive end to their dangerous game of high-speed mayhem? Who is that team of gun-totting bikers on rocket-boosted Ninja motorcycles? Who is that enigmatic driver in the sleek Lamborghini, decked out with weapons and gizmos, fighting the forces of crime at every turn?

As criminals become more sophisticated, bettered armed and equipped than even the police, the burden of justice has fallen to the hands of others. From the days when truckers once formed rolling road-blocks to stop fleeing suspects, to the time when vigilantes and bounty hunters first took the road, crime has only now just begun to learn the harsh truth of the Harrowing Highway - If you run, you'll only die tired.

Atomik MotorWarz

Atomik MotorWarz is the Vehicle Modification and Combat System used in **Vigilantian**. You may, if you wish, use an alternative system. If you do then the rest of this chapter will have no meaning for you. Atomik MotorWarz can be found on the **Atomik Fuzion** website, at:

<http://www.meta-earth.com/fuzion>

Other Plug-Ins

Atomik MotorWars is only concerned with cars, trucks, and motorcycles. It has no rules for building tanks, helicopters, aircraft, boats, mecha, battlesuits, or anything like that. There are several other plug-ins which do allow you to build such machines. I would recommend **Instant Vehicles** and **Instant Mekton** (for mecha), both available at:

<http://www.mecha.com/~conkle/fuzion>

These plug-ins will allow you to build pursuit helicopters, police APCs, tanks, and what not. All such vehicles should be fully compatible with **Atomik MotorWarz**, and using them with the system should not be much of a problem.

MotorWarz: The New Decade

Atomik MotorWarz was written assuming present day vehicles, prices, and technology. In the years to come, such things will of course change. Technology will change, fuels will change, computer systems will change - even the roads themselves may change. A GM should feel free to reconfigure all vehicles to "update" them to the technology of the 1st or 2nd decade of the 21st century, according to his own vision of things to come. Below is listed the proposed changes which, by default, should be applied to **MotorWarz** in a **Vigilantian** campaign.

Electrics and Hybrids

Today we already have fully electric and hybrid vehicles, and there will be many more in years to come. The ?, listed in MotorWarz, should serve as a sample of what hybrid vehicles will be like. They should have a small 1.0 to 2.0 Liter engine, probably using an alternative fuel such as E10 or E85, and an advanced battery system which recharges itself from the engine (when running) and from the breaks, eliminating the need to recharge from an external source. The price of a hybrid car is roughly the same as that of a standard vehicle of the same basic type. It is doubtful they will be high performance, or customizable to any significant degree.

Fully electric cars may or may not ever be realized for production. It is up to the GM to decide if fully electric cars are common. If they are, they will likely be small metro-cars with short range and low performance, unless there is a breakthrough in battery technology (which perhaps there will be). Currently, few all electric cars can exceed 70mph and their range is limited to a hundred miles, at best. They are more expensive than your typical small coupe or family sedan (\$40,000+), but price will of course drop if they see wide-scale production.

Hydrogen Fuel Cells

The other major engine and power source system which lurks on the horizon are hydrogen fuel cells. Currently, the liquid hydrogen used in these systems is far too expensive to contain to make such vehicles practical for production, but there are working prototypes and they perform as well as petroleum powered vehicles (though they are far from hot-rod performance). Hydrogen fuel cell engines work by vaporizing liquid hydrogen into a combustion system (similar to an internal combustion system), and explosively mixing the hydrogen with oxygen in the air. The resulting by-product is 100% pure water. The ability to customize and modify this system (for fuel cell hot-rodders) would lie primarily in air intake (turbochargers, intercoolers, etc.). Expect hydrogen fuel cell vehicles to be more expensive than electric, hybrid, and petroleum vehicles, but they are much more efficient, have longer range, and zero pollution. There could be vehicle tax cuts as well, or government subsidized pricing, as incentives to buy such vehicles.

Alternative Fuels

Of course, petroleum is still the #1 fuel in the world (for vehicles) and there is no sign of that changing to a *significant* degree in the near future. But though the engine may not change, the nature of the fuel itself may change. Just as petroleum changed from leaded to unleaded, it may soon be changing to ethanol, methanol, or biodiesel.

E10, E85, E95 Ethanol Gas

Ethanol (10%, or E10) can be mixed with any gasoline fuel (Premium, Regular, whatever), which create less pollution. Studies have shown that there is no significant change in performance above that blend of gasoline (so if you have E10 Regular, you still have a -4%, and if you have E10 Gold there is no change, and so forth). There is a slight change in price (+\$0.30 per gallon). All this does is make your vehicle more environmentally friendly.

E85 (or E95) is 85% (or 95%) Ethanol. This type of fuel (frequently called "gasohol") is very environmentally friendly, and a highly likely alternative fuel for the 21st Century. However, E85/95 can only run in special engines, designed to run on such fuel. These engines should be virtually identical to existing petrol engines, but price is +20% higher,

and Horsepower is -10% lower at the same RPM. Weight is reduced by -15% because of a simpler design (less pollution cleaning systems are needed), and the usage of heat-resistant plastics, ceramics, and lighter aluminum alloy. E85 or E95 cost +\$0.50 more than standard gas.

Biodiesel

Biodiesel (mono alkyl esters) is a cleaner-burning diesel fuel made from natural, renewable sources such as vegetable oils, instead of petrol. Essentially no engine modifications are required, and biodiesel maintains the payload capacity and range of diesel with no significant change in performance. However, it is much cleaner burning and environmentally friendly. It is a contender as an alternative fuel of the 21st century, and is not currently available to the public, but it may be within the coming years.

Price Inflation

As everyone of course knows, the price of things steadily increases over time. This is called inflation. But (for the most part) all things remain equal, so the standard of living remains the same (assuming inflation is stable and not wildly out of control). Thus, though you could increase the price of everything by +30% for a campaign in the year 2012, there really is no point, and it is that much more effort to convert every price (or remember to convert it), and to give that much more to the PCs when they get paid. Unless your campaign depends on economic instability for some reason, simply do not worry about inflation.

Old Vehicles and Depreciation

Everyone also knows that the older a vehicle is the less expensive it is (aside from rare vantage cars bought by collectors, we are talking about typical cars). Assume a drop of 20% value every year. Thus, if you are playing a campaign in the year 2010, and you really wanted a Year 2000 Prowler, it would cost just 10.7% of its listed price (80%¹⁰) in that year. This is just a rough estimate and assumes good condition. It will be higher or lower depending on condition, demand, and rarity.

Older vehicles are also worn out, and prone to break down. The GM should secret "give" a few glitches to any used car (especially old ones), and perhaps lower the SDP by 20 to 30% in all areas as a way represent rusting, corrosion, loosening of bolts and welds, and so forth. The PCs may of course fix it up, strengthen the structure, buy a new engine, new transmission, and so forth, and get it back as good (or better than) new.

The "New" Vehicle Catalog

Clearly, one of the major parts of **Atomik MotorWarz** is its extensive vehicle catalog. Unfortunately, I was unable to get a listing of production models and specs for vehicles between the years of 2001 to 2012 (though I did try to find a

"Doc's Special Edition DeLorean"). So, you will have to just make do and improvise. Most auto makers will keep a particular class of vehicles (such as Mazda 626 or Nissan Maxima) for many years with only a few minor changes and alteration, especially in the case of popular ones. Therefore, it is perfectly reasonable to assume that the Vehicle Catalog is pretty much the same. The GM should introduce new items on the vehicles, such as GPS, integrated cell phones, digital music players, voice-activated auto-pilots, active suspension, HUD display, and so forth. Horsepower may also be a bit different (by about +/-10%) and fuel efficiency should be 20% to 30% better. The engine itself may be an E95 gasohol or biodiesel, or even a hydrogen fuel cell or hybrid-electric engine. The GM should simply note the changes. Price changes should be insignificant, unless he makes major changes. Luxury options (such as those mentioned - GPS, active suspension, HUD) may be standard on all vehicles by then, and thus effectively "free" (that is, included on the production vehicle itself), at the GM's option.

Communications Systems

Invariably, all vehicles will have some sort of communication system. If for nothing else than the purposes of emergency rescue, every new vehicle sold will incorporate a system similar to that of OnStar (perhaps it will be OnStar, who knows), which is effectively the same. Whether you subscribe to the service is up to you, but you will probably get the first year free.

Of course, cellular phones will also become more common, perhaps even be integrated just like the radio (and may be part of the same system). With the growing concern of driver safety while using cell phones, these phones will be voice activated, voice controlled (or have keys on the steering wheel), and will pick up the voice of the speaker as he is talking (optionally, a small headphone and mic could be used). Then again, by that time Voice over IP (on broadband and wireless global networks) may have replaced telephones and cell phones all together.

Another coming innovation to vehicles is Internet access. Within the next few years we may see cars with "universal consoles" and integrated computers. These computers will have access to the Internet and to email, along with many other features. See Electronics (below).

Electronic Systems

More and more, vehicles and computers are beginning to come together in a big way. All vehicles engines are controlled by a small computer to time the engine and regulate the fuel pressure, but these computers are not the sort most people think about, or are capable of using. With the advent of on-board GPS systems, the first user computers came to automobiles (though dedicated solely to

the purpose of GPS). Below are a number of new electronic technologies which will be available as options to vehicles in the near future (most likely).

Integrated Vehicle Computer (\$1000)

The IVC (though it may have some brand name) is essentially a portable laptop computer, built into the vehicle itself. It is a bit more expensive than the standard laptop (of the time - computer prices will continue to drop), but this is because the parts must be even more rugged and the software all the more reliable. It may or may not have a dedicated Operating System - there may be a verity of options from different manufacturers. But these are the basic specifications:

- 8"x9" high resolution flat-panel color screen. Screen may be "touch screen" for +\$100.
- Voice activated controls. Probably w/ attachable keypad and a trackball mouse, either on the console or steering wheel.
- Universal interface ports (whatever they are at that time) for connecting peripheral devices.
- Sufficient storage space and processing power - though not top of the line, it will probably be nearly 20x faster than today's personal computers, with near-unlimited storage capacity.
- Cellular Phone with Internet Access, \$20/mo + \$1 for every 10 minutes of use. Speed: 5 - 10kb/sec (probably, insufficient, even for email)
- As an alternative to cell phone, broadband wireless may be common place. This offers 100 to 500kb/s speed (at least, by that time). If Voice over IP has replaced telephones all together, then this will serve as the vehicle's commutation system (and cell phones are now extinct dinosaurs). This would raise the cost by \$100 and cost \$50 a month, but is on-line "all the time".
- Integrated GPS, which uses stored maps, updated over the cell phone (or wireless) Internet access.
- Vehicle Command Center - Can show all vehicle status information, regulate temperature and environmental controls, store driver preferences, run internal maintenance checks, and so forth.
- Digital Media Drive - whatever the standard digital media is, it will have a drive for it (maybe some sort of CD/DVD type disk, but could be a memory stick, or even a data-crystal).
- Digital Music - not only can the unit store and play back digital music, but it can access thousands of Internet radio stations (for free) and digital radio satellite stations (for \$20 a month).
- Digital Video - because of satellite and/or broadband access, digital television services may be accessed as well, and played on the screen (for passengers, the drivers should stick to the road, unless he has an autopilot. What's more, the digital media drive is probably the same as that used for movies in home entertainment centers (like DVDs today). Thus, they

can be played on the unit as well. Video games can also be played on the unit, again, by passengers.

- Extra Consoles - Extra consoles in the back seats will cost extra (\$100 per unit). These are not independent units - they are just terminals for the same central unit, though the system may be able to multitask programs to allow two back seat passengers the ability to play a game against each other, while the front passenger watches a movie.
- And much, much more. Email, word processing, web-browsing, on-line shopping... The list goes on and on.

Digital Dash (\$100)

Gone are the analog gauges and dials of the past. Now the dash is fully digital, a flat screen, full color panel showing all information on speed, road conditions, and the vehicle's status. Speed, RPM, odometer, and other readings may still look like a traditional dial, but they are just shown that way on screen. View an style is completely customizable, and a wealth of information can be accessed. If linked into the Integrated Vehicle Computer (it may even be an extension of the IVC), then everything the IVC can show can also be shown on the Digital Dash, or in a window on the dash, and vice versa.

Head-Up Display Dash (\$200)

This is an extension of the Digital Dash (you must have both). Basically, this displays information from the Digital Dash onto the windshield. Usually, the information shown on the HUD is limited to only what is most necessary, and projected such that it appears to float above the front of the car (from the driver's perspective) and is semi-transparent.

Drive-By-Wire (\$1500)

Gone is the steering column. Gone are the direct hydraulic tubes to the breaks and accelerator. Its all in the wires. A driver has two options for a Drive-By-Wire system - he may take a traditional wheel and peddle setup, or simply use a joystick. The wheel and peddles do not directly contact any mechanical system - instead, they simply send electrical signals to a control computer, which then asks as a power steering/driving system to direct the engine or wheels. In case of a power failure, a mechanism will engage to the wheel and peddles, bringing rudimentary, non-powered hydraulic control to steering and breaking, so you may bring the vehicle safely to a stop. Vehicles with a Drive-By-Wire traditional steering system gain a +1MV.

The Drive-By-Wire control stick system is much different. There is just one control for the vehicle - a game-like (or fighter-like) joystick, called the control stick, which may be placed on either side of the driver (on the arm rest or center aisle). Moving the control stick left and right obviously steers the vehicle, pushing up accelerates, and pulling back breaks. Not only does this remove the cumbersome

steering wheel (allowing for more stuff on the front console) and clumsy peddles from the floor, but it vastly improves driver response and reaction time, since all his controls are on the stick. Vehicles with a Drive-By-Wire control stick system gain a +2MV. However, if power is lost the driver will have no control over the vehicle's breaking or steering, resulting in a total and unrecoverable loss of control. Currently, there is no solution to this problem.

Optical/Radar Sensor Package (\$300)

This is a simple radar or laser device (such as what the police use to detect speed) placed on the front and rear of a vehicle. It also has a small optical sensor to watch the road, looking at the white and yellow lines to make sure you are staying on track. The radar or laser will measure your distance from the vehicle in front of you (if any) and judge its speed to see if it is accelerating or decelerating. A rear sensor (and possibly side sensors) will look for vehicles behind you, and judge their speed and distance as well. This is mainly used in conjunction with the Auto-Pilot, but if on manual control, can still be set to sound an alarm if any damage is detected.

Auto-Pilot (\$200)

To use Auto-Pilot, you must have Drive-By-Wire and the Optical/Radar Sensor Package (and an Integrated Vehicle Computer is preferred). When engaged, it will use all data from the sensors to guide your vehicle down the road. It will drive at a speed set by you (or perhaps "read" the speed being broadcast from road-signs, and adjust), or match the speed of the vehicle in front of it. It will automatically change lanes if the lain is clear in the event of a slow vehicle, or if the rear sensor detects a fast approaching vehicle in your present lane. If the system is in distress (that is, in events which it cannot handle, such as being boxed in with a fast approaching vehicle from behind) it will alert the driver will an alarm so that he may take over. The driver may take over at any time by simply taking hold of the controls. The Auto-Pilot basically has a [constant driving ability of 14](#) with no variation (no die roll).

Floating Differential Transmission (\$4000)

This system (today only in experimental and prototype testing) is a computer controlled transmission which essentially has an infinite number of "speeds" to engage. Traditionally, each speed of a transmission shifts the gears to their optimal position for the vehicles speed and engine torque. With a "floating" system there are no speeds; the computerized drive system continuously adjusts and adapts sets of fractional ratios by changing the density and flow of transmission fluid. This maximizes the engine's effectiveness as far as speed and acceleration are concerned. It does not directly effect the engine's horsepower, but will improve acceleration by 5% and increase max speed by an additional 2%. It also offers a

smoother ride, with no noticeable changing of gears, a smoother and faster acceleration, and is *much* easier on the engine. Floating transmissions must be automatic - they must be computer controlled (reverse, neutral, and park are controlled by a "shift-by-wire" stick, lever, voice command, or on-screen-option).

Police Arsenal

The Police have a lot of new equipment to stop vehicles. For some time, law enforcement sought ways to stop vehicles without a chase, since such pursuits are very dangerous to the public. But sometimes even the hottest police tech is no match for the criminal's (or vigilante's) vehicle.

Such devices as road spikes and CarZapper are standard issue. These are now 90% effective in stopping any vehicle. But still, some vehicles have run-flat tires and EMP shielding. To this end, the cops have a few more tricks up their sleeves.

The MINOTAR unit is not used to intercept vehicles, but it is a new 21st century addition to the police arsenal, and it is motorized - capable of reaching a speed of 10kph.

SureStopper (\$2000)

SureStopper is a one-shot directed EM Pulse weapon mounted on some police cars. Range is very limited, so the car must get behind the target vehicle, at least to within 50meters, and activate the pulse. In a second it drains the entire charge and blasts an intense pulse of EMP, shorting (and shutting down) all unshielded electronics, and thus, shutting down the target vehicle. This system works just like CarZapper, except that it is mounted on a vehicle and has a 50m range. Once used it must be recharged for an hour. If the vehicle has EMP shielding, SureStopper has no effect (so much for being "sure"). SureStopper units (as well as hand-made version, which are basically the same) have been found on the blackmarket for about \$4000 to \$5000.

Ripper (\$400)

If road spikes, CarZapper, and SureStopper all fail, the police may employ "the Ripper", which is a more lethal versions of road spikes (after all, any one driving around with run-flat tires, in an armored vehicle with EMP shielding must be a serious bad-ass). Ripper is laid across the street (it is a strip about 8 feet long and six inches wide) and remain harmless until the user activates it by its remote. When activated, a series of hundreds of serrated blades pop-up and lock into place. When the car runs over these serrated blades, its tires are not punctured (as they are for road spikes) but torn to shreds. It is specifically designed to destroy run-flat tires, but will devastate any sort of tire, doing

3D6 damage to each tire (not penetrating, it just rips up the tire). If the tire's SDP is reduced to 0, you have a blow out.

MINOTAR (\$80,000)

The MINOTAR (Motorized Independent Nominal Objective Tactical Assistant Robot) was developed from years of work on bomb-squad remote robot units, and remotely operated "hostile entry" robots. The MINOTAR is the latest generation of these machines, and is years ahead of its "toy-like" cousins. The machine itself, a remotely controlled *semi-autonomous* robot, moves on either a pair of six-wheeled treads (all-terrain mobility) or six tires (for high speed on flat surfaces). It has two forward arms (three jointed) with pincers, and a rear arm. On top is a bi-optical "head" which can rotate 360° around. The head unit features optical camera view, IR, and nightvision capabilities. It can also mount special equipment, such as tear gas canisters, pepper spray, battering ram (for knocking down doors), speaker (for the operator to communicate with suspects, negotiate for hostages, or talk with officers if the unit is in a team). The pincers can also be replaced with an electronics tool set and find manipulators, for work on bombs. Guns and other weapons can also be fitted on one (or more) of their arms, though they are most often used for non-lethal purposes. It has a semi-autonomous AI (INT 1, TECH 2) which can be set to different modes (patrol area, chase target, locate object, scout area, etc.), and will notify the operator when it finishes the objective, or if it gets confused or needs further instructions. The MINOTAR can be controlled from a palmtops sized computer with an encrypted wireless link. MINOTARs are frequently found in SWAT teams, and often serve as the "first man in", and is controlled by one of the SWAT agents. They are also used by bomb squads, or by security teams to patrol areas (autonomously).

Features:

- Interchangeable Treads (for ATV) or wheels (for speed). Top speed 1m/s (3 MOVE) with treads, or 3m/s (9 MOVE) with wheels. It can climb stairs with treads (though at 1 MOVE).
- Three 3-jointed arms (2 front, 1 in back) with full range of motion.
- Interchangeable hands - pincer or electronics tool-hand
- Firearms (or other weapons) may be mounted on the arms.
- Can carry such equipment as tear gas, pepper spray, speakers, recording devices, SureStopper EMP gun.
- Head Unit can rotate 360° around, and mounts bi-optical eyes with optical video, IR, and night vision.
- Head can be lowered into body frame when under fire, for protection.
- CPU control system features a powerful neural network biochip, with a rated intelligence comparable to that of a horse or dog, allowing for semi-autonomous operation (INT 1, TECH 2, REF 3, AGL 2, "programmed skills" 3).

- Uses encrypted wireless communications channel with ECCM package to communicate with controller.
- Battery Life: 1 hour, average.
- 10 SPD/5KD on Arms, 10 SDP/5KD on Head, 30SDP/15KD on body.
- Weight: 220kgs. H: 120cm, W: 70cm L: 140cm

Most police forces in major cities have a number of MINOTAR units and all SWAT teams have at least one. Though expensive, they are considered expendable, and thus frequently sent into "hot" conflicts to evaluate the situation before sending in any men. Though Vigilantes can't shoot police officers, they should harbor no such reservation toward machines (unless they feel bad about destruction of property). The MINOTAR can be used as target for players to shoot at, without the worry of serious repercussions.

Air Support and How to Evade It

Though you may be able to outrun a police car, there is one vehicle the police use which is nearly impossible to escape - and not just the police have this vehicle, but every major news agency as well. It's the helicopter.

In a straight run, some high performance cars can outrun a helicopter - the top speed of police and news 'copters is about 150mph. But remember, helicopters are not effective by traffic, road conditions, or twists and turns. They can fly straight, and this allows them to keep up 99% of the time. In reality, no one who has been spotted by a police 'copter has ever been able to escape.

The easiest solution is of course to not have police or news 'copters show up. After all, not all police (or news) agencies have a helicopter, especially in counties or small towns. Major cities have dozens of helicopters, but these could be otherwise occupied, or unable to make it to the scene on time. News helicopters pose a similar problem, and the same "solution" can be applied.

Of course, a surface-to-air missile can always deal with helicopters (police and news 'copters have very little armor - one missile or RPG will take them down), but good-guy vigilantes should never, ever resort to this. If the vigilante heroes are chasing criminals, and police 'copters are in hot pursuit as well, then the bad guys could shoot down the police 'copter.

If you have advanced ECM (jammers, GPS shifters, etc.) then you can cause pursuing helicopters serious grief. By jamming their radio they cannot communicate your location to anyone, and may be forced to pull back several miles just to transmit (giving you a possible chance to get away).

More and more aircraft are relying on GPS as navigation. A GPS Shifter will confuse this system, and allow you to distort their apparent location, which may cause them to get lost or report an incorrect location (assuming they can report your location). A helicopter can only pursue you for a few hours before it has to return to base. A helicopter can chase you all it wants, but if it can't radio your position (or radios a bad position), then it is ineffective. News helicopters will try to film you to show on the 10 o'clock News - if you are media-hounds you may want that, but if not, you can deal with news 'copters in a similar way (a jammer will block live broadcasts, but they can still film you). You should not shoot down news 'copters, but "warning shots" will usually scare them away (some crazy, hot-shot scoop-chaser may force the pilot to stick with you, but not many will).

Keep in mind, there may be a sharp-shooter or sniper on board, and he may try to take out your tires or hit the driver. In the future, the police may have more heavily armed 'copters - basically SWAT gunships. But there will be very few of these, and they will probably only be armed with a few machine guns and better armor.

Eyes in the Sky - Satellites

Even more effective than helicopters are surveillance satellites. Currently, these are only used by the military and CIA, but in the future there may be a few for major city police departments in NY or LA. Such satellites could serve a similar purpose as helicopters, only they are unseen and impossible to evade, destroy, or jam. You never even know if a satellite is looking down on you. This can be a very bad thing. The solution is simply to say that (like now) police do not have access to these sorts of spy satellites.

But the CIA does. In fact, the CIA could know all about you and your little vigilante operation. But they may not ever do anything about it. They may secretly give sanction to your operation. They may even be the ones sponsoring your operation. So who knows. If the GM wants men in black chasing after the PCs in their big black cars, that's up to him. Otherwise, don't worry about satellite surveillance.