

FOR THE PLAYERS

The basic idea

What I have in mind is a real super-team campaign, as good as any comic book you've read. As you build a character, keep in mind a few facts about comic-book hero teams. 1) Resistant defenses are actually pretty rare in the comics. 2) Nobody can stand up to every villain -- instead they specialize and use teamwork. 3) Members of teams, while they may disagree, will at least be willing to work together. 4) Team image is an important issue.

So what sort of team is it? The high-profile, well-funded hero team whose every move is in the public eye. You might have a base downtown with neat gadgets, lawyers and doctors on retainers, and lots of fans.

The game will start with the events that bring you together. Look good for the cameras and watch your ass -- the press can be murder. This does not mean you must all play Mr. White America Goody-Twoshoes, but you do exist in a media context.

Character creation guidelines and concepts

We start at 250 points; characters' Ratios should not exceed 120 and I recommend 110-115. Killing attacks, Piercing, Damage Reduction, and a few other nasties are not permitted. Mind Control is not permitted unless heavily modified.

There is NO unifying "origin" for superpeople. Superpowers come from anywhere. Accidents, "just born with it," technology, magic ... the world is a surprising place. Think of all the neat origins of Marvel characters in the early 60s.

Please: no armored Iron Man clones, misunderstood mutants struggling to control their powers, or ninja assassin mercenaries. However, I am sympathetic to villains-gone-straight, extremes on the age spectrum, and any power or costume that looks cool.

You should link your character to an institution of some sort. Anything at all: police, high-powered university research program, garbage collection company, amateur astronomer's club, fraternity/sorority, Japanese Secret Service, etc, etc.

Comics you might want to read (these are the main influences on my campaign style): X-Men 97-142, Avengers 100-200, Alpha Flight 1-25, Liberty Project 1-8, Hero Alliance 1-12, Elementals (original) 1-12

Lastly

Basically, the plan here is to Have Fun. Your characters will be the MAIN characters in the story, and you have some problems and puzzles to solve right away. Make up some PCs you can develop and respect; I've got some enemies for them to meet ...

SOME CURRENT SUPERS TO KNOW ABOUT

1) The Citadel: the most renowned and influential group of superheroes in the world. They are based out of Washington D.C but spend a fair amount of time in other major USA cities. Originally formed when PSI was raided in the early 1970s, they have undergone several roster changes, most notably the 1980 Disappearance, when all but one member (Crescent) vanished. They are not a government sponsored group and in fact are especially regarded for their international composition. Their base in Miami, "the" Citadel, is one of the technological wonders of the world.

They include at this time

the Patriot (male): red-white-and-blue nonpartisan champion of liberty, combat expert with a glowing rope

PI Atom-Smasher (female): famous Soviet proponent of nuclear research and disarmament, hated by special interest groups for not using her powers

Soundchaser (male): master of sonics, flies

SA Evergreen (female): most mysterious group member, controls harmonic life-forces

Star Light (male): wields powerful "cosmic energy," civil rights proponent, possibly most famous black superhero

Glimmer (female): ruthless crimefighter, possible exception to the above

Crescent (male): technological genius, builds the group's gadgets

Warp (male): teleporter extraordinaire

Most of the Citadel do not conceal their identities and live in the Citadel itself

2) Doctor Chaos: the most powerful and successful super-villain in history, his reign of terror lasted from 1946 to 1965. His understanding of the dynamics of the Cold War and his effective high-tech private army enabled him to play the USSR and USA governments against one another for the gain of whoever paid. Both Cuba and Israel are rumored to have consulted him as they began their modern careers. Various hero groups attacked and thwarted him over the years, but he wasn't caught until the end, when he seemed to be involved in affairs in southeast Asia. He was unmasked and revealed to be a renegade British noble, Lord Alfred Winsington. Winsington died in prison in 1985.

3) the Paraphysical Studies Institute (PSI): in the late 1960s, Doctor Sebastian Poe gained massive grant funding to research parapsysics at a spiffy government military installation. His results were barred from use in an international pact, ruining his chances for more money and further research. Poe went to work for himself, getting money from whoever would pay. His operation became notorious, as he had hit upon a way to design superpowers within narrow limits; many of the supervillains of the 1970s were super-terrorists made to order by PSI.

In 1977, a team of supers (later to be known as the Citadel) tracked down his base in Pebble Beach, California, via his mob connections. Poe was imprisoned and most of his equipment smashed. His

organization was destroyed; if he had a secret backer, he, she, or it was never revealed.

4) Other well-known supers include: Giri, a Japanese corporate crimefighter; French villains Noir, Frisson, Le Docteur Carne, and Deux. An international assassination ring called Hitsusatsu (Deathblow) is rumored to be centered in Japan. The "centers" of super activity are several cities in the US, Paris, and Tokyo.

5) Deathwish: a rock and roll band who use their powers on stage. They do not accept being labelled as heroes or villains, although considering the hard-edged, near-Satanic viciousness of their music, mothers of teenagers around the world have their own opinion. They include Morwenna, who needs no microphone to sing above an amplifier; Triple-Threat, who plays a variety of instruments as he duplicates himself; Wracker, a mystery man wearing high-tech armor; Mean Streak, fastest lead guitar in the world; and Artie Cohen, their nonsuper drummer. They have no interest in participating in crimefighting or other traditional super endeavors.

6) The Disappearance: in 1980, there were about 120 supers extant in the world, the most in history. The majority were in the USA, and the majority were supervillains. In February of that year, 99 percent of them vanished within the space of one week. Some were engaged in cases, some were not. Some merely failed to re-appear and were assumed gone with the rest. No one knows what happened at all. Supers have appeared again, but very few are loners and heroes tend to mask their identities, which hasn't been "in" since the 50s.

NOW YOU KNOW ALL YOU NEED TO

CHAMPIONS CAMPAIGN GROUND RULES SHEET

GENERAL DESCRIPTION THIS IS A FOUR-COLOR SUPERHERO CAMPAIGN WITH A 90'S SENSIBILITY. THE HEROES ARE PHOTOGENIC; THE VILLAINS EVEN MORE SO. MEDIA AND PUBLIC RELATIONS WILL BE A BIG PART OF THE GAME.

IMPORTANCE OF THE PCs _____

CAMPAIGN TONE

Morality: 1 2 3 4 5

- (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut;
- (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad;
- (5) Morality is always in shades of gray

Realism: 1 2 3 4 5

- (1) Very Romantic; (2) Romantic;
- (3) Neutral; (4) Realistic; (5) Extremely Realistic

Outlook: 1 2 3 4 5

- (1) Everything works out — Very Optimistic; (2) Almost everything works out;
- (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious

Continuity: 1 2 3 4 5

- (1) Episodic — No effort is made to tie the adventures together; (2) Mostly episodic, with some continuing stories;
- (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;
- (5) Entirely serial — everything must fit into the storyline

PHYSICAL WORLD (DESCRIPTION) HERE AND NOW. SUPERVILLAINS AND SUPERHEROES ARE RARE, BUT THEY HAVE A BIG IMPACT, ESPECIALLY THE FORMER.

CHARACTER BUILDING GUIDELINES

- (1) Starting Points for PCs: 250
Max points from one Disadvantage Category: 50
- (2) Maximum Disadvantage Points for PCs: 150
- (3) Characters automatically have Characteristic Maxima disadvantage at no point value: YES NO
- (4) Characters can carry normal technology (weapons, etc.) at no point cost: YES NO

Power Levels	Beginning Range	Maximum
Attack Powers	<u>35-55 Active</u>	<u>Anywhere if balanced</u>
Defense Powers	<u>8-15</u>	<u>20</u>
Skill Rolls	<u>8-14</u>	<u>14</u>

CAMPAIGN RULES

- (5) Combat Uses Hit Locations Chart YES NO
- (6) Knockdown Rules Used YES NO
- (7) Long-Term Endurance Rules Used YES NO
- (8) Limited Push YES NO

HOUSE RULES

"BREAK POINT" CHARACTERISTICS WILL BE PENALIZED IN SMALL WAYS
RATIOS SHOULD NOT EXCEED 120 W/OUT EXPRESS APPROVAL

CHARACTER REQUIREMENTS

Skills	Required / Not Recommended / Disallowed?	Requirements / Notes
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	NONE
	R / N / D	DEDUCTION IS <u>NOT</u> AN EVERYMAN SKILL
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	

TALENTS & POWERS

	R / N / D	
DAMAGE REDUCTION ANY KILLING ATTACK	R / N / (D)	ALL POWERS SHOULD LOOK COOL AS HELL
PENETRATION	R / N / (D)	"PERSONAL IMMUNITY" IS AUTOMATIC IF SPECIAL EFFECT JUSTIFIES IT
MIND CONTROL	R / (N) / D	
CHARGES	R / (N) / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	

DISADVANTAGES

	R / N / D	
BERSERK	R / N / (D)	ALL PCs SHOULD HAVE WELL DEFINED ETHICAL CODES
	R / N / D	
	R / N / D	
	R / N / D	