



A SUPER POWERED LEGENDS
ADVENTURE

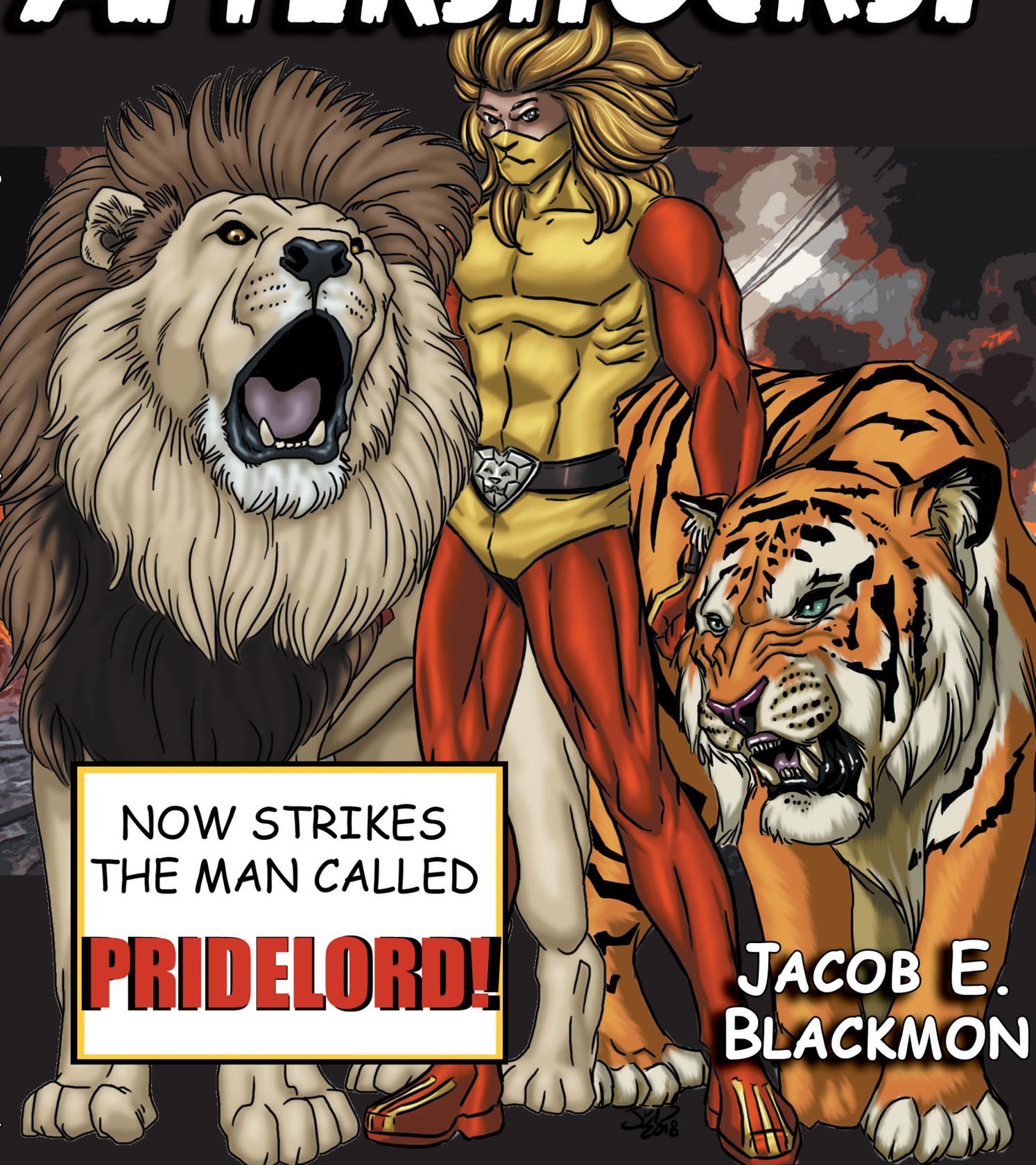
AFTERSHOCKS!

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NOW STRIKES
THE MAN CALLED

PRIDELORD!

JACOB E.
BLACKMON



DISASTER DAY: AFTERSHOCKS!

A Super Powered Legends Adventure

**It is July, 2016...
one month after the events of Disaster Day...
The heroes are still missing!**

Disaster Day was a great tragedy for New York City. The earthquake machines set off by the Horde caused untold millions of dollars of property damage, countless physical injuries, and resulted in the escape of hundreds of hardened criminals – including dozens of super-powered villains! Although a new group of champions answered the call to action and rescued the city from total destruction, the days since then have been filled with almost non-stop criminal activity. There had been a brief lull following the assault on Horde Island; a time for celebration and recognition for the young heroes' deeds... but then the city exploded with villainous activity.

As it becomes apparent that the great heroes of the city – The Sentinels, The Challengers, and even Recluse – are not around to keep the peace, criminals come out of the woodwork to stake their claim on a portion of the city. The rivalry between the Crime Cartel and the Crime Czar's Syndicate has gone from a "cold war" to outright battles in the city streets! Any villain with a cheap costume is trying to make their mark in an effort to appeal to one side or the other. Other villains are appealing to some of the local street gangs; using the existing gangs' power structures to have ready-access to criminal empires of their own.

All the while, Presidential Candidate Xander Drake is stoking the flames of xenophobia and paranoia; citing the heroes' inability to maintain peace with all the newfound criminal activity.

THE ENGINEER VS. IXION

One villain sits in the shadows of the violence that rages in New York City. This enigmatic person is known online as "**The Engineer**." For those in the know, the Engineer is a supplier of advanced technological weapons to whomever is willing to meet the price. The Engineer does not always want money. Sometime, the Engineer is willing to trade technology in exchange for "favours:" jobs the Engineer wants done.

The spider-powered hero **Recluse** was starting to become aware of the Engineer's agenda shortly before he disappeared. Recluse had noticed an increase of attacks by villains armed with advanced technology (weapons, armor, etc.) attacking installations belonging to the **Ixion** (pronounced "Eye-zon") **Oil Company**. While the hero has vanished, the Engineer has continued their campaign

against Ixion. Unknown to the Engineer, Recluse was an employee of **White Hats, Incorporated** for the last year. And, per company protocols, Recluse kept files of his investigations into the Engineer and Ixion.

WHITE HATS WANTS YOU!

Depending on the events of Disaster Day, one or more of the PC heroes should have stood out in the eyes of the public. These heroes will be targeted by White Hats, Inc. to become new assets for their organization. After all, if the young heroes want to fight evil, why not get paid to do it? Additionally, if the heroes of Disaster Day have not yet decided to form their own team, then White Hats will seek to absorb them all into its collection to help improve their standing in the local heroic community. And with the increase in criminal activity, the White Hats are busier than ever!

Soon after receiving accolades from the Mayor and Police Commissioner of New York, the heroes will be contacted by White hats, Inc. and offered a tour of their company facility in Harlem. If the PCs agree, the White Hats will send company founders **Fu Yuang** and **Porsche Pembrose** to convince the PC heroes to join their ranks.

If the PCs agree, they will undergo a gauntlet of tests and background checks over the next several days. These tests are to determine what kind of powers and skills the PCs have, and how best to use them. After signing mountains of paperwork and contracts, the PCs will be new employees of White Hats.

NOTE: If any of the PC heroes are poor or destitute, their signing bonus will eliminate these complications.

As a White Hat, the PC heroes will still be free to operate a "free agents." However, they will also be assigned company jobs – being security guards, consultants, etc. – which they must perform to the best of their ability. It is a *job*, after all! Benefits include legal counsel, medical insurance, a fully-stocked gym, and access to the White Hats, Inc. facilities in Harlem (and their newly-opened branch in Los Angeles).

Each hero will have their own office space in the company facility. They are expected to keep records of their encounters with other heroes and villains – assessment of powers, abilities, and technology – to help the company better do their job against said villains in the future. Yay for paperwork!

Eventually, one of the PC heroes (determined randomly) will be assigned a security guard job: protection of Ixion employee **Trevor Patterson**.

TREVOR PATTERSON: CORPORATE TOOL

Trevor Patterson is a businessman working for the Ixion Oil Company. He is the kind of man who thinks of the bottom line and how he can best make money for himself (first) and the company (second). Trevor is also the kind of man who thinks his money can buy him anything and everything he wants.

Recently, Trevor has been feeling like he is being followed. Given his position within Ixion, he knows many company secrets and worries that a corporate rival may be trying to kidnap him. Given the recent increase in super-human crime, Trevor hired White Hats to protect him while traveling between his office in Manhattan Island, and his home in Queens.

For their first job, the PC hired by White Hats, Inc. is assigned to be security for Trevor Patterson. As the PC hero rides with Trevor in the back of his limo to Trevor's home, the businessman will try to seduce the hero (gender irrelevant); offering as much as \$10,000 to "see what's under that cape" (yeah, he's that kind of sleaze).

WHAT IF THEY SAY NO?

Since when do players go along with the GM's plan perfectly? If they decide not to join White Hats, Trevor Patterson, having noticed their work during Disaster Day, will contact them directly with the job of body guard, for a tidy sum, of course. Trevor won't come on to the PC until after they have signed contracts, and they are alone in the limo.

PRIDE LORD

Trevor is not paranoid. He is being targeted by the Engineer through one of the Engineer's newest villain mercenaries: **Pride Lord**.

Santino Campos was a college professor with radical ideas about generating a machine to instantly transfer knowledge and information between one person and another. He has been unsuccessful in his endeavors for years, becoming the laughing stock of the educational board. Desperate to prove his device can work, Santino contacted the Engineer in search of black market technology that could aid his creation. The Engineer provided Santino with a Psionic Amplifier; a device originally created by the Nazi scientist Emil Jesta to transfer his consciousness from one body to another. Properly modified, Santino hoped to not transfer his entire mind to another being, but only select parts of his knowledge and education. Over time, Santino was able to perfect his device, using the amplifier as a basis.

After showing his device and its potential to the school board, Santino was fired and lost all his project funding.

The board feared that the device Santino created could be used to not only transfer information, but also used to mind control the students or anyone else who used the device.

Angry at losing his job, Santino turned to the local zoo, where he spent time as a volunteer. He tested the device on several big cats, seeing if the amplifier could be used on the minds of savage beasts, as well as humans. To his elation, the device worked! Santino was able to transfer to the big cats the ability to speak and learn! However, he also discovered that the device worked both ways. While he was able to teach the cats halting English and Spanish – as well as increase their intellect and think like humans – Santino also discovered that he was being given the innate skills of a hunting cat: stealth, speed, and even strength!

His mind twisted by use of the psionic amplifier, Santino Campos aided in the escape of several big cats: lions, tigers, panthers, and jaguars. Fashioning a costume for himself, Santino became the Pride Lord and hides with his big cats in the abandoned New York State Pavilion in Flushing Meadows, Queens.



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Santino has recently been contacted by the Engineer; seeking due payment for the use of the psionic amplifier. As Pride Lord, Santino is offering the Engineer the use of his skills and those of his cats. To cover Santino's debts, the Engineer has set the Pride Lord to hunt and kill Trevor Patterson.

Pride Lord (PL 10)

Strength 6/2*, **Stamina** 3, **Agility** 6/3*, **Dexterity** 3

Fighting 6/3*, **Intellect** 3, **Awareness** 4, **Presence** 3

POWERS

Big Cat Augmentation: Enhanced Abilities 10 (Strength 4, Agility 3, Fighting 3); Enhanced Advantage 7 (Close Attack 2, Defensive Roll 2, Improved Initiative, Skill Mastery 2 [Athletics, Perception]); Enhanced Defenses 8 (Dodge 4, Parry 4); Enhanced Skills 24 (Acrobatics 8, Athletics 8 [limited to climbing], Stealth 4, Stealth 4 [limited to undergrowth]) - 44 points

Electric Gauntlet: Ranged Affliction 8 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative; Removable (-5 points) - 19 points

Skill Transference Helmet: Perception Ranged Variable 6 (Mimic Mental and Physical Traits; Affects Others); Removable (-12) - 48 points

ADVANTAGES

Inventor, Languages (English [Spanish is native])

Enhanced: *Close Attack 2, Defensive Roll 2, Improved Initiative, Skill Mastery 2 (Athletics, Perception)*

SKILLS

Acrobatics 0 (+14), Athletics 0 (+6, +14 climbing), Expertise (Animal Handling) 6 (+9), Expertise (Teacher) 6 (+9), Perception 2 (+6), Persuasion 2 (+5), Ranged Combat (electric gauntlet) 6 (+9), Stealth 0 (+10, +14 in undergrowth), Technology 6 (+9)

OFFENSE

Initiative +10

Electric Gauntlet +9 (Ranged, Affliction 8)

Unarmed +8 (Close, Damage 6)

DEFENSE

Dodge 9/5*, **Parry** 9/5*, **Toughness** 5/3*

Fortitude 9, **Will** 10

*without Big Cat Augmentation

POWER POINTS

Abilities 48 + Advantages 2 + Defenses 16 + Powers 111 + Skills 14 = 191 Total

COMPLICATIONS

Obsession: Santino is obsessed with his work. He takes it personally if interfered with or removed from his inventing or teaching.

Power Loss: Santino loses his Big Cat Augmentation if his Skill Transference Helmet is removed or damaged.

Intelligent Big Cats (PL 6)

Str 5, **Sta** 2, **Agl** 3, **Dex** 0

Fgt 3, **Int** 2, **Awe** 2, **Pre** 1

Powers: **Animal Senses** Senses 7 (Auditory [extended ultra-hearing]), low-light vision, Olfactory [acute, extended, tracking]); **Big Cat Growth** 2 (Innate, Permanent), Protection 3; **Fast Leaping** 1, Speed 1; **Natural Weapons** Strength-Based Damage 2 (Improved critical); **Tawny Fur** Enhanced Stealth 4 (Limited to undergrowth); **Advantages:** Chokehold, Fast Grab, Great Endurance, Improved Hold, Improved Initiative, Languages 1 (English [Spanish is native]), Set-Up, Startle, Teamwork; **Skills:** Acrobatics 4 (+7), Athletics 4 (+9), Close Combat (natural weapons) 2 (+5), Expertise (Survival) 8 (+10), Intimidation 6 (+8), Perception 6 (+8), Stealth 6 (+7, +11 in undergrowth); **Offense:** Init +7, Natural Weapons +5 (Damage 5/19-20); **Defenses:** Dodge 6, Fort 6, Parry 6, Tgh 5, Will 3; **Totals:** Abilities 28 + Advantages 9 + Defenses 13 + Powers 21 + Skills 18 = 77 points.

Complications: *Disabled* - big cats have no hands. *Weakness* - If Pride Lord's Skill Transference helmet is destroyed, the big cats become Intellect Disabled; as they return to animal intelligence.

Note: While the big cats maintain their human-like intelligence, they are considered "heroic" in scale. Only if these animals are returned to their normal animalistic intellect are they to be considered "minions."

AN EXTRA DEGREE OF DANGER

Santino has trained his big cats in the use of poison. Before going out on a job, the cats dip their claws into a bowl of poison and know not to lick their paws until they have been properly cleaned by Pride Lord.

As an option, a GM can have any of the big cats have dipped their claws in poison before a combat encounter, adding the following traits to their natural claw attack:

Poison Claws (Linked to Natural Weapons): Affliction 7 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Stamina 7 (Resisted by Fortitude); Limited to losing 1 rank of Stamina per round, Progressive - 42 points

ENCOUNTER 1: IS THAT A TIGER?!

This encounter takes place in the parking lot behind the apartment complex where Trevor Patterson lives. To set the scene, the limousine hired by Trevor (also containing the PC hero assigned to guard him) will pull into the parking lot to let Trevor out.

The region is a basic parking lot, currently half-filled with 16 cars of various makes and models. There is also a large garbage dumpster at the end of the parking lot. Around the lot is a chain-link fence with several open sections for access. On the other side of the fence is a children's playground for the apartment complex. It contains a swing-set, teeter-totter, a spinning wheel, and climbing bars.

If the PC exits the limo first, have them make a Perception check (DC 21). If they succeed, they will see a tiger(?) hiding in the playground. Otherwise, when Trevor exits the limo, the tiger will make a surprise attack against the business man. The tiger does its best to kill Trevor; attempting to ignore the PC hero. If the tiger suffers any damage condition from the PC hero, it will swear at the hero (in Spanish) and run away! As soon as the tiger has done enough damage to give Trevor the Incapacitated condition, it will run away to inform its master of the deed.

Depending on how this encounter goes, Trevor may require immediate medical attention (Treatment DC will vary based on how injured Trevor is). Luckily, if the PC hero calls for an ambulance, one will arrive within five minutes.

Bonus Reward: Keeping Trevor Patterson alive in this scene – even if it's only maintaining stability until an ambulance arrives – awards the PC an Action Point!

WHAT ABOUT US?

What are the other hero PCs doing while the tiger attack is happening? Once this attack scene is resolved, the GM should take the time to spend with each of the other PCs and talk about what they are doing at that time (a normal weekday, in the early evening). It may become important, as their teammate should be calling them soon about a tiger attack. If the other hero PCs are busy with their secret identities, they may receive Action Points of their own, as they are forced to excuse themselves to go put on their costumes and help out a friend.

THE CHASE!

It is possible that the hero PC may want to chase down the tiger for capture and interrogation, or simply try to follow the cat to its lair.

To track the tiger back to its lair, a PC will need the Tracking Advantage or Sense. Following the tiger with these abilities requires a DC 17 Perception check. Attempting to track the tiger without these traits imposes a -5 penalty, due to the urban terrain.

Alternatively, if the hero PC wants to immediately chase the tiger from the scene of the attack, it will require a series of rolls, as the tiger attempts to evade pursuit. This challenge will follow a "Three Strikes" rule. To continue following the tiger during the chase requires a number of skill checks. If the hero PC *fails* a total of three skill checks, the tiger has escaped. From here, the slower tracking option (above) will be required to find the lair of the talking tiger.

CHALLENGE: THE CHASE

Part 1 - Alleyways: The tiger is running in alleyways between apartment buildings. The close terrain imposes a -1 rank movement penalty. The tiger will attempt to make an Athletics check to offset this penalty and run at its normal speed. Maintaining visual contact with the tiger during this part requires a DC 12 Perception check. Maneuvering through the various obstacles in the close terrain requires a DC 17 Acrobatics check.

Part 2 - Indoor Parking Garage: The tiger has noticed the hero is chasing it and attempts to evade pursuit in a nearby indoor parking garage. The area in the garage is tight. All forms of movement other than normal running Speed are reduced by -2 ranks. The large amount of cars makes keeping an eye on the tiger difficult (Perception DC 22). Maneuvering through the tight garage requires a DC 20 Acrobatics check. A hero using any form of movement in the parking garage other than Speed suffers a -5 penalty to their Acrobatics skill check.

Part 3 - Open Terrain: Confident that it has lost its pursuer in the parking garage, the talking tiger breaks for open terrain and uses its Athletics to increase its Speed to its lair: the abandoned New York State Pavilion. Following the tiger requires a DC 15 Perception check and a DC 13 Acrobatics *or* Athletics check.

If the hero PC manages to succeed on the challenge – following the tiger before they suffer three failed skill checks – then the hero can either attempt to capture the tiger in the open terrain or follow the cat to its lair.

Bonus Reward: If the PC calls his hero PC teammates for help, they all earn an Action Point! If the hero PC successfully chases the tiger from the attack to the abandoned pavilion, they earn an Action Point.

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ENCOUNTER 2: ABANDONED PARK

Having chased or tracked the tiger to its lair, the hero(es) arrive to the abandoned New York State Pavilion. Several empty buildings stand in this once-great location of the World's Fair. Now the area is little more than an overgrown parking lot.

In the largest building is the lair of the Pride Lord and his cats. It has several rooms, one of which is set aside for Santino's bedroom. Another contains his technology workshop, complete with tools, a computer (containing the schematics of Santino's devices and his correspondence with the Engineer), and several failed attempts at his Skill Transference Helmet. A massive refrigeration unit contains the food for the cats, as well as sealed containers of the poison Santino dips their claws in before sending them to assassinate the Engineer's targets. The larger rooms are used for the big cats to sleep, play, and train.

Normally, the Pride Lord is busy working in his shop; attempting to make improvements to the Skill Transference Helmet. Otherwise, he spends time playing with and training his cats for their missions.

It is likely for the PCs to encounter one or more of the big cats before they find Pride Lord. At any time, there are two pairs of big cats patrolling the perimeter of the area. Normally, the cats are content to scare off any intruders, not chasing them any farther than the fence around the parking lot. However, intruders who do not run at the sound of their roars will be seen as "fair game" and hunted down. One cat will go alert Pride Lord and the other cats, while the second cat hunts and attacks the daring intruder. Escaping the notice of a big cat patrol requires a DC 19 Stealth check.

Enemies: If alerted to the presence of the PCs, Pride Lord will gather all of his cats and stalk the PCs as a pride. The Pride Lord has a number of big cats available to him equal to twice the number of PC heroes in the group. He only has the one tiger and two lions (one male and one female). All his other cats are leopards and panthers.

If Pride Lord is successful at defeating the heroes or manages to drive them off, he knows that his headquarters is now compromised and will gather his technology and companions, and move to a new location.

BOSS VILLAIN ACTIONS!

As a "solo villain," Pride Lord has a number of special actions he can take as Reactions.

- Pride Lord is very protective of his cats. If any of the cats suffer a damage condition, Pride Lord may take a Reaction to attack the offending PC hero with an Unarmed attack (if in melee) or Electric Gauntlet attack (if ranged). Pride Lord gains a +2 bonus on this reaction to attack the hero responsible to harming one of his cats.
- If one of his cats is incapacitated or killed, Pride Lord immediately heals his worst damage condition, as well as making his reaction attack (as above).

Reward: For defeating Pride Lord and his cats, the heroes earn 1 Power Point. If the heroes also succeed in keeping Trevor Patterson alive, they earn a second Power Point.

AFTERMATH

Following the events of this adventure, the Engineer has become aware of the heroes and their interference. It is possible that, if the heroes continue to be a thorn in the Engineer's side, the villain will send some of their agents to attack the PCs.

Should the heroes investigate Pride Lord's computer, they should become aware of the Engineer. If they follow up on this investigation, the White Hats can show the PCs the information they have collected through Recluse. The PCs will become aware that the Engineer seems to have a vendetta against Ixion and its upper management. Why this is the case is currently unknown.

If he survived, Trevor Patterson will not be forthcoming with answers. He is loyal to Ixion and will keep their secrets. If pressed (Intimidation DC 17), Trevor has heard of "mysterious disappearances" of those who cross the Board of Directors. He will say nothing else, as he does not want to join those who have disappeared.

Potential loose ends a GM can develop to follow this adventure include:

- What nefarious plans are Ixion Oil Company up to?
- Who is the Engineer and how many villains have they provided illegal technology?
- The heroes are still missing? Where are they? What happened to them?

CREDITS

Designer: Jacob E. Blackmon
Cover Art: Jacob E. Blackmon
Interior Art: Jacob E. Blackmon
Publisher: Owen K.C. Stephens

Editing: Lj Stephens
Graphic Design/Typesetting: Lj Stephens
Produced by: RGG
Project Manager: Lj Stephens
Consigliere: Stan!

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JACOB E.
BLACKMON

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