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The Men in Black

An adventure for four players

In this adventure, the players take on the roles of Men in Black, secret agents for an unknown entity who seek to protect the Earth and its populace from the unknown, and the knowledge of its existence.



The year is 1955. The place is Milford, a small town in southeastern lower Michigan. It is October, and the harvest is starting to come in; but something sinister is lurking in the idyllic town, something which could spell doom for the human race...

Years ago, on a planet far from our own blue orb, an advanced race devised what they thought would be the perfect punishment for members of their society who broke the rules. The minds of criminals would be sent across time and space and be forced to inhabit the minds of good-hearted entities on other worlds, forced to observe their lives but never able to act, silent observers of a mundane and peaceful life.

One of the many planets chosen as a prison was Earth; specifically, the town of Milford. To facilitate the mind transfer, a device was buried beneath the war memorial in the town park. Thirteen criminal minds were implanted in the citizens of Milford, and everything seemed to be working fine.

If course, if that were the case, there wouldn't be much to this adventure. Not too long after the transfers began, a revolt broke out on the alien planet. In the resulting coup, the criminal mind transfer program was forgotten, and no one remained to monitor the systems and keep a tab on the criminals.

To make matters worse, the program turned out not to work as well as had been thought. Over a period of time, the minds of the prisoners began to break free of their confines. Gradually, they began to exert control over their hosts, until the point when they had complete possession. They also learned that they could transfer their minds from one body to another by simply making eye contact and winning a contest of wills.

Seizing on the fortunate opportunity, and unaware that their jailers were no longer monitoring them, the criminals quickly made plans to escape from Milford and their captivity. Fortunately, the automatic monitoring systems were able to detect the changes in the prisoners, and a mental force barrier was erected around Milford, preventing the criminals from escaping. An alert beacon was sent out; unfortunately, no one on the criminals' home planet was around to notice it.

Not a stupid bunch, the criminals realized that some sort of device was keeping them in Milford, but they had no idea where this device was located. Sears and Radio Shack catalogs in hand, the prisoners began to order the equipment they would need to assemble a primitive detector to locate the monitoring device; once deactivated, they could roam the planet freely, perhaps even escaping Earth and return to their home planet for revenge. In a barn on the outskirts of town, the aliens have constructed a laboratory, and are awaiting the arrival of the last few components they need.

Meanwhile, the distress beacon was picked up by the MiB organization on Earth, although they had no idea what it meant, it was obviously of extraterrestrial

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All art is either royalty-free clip art or taken from various places on the net. This was my first time trying to use imported GIF and JPEG files, rather than straight old EPS images; results, as you can see, are mixed.

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<http://www.si.umich.edu/~superman/JPK/>

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origin. Two agents, Robert and James, were sent to investigate. Upon arriving in Milford, the two agents were quickly compromised. Fearing that the sudden disappearance of their operatives meant big trouble, a larger contingent of Men in Black (i.e. the PCs) has been dispatched to a) find out what happened to the original agents; and b) to uncover whatever is going on out in Milford.

Also meanwhile, the distress beacon was also picked up by the intergalactic headquarters of the MiB organization. Being an ultra-secretive organization whose left tentacle often has no idea what its right tentacle is doing, the IG headquarters has sent two agents of its own to Earth to investigate the signal as well. They'll arrive in the middle of the adventure, at which point if all hell hasn't broken loose yet, it soon will.

The Prisoners

The following table lists the townspeople whose bodies are inhabited by the prisoners at the beginning of the game; of course, this list can (and should) change as the scenario progresses. While the prisoners are thieves, psychopaths and other such undesirables, they are not stupid; they realize that bringing the wrong sort of attention on themselves could result in the ruination of their plans, and thus will take the utmost care so as not to be discovered.

Profession	Name	ST	DX	IQ	HT	Spd
Sheriff	William Jaynor	11	12	12	12	6.00
High School Principal	Jack Skinner	9	9	11	10	4.75
12-year-old Kid	Timmy Saith	8	9	13	8	4.25
High School Quarterback	John Miller	12	15	10	14	7.25
Dime Store Clerk	Freida Smith	10	12	12	9	5.25
Housewife	Madge Ostrander	9	13	10	10	5.75
Cheerleader	Nancy Harrison	10	13	10	13	6.50
French Teacher	Suzette Collins	10	10	14	10	5.00
Farmer	Hank Woodward	11	11	17	12	5.75
Old Man	Ralph Palmer	8	6	11	7	3.75
MiB	Robert	10	14	11	11	6.25
MiB	James	12	13	12	13	6.50

IQs listed above are those of the criminals; the physical attributes are those of the host body. The criminals have access to their host bodies' memories, but a period of several days is required for efficient access. Thus those who are still in their original host bodies will have access to their host's complete range of skills and memories, while those newly transferred are on their own. In addition to English, the prisoners can speak in their native tongue, which sounds to an Earth-bound listener to be "kind of like French."

The convicts' mind transfer abilities require eye contact for one round, followed by a contest of wills. The PCs' special black sunglasses provide immunity to the mind transfer.

Any prisoner whose host body dies will also perish.

The prisoners are immune to the effects of the MiBs' hypno-disk, and can say whatever they want while supposedly under its influence. In fact, the prisoners are quite accomplished liars...

About this Adventure

I originally wrote this MiB adventure many years ago, before I joined *AotA*. It was the first adventure I ever created to run at a convention. I ran the game twice: once for my regular gaming group, and once at the very first U•Con in Ann Arbor.

With the advent of the upcoming *Men in Black* big-budget special-effects-laden feature film (which, based on the previews I've seen, should be a hoot!) I decided to dust off this old adventure, do a little rewriting, and stick it in *AotA*. Although it is obviously not based on the MiB movie (impossible, unless I have a time travel machine in my walk-in closet...) it is loosely based on the Malibu/Aircel *Men in Black* comic book, the same source of inspiration as the upcoming film, so there are probably some surface similarities.

Although it is an early adventure of mine, and one of my first attempts at writing a 'one shot' adventure, it does show many elements that I would repeat frequently in my later adventures:

1) Give the PCs a lot of power, then make that power next to useless. The MiBs have access to all sorts of damaging weaponry, hypno-disks, etc. All of which are not of much use against a foe which has no permanent physical body and is resistant to mind control. It will take a lot of leg and detective work to deduce what is going on and prevent it; blowing big holes in everything in sight just won't cut it.

2) Misdirection is key. Upon encountering the alien MiBs, both groups I ran for immediately jumped to the conclusion that they were the enemy without stopping to try to communicate. Heh. Lots of combat with potential allies while the real enemy goes about its dirty work. PCs are so predictable sometimes...

3) Give the PCs the opportunity to distrust each other. One of the PCs in this adventure is not what he appears to be. Which way the character turns is up to the player, but in either instance there should be enough suspicion that something is up. In later adventures (such as last ish's *SupersPunk* outing) this would surface as full-fledged hidden agendas for most, if not all, of the PCs

4) Above all, it should be fun. I'm a firm believer that games are for the players' enjoyment. Success or failure at the outcome of the game shouldn't really factor in to how much the players enjoyed themselves. Games should be a cooperation between the GM and the players in creating an entertaining few hours, not a conflict of wills and egos. (This doesn't mean that the GM shouldn't screw over the players characters every so often, but such actions should be for the benefit of the game, not just to be nasty and show how much power you have.)



The Adventure

Begin the adventure by imparting the following information to the PCs, either by reading it to them, role-playing, or giving them a handout:



Game Timeline

The timeline below is an outline of what will happen if the PCs sit around and do nothing; the intervention of the PCs will of course cause some things to change. The GM should feel free to compress or expand this timeline so as to suit the pace of the game and the style of the players.

Friday

0700 PCs arrive in town
0800 School begins
1100 Robert seen at Shutter Shop
1330 1st package arrives at barn
1500 School ends
1630 2nd package arrives at barn
1800 Football game

Saturday

0300 Alien MiBs land in park
0830 3rd package arrives at barn
0930 James seen at gas station
1200 Final package arrives at barn
1815 Fire near elementary school

Sunday

0200 Strange lights seen in barn
0900 Convicts begin search for barrier device
1300 Convicts close in on park—
showdown with alien MiBs
1330 Convicts destroy barrier device
1400 Convicts escape town and win!



Mission Briefing

Three days ago, two agents of our organization, James and Robert, were dispatched to Milford, Michigan to investigate a routine disturbance. However, they failed to make their routine check-in report and we have been unable to contact them, despite the fact that through their implant we read their vital signs to be normal.

Because of other information we have received which we are not at liberty to disclose to you, it has been determined that your group, along with two others, will be required to handle what may turn out to be an event holding major ramifications for the planet. Therefore, you should depart immediately for Milford where you will rendezvous with the other groups at 0700 hours at the Kensington park on the south side of town. You are to determine what, if any, threat exists and deal with it, and discover what has happened to the missing operatives.

Upon meeting in the park, the PCs, after a period of getting to know one another (although not too long, they are professionals), should embark on their mission, splitting up as necessary. MiBs are not used to working in groups greater than two; the PC teams should have a healthy distrust of each other, and the GM should encourage this.

Events will proceed as per the timeline in the sidebar, with allowances taken for any actions of the PCs. Details as needed are described below.

General M.O. of the Prisoners

The prisoners will avoid drawing attention to themselves as much as possible. They will carry on with their host bodies' lives inasmuch as it doesn't interfere with their goal of escaping the town. If cornered, they will try to lie their way out of a situation. If that doesn't work, they will attempt to mind transfer into an available host body. Only as a last resort will they turn to violence (although most of the criminals have no compunctions about killing should it come down to that).

The prisoners are getting the equipment they need through catalog orders and from The Shutter Shop, a photography and electronics store on Main Street. They are assembling their detector devices in a barn near the outskirts of town. Saturday evening they will be able to make final assembly, which will involve a good degree of (harmless) pyrotechnics; as a distraction, they will set fire to the town's elementary school to distract the townsfolk. Early Sunday morning, they will each take one of the devices and undertake a systematic program to track down the barrier generator, which they will find buried beneath the war memorial in the town park (note: this is not the same park as Kensington Park, where both the PCs and the alien MiBs arrive). Once they have located the barrier generator, they will destroy it and scatter out of town, planning on rendezvousing at a later time and place.

The Alien Men in Black

The alien MiBs dispatched to Earth by the intergalactic headquarters of the MiB organization will cause all sorts of problems for the PCs, though not from any actions that the alien MiBs themselves take. You see, the alien MiBs resemble stereotypical BEMs from 50s sci-fi monster movies; think of the Martians in *Mars Attacks* and you won't be too far off. Of course, the alien MiBs cannot speak English; that would be too easy. In all likelihood, the PCs will think that the alien MiBs are somehow involved in the goings-on and will assume the worst. Trust me on this, players love to jump to conclusions based on appearances:



The alien MiBs have ST 15; DX 12; IQ 12; HT 13. They carry a laser pistol sidearm which does 3d impaling damage, which they wield at a skill of 16. They wear black jumpsuits which give them PD 3, DR 8 against all weaponry. They have high pain threshold and cannot be knocked unconscious; they're either dead or they keep coming—lots of opportunity for cool gross-outs as the PCs blow away half of one of the BEM's head, and the thing keeps on coming after them...

The alien MiBs will land their jet-black spaceship in Kensington park in the middle of the night. They will hide their spacecraft in the bottom of a lake and set up base within a cave. Be sure to give the PCs plenty of reason to investigate; if they don't witness the landing themselves, make sure that a report gets back to them ("I sawr it with my own two eyes! An aliuon flyin' saucer, jet black as coal on a moonless night, with little blinkie lights on its underbelly. Flew right out over the lake!")

Should the PCs not end up killing the alien MiBs (for whatever reason), the aliens will converge on the town park at the same time that the convicts arrive to destroy the barrier generator. Let the chaos ensue!

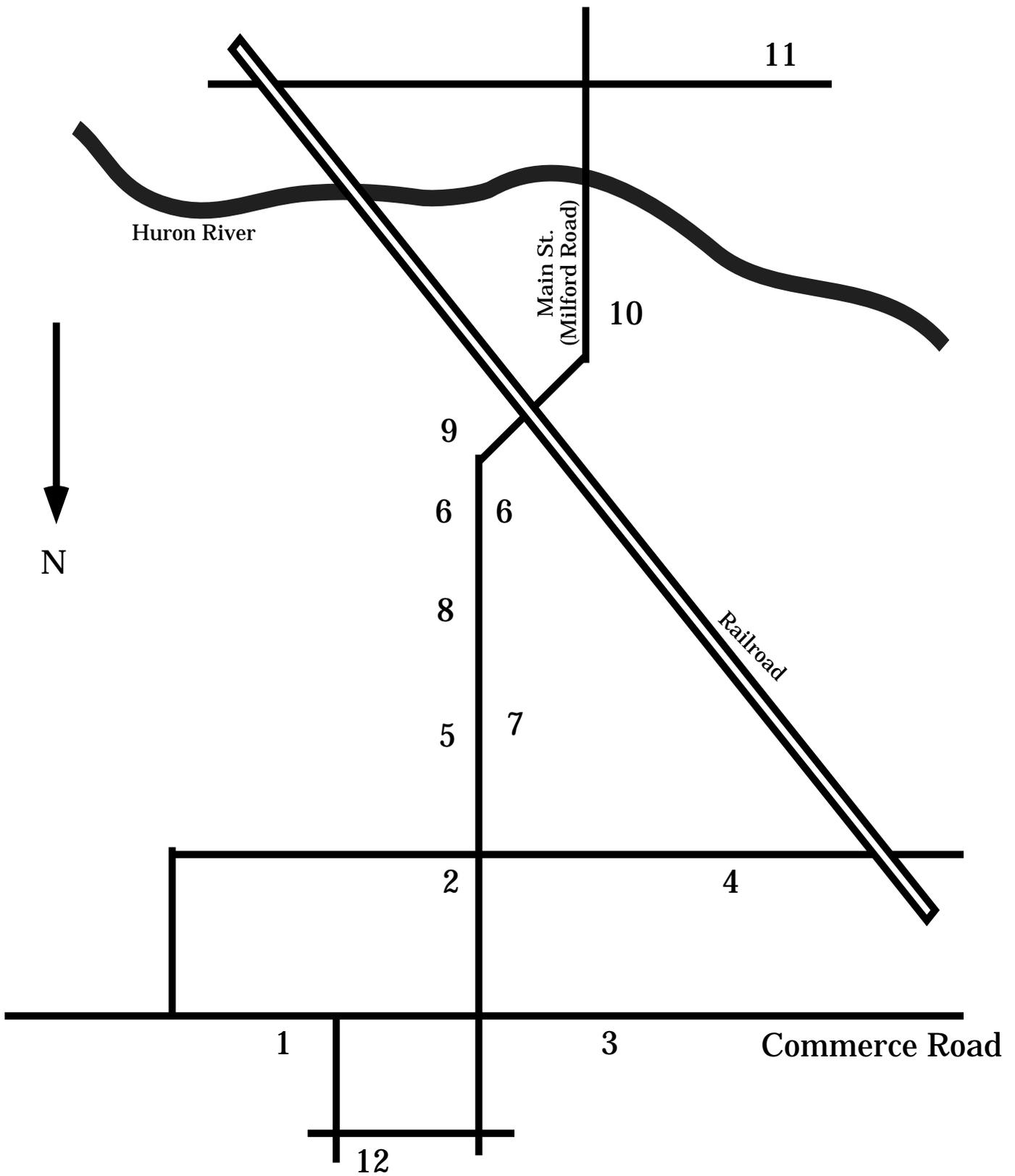
The End

In all likelihood, the adventure will end with a dramatic, climactic confrontation with the prisoners at the war memorial in the town park. Note that this will happen in the middle of the day, in broad daylight, on a Sunday. There will be lots of innocent bystanders, townsfolk that will need to be convinced that all this did not happen. Of course, this assumes that the PCs defeat the convicts; if not, they have other things to worry about. The MiB organization does not reward failure...

Map of Milford

The following crude map of Milford shows the major landmarks; the GM should feel free to fill in details as they may arise.

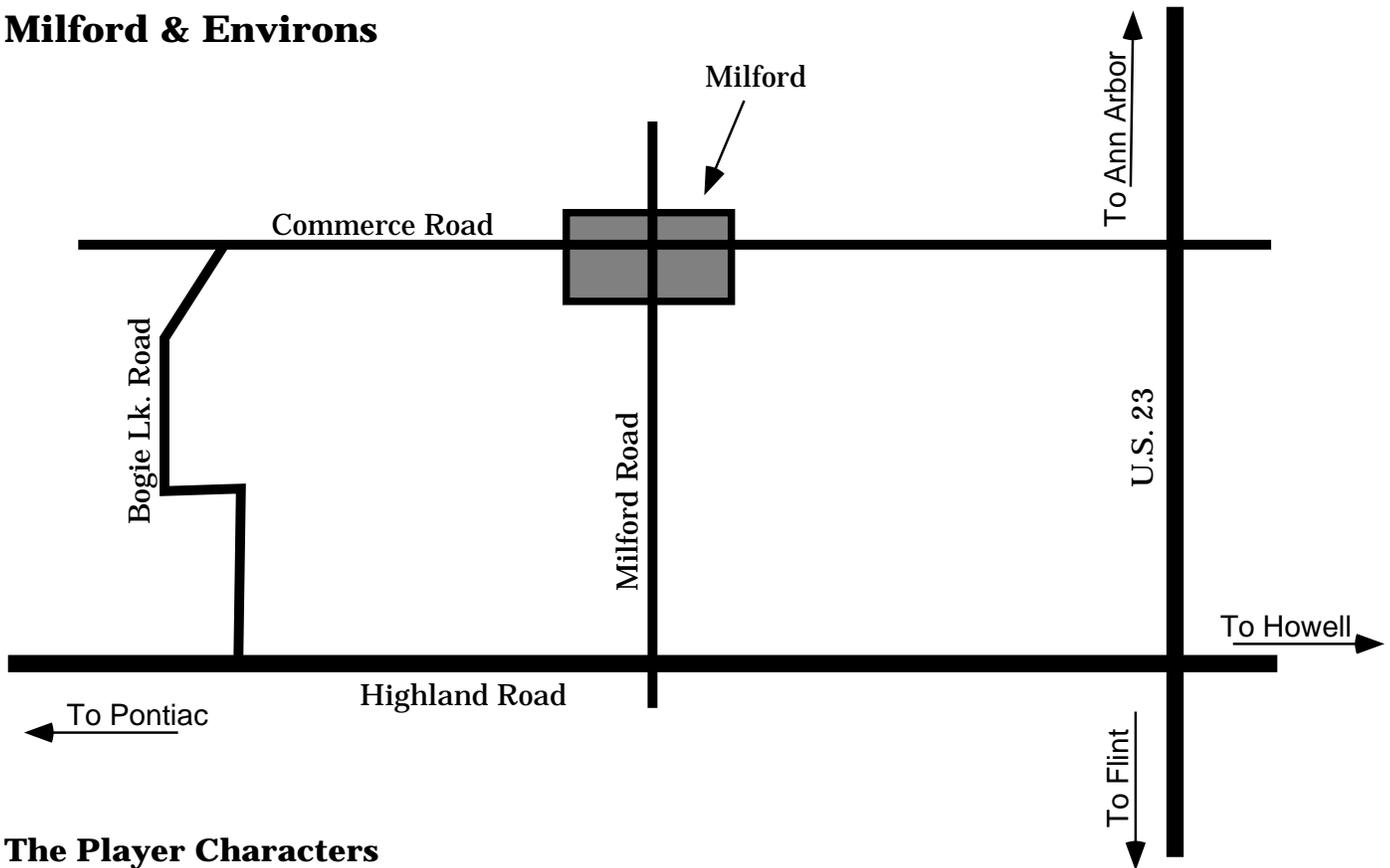




Legend

- | | | | |
|--------------------|-------------------|---------------------|-----------------------|
| 1. Breen's Grocery | 4. Fire Station | 7. Milford Times | 10. Memorial Park |
| 2. Gas Station | 5. D&C Dime Store | 8. The Shutter Shop | 11. Elementary School |
| 3. Police Station | 6. Other Stores | 9. Restaurant | 12. High School |

Milford & Environs



The Player Characters

The following pages consist of the suggested PCs for the adventure, plus hand-outs describing the MiB and their equipment. Note that this adventure was written several years ago, before the *MiB* movie, before *GURPS Illuminati* and *GURPS Atomic Horror*, before *The X-Files*, before the UFO pop culture phenomenon. Your PCs will probably be a bit more MiB savvy than mine were at the time. Four characters are included, although the game can be easily run with more; an odd number of players may be a bit difficult, as the MiBs generally operate in pairs, but I'm sure you're all intelligent enough to handle such a situation.

Each of the MiB characters is rather sketchily defined, and only built on 100 points and 20 points in disads. Give the players another 20 points with which to customize their character (plus another 20 for disads, if they so desire), and encourage them to develop a unique background and personality. Each PC is given a former profession, what they did with their life before joining the organization, which can help to define their current personality.

Astute readers will have noticed that of the thirteen criminals sent to Earth, only twelve are accounted for in the descriptions above. This is because one of the PCs (Brad) is the missing convict! Seems something went horribly wrong with his transferal, and he ended up 30 miles away in the body of a college linebacker, with full possession of his host body (but without the ability to transfer his mind from one body to another). It was by sheer coincidence that he ended up with the MiB organization, and an even greater coincidence that he was assigned to this mission; there is nothing sinister in this, but feel free to let the players think that something is up... What the player of Brad decides to do with this knowledge is up to him; he will probably deduce what's up before the others, but volunteering this information could land him in trouble. He may decide to join the prisoners, or decide that he likes the life of a MiB. Just remember: doubt and suspicion are your friends.



Some Men in Black related Web Sites:

Men in Black movie
<http://www.meninblack.com/main.html>

Men in Black Collectables
http://www.htonline.com/Men_in_Black/

Men in Black Magazine
<http://www.meninblack.com/meninblackmag/>

Several of the images in this adventure were borrowed from the above sites. I encourage you to go look around, as there's some pretty cool stuff to be found.

MiB

Brad

ST: 12
IQ: 9

DX: 12
HT: 12

Speed: 6.25
Move: 6
Thrust: 1d-1
Height: 6'

Dodge: 6
Swing: 1d+2
Weight: 200 lbs.

Advantages

High Pain Threshold (10)
Alertness +2 (10)
Combat Reflexes (15)

Disadvantages

Intolerance (-10)
Entomophobia (Insects) (-10)
Impulsiveness (-10)
Jealousy (-10)

Quirks

Takes coffee black; Occasionally forgets to be stupid

Skills

Beam Weapons (Paralyzer)-13; Brawling-15; Computer Ops-10; Detect Lies-8; Driving-13; First Aid-10; Football-14; Gunner-12; Guns-16; History-10; Interrogation-9; Leadership-11; Occultism-9; Throwing-12.

Background

You were a linebacker for the Detroit Lions before you helped Phillip, an ex-sports writer, fight against the Cthulhu worshipping vice kings who killed his previous partner, after which he invited you to join the Men in Black.

But in fact you are not even human at all. You were a murderous slimebag criminal from another world (3rd planet from Altair, if you care) who was convicted. As a form of a prison sentence, your people were going to imprison your mind in the body of an Earthman. You would have no control over this body and be forced to witness every detail of this person's life until they died. However, something apparently went wrong with the process, because when you found yourself in the body of a University of Michigan football player, you found that you had complete control over your host body. You ended up having quite a career as a professional athlete, but when the opportunity to join the Men in Black appeared, you couldn't resist the possibility to one day get back at your people who tried to imprison you. (You also are not as stupid as your character sheet says. You actually have an IQ of 11, but it has always helped you to play the part of a slightly dumb jock.)

Phillip

ST: 11
IQ: 12

DX: 12
HT: 10

Speed: 5.5
Move: 5
Thrust: 1d-1
Height: 5' 10"

Dodge: 5
Swing: 1d+1
Weight: 175 lbs.

Advantages

Acute Vision +3 (6)
Intuition (15)
Combat Reflexes (15)

Disadvantages

Bad Temper (-10)
Impulsiveness (-10)

Quirks

Takes coffee black; Loves watching sports

Skills

Beam Weapons (Paralyzer)-15; Brawling-13; Computer Ops-13; Detect Lies-13; Driving-12; Fast Talk-13; First Aid-14; Gunner-12; Guns-15; Interrogation-14; Literature-12; Occultism-12; Photography-13; Sex Appeal-13; Streetwise-12; Writing-14.

Background

Before becoming one of the Men in Black, you were a sports writer/photographer for *The Detroit Free Press*. Your current partner was a Detroit Lions linebacker who helped you out after your previous partner had been killed by Cthulhu worshipping vice kings. You have noticed in the year or so that he has been your partner that he acts a little strange sometimes, but you figure that it is probably just the stress of the job getting to him. Also, he seems to be more intelligent than he lets on.

Dominick

ST: 9
IQ: 13

DX: 12
HT: 12

Speed: 6
Move: 6
Thrust: 1d-2
Height: 5' 9"

Dodge: 6
Swing: 1d-1
Weight: 165 lbs.

Advantages

Clerical Investment (5)
Voice (10)
Strong Will +4 (16)

Disadvantages

Vow: Chastity (-5)
Pacifism: SDO (-15)

Quirks

Takes coffee black; Reads modern physics magazines

Skills

Bard-16; Beam Weapons (Paralyzer)-14; Brawling-12; Computer Ops-13; Detect Lies-15; Diplomacy-15; Driving-11; First Aid-15; Gunner-11; Guns-14; Interrogation-13; Latin-14; Literature-13; Occultism-12; Streetwise-13; Theology-15.

Background

Before becoming one of the Men in Black, you were a streetwise Catholic priest in Cleveland. You were recruited by Thomas, an ex cop who used to have his beat in your parish. Although you at first welcomed the opportunity to protect Earth from evil influences, you have since found yourself frequently at odds with the methods that the Men in Black employ. You have considered attempting to leave the organization, but part of you feels that by staying with them, you might be able to convince them to relinquish some of their violent ways.

Thomas

ST: 10
IQ: 11

DX: 12
HT: 11

Speed: 5.75
Move: 5
Thrust: 1d-2
Height: 5' 9"

Dodge: 5
Swing: 1d
Weight: 160 lbs.

Advantages

Attractive (5)
Danger Sense (15)

Disadvantages

Chain Smoker (-5)
Stubbornness (-5)
Honesty (-10)

Quirks

Takes coffee black; Only removes glasses to sleep

Skills

Beam Weapons (Paralyzer)-15; Climbing-12; Computer Ops-11; Criminology-14; Detect Lies-11; Driving-12; Fast Talk-12; First Aid-12; Gunner-12; Guns-16; Holdout-11; Interrogation-11; Karate-13; Occultism-10; Running-11; Skiing-11; Streetwise-11.

Background

Before you became one of the Men in Black you were a policeman in Cleveland. Your most recent partner which you have recruited is a streetwise ex-Catholic priest who was on your old beat, and whom you have come to trust implicitly. However, you have doubts about whether he is actually cut out to be one of the Men in Black, but since this is a job for life, you're stuck with him.

Who Are The Men In Black?

There is a modern myth surrounding UFO sightings. People who claim to have had close encounters tell of visits shortly thereafter by a pair of mysterious men, dressed in black suits and wearing dark sunglasses, who claim to be from the government and wish to ask them a few questions about their experience.

In reality, these Men in Black deal with all sorts of “otherworldly” situations, from black magic to abominable snowmen, as well as UFOs. For the next four hours, you will play the part of one of these Men in Black.

Being one of the Men in Black is a job for life. They usually work in groups of two. When one member of a team dies or otherwise leaves the organization, the other member is responsible for recruiting his new partner. The organizational hierarchy is shrouded in mystery. The team knows only one other member of the organization, their immediate superior - he only contacts the senior member of the team, and even then only through voice transmissions. It is unknown to you who you are working for, but you can proceed with your duty as if you had the right to violate nearly all national and international laws in the pursuit of your mission (15 pts. of legal enforcement powers balanced out by a 15 pt. duty in GURPS terms.) A single phone call to a prearranged telephone number is all that is required to get you off the hook should you run afoul of the law; more than one night in a jail cell is virtually unheard of for any of the Men in Black.

Most of your duties revolve around investigating reports of UFO sightings etc., most of which turn out to be false. However, in the case of an actually true otherworldly event, your duties are twofold: First, you must determine the motives of those causing the disturbance and, if necessary, eliminate them. Second, the general populace must be convinced that the disturbance either didn't happen or was some form of hoax, etc.

To aid in the performance of your duties, you are provided with technologically advanced equipment, for which see the accompanying information.

Although you are considered to be based in one general area, you may be called upon to operate anywhere in the world if the need arises. After the successful completion of a mission you are usually afforded a few days R&R, however, you are considered to be always on duty should you be called.



Promotional photograph from the *Men in Black* movie.
Tommy Lee Jones & Will Smith as MiBs
<http://www.meninblack.com/>

Equipment

Clothing: You are provided with an ample supply of black business suits with white shirts and black ties. These suits are made of a special cotton/Kevlar/ablative blend which affords PD 2, DR 6 against all forms of attacks made on protected areas. Black dress shoes are also provided which give the same protection to the feet. You are expected to wear these outfits whenever you are on a mission. You are also provided with an optional pair of black leather gloves and a black hat which give identical protection to the hand and head areas, respectively. A special pair of dark sunglasses are provided as well. These are made of bulletproof material and are specially polarized to give immunity to the special devices described below.

Weaponry: Any weapon which is available at the time of your adventure (circa 1955) is available if requested (allow one day for delivery). You are also provided with a stun ray, cased in a device about the size and shape of a normal flashlight. The successful targeting in an opponent's eyes requires them to make a HT roll at -5 or be paralyzed for one hour or when the holder of the weapon gives a command for the paralysis to cease. The victim will retain no memory of any events which occur during their paralysis.

Transportation: Your main vehicle is a current model year black Cadillac, of bullet and fire proof construction and capable of a top speed of 120 mph. The interior of the car is black leather and contains extraordinary (for the time at least) electronic equipment, including a cellular telephone, an advanced tracking/mapping system, and an onboard computer which allows contact with the organization. The vehicle is equipped with two modified RPG-2 82mm 1952 Anti-tank shell launchers with five rounds of ammo each beneath the hood which can be targeted from inside the car by the person sitting on the passenger side. There are also two retractable side mounted M2A1-7 flame-throwers which can be operated in a similar manner. The vehicle is protected by an advanced anti-theft system (like 007s Lotus...) Any other special purpose vehicles (powerboats, motorcycles, helicopters, etc.) may be requested through the organization.



Headquarters: Your base of operations is located in a relatively out-of-the-way area approx. 30 min. drive from a generic urban center. It provides comfortable living quarters for two, which is good because you are expected to stay there whenever you are not on a mission! The headquarters contains advanced computer and communications equipment for contact with the organization. The residence is kept stocked with food and other necessities by the organization.

Miscellaneous: Small hand held communicators (alá *Star Trek*) are provided to allow radio communications with your partner. Also provided is a hand sized Hypno-disc which allows a knowledgeable user to perform the Hypnotism skill at a default value of 15, with an extra -4 to the subject's Will roll if the subject has been paralyzed by the paralyzer above. The effects of the hypnotism are *permanent*, unless after 1d6 hours the subject makes a crit. success on an IQ roll. At the base of your skull has been inserted a small vital signs monitor, which allows either the organization or one using the computers in the car or headquarters to monitor each partner's current condition.



Aquarius

(Water Elemental)

ST: 13
IQ: 11

DX: 12
HT: 15

Speed: 7
Move: 7

Dodge: 7

Thrust: 1d

Swing: 2d-1

Height: 6'

Weight: 200 lbs.

Born: 1967

Disadvantages

Gullibility (-10)
Truthfulness (-5)
Insatiably Curious (-15)
Dependency: Return to Water, Daily (-15)

Super Advantages

Doesn't Eat or Drink (10)
Amphibious (10)
Body of Water (40)
Immortality (140)
Super Swimming lvl 50 (50)

Super Powers

Control Liquid lvl 10 (Water form only -10%)
Create Liquid lvl 10 (Water form only -10%)
Water Cannon lvl 5 (Water form only -10%)
Drain Emotions lvl 15 (Uncontrolable -30%; Area Effect +50%; Negative Emotions Only -50%)

Quirks

Likes the Stones, Won't do drugs

Skills

Control Liquid-16; Create Liquid-15; Water Cannon-14; Drain Emotions-19; Area Knowledge: California-15; Artist-14; Oceanography-14.

SUPERSPUNK



Background

In 1967, the great concentration of peace and love in southern California gave rise to Aquarius, a water elemental who took the form of a man. Aquarius simply came ashore one day and joined with a commune of hippies in San Francisco. He was intrigued by humans and wanted to learn everything he could about them; for several years he and his human friends traveled around California, having great adventures and spreading peace, love and understanding everywhere they went. Childlike in character, Aquarius viewed everything in the physical world with awe. Although his gullible nature led him not a few times to be almost coerced into being exploited or exploiting others, his friends always arrived in time to help set him straight. It was impossible to feel down or bad around Aquarius, as he would draw away any negative emotions from those around him; however, this would result in Aquarius himself feeling these negative emotions, and emotions that were too strong would result in Aquarius 'freaking out'.

Aquarius continued to have adventures throughout the 1970s, but by the time the Reagan era had dawned, Aquarius was nothing more than the fond memory of a few former hippies who were now into their Beemers and stock portfolios. Will Aquarius once again return to the land of flesh? Perhaps...

Aquarius is a 500 point character.

Davy Jones

(David Lloyd Jones)

ST: 25
IQ: 10

DX: 15
HT: 13

Speed: 7
Move: 7

Dodge: 7

Thrust: 2d+2

Swing: 5d-1

Height: 6' 3"

Weight: 230 lbs.

Born: 1952

Advantages

Danger Sense (15)
High Pain Threshold (10)

Disadvantages

No Sense of Smell/Taste (-5)
Hideous Appearance (-20)
OPH: Foul Odor (-15)
Vow; Destroy Drug Dealers etc (-10)
Sense of Duty: Ocean (-10)
Bloodlust (-10)
Stuttering (-10)

Super Advantages

Nicating Membrane (10)
Immortality (140)
Doesn't Breathe (20)
Doesn't Eat or Drink (10)
Doesn't Sleep (20)
Amphibious (10)
Gills (10)
Resurrection (Only in water -30%) (105)
Super Swimming lvl 41 (40)
Speak Underwater (8)

Quirks

Remembers random things about his former life

Skills

Area Knowledge: Florida Coast-15; Brawling-17;
Guns-17; Knife-15; Knife Throwing-17; Net-16;
Polearm-16; Powerboat-16; Spear-16; Spear Throwing-17; Stealth-16.

SUPERSPUNK



Background

David Jones was an undercover narcotics cop in Miami who one day made a fatal mistake. His cover blown, he was executed and dumped into the ocean. That should have been the end of things, but nearby radiation and mystical energy—fallout from a recent Supers battle—combined with Jones' hatred and desire for revenge to turn Jones into an aquatic zombie, bent on destroying the Florida drug trade. As time passed, Jones became more and more fixated on this goal, to the point where now it is practically his only thought. Of course, Disney Enterprises put a stop to all drug traffic (except their own, natch) but Jones doesn't care; he wages war against the forces of The Mouse, a constant thorn in their corporate side.

Davy Jones is a 600 point character.