

INTRODUCTORY ADVENTURE (A NIGHT AT THE MOVIES)

Bringing the diverse personalities and backgrounds of the PCs to a cohesive group is often difficult, and making them a team is even more challenging to manage without seeming contrived. That then is the purpose of this adventure, to introduce a reason for the heroes to be a team, to establish a master villain for the campaign, and to set up the team with a base and location.

This adventure occurs at the end of a superhero team's career, when they have decided to hang up the cape and retire. The old hero group is in their forties and even fifties, and after surviving literally decades of crime fighting and deathtraps is going to retire in another dimension called Edenia. But the group realized that more heroes were needed to take their place in the city – the fight must go on. So they have been spending their last days as heroes interviewing potential members for the new team. The finalists are the PCs, and this adventure takes place when they are going to the final interview.

This former team may be any team that you desire, whether one from the comics, a team you created, one from any of the Champions books. For the purposes of this adventure, the super team given in the 4th edition Champions sourcebook, the Champions, have been used.

The GM can feel free to play out the first interviews and power tests with the Champions, they are left out of here only because the GM can wing it with such simple role playing as this. A simple word of warning however, spending too much time with one player will cause the others to regress in years to grade school; and horseplay, card games, and other pastimes are likely to break out among them. A way to avoid this is to have a list of questions and ask each of the team around a circle one query from the list as if each is being interviewed separately. This allows you to interview each PC without boring the others. Any list of such questions should include why that PC wants to be a hero, what they bring to the Champions, and what they would do in a hostage situation (this can even be played out with a bored, but talented Solitaire as the victim, and Obsidian stiffly delivering menacing lines... after a few repetitions of this scene, Solitaire will likely take over as the attacker and a bemused Obsidian will be the victim).

However, one of the potential hero team that was cut from the final interviews is not pleased. An unbalanced and very powerful character named Cinema is certain that he belongs on the team, and he will do anything to make that happen. Cinema is a reality manipulator of great power that has a fixation on movies and television. He has arrived at the base before the heroes, and has been again rejected by the three remaining members of the old Champions (Defender, Solitaire, and Obsidian). Cinema summoned many creatures and places from the movies and television, and redecorated the base completely, defeating the Champions in the process. The exact mechanics of this are not necessary to determine, but a quick look at Cinema's character sheet should convince anyone that he would have no trouble accomplishing all this by surprise.

GETTING THE HEROES INVOLVED

This is usually the hardest thing to do for the first adventure of a campaign. Diverse personalities and backgrounds from all the heroes make it difficult to involve all the PCs easily. However, since Cinema is aware of all the potential heroes, and definitely the finalists, he has set out to gather them to him so he can take over the team as the leader.

Cinema first creates a burning building in a vacant lot in downtown campaign city, and makes a radio and television studio in the Champions base. From that studio, he sends a TV broadcast (using characters from the movies *Broadcast News* and *Network*) about the fire, and how a day care center is trapped in the blaze. If the PCs watch long enough, characters from the movie *Batteries Not Included* are interviewed about their home, and footage of the cast of *Backdraft* are showed fighting the fire (with their gear on and all the smoke, the identities of the characters will not be obvious, however). The Radio Broadcast uses Orson Wells as the voice giving a detailed report about the fire. All of this should be subtle, background work – nothing that tips the GM's hand, but if someone was very perceptive or careful to examine the footage they might notice.

The fire is burning through the building, and is rather impressive looking (as a good movie fire should be) with lots of flames and not much smoke to block the view. Plaintive cries of children trapped on the upper floor can be heard over the roar of the flames and sirens, radios, and so forth. A newscaster actually on the scene (Molly Yearling) is describing the scene with earnest words, emphasizing the danger the firefighters are facing and the plight of the children in the fourth floor day care center.

On a successful roll, any character with any successful Campaign City Knowledge Skill roll will not remember the building mentioned (the Longman Building) and with a roll by 4 or more, will seem to recall that the given location is a vacant lot. Any character with a sufficient INT roll will recognize William Holden or William Hurt as the television newscasters, which should strike them as odd, to say the least. Further, the news is on every channel at once, and on the radio as well. Any INT roll will recognize the voice of Orson Wells (unless the PC has a background that will prevent knowledge of such a famous voice), who has been dead for some time now.

It is possible that some of the heroes are out patrolling, and will see the column of smoke in the sky or the actual fire. If so, this hero should be dealt with last, so that all the heroes arrive at the same time. Although this is highly unlikely, you can justify it as the GM by presuming Cinema set it up that way.

If no other method of reaching the PCs is readily available, perhaps they left a way of contacting them at the Champions, and Cinema will use that to send them to the fire. Perhaps the fire is nearby where the PC lives (which almost certainly means they know the lot is vacant), or near where they pass on an errand or at work.

Any of this should give the characters a good reason to wonder what's going on. However, some characters might need some additional prompting. If this is the case, putting an NPC in the area (especially having the NPC interviewing at the top-floor day care center for a job), or playing off the screams of children trapped in the inferno should pull the right strings. In this case, don't hesitate to give reluctant players a shove, as the idea here is to be playing a HERO, one that would not hesitate to help children in danger of roasting to death whether or not it is likely false.

Once the heroes arrive, the fire fighters are on the roof trying to cut vents with chainsaws, and the reporters are gathering from other news sources in town. If spoken to, they will note the news broadcast was on all sources and that the newscasters were all fictional. The press reporter at the scene (Lance Enfield) further will note, if treated well, that the firemen are not from this city (the trucks say LAFD, even if your campaign city is Topeka), and a local newspaper crime beat reporter came along because the lot was vacant yesterday. No one is aware of anyone in the building except in the Daycare center.

The characters will hear pitiful cries from the eighth floor (of ten), and see smoke start to issue from the windows on that floor. A distraught mother (a character actor from the seventies which might be familiar with a good INT roll) will plead with the heroes to save her twins. She'll seem familiar to anyone who watches a lot of old movies, but not identifiable. The building is afire in very obvious places, but the entrance and lobby is only slightly smoky. As the characters make their way upstairs, the real fire fighters will arrive, sirens blaring, and the *Backdraft* guys vanish from the roof.

While inside the burning building, only smoke and heat is present, no fire can be found. In addition, the smoke seems to be harmless and does not obscure vision very much. The only effect of the fire on the characters is to make them sooty and warm.

Once the PCs are fully into the building and searching, several cyborg hunters burst through the walls and ceiling, and menace the heroes. One of them says "Come with me if you want to live" in an accented voice, and brandishes a large bore weapon. Each of these hunters is armed with a Taser and an ARMSCOR 40mm grenade launcher. The Grenade Launcher is loaded with stun grenades, which are essentially beanbags that do little lethal damage, but knock the stuffing out of their target. Note that unless a character is very perceptive or has a weapon familiarity with such a device, it will just look like some "comic booky" giant gun. These cyborgs will not attack unless the PCs seem unwilling to join them, or attack the cyborgs, and will only use non-lethal attacks. There is a Cyborg Hunter for each hero at the

scene, even if they aren't all in the building. The cyborgs will use familiar quotes for soliloquies, as they have no personality or motivation except to act just like from the movies.

The Cyborgs readily tell the PCs that they are sent to take all to the Champions base. They will not say who sent them, only that they must go. It is unlikely, but possible that the heroes will simply go without resisting. If so, the fire and smoke vanishes, the children stop crying out, and a glowing extraterrestrial ship made of lights will land on the roof (remember, the fake firefighters are gone now) and shuttle them to the base. The burning building then vanishes (see below). If the cyborgs defeat our heroes or convince them to go along, skip to ALL'S QUIET AT THE HOMESTEAD... TOO QUIET, below.

Should at least some of the heroes immediately plunge into the Daycare floor, they will see lots of cute and sooty children of various ages clutching to each other while smoke billows in from the open door. The daycare nurse is unconscious near the door of the room, but all the kids seem fundamentally unharmed. Upon closer examination, the daycare nurse is one of the nurses from a famous Emergency Room TV show. The Cyborg Hunters will burst in to a chorus of screams from the kids and act as detailed above. Since the children are creations of Cinema (from the movie *Monty Python's Meaning of Life*—they are all dirty and dressed poorly, but in good spirits – they are all British which might be rather out of place unless the campaign is in the UK), the Cyborgs will not hesitate to use them as hostages.

If the heroes defeat the cyborgs, they all vanish in smoke, as does the building. This should come as a shock, especially since the characters are likely several floors up. The fire is gone, the building is gone, and the smoke wafts away in the wind, soon also a memory. Reporters, Firemen, and annoyed police mill around looking for a target to blame, and the heroes will have to deal with their annoyance.

Although the physical trauma wrought by the fight on the heroes, if any, will remain, no other trace is there. This is because Cinema has sent the entire set away, and transformed it back into the air it came from. To do this, he is present, disguised as a bum nearby. Anyone with any unusual senses will notice a flare of power from the nearby alley with a Perception roll, and if they quickly rush to the site, will see the final effects of a science fiction transporter beam. It is important that Cinema is not captured at this point, although he is able to escape without much trouble using the transporter beam.

This scene will end with the heroes placating the police, fire department, paramedics, and reporters, and likely picking up some contacts. Use the personalities at the end of this scenario or some of your own to give these people some spark. The emergency and news people should be more interesting than the cyborgs (although likely less amusing), and give a feel of being in a real city.

Cinema's primary purpose here is to see the heroes at work and prepare a proper welcome for them at the base. If he can manage to capture them all, then so much the better. Besides, the fire, the sirens, the helpless kids, and the superheroes make the scene so interesting he couldn't resist.

INTERMISSION

This is a good place for the GM to put character stories, such as a girlfriend, a PC's job, a chance to talk to that friendly reporter some more, or just personal investigation. Any DNPC or Secret ID could be emphasized here for more role playing and story emphasis, for example a DNPC might have rushed into the building above to help the kids and will need some talking to at least. One of the characters might have a date or interview and need to explain where that bruise on his face from a beanbag came from. Not too much time should pass in the interlude, as the PCs are headed to the Champions base to be inaugurated and trained to be part of the team. Any attempts to investigate the weird events at the building will lead to nothing except that every aspect of it can be traced to one movie or another.

ALL'S QUIET AT THE HOMESTEAD... TOO QUIET

The PCs are all scheduled to arrive at the Champions base at the same time, and should all get there more or less together. If one specifically wants to get there earlier, have that hero met in the lobby by a tall, gaunt butler that could have come from any gothic movie, not the Champions normal butler. He will

tell them to wait here while the Champions deal with some personal business. This butler will leave without answering any questions, and vanish around a corner, literally. When all the heroes arrive, they are told the same thing, and spend as long as they are willing to wait in the lobby. However long they choose to wait, no one comes to get them.

If the PCs were brought by the cyborgs, they escort our heroes to the door and then leave, vanishing. The PCs are then met by the butler as above.

The characters will eventually (in all likelihood, immediately) begin to look around trying to figure out what is up. Cinema, confident in his worth to run the group is waiting in his command center in the attic, and has set up a gauntlet for the characters to run for three reasons. First, he wants the PCs to see his power and experience it first hand. Second, he has it in the back of his mind that the PCs might be less than amused, and wants them worn down if it comes down to a confrontation. And third, he just likes having all those movies running in the house, it's just so *dramatic*. So he is waiting for the PCs to come to him.

The base is broken into three sections, with a different 'movie' running in each section. A Xenofom hive is clustered in the first floor, complete with coated walls and eggs. A horror movie is in the second floor, and in the final part of the house, around Cinema, is a mix of science fiction movies and television.

This adventure uses the map of the Homestead base for the Champions supergroup on page C10 of the Champions 4th edition rules. Any changes to the key has changed are listed below. If you do not have this available, go buy the book. The map is a fairly common mansion with three floors, but playing Champions without the Champions book is like playing baseball without a bat.

As a general note, the characters of each floor will not leave that floor under any circumstances. If forced to do so, they vanish and reappear back on their floor where first encountered. The only exceptions to this rule are the real people in the Homestead (Cinema, the PCs, the Champions and the Homestead staff) and those specifically noted in the text. Each floor acts as a self-sustaining movie, and will not interact in any way, ever.

THE GROUNDS

The grounds around the Homestead are unchanged, the hedge stands surrounding the base, the pool and hedge maze are untouched. Cinema did not wish to alarm anyone and left the exterior as is. The only thing that might alert suspicion is that there are no open windows, each tightly curtained, and the grounds keeper is not to be seen. The exterior of the house has also been Transformed into the same kind of material one finds in science fiction movies that is indestructable and impenetrable – the Homestead has an anti-teleport and anti-desolidified travel field around it that prevents anyone sneaking in. The PCs must come in the front door (this is a bit heavy handed but it makes the adventure significantly more interesting, and people play games for fun).

THE FIRST FLOOR

The Entrance Hall is unchanged, and the PCs will likely spend some time waiting in the plush seats along the wall adjoining the pantry. Both the door to the kitchen area and the door, which leads to the hall reaching the Personal Meeting Room and Lecture Hall, are held shut by some substance on the opposite side. If the PCs wish to force a door open, it is held by an entangle of resin buildup on the side opposite the Entrance Hall. This entangle is 2 DEF and 4 BOD, and it holds the door closed until this entangle is broken.

This goop gives way only after effort with a rending, sticky sound, revealing a familiar sight to movie-goers. Resinous slime is hardened along the walls, ceiling, and floor, coating the surfaces in alien, disturbing patterns; concealing features, lights and fixtures almost totally. The partially obscured lights flicker ominously, and water drips from the ceiling. No other movement is visible, and sound is somewhat deadened by the coating. This coating covers doors – all of which are closed – requiring a perception roll

at -1 to spot them with search. The resin is less difficult to rip from this side, as it has no defense, only the 4 BOD.

Hidden in each of the large halls are Xenofoms equal to twice the number of the PCs. They are colored and have similar structure of skin and body to the designs and ropy texture of the resin coating, which adds +2 to their concealment. In addition, they spent five minutes each carefully hiding in the goop, for a total concealment roll of 17-. For purposes of simplicity, each can be considered to have rolled average (11), making their concealment rolls by an incredibly coincidental 6 each. This, combined with their invisibility to IR, should make it nearly impossible for most PCs to spot them. In addition, they are hibernating until all PCs are in the hall for a full turn, and will not trigger Danger Sense until then (If a PC has Danger Sense, this should feel like a scene in a movie with, say, motion sensors, when suddenly there is danger all around and nothing visible...). The Xenofoms swarm and attack en masse, especially from above, using their clinging. They are quite strong despite their light form, and will hoist targets up to give other Xenos a shot at the hanging and likely half-DCV character.

The Dining Room is unrecognizable, with resin over everything turning chairs and fixtures into ominous, misshapen mounds. The windows are covered with curtains and a thick layer of the deposit in swirling, awful patterns.

The Housekeeper's bedroom actually holds both Edward Jeffries (the Champions Butler and Housekeeper), and Wendy Brooks (Defenders maid/DNPC and Champions housekeeper. Both are talented normals, given a full writeup in the highly recommended *Normals Unbound* book). Each is unconscious until the heroes arrive and are hung on the wall with the DEF 0/BOD 4 entangle. Like the doors, the held characters have 2 DEF to break through from the inside the entangle and will not be free any time soon. When the heroes enter, they see in front of each a Xenofom egg, which splits open to reveal the hideous immature form of a Xenofom – which then menaces the helpless NPCs. The Xenofom will attack the phase after the egg opens. Cinema ordinarily isn't a bloodthirsty fellow, but Wendy was repulsed by the maniacal villain's advances, and Jeffries actually struck Cinema from behind with a fireplace poker. Cinema has decided both are deserving only of a painful (but highly cinematic) death. The eggs are timed to open only upon observation, he fully expects the heroes to rescue them, but if not, well....

If any Xenofom larvae are killed or knocked out, their shriek of dismay will attract the attention of Xenofoms equal to the PCs in number, coming from the bathroom and hall.

Wendy and Jeffries can only tell part of the tale: that Cinema was a potential member who was deemed too unstable to join the group, that he retaliated by summoning various creatures to defeat the Champions by surprise, beyond this they are unaware of what happened. They also tell their individual fates with distaste. They did not see the Champions defeated, but are more or less aware what must have taken place.

Jeffries will come across as a gentleman, restrained and noble, with considerable intelligence and knowledge. Jeffries is a very dignified butler, not stiff or dull but very mannerly, with impeccable English and diction.

Wendy is bouncy and perky, an irrepressible cheerleader type, which likely will get on some PC nerves. She is very energetic and light-hearted, always looking for a way to prove herself.

Both will want to join the search for the Champions but will listen to reason (such as how anything that can trash the world-famous Champions, even just a few, is beyond their abilities) and wait somewhere safe like the lobby.

The kitchen is coated similar to the rest of this floor, except the refrigerator, which is conspicuously clear of goop. Cinema sends a servant to get food occasionally, and the Xenofom have been commanded not to coat the refrigerator. On an 8-, Marilyn Monroe will show up with a tray to gather food for Cinema, and will act much as she did in *Seven Year Itch* (Flirty and sexy for those who have not seen the movie),

wearing the famous white dress. She does not respond to Marilyn Monroe (nor Norma Jean), she is the actual character from Seven Year Itch, which has no name (called "The Girl" in the script). She has no problem with having no name, it is all she knows. When role playing Marilyn, play her as outrageously sexy and girlish, but unaware of the effect she has on men (It helps if you are female and can impersonate her out-of-breath whisper here).

She is not a combatant, any one who attacks her will find she's a normal with high comeliness, seduction at 14-, but nothing else. In short, any normal superhero attack will grievously harm her, which should make any hero feel like a creep. Marilyn is totally loyal to Cinema and will never betray him, although his location can be picked out of her mind with ease, as it is one of the few things the cinematic version is aware of. She will not be attacked by any of Cinema's other creations. If killed by a misguided 'hero', she vanishes, to be replaced by an exact duplicate later (one that Cinema has treat the killer with unveiled contempt).

The Family Room is filled with Xenomorph eggs, and knee-deep mist obscures the floor. The eggs will begin to open nearest the heroes, which will likely produce a violent response (at least from anyone who is a movie fan). There are a total of 28 eggs in the room, which with the mist, drawn curtains, flickering lights, and squishy eggs opening should prove at least a little creepy. At any given time, only the four eggs nearest the heroes will open.

The Personal Meeting Room is coated like the most of this floor, but is otherwise unremarkable, except the door to the conference room is completely obscured, and none of the heroes are likely aware there is a door there at all.

The Conference Room is uncovered by the Xenomorph resinous goop, and both doors are concealed. It is left untouched because Cinema wanted to have a meeting immediately after the heroes recognize him as their leader. The door to the Conference Room from the hall is completely concealed, and can only be discovered by anyone looking under the resin specifically for a door along that wall. Since none of the heroes are very familiar with the base, they are not likely to look.

In the Lecture Hall is another batch of eggs, these not ready to open. There are 30 of them here, and more being laid by the enormous queen whose bulk stretches in front of the offices. With the egg sac attached, the queen Xenomorph is a total of 5" long, structures suspending her mass from the walls and ceiling as she lays eggs with a disgusting wet, sucking noise. Four Xenomorphs work in the room, moving eggs and attending to the queen, and all turn to look at the heroes (assuming they are visible) with hissing sounds. The queen is not really a danger here, as she will simply lay eggs if not disturbed. This is not likely however, given most player feelings about these creatures. If attacked, the queen will fight back and will call each phase for local xenos to come to her aid. Any nearby that have not been defeated will arrive within a phase of her call. Both the offices are untouched by the Xenomorph infestation, but the doors are completely obscured by the resinous coating and the queen's massive body.

The Stairs are coated by the Xenomorph resin, but as the next floor is reached, the coating becomes less present fading until a creaky, dusty, ominous-looking old staircase is all that remains.

It is possible that the PCs will simply head up stairs and cruise past the Xenomorph hive. This is not so bad, but is much less interesting than at least one encounter with the creatures. If it seems the PCs will do this, they hear a piercing scream from the western section of the house. This is Wendy Brooks, who has just awakened in the Housekeepers Bedroom and recognizes her predicament. If the PCs are hesitant to get involved, you can use at least one of their Psychological Limitations (most groups have a hero protective of innocents or a romantic type).

If no one wants to get involved, she screams more, then gurgles some and is quiet. She has been infected, and Jeffries is aware of what took place – he breaks free with a berserk rage and kills his attacker. This will likely color his opinion of the PCs. If by some chance the PCs take more than 12 hours to finish this adventure and clear out the movies, she dies from an immature Xenomorph Second Stage erupting from her chest. Jeffries at this point will outright quit the PCs employ, and poorly portray them in

interviews and his memoirs later. He might even become so annoyed that he becomes a force against them as a sort of gray bad guy, a good guy so angry at the PCs he works to destroy them.

THE SECOND FLOOR

The Stairs here betray the movie that is in place, a horror movie. The decor is old Victorian, with dusty, spider webbed paintings and statuary. Even a casual observer will notice that the decor is nothing like what they have seen of the Homestead. The steps creak and groan with each step, but are sturdier than they sound. Somewhere a wind-blown shutter slams with eerie rhythm, a moaning, scratching sound suggests a dry, dead tree brushes against the outside walls, or dead fingernails on a coffin lid.... A thunderstorm begins outside as the players reach this floor, crashing and booming outside for the whole time the PCs are on this floor.

A CD of spooky effects and haunted mansion sounds, dimmed lights, and a more ominous tone by the GM would come in handy here for atmosphere.

The hall has paintings that are vaguely familiar along the wall, which upon further examination are stern renditions of the PCs in Victorian garb, spooky scenes behind them such as graveyards and gallows. Also there are similar paintings of the Champions and both Wendy Brooks and Edward Jeffries, these last two looking quite dead.

A ghost haunts the hallway, and will attack with a 9D6 Mental Illusion on the entire group. The illusion lasts at most 10 turns (due to limitations of the ghost, see below), and will take the form of the picture versions of the PCs each stepping out in rotting, ghoulish glory and attacking their counterparts.

The ghoulish versions will use only horrid clammy choking hands, latching on with horrible ease, choking the life out of their opponent. Attacks will blow and slice pieces off the simulacrum, but cause them no apparent woe. Each will say things like "What's wrong, sad to see me?" and "Now you come to face your darkest side!" The effect of the attack will be 1D6 NND for each 10 points of effect the Mental Illusion exceeds the PC's EGO+20. This No Normal Defense attack is not possible to defend against, as it is an effect of the Mental Illusion attack. Characters ordinarily not harmed by choking will feel as if their soul or energy is being drained away. In some cases, the Illusions will not be powerful enough to cause any damage at all, but will feel plenty creepy nonetheless.

The ghost is unable to continue the attack beyond a certain point because it only has so much ectoplasm to work with, and then it runs out of steam. It will continue this attack as long as at least half the group is under its effects, then switch tactics. See below for the ghost's full abilities.

Should a scout be sent up here to check the upstairs rooms, that hero will immediately notice the pictures and notice their familiarity. If this is not sufficient to make the PC wish to investigate further, the Ghost will use its 12D6 Mind Control dominate power and possess the scout if possible. If successful, the scout will return to the group in a somewhat quieter, more stilted manner, and attack them at the earliest, most unfortunate opportunity. The Ghost will not leave this floor, but will send a puppet out.

Each bedroom is decorated in full Victorian style, identical to each of the others, with some exceptions. Solitaire's Bedroom has a beautiful woman lying in the bed, apparently asleep. Cobwebs across the bed seem to indicate that it has not been disturbed for some time. This woman looks very much like Lauren Hutton, and will awaken when the PCs draw near.

The woman is, in fact, a vampire (use the writeup for Stalker from the Champions sourcebook), and will attempt to get a male PC to separate from the others, using her Mind Control (12D6 at 12 END) and seduction as necessary. Then she will attack that character, and once he is down, scream for help. When other heroes arrive, she will mind control as many as possible, telepathically telling them to split up and search the floor alone. She will then try to pick them off one at a time. Although she is capable of killing most targets, the Vampire will not use lethal attacks, simply draining a little blood and using the resulting 60 STR to pummel the target into submission, or using mental control to put them to sleep.

In Jaguar's room is a young couple engaging in serious necking, and behind the bed stands a rotting figure wearing a hockey mask and gloves with razors for fingers. The teenagers seem to notice neither the PCs nor the menacing figure. If the PCs simply watch, the couple will become increasingly frisky, and then the figure will attack them with intent to kill. If the PCs do not intervene, the girl will become partially naked, then the Slasher will kill them with his glove (then attempt to escape after an accusing look at the PCs). Should the PCs intervene, the Slasher will flee out a secret door (one Cinema provided) to Seeker's room and begin to track the PCs hoping to catch each one unaware. Since the Slasher is able to teleport when no one is looking at him, he will step into the adjacent room and vanish to the furthest guest room; he has each room memorized.

The young couple will act immature and argumentative, and return to their necking at the first opportunity. Their only purpose here is to set the scene, which means get killed by the slasher, and are annoyingly shallow and vacant. They will sneak off at the first opportunity and die screaming in some graphic manner when the characters are not present – they aren't real and their death is simply to help the movie on this floor be more dramatic.

The rest of the floor is unremarkable, although much more like a haunted house than a superhero base. Outside, the thunderstorm rages, booming and flashing, casting eerie shadows on the windows (which, if the PCs remember, were covered by curtains from the outside view). Also noteworthy is that it is actually daytime outside, but appears from this floor to be night.

THE THIRD FLOOR

This floor is a gleaming, science fiction masterpiece. At the top of the stairs is a set of doors, which open when the players draw near with a shushing sound. All of the doors are similar to this, and will open when anyone comes up to them with the intent to enter. Should anyone come equally close but just passing by or stop to talk, they will not open. Displays are spaced on the walls with a schematic of some structure that looks like a ship, writing and blinking lights on them. The halls are immaculate, with no dust or smudge to be seen, and light comes from some unseen source above.

At the doors to the Vault stand two gleaming armored figures with a single slot for an eye, a red light moving back and forth within the slot. These Chrome Robots will allow no one in, and brandish large, impressive energy weapons to make their point. The Chrome Robots will speak in monotone, deep and mechanical voices, informing the PCs that no one may enter "By his command." who "he" is will not be divulged. The Chrome Robots will not hesitate to attack, but will not leave their station.

For combat stats of the Chrome Robots, use the stats for the Target Android (page C34 in the Champions Hardcover), and add 8 PD and ED armor, 1D6 more damage, and Full Life Support. They are identical and lacking personality, like they were stamped out by the thousand, each Chrome Robot the same as the last.

Within the locked vault is Defender, Solitaire, and Obsidian, but each is unconscious within some kind of restraining field. The field is a Force Wall of 20 PD and ED, hardened, affects desolid, and prevents teleport through it. This is not intended to be completely impossible to break, just enough to prompt the PCs to find a different way to get to the Champions. The door to the vault is locked, requiring Cinema's palm and retina print, or a Security System roll at -4 and 5 minutes to bypass. The door and walls of the vault are an impressive 19 DEF and 11 BOD.

At the doors to the Storage room stand another two Chrome Robots, which act the same as the two at the vault. The door to the storage room is locked, with a -3 Security Systems roll to unlock, or Cinema's palm print. Within are two fellows in red nylon uniforms and black boots wielding what looks like garage door openers, or old TV remote controls. They are normals with a weapon that does 9D6 NND (defense being a force field) at +8 OCV and have only two shots each. These fellows will die dramatically from any successful attack that does any amount of body damage whatsoever, then fade away to nothingness.

Instead of the shelves in this room there is a console with impressive lights and readouts and many buttons and sliders, and on the opposite side of the room stands a platform with six circles in a hexagonal pattern on the floor and lights directly above each circle. This teleports Cinema wherever he wants to go and back, providing one of the red clad fellows is present to run it. With a Computer Programming roll at -4, a Security Systems at -4, or a Systems Operation roll at -2 and five minutes, the PCs can use the machine to teleport anywhere within the Homestead or city (except into the field holding the Champions). The teleport operation takes one turn to activate, and need not be from or to the platform, but will be unless otherwise specified. This is the only manner of teleporting into the Homestead through the field around it.

The restrooms are sleek and chrome like the rest of the floor, with high-tech looking stalls each with three seashells by the toilet. Their function is unknown even to Cinema.

The Gymnasium is simply a plain room with black walls, a yellow grid pattern on floors, wall, and ceiling. It seems to be high tech, but does nothing unusual. If Cinema manages to flee the PCs he will come here and activate a different movie – it can be any movie the GM is familiar with and enjoys but it should be recognizable at least in genre by the players, such as a western, and different from the others used.

The Weaponry lab has many odd devices of science fiction origin on shelves and large machinery standing in various places, none of which has a discernible purpose other than to look good. Terminals are at several places in the room, which do nothing but look very impressive. In the center of the room is a glowing column of glassy substance with rings all along the cylindrical form. The column runs floor to ceiling, four feet across, and hums impressively. If the 10 DEF 4 BOD device is destroyed, alarms and warning voices will sound all over the floor, steam will shoot out of various places in the room, the lights will switch to red throughout the floor, and one or two panels will harmlessly blow out of their place with a shower of sparks. After a minute, the column will reform, the alarms quiet, and the lights will return to normal.

Both the Criminology and Aeronautics labs are their appropriate labs, but the equipment has changed to very high tech-looking versions of their previous form. Each has a pair of the red suited fellows from the Storage Room, which will attack with their weapons when the PCs open the door.

The door to the Power Systems Lab is locked, requiring a -3 security systems roll to open it. On either side of the door stand Cyborg Hunters, and each will not allow anyone access to the lock. If the PCs do not attempt violence or try to unlock the door for one turn, then on an 8- Marilyn Monroe steps out to get food from the kitchen on the first floor. Each turn there is a chance this will occur (unless she is already out getting food or has been somehow incapacitated).

The Power Systems Lab has been completely transformed into a very plush, impressive looking lounge. A bar is tended by Tom Cruise in one corner juggling liquor bottles and working with Whoopie Goldberg in a large, very ugly hat. One wall is covered with screens showing classic movies of all kinds at once, and in place of the huge power plant shown on the map is a sunken area with couches and a large stuffed chair. Beautiful women from various movies move around the room, choose any given ten stunning women you think of (some suggestions are Anne Hathaway, Grace Kelly, Elizabeth Taylor, Theda Bara, Jennifer Connolly, Jennifer Aniston, Sandra Bullock, and Elle Macpherson, or whoever you personally find beautiful and desirable from history and most recent movies; all at their most beautiful, glamorous, and famous), but always including Marilyn Monroe. All of them are friendly, and most are directly attending to a suave looking figure in the stuffed chair. These women are not the actual actresses and models, they are the characters they played in movies, and as such do not act as ordinary women would. They are all very freindly with Cinema, and each will lounge around him affectionately. Sitting in this sunken love nest is Cinema, looking much like James Bond with a crisp, perfectly tailored tuxedo on. He's playing baccarat with three starlets when the PCs enter, and will greet them warmly. Cinema doesn't really understand how to play baccarat, but he'll make it clear that's what he was doing.

THE FINAL CONFLICT

If the PCs have been defeated by any of the movies Cinema set up, they will awaken in the Power Systems Lab being attended to by lovely movie stars. Any wounds have been attended to and if any PC has lost any Body, they find one point has been healed. Cinema is less impressed with the heroes than he will be if they walk in, but is still amiable, and will describe how they are a team with him in charge.

If the PCs do not attack, he will be friendly and happy, talking of how they will make a great team, and tell them all about how his great powers will lead them all to fame and fortune. His dialog will become increasingly monomaniacal, returning often to his power, his place in the universe, and how everything is a movie. He will use as much movie dialog and references as you can remember. Keep in mind that Cinema sees everything in terms of the cinematic world, and play that up in the character interaction. Cinema will gladly answer any questions the PCs have, boasting by describing his actions and plots.

He eventually will reach a point of mania that none of the PCs will be able to tolerate, even going so far as to detail death scenes for critics, speak of remaking unpleasant spots like libraries and political centers, and how every beautiful woman will be his. The GM should keep escalating Cinema's dialog until the players see no choice but to act to stop him – he really is insane and really is not fit for any freedom given his rather impressive powers.

If the PCs attack, he will complain of their treachery (all his power pool is in 25 Presence, 20 Comeliness, KS: Card playing 17-plus an 11 DCV and Danger Sense 14-, and has a dodge held, so the attacks should fail) and the girls will all vanish. Cinema's first action will be to change his power pool to Dark Lord mode as listed in his character sheet. He then will fight each character one at a time and deflect any energy attacks directed at him that he can. Cinema is not especially powerful, and his tactical sense is less than fully developed, so the PCs should have no trouble defeating him. Each turn, he will summon Cyborg Hunters until he is dropped. If things are going poorly, he will attempt to flee (radioing the transporter room for 'one to beam up' which takes a half phase). If he gets away, he'll be in the Gymnasium, above, completely healed with a new movie running.

THE PENTHOUSE

The high tech, science fiction theme continues in this floor. Slingshot, the Champions aircraft, is replaced by a simple boxy shuttle that is oddly different than the elegant curves and highly engineered decor of the top two levels. Five Chrome Robots are in the penthouse, and will attack anyone who attempts to enter the shuttle bay.

CONCLUSION

Should Cinema defeat the heroes, he will throw them all into the Vault and berate them until he gets bored, and then leave. He will remove all foci that he is aware of, except those that would compromise the PC's secret identity. Cinema wants these heroes to be his team, so is not interested in making them irreparably angry.

The force field can be defeated from the inside, especially if the PCs awaken the Champions, which is a matter simply making the effort. The field is not hardened from the inside, so any armor piercing attack of fair power (especially a killing attack) will knock it down, and it can be avoided by tunneling through the floor or ceiling. The Vault's walls have 19 DEF and 11 BOD, which although very tough can be defeated by a sufficient armor piercing attack. This has the drawback of alerting the entire base from the sound and impact, and also knocks a hole in the Homestead. The Vault its self does not affect desolid or teleport, so can be moved through with those powers.

If no method is available to the PCs, have Defender cannibalize his armor to build an "Alpha Polarity Phase Disrupter" out of most of it, making his focus useless in the process. It will need to be powered by one of the PCs attack forms (fire if there is a fire energy projector, etc.), or require the assistance of the team's gadgeteer, etc. In some way, escape should include a significant role of at least one of the PCs. This device will destroy the force field when properly used, burning up the gear in the process.

Cinema can be fooled by the team as well. If the PCs have an attractive female member she can try to seduce, or at the least make friends with him, which will succeed if the GM thinks it should. Cinema has a Psychological Limitation concerning beautiful women, so use an EGO roll if there is any question. They can also use any classic TV show shtick, such as mind control, joining his side since he's so cool, and anything that seems reasonable as long as it is from movies or TV. It is especially likely to succeed if they drop lots of cinematic references and use dialog from appropriate shows. His Psychological Limitation about movies is total, so he gets no EGO here, anything that seems plausible in his worldview he'll buy – once.

When Cinema is defeated, all floors of the homestead will return to normal, the field around the Champions in the Vault will drop, and Cinema will turn into a nerdy fellow again. He is not especially durable, so when he is reduced below 0 stun, he will stay down. The PCs can then deal with him as they desire. The Champions will awaken and join the PCs if they are not already there, and proclaim our heroes to be the new Champions. A public ceremony will follow in a few days, with a press conference and plenty of official pomp.

This adventure is worth a few experience, 2 each minimum, plus additional for good role playing. None of the opponents are very difficult for most groups to deal with (despite their gaudy point values), and the situation is fairly linear, requiring little actual street work. Good interaction with the NPCs especially the movie stars and Cinema is worth something, and anyone who goes out of there way to save the unsavable characters in the setting (such as the children in the fictional Day Care Center and the frisky young couple on the second floor of Homestead) could get additional experience.

NPCS OF THIS ADVENTURE

LANCE ENFIELD (Crime Reporter): The local papers keep up all appearances of being constant, bitter rivals, but the truth is that almost every reporter and editor between the two get along well. One of the exceptions to this rule is Lance Enfield. A thick, short man that at first glance looks to be fat, Lance is built like a brick. Although only 5'7" tall, Lance weighs over 220 pounds, and little of that is fat. He works out every day at Vic's Gym, an old boxing gym, and one of the few in town that has not sold out to the upper mobile aerobics crowd. As a result, Lance has a strength of 18 and +2 hand to hand combat, which he has had to use often in the past. Lance backs down from no one, and after 22 years of work on the crime beat, has a list of contacts as long as your arm. Lance is uncompromising and a fierce competitor, he will get his story if he has to destroy it to do so. Lance has won a Pulitzer for his coverage of the Champions when they crushed the Raven organization in the city. His hate for the rival newspaper is epic: he is rumored to keep a stack in his bathroom at home instead of toilet paper.

MARK FRIEZEN (Paramedic): Mark is over 50 years old, and has been in medicine for more than half of those years. He spent time in Iraq as a medic, and became an Emergency Department nurse in Memorial Hospital after returning from the war. He is writing a book about his experiences, but it is never quite finished as he keeps having new interesting experiences. The heroes will certainly be in the book, as this is the first appearance as a team for them. He is quick and businesslike in his work, the moves all well practiced, and tends to be impersonal to the patients as a result. Mark is nondescript; an average man who vanishes in a group like Joel stands out. His wife works at the Hospital as a nurse, and the two really don't see each other much, something that concerns him. His time in Iraq had a profound effect on Mark, but not for the worse.

JOSH MICKELSON (Fire Chief): Standing 6'2 and weighing in at 290 pounds, Josh is the Fire Chief for the city the PCs are in, and takes his job very seriously. He sports a grizzled peppery beard and thinning hair, but despite his weight is in good condition for a man in his late forties. An easygoing fellow, Josh is a devout scholar of the Civil War when he's off work, and one of the city's biggest baseball fans. But on the job, he is deadly serious. His biggest concern is safety of the men under him, and is constantly working on procedures and techniques to make their job less dangerous. His second concern is false alarms. It is very expensive to scramble the fire fighters, and this expense could be better spent on upgrading equipment and training the men. Due to this, he is not likely to take the fake burning building lightly. Josh

is also very critical of the Mayor's pressure for equal opportunity hiring, and lets everyone he knows hear about it. In his opinion, any female fire fighter endangers the men around her.

ERIC SCHMIDT (Police Detective): Eric is a very thin blond man, almost 6'6" tall, but despite this does not seem weak. He is one of those men who exudes strength and confidence, which contributed to earning a detective rank at age 28. Eric is a calm, rational fellow whose contemplative method seems to get results faster than other, more fierce and confrontational detectives. He is not especially good with his pistol, but rarely has to use it. Eric is a very skilled detective, and although is otherwise a normal policeman with 14-deduction and 14- conversation. With these tools, it is a matter of time before he finds the information he needs. In a campaign, Eric would be the cop that knows anyone's identity, but is not likely to divulge this to anyone but that PC. He is an excellent resource for the team if they can't get past a mystery and although like most cops he does not like vigilantes much, he is bright enough to understand their need.

JOEL SIENKOWICZ (Paramedic): Joel is new to the paramedic work, just graduated from the Junior College in town. He is still not totally aware of procedure, and is queasy at some of the scenes they have to work. Like most paramedics, he is in excellent physical shape, and on his days off trains for the City Triathlon held once a year. A tall, good looking blond fellow, Joel is one of the reasons Cassie Tranh (see below) signed up for the ride along in this squad. Joel is quiet and withdrawn around heroes, they awe him somewhat, and he will stay in the background. However, his height and looks (and 18 presence) make it impossible for him to just stay unnoticed. Joel is the kind of guy who will be likely to stay in danger just to help someone in need, requiring the heroes to rescue him. On the other hand, he is also the one most likely to run in and patch up a hero who gets hurt badly, ignoring the energy blasts sizzling overhead.

CASSIE TRANH (Nurse): Nurses at Memorial Hospital must do a ride-along in the Paramedic vans which cycles through the staff, providing the Paramedics with a registered nurse at any given time out. Cassie signed up for Joel Sienkovicz's van because her first encounter ended up with them almost on a date. A family emergency of Joel's cut this short, but she intends to follow up on their interest. She has no family in the United States, and is unsure of her family's fate in Cambodia. In fact, all but her brother are victims of the brutal Kmer Rouge regime, but she has no contact with him. She assumes he is dead, and to forget has assimilated so much into American culture that she has forgotten much of her former language. If a PC was to find her brother Vinh and bring him out of Cambodia, she would be eternally indebted to that character, but unsure what to do, since she can't afford to support him, and since Vinh is only trained in farming, he'd have a tough time finding work. Cassie is small and thin like most Cambodians, in her early thirties, and has very short cut black hair for simple maintenance. She has no accent, and blends into other Americans effortlessly.

ARIE VAN ECK (Cameraman): Arie runs the camera for most remote reports, and he is often teamed up with Molly Yearling, below. A quiet and shy man, Arie is in his early twenties, filming news because work in Hollywood is so hard to find. He is originally from Holland, one of the increasing number of Dutch West Indies blacks that live there, and speaks Dutch, Spanish, English, and several street dialects, since he both enjoys and learns languages quickly. Arie is short, only 5'9, but is not defensive about it, rather he has a deep repertoire of short jokes he'll share if he warms to a person. Arie tends to stay behind his camera, and gets film of everything around him. If the PCs need some hard evidence at a scene, he is a good choice for the footage.

MOLLY YEARNING (Reporter for TV): The local news channels have a wide variety of street reporters they use, and this rotates through the year as new ones sign on and others leave. The street work is hard, requiring the reporter to stand in blizzards, fires, and other treacherous conditions and look good on camera. Molly is 20 years old, a plain brunette with large dark eyes who just happens to look better on camera than in person. Just out of journalism school and determined to make it to the position Connie Chung (her idol) has achieved, Molly is driven like only a career climber can be. But this has not affected her personality as it does many; she is not fixated on work, and is rather pleasant to be around – assuming you can find her off work. Molly has little personal life, as it has been spent working on the school newspaper and writing to editors since the 7th grade, then working at the station after graduation. She will not use crass techniques to get information from the PCs, she will not violate their privacy, nor ask embarrassing questions. As a result, she has been relegated to covering traffic jams and fires, but

perhaps over time her style will earn the respect and trust of enough people that she can work her way up to better positions.

CYBORG HUNTER

Val	Char	Cost
30*	STR	20
18	DEX	24
28	CON	52
14	BOD	8
10	INT	0
11	EGO	2
18	PRE	8
10	COM	0
18*	PD	12
18*	ED	11
4	SPD	12
11	REC	0
56	END	0
41	STN	0

*Includes Density Increase

Cost	Powers	END
7	Density Increase 1 level (-1" KB, 200KG weight) always on, 0 END, persistent	0
15	5 PD, ED armor	0
15	25% Damage Reduction PD, resistant	0
15	25% Damage Reduction ED, resistant	0
15	Automaton power: Does not bleed	0
5	Lack of Weakness	0
27	Life Support (Does not breathe, protected from radiation, temperature extremes, immune to disease aging, need not eat nor excrete)	0
5	Infrared Vision	
5	Ultraviolet Vision	
3	Ultrasonic Hearing	
6	+2 OCV with weaponry	
10	Regeneration 1 BOD/turn (Extra Time, one minute activation only)	0
9	Images (-3 Perception) vs hearing, self only, only to change voice to other human voices no range, zero endurance	0
10	+5" running (11" total)	1
2	+2" superleap (7" leap)	0
3	Familiarity with small arms, explosives	
3	Combat Driving (13-)	
3	Combat Piloting (13-)	
6	Transport familiarity (all ground, air, and water vehicles)	
5	Systems Operation (12-)	
27	Taser (5D6 Energy Blast), NND (defense is heavy clothing or force field, or electrical powers), Continuous, OAF, 4 Charges Continuing 1 turn each, 4" Maximum range	0
25	Multipower (50 point pool) OAF (ARMSCOR)	
2 u	10D6 Energy Blast, OAF, 6 Charges, Fixed (cannot be bounced, spread, or dice varied)	0
1 u	3D6 Hand to Hand Attack (9D6 with STR)	1

100+ Disadvantages

25 Follows orders of creator (VC/T)

- 25 Never gives up, never quits (VC/T)
- 10 Distinctive (famous movie character cancelable, extreme reaction)
- 15 Reputation (killing machine 11-, extreme)
- 203 movie cyborg bonus

OCV: 6; DCV: 6; ECV: 4; Phases: 3,6,9,12

Costs: Char Powers Total Disadv Base
 149 + 229 = 378 = 278 +100

Background: Built by a computer complex gone berserk as a killing machine to hunt humans, the Cyborg Hunter is a very durable robot skeleton under human flesh.

Personality/Motivation: Soulless killing machines, the Cyborg Hunter never quits, never gives up, never sleeps, ever, until the target is dead. Their only motivation is that which their controller commands.

Quote: "I'll be back..."

Powers/Tactics: Subtle as a train crash. Cyborg Hunters use only what subterfuge as is necessary to reach and kill their target. For example, if their target is under police protection, the Cyborg Hunter would attempt to use standard procedures, and if those fail, would then drive a car into the station and kill everything it meets. Cyborg Hunters use any weapon they can access, even their crushing strength, but in this scenario will use non-lethal weaponry.

Appearance: Cyborg Hunters look like normal, if rather large human beings of either sex. Whether due to some style build into their system or some quirk of fate, they tend to wear dark, dangerous looking clothing. Should the robotic endoskeleton be revealed (takes half BOD or more), the Cyborg Hunter looks like a chrome skeleton with mechanical muscles and staring, red eyes.

XENIFORM QUEEN

Val	Char	Cost
30*	STR	5
15	DEX	15
28	CON	36
15*	BOD	4
10	INT	0
14	EGO	8
28	PRE	18
2	COM	-4
15	PD	12
15	ED	9
4	SPD	15
9	REC	0
56	END	0
37*	STN	0

*Includes Growth

Cost	Powers	END
20	Growth (3 levels, -3" Knockback, 800 kg wt, +2 to others perception) always on, 0 Endurance,	
0		
	Persistent	
10	Clinging	0
15	5 PD, ED armor	0
20	1 1/2D6 HKA (3D6+1 HKA with strength)	2
19	Life Support (Doesn't breathe, Immune to temperature and pressure extremes, radiation)	0
40	Invisible to Infrared Vision (Always on, 0 Endurance cost, persistent)	0
15	30 Presence (defensive only)	0
30	Acid Blood (1D6 RKA) No range, only if takes BOD, damage, 0 Endurance, Persistent, Penetrating, Continuous, Uncontrolled, One turn maximum time	0
3	Deduction 11-	

10 +2 Hand to Hand

100+ Disadvantages

- 25 Horrific alien creature Not Concealable, Extreme reaction
- 20 Relentless and driven (VC/S)
- 15 Protective of eggs (C/S)
- 15 Vengeful C/S
- 125 Xeniform bonus

OCV: 5; DCV: 3; ECV: 5; Phases: 3,6,9,12

Costs: Char Powers Total Disadv Base
118 + 182 = 300 = 200 + 100

Background: Where the Xeniforms came from is an area of dispute. Some think they are biological weapons, made by a lost race and gone berserk, some think they are simply a horrific alien race. Whatever the origin, they have spread to planets by infesting travelers and in crashed ships with thousands of eggs in a stasis field. The queens form from the first egg to hatch, and develop stronger, larger, and smarter than all the other Xeniforms. Males are rumored to be smaller and faster, and much smarter than the other Xeniforms, but they are very rare.

Personality/Motivation: Like a bee or ant queen, the Xeniform queen is relegated to a lifetime of laying eggs after the hive is started. Their only motivation is propagation of the species, and if their eggs are harmed, the queen will endure all manner of hardship to destroy the responsible party.

Quote: (a Hissing gasp, the Xeniform have no language)

Powers/Tactics: Seek and destroy. The Queen will not be very ambulatory after their egg laying begins, as an enormous, egg-filled sac forms from their abdomen and is anchored to the egg chamber by the other Xeniform in the hive. This sac is not a permanent part of the queen, however, and may be shed in great need. The Acid Blood of the Xeniform actually ends up being their most dangerous aspect, as it breaks down anything it lands on at the molecular level. It eventually dilutes, and loses its properties if enough volume is dissolved.

Appearance: While the ordinary Xeniform are ghastly and humanoid, the queen is enormous and almost elegant in her horrific form. When first in adult form, the queen is nearly indistinguishable from the normal Xeniform. In this stage, she is identical to the Xeniform character below, with 14 INT. But once fertilized and able to lay eggs, she undergoes one last transformation. With a more insectoid body and large, ornate crest, she is impossible to mistake for an ordinary Xeniform in this final form.

XENIFORM

Val	Char	Cost
20	STR	10
18	DEX	24
15	CON	10
10	BOD	0
10	INT	0
10	EGO	0
23	PRE	13
2	COM	-4
10	PD	6
10	ED	7
4	SPD	12
7	REC	0
30	END	0
30	STN	3

Cost	Powers	END
10	Clinging	0
8	Running (+4")	1
4	Superleap (+4")	0

15	5 PD, ED armor	0
20	D6+1 HKA (2 1/2D6 HKA with strength)	2
19	Life Support (Doesn't breathe, Immune to temperature and pressure extremes, radiation)	0
40	Invisible to Infrared Vision (Always on, 0 Endurance cost, persistent)	0
15	30 Presence (defensive only)	0
30	Acid Blood (1D6 RKA) No range, only if takes BOD damage, 0 Endurance, Persistent, Penetrating, Continuous, Uncontrolled, one Turn maximum time	0
5	Stealth 14-	
5	Concealment (12-)	
100+	Disadvantages	
25	Horrorific alien creature Not Concealable, Extreme reaction	
20	Relentless and driven (VC/S)	
15	Obey queen (C/S)	
10	x 1 1/2 from Knockback	
82	Xenofom bonus	

OCV: 6; DCV: 6; ECV: 3; Phases: 3,6,9,12

Costs: Char Powers Total Disadv Base
81 + 171 = 252 = 152 + 100

Background: Where the Xenofoms came from is an area of dispute. Some think they are biological weapons, made by a lost race and gone berserk, some think they are an alien race that was used for a weapon by other races. Whatever the origin, they have spread to planets by infesting travelers and in crashed ships with thousands of eggs in a stasis field.

Personality/Motivation: Although occasionally they seem to be cruel or crafty, the Xenofoms usually show no more motivation than an ant. Each stage in the form's life does it's job, and little else. The Xenofom literally goes into a deep sleep if no targets present themselves.

Quote: (a Hissing gasp, the Xenofom have no language)

Powers/Tactics: Seek and destroy. Able to rip apart metal walls, scuttle into tiny spaces, and conceal themselves, the Xenofom come out of nowhere and surprise their target if hunting alone, and in groups they simply swarm over the targets like army ants. Fearless and unconcerned with death, Xenofom pursue their targets relentlessly. The Acid Blood of the Xenofom actually ends up being their most dangerous aspect, as it breaks down anything it lands on at the molecular level. It eventually dilutes, and loses its properties if enough volume is dissolved.

Appearance: The Xenofom is alien and frightening. With a long, eyeless head and hinged jaw, long, clawed hands, and vaguely bipedal form, the adult Xenofom looks just human enough to haunt your dreams.

XENOFOM LARVA

Val	Char	Cost
12	STR	2
17	DEX	21
15	CON	10
10	BOD	0
10	INT	0
10	EGO	0
23	PRE	13
2	COM	-4
7	PD	5
7	ED	4
4	SPD	13
7	REC	0
30	END	0
25	STN	1

Cost Powers

		END	
27	Shrinking, 2 levels (+6" Knockback, +4 DCV, 18" long, 1.6 KG weight) always on, 0 END, persistent		0
15	Drain 1D6 STN, continuous, 0 END, recover every five minutes, Concentrate full time at 0 DCV, only after grab.		0
10	Clinging		0
9	3 PD, ED armor		0
19	Life Support (Doesn't breathe, Immune to temperature and pressure extremes, radiation)		0
40	Invisible to Infrared Vision (Always on, 0 Endurance cost, persistent)		0
15	30 Presence (defensive only)		0
30	Acid Blood (1D6 RKA) No range, only if takes BOD damage, 0 Endurance, Persistent, Penetrating, Continuous, Uncontrolled, one Turn maximum time		0
13	1D6 RKA (No Range, Persistent, Continuous, 0 END, Uncontrolled, Concentrate 0 DCV, Must attach to face, Delayed Effect, Attack vs Limited Defense (hardened PD))		0
18	8D6 HTA, usable only with move through, 10D6 with STR, only to hit face		0
15	+15 STR Grab and hold only, 0 END, persistent, linked to HTA		0

100+ Disadvantages

- 25 Distinctive Looks (horror movie villain) Not Concealable, Extreme reaction
- 25 Single purpose VC/T
- 20 Mindless C/T
- 15 Limited Manipulatory ability, Frequently, greatly
- 91 Xeniform bonus

OCV: 6; DCV: 6; ECV: 3; Phases: 3,6,9,12

Costs: Char Powers Total Disadv Base
 65 + 211 = 276 = 176 + 100

Background: Where the Xeniforms came from is an area of dispute. Some think they are biological weapons, made by a lost race and gone berserk, some think they are an alien race that was used for a weapon by other races. Whatever the origin, they have spread to planets by infesting travelers and in crashed ships with thousands of eggs in a stasis field.

Personality/Motivation: Larval Xeniforms exist for one purpose: to infest a target and grow within it until reaching maturity. This takes but a few days, at most, and the new form exits through the torso of the victim (the delayed AVLD attack).

Quote: None. Makes squishy noises as it moves.

Powers/Tactics: Leap upon a target and render it unconscious. Infest it and cling until the infestation is complete. This is the only tactic the Larvae will ever engage in. The Acid Blood of the Xeniform actually ends up being their most dangerous aspect, as it breaks down anything it lands on at the molecular level. It eventually dilutes, and loses its properties if enough volume is dissolved.

Appearance: The Xeniform is alien and frightening. It is best described as a combination of the worst aspects of a crab or spider and an octopus in a fleshy beige color.

CINEMA

Val	Char	Cost
8	STR	-2
14	DEX	12
10	CON	0
8	BOD	-2
14	INT	4
18	EGO	16
13	PRE	3
10	COM	0

3 PD 1
 3 ED 1
 3 SPD 6
 4 REC 0
 20 END 0
 20 STN 3

Cost Powers

END

- 124 Power Pool 75 points (personal changes), 0 phase action, restricted types of powers (cinematic) var
- 350 Multipower (Summoning) 250 points), 0 END
- 35u Summon 850 point creature of a variable group (movie and TV characters and creatures). 0
- 17u Summon 300 point creature of a variable group (movie and TV characters and creatures, up to 4 at a time.
- 135 Elemental Control—alteration powers
- a-77 Transform (major, summoned creature to slave) 12D6, 0 END, linked to multipower, only 0 creatures Cinema summons
- b-240 Transform (major, 15D6) area effect any area, 1/2 END surroundings to movie setting of desired. 12
- 7 Mimicry 14-
- 5 Acting 13-
- 3 Oratory 12-
- 3 Conversation 12-
- 10 KS: Movies (pool control skill) 19-
- 10 KS: Television (also used for control skill) 19-
- 100+ Disadvantages
- 25 Fixated on movies and Television VC/T
- 15 Fascinated, distracted by beautiful woman C/S
- 15 Vengeful C/S
- 10 Insane (bought as a physical limitation, because it is not something he has a choice over) Frequently/Slightly
- 5 Vulnerable to movie or TV based mind controls, x1 1/2 effect
- 10 Public ID (Milon Carstairs)
- 1015 Villain Bonus

OCV: 5; DCV: 5; ECV: 6; Phases: 4,8,12

Costs: Char Powers Total Disadv Base
 78 + 1037 = 1115 = 1015 + 100

Background: Milon Carstairs is a simple man of slight stature and unimpressive appearance. Always a simple child, he showed signs of intelligence, but always seemed to be in a fantasy world. His grades were poor, his reading habits terrible. Then Milon's life changed when he went to see a movie: Goldfinger. Suddenly the world made sense, suddenly he understood it all! Milon snuck out to go to the local Drive-In Theater every night, and watched TV all day while his parents were out working. As he matured, he discovered that he could actually make things he saw on television come to life. Soon, at the age of 17, he left home, and used his new abilities to give him whatever he desired; a home, a movie theater, televisions, anything. One day, he saw the Champions on TV in the syndicated series based on their career. This, he decided, was his destiny. When the Champions sent out the word they were retiring, Cinema was one of the first to interview.

Personality/Motivation: Cinema now almost totally lives in a world of movies and television. He creates anything he wants, from food (watching some cooking program) to products (any given advertisement), to

friends (hmm today I'll have dinner with Ben Kingsley as Gandhi). Milon lives the life of a hermit, creating friends and lovers to keep him company, but has little actual outside experience. His social skills are very limited, and Milon interacts with other people strictly through clichés and movie quotes. Milon's only other strong characteristic is that he deals very poorly with defeat and mockery, and will do his best to defeat the person or people that mocked him.

Quote: "Make my day" (or any other famous movie quote)

Powers/Tactics: Cinema is really unaware of how powerful he is. A vastly powerful reality manipulator, Cinema has the ability to not only create copies of movie creatures and characters, but to remake his reality to that of a given set. This power is built as a transform, which covers 33 hexes of any configuration he desires. Most of the transforms are countered by rendering Cinema unconscious, all of them vanish when dispelled or after a week of Cinema's inattention. These are not illusions – they are actual reality until removed. Cinema's summon is more specific than ordinary summon effects work, it is able to pull individual personalities out of movies, as long as they are not too powerful a character (for instance, he can create Indiana Jones, but not Superman or Darth Vader). This is a game effect that allows the GM to create specific characters from movies (such as Sherlock Holmes), and should be used only to advance the plot. The summon is powerful enough to summon any creature in the Hero Bestiary and its built so that the summoned target is pliable and servile to Cinema. He is one of the world's most complete movie scholars, there is very little he has not watched. Also a very skilled mimic and actor, he is able to impersonate any actor, and delivers movie lines with perfect pitch and timing.

Appearance: Milon looks like an unremarkable man in his late thirties, not in good shape, and not especially attractive. When interacting with other people, however, Cinema will make himself look like suave, impressive actors (such as Clark Gable, Sean Connery, Timothy Dalton, or Cary Grant), or just increase his Comeliness and Presence so that he looks like a movie star version of himself. Cinema wears no ordinary costume like most villains, he appears as the moment (and movie) suits him.

POWER POOL SUGGESTIONS

Cost	Power	END
GAMBLER MODE (all 75 points)		
12	25 total presence	0
5	20 total comeliness	0
8	KS: Card Playing 17-	
25	+5 DCV	
25	Danger Sense (any attack, 14-)	
DARK LORD MODE (all 75 points)		
20	Armor (10 PD, ED) OIF armor suit	0
14	+10 PD, ED OIF armor suit (total 13 each)	
8	+4 Dexterity (does not affect figured characteristics)	0
16	Missile Deflection any attack (gestures) he 'catches' the attack in one hand, casually	0
11	Hand to Hand killing attack (1D6, penetrating), OAF laser sword, D6+1 with Strength	0
6	Telekinesis (6 STR) concentrate ½ DCV used primarily for retrieving his laser sword or tossing small objects around to pummel the PCs.	1
MARTIAL ARTS MASTER MODE (all 75 points)		
27	+9 DEX (total 23)	0
19	Speed total 5 (+1.1)	0
4	Martial Block	0
4	Martial Strike (4 1/2D6)	0
3	Martial Throw (3 ½ D6)	0
4	Martial Dodge	0
4	+1 Damage Class all martial arts	0
1	Weapon Group (karate weapons, open hand)	
2	KS: Martial arts 11-	
3	Acrobatics 14-	
6	2 levels Martial Arts	

These are given for the GM to use in the scenario. Any powers Cinema gives himself will be at least strongly influenced by movies or TV, and will usually be a package, rather than a variety of unrelated powers. Other possibilities include a weak superhero, boxer, or even a horror creature like a vampire. Due to his limited power pool, none of these are as effective as they could be, and this represents Cinema's limited understanding of the subjects copied.

SLASHER

Val	Char	Cost
25	STR	15
19	DEX	27
18	CON	16
15	BOD	10
10	INT	0
18	EGO	16
25	PRE	15
0	COM	-5
5	PD	0
5	ED	1
4	SPD	11
10	REC	2
36	END	0
40	STN	3

Cost Powers

Cost	Powers	END
34	Teleport 10" (only if not observed -1/2) Extra Time full phase; 8 floating locations	0
60	75% Damage Reduction, resistant PD	0
60	75% Damage Reduction, resistant ED	0
16	Regeneration 1 Body per hour, resurrection	0
16	+16 Recovery, only when unconscious	0
10	1D6 HKA (OIF gloves, 2D6 w/STR)	1
5	UV vision	0
30	Full life support	0
40	Invisible to sound, 0 END cost	0
9	Stealth 16-	
5	AK: Area haunting 14-	
100+	Disadvantages	
20	Toys with victims VC/S	
20	Complete lack of concern of human life C/T	
25	Always attacks from surprise VC/T	
20	Distinctive Looks (horror movie villain) Concealable, Extreme reaction	
5	Appears Dead to medical examination Infrequently, Slightly	
186	Villain Bonus	

OCV: 6; DCV: 6; ECV: 4; Phases: 3,6,9,12

Costs: Char Powers Total Disadv Base
 131 + 245 = 376 = 276 + 100

Background: The background of a slasher is always some unlikely combination of horrific events that form the child into a twisted evil thing. Often, supernatural events weave into this childhood producing an

inhuman, unkillable thing that keeps returning to the scene of the crime, killing and killing endlessly. Even if Temporarily defeated, in seemingly final ways, the slasher keeps coming back.

Personality/Motivation: The slasher has little personality. It is a force of death, an unstoppable entity that personifies violent doom. The slasher will only strike from surprise if possible, and will vanish if this fails, to strike again. Occasionally, the slasher will terrorize the target of his affections by revealing dead friends and companions, and seems to delight in killing couples that are being affectionate. Feminine nudity in particular attracts the Slasher's special attention.

Quote: None. The slasher never makes any noise at all, literally (see powers).

Powers/Tactics: Almost impossible to stop for mere mortals, even a superhero would be hard pressed to slow down this creature. Able to vanish when not directly observed, and extremely aware of the area he haunts, the Slasher will move about like a wraith, silent and always where you least expect him. He wears gloves with blades attached to them for his attack, although the Slasher will also use any handy lethal item, such as a signpost, fireplace poker, cleaver, etc. He is loath to use the same technique twice, except the glove. Even when apparently dead, the slasher will pop back up. If harmed enough, the slasher may take days to recover, but will be back. GMs should note that he is built so that any given character has a reasonable chance to stop him eventually, but all will find it difficult due to the damage reduction.

Appearance: The Slasher wears dark, tattered clothing that is dirty and burnt from previous attempts to slay the thing. His burnt, rotting face is covered with a mask of some sort which varies by each encounter. And on his hands are the dread bladed gloves.

THE GHOST

Val	Char	Cost
0	STR	-10
11	DEX	3
0	CON	0
10	BOD	0
10	INT	0
18	EGO	16
25	PRE	15
0	COM	-5
5	PD	15
5	ED	15
2	SPD	11
4	REC	8
10	END	5
0	STN	0

Cost	Powers	END
315	Variable Power Pool (Ghost powers, 100 point pool), affects solid world, limited to typical ghostly powers only (see below). Uses END reserve	var
60	Elemental Control—Ghostly powers	
a-40	Desolidification (immune to mental powers) vulnerable to magic. 0 Endurance, Always on, persistent	0
b-40	Invisibility (no fringe, vs sight and hearing groups, smell, and taste). 0 Endurance, Always on, persistent	0
28	Flight 7" 0 Endurance	0
10	Endurance Reserve (200 END, 1 REC, recovery per 5 min) used by Power Pool only	0
15	Automaton Power: Does not bleed	0
60	Automaton Power: Takes no stun, loses no abilities as BOD is lost	0
30	Full Life Support	0
4	KS: Scary things 13-	
5	AK: area haunted 14-	
19	Haunting (EGO based) 20-	

- 100+ Disadvantages
- 25 Actions dictated by circumstance of formation VC/T
- 20 Reputation spooky ghost 14-, extreme
- 20 Distinctive Features terrifying mystical creature extreme, not concealable
- 10 Vulnerable to holy attacks, x2 STN and BOD
- 15 Susceptible to holy areas and substances, 1D6 per phase
- 479 Ghostly bonus

OCV: 5; DCV: 5; ECV: 6; Phases: 6,12

Costs: Char Powers Total Disadv Base
 73 + 596 = 669 = 569 + 100

Background: Ghosts form for a variety of reasons; to avenge a horrible deed, to atone for some act of dread, or to give some kind of message to others. Ghosts are said to be the spirits of dead people with some unfinished task that makes them cling to this world long enough to complete it. Once the task is done, they may rest and are gone forever. In the case of simple rage for a horror wrought on their physical form, the ghost may need to be destroyed to send it away. Unlike the other creatures summoned by Cinema, the Ghost is not modeled after any specific movie creature, rather an amalgam of ghost movies he has seen.

Personality/Motivation: Ghosts have only the motivation to complete their task, whatever that may be. They are compelled only by this task, and it is determined by their formation. In this scenario, the ghost is compelled to trouble the PCs in any way it can, preferably by scaring the pants off of them.

Quote: Ghosts cannot interact with the physical world in any possible way without using their ectoplasmic powers, but may use images to sound spooky, such as a groan or chains clanking.

Powers/Tactics: The Ghost is completely cut off from the physical world. It is able to interact with the world only by using ectoplasmic power, which it must store up over time, represented by the END reserve and power pool. The power pool has affects solid on all the powers it uses, which is very very powerful. GMs should note that the Ghost cannot perform any direct attacks (other than illusions and mind control) with the pool, since the ghost will use only those powers which are typical of a haunting spirit. Telekinesis is possible, but only for simple effects such as moving items and changing apparent gravity in an area. A list of sample powers is given below for GM use, it should be kept in mind that the ghost is not meant to be a master villain, rather a very flexible servant. Once the END reserve is used up, the ghost is unable to interact with the world in any way and waits for it to return. Since this takes over a month to totally recover, the Ghost is not a feasible Master Villain in any case. None of the powers should take reduced END cost since the spirit must use part of it's essence to affect the real world. The Ghost is very familiar with that which frightens people, and if needed will use telepathy to pull out the best effect. The Ghost is very vulnerable to holy attacks, and if one can actually affect the desolidified form, it will likely slay the spirit utterly. This is only possible by magical, spiritual based attacks or ones that affect desolid.

Appearance: None. The ghost only has an appearance if the PC is able to actually perceive it through some unusual sense, and this usually will register as a menacing force or entity. Since the invisibility does not cover all of the smell or taste sense group, creatures like dogs can sense it's presence. The Ghost will, however, create all manner of horrific sights and alleged presence by images and mental illusions.

SUGGESTED GHOST POWERS FOR POWER POOL

Cost	Powers	END
90	Mental Illusions (9D6) Area Effect: Radius	18
98	Mind Control (15D6) Telepathic effect, only to take over the mind of the target	24
87	Images (sight, hearing groups, smell, taste), -6 Perception roll (this is INCREDIBLY believable, and well combined with a telepathic search and telekinesis to simulate contact)	18
90	Telekinesis (30 STR) affects whole body, Area Effect: Any area with x4 area (52 hexes) switch gravity, cannot target objects within the area, only the entire contents.	20
112	Telepathy (12D6)	22
112	Mental Illusions (12D6)	22
60	+70 Presence, only to make presence attack, costs END	21

The GM should avoid powers such as ego attack, drain, energy blast and other direct damaging effects. The best the Ghost can really do is make the PC so terrified that he actually leaps to his death, or conjure images so terrible that they can kill (not likely with the group shot, but the individual Mental Illusions could work on most normals). Care should be taken not to make the ultimate power with this titanic pool, but to scatter enough effect so that the PCs are left gasping at the fearsome presence. In particular using the telepathy to find a frightening thought, then images with the presence attack to bring this nightmare to life can be effective.

The Ghost's write up makes it look like an immensely overpowering creature, and it could be, except the pool is limited to specific effects and the Ghost will quickly run out of endurance. This is a case of a creature that requires a great many points to be able to simulate an effect the GM needs. As a PC it would be wildly over powered, especially in the hands of a clever player.

OTHER SHORT ADVENTURE IDEAS

One of the realities of Superheroic life is that no event in the PCs life is without deeper significance. At any given time, a seemingly ordinary event may explode into some outrageous adventure. And certainly no event such as the installation of the heroes into the Champions will pass without event. The presence of some of the old Champions, celebrities, and local VIPs such as the mayor, governor, and police commissioner will prove irresistible to the forces of evil. Viper is a long time enemy of the Champions, they might feel compelled to get involved. Perhaps other hunted decide this is their moment to humiliate and capture that pesky hero. If all of them show up at once, chaos would soon result, and the PCs have a chance to look good on camera, or fail and have to redeem themselves later.

The Slasher is a very powerful force, and due to his mystic fictional origins may be an actual presence. When everything else vanishes, perhaps the Slasher does not. Perhaps he wanders off and finds a new haunt. The return of the Slasher is a fearsome thought, since he will then begin to kill off actual people instead of Cinema's creations, and may be very difficult to track down. Cinema will be able to shed light on the monster, since he created it (or thought he did...). If players are decent to him, and did not taunt Cinema, he will give them some pointers on the Slasher. For instance, the Slasher will stick to a certain area, he can only teleport if you are not looking, and that he likes to kill frisky teens and naked women (which might be useful for setting a trap). Cinema will be delighted that his creation is running around independent, but will not be against stopping it, after all, that's what you are supposed to do in a horror movie!

If the PCs made fun of Cinema, or treated him poorly, he will be very angry and decide to make a point defeating them. Stronghold or a similar place will be ill-prepared to deal with Cinema, since his power level is unclear - even in a drugged sleep, Cinema dreams, and his dreams come true. At any useful point, he can teleport out and take his revenge. Possibilities include some enormous monster out of a Japanese movie to rampage across the city, a horde of dinosaurs, or even a dragon (from the movies *Dragonslayer* or *Dragonheart*, of course). The Hero Bestiary has a large number of useful creatures to use for this. Cinema will be nearby to see the PCs fail to defeat his creation, and if they win in a sufficiently interesting way, he might forgive them. Finding Cinema might be difficult for the team, and he is likely to escape. Cinema won't destroy the entire city, just enough to make the PCs look incompetent, then later show up on a talk show to brag about it. Even if he has to create the show himself - Jack Parr, perhaps.

Cinema's ability to create movie and television objects and characters may be useful to the team at some point. Perhaps a detective is needed, such as Phillip Marlowe (played by Robert Mitchum) or Sam Spade (played by Humphrey Bogart), or even Basil Rathbone as Sherlock Holmes. Or an army is needed quickly, one that is expendable—sounds like a job for *They Were Expendable* or *A Bridge Too Far*. Perhaps a villain gets influence over Cinema and uses him to create agents. These agents are unwaveringly loyal and instantly replaced, need never be paid, and have the added bonus of being stylish (have Bogie and Cagney rob a bank, or Redford and Newman run gambling for you!). An aspiring businessman may even decide he and Cinema can go into business with a chain of hollywood-themed restaurants, complete with old hollywood workers. Eventually, Cinema would tire of this, and go to other

schemes. Perhaps a contract was involved, could the heroes get Cinema for breach of contract? While hardly as sexy as beating on Terror, Incorporated, it's just as illegal as terrorism. At the very least, the relatives or estates of dead actors and actresses, or even the actual persons would be annoyed at their misuse.

Cinema's vast power is regulated by his fixation of movies and television, and this limits the power level of his power pool and transforms. Perhaps part of a stay in Stronghold includes sessions with a psychiatrist. Perhaps this doctor manages to help Cinema past his fixation as a step to a cure. This could result breaking his mind free to full reality manipulation; doubling Cinema's power pool, and increasing the area of his transforms by any amount desired. Now, instead of only being able to reshape reality into movies, Cinema is able to do literally anything! Already a power level equaled by few villains, Cinema would be in a position to take over the planet. The PCs might find themselves temporarily allied with the likes as Malachite, Doctor Destroyer, and Lord Dire. Perhaps only the Infinite Man is able to help (and in the process become self-aware, and even more dangerous than Cinema).

The base has just undergone a variety of reality warping, and this may have lasting consequences. Perhaps the ghost may return, or some magical invasion could stage from there, where the "fabric of reality" was so sorely tested. A horror, long trapped by mages in the misty past may break through into the base, convenient for the PCs, (no commute) but likely hard on the structure of the base. Every anniversary of the Cinema event may become a night of some weird occurrence for the base, something only a mage might be able to prevent from continuing. The PCs may even begin to look forward to their annual weirdness.