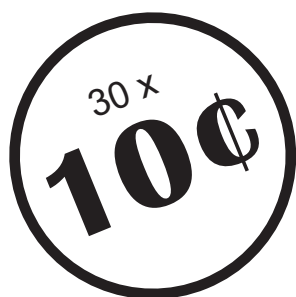


FOUR FIENDS

STEVEN S. LONG

FOUR FIENDS



A Hero Plus Adventure for

PULP HERO

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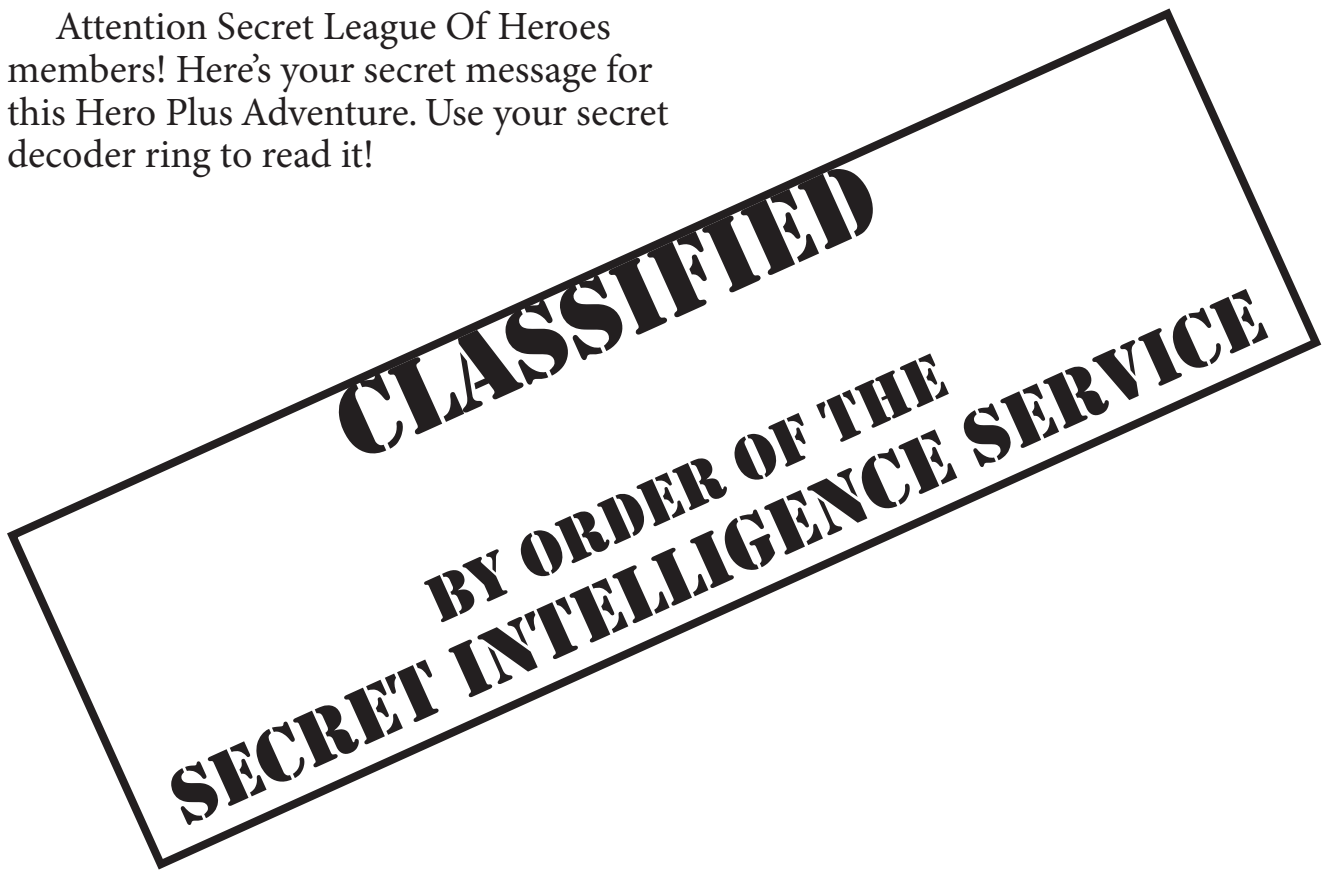
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YOUR SECRET LEAGUE OF HEROES ENCODED MESSAGE!

Attention Secret League Of Heroes members! Here's your secret message for this Hero Plus Adventure. Use your secret decoder ring to read it!



AGENT VALKYRIE

HERO PLUS ADVENTURES

Four Fiends is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format (though this one is actually collection of characters, not a scenario *per se*). Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. (As a character compilation, this one serves more as an ongoing game resource than as a one-shot adventure.) They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

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AGENT VALKYRIE				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	12	16-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
17	COM	4	12-	
6	PD	3		Total: 12 PD (6 rPD)
6	ED	3		Total: 12 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
35	STUN	6		Total Characteristics Cost: 105
Movement:		Running:	7"/14"	
		Swimming:	3"/6"	
Cost	Powers			END
10	<i>Packs A Mean Punch:</i> HA +3d6; Hand-To-Hand Attack (-½)			1
2	<i>Strong Runner:</i> Running +1" (7" total)			1
1	<i>Strong Swimmer:</i> Swimming +1" (3" total)			1
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups			0
Perks				
8	Fringe Benefit: Espionage Rank (high-ranking member of the German intelligence community)			
5	Military Rank: SS-Hauptsturmführer			
Talents				
12	Combat Luck (6 PD/6 ED)			
Skills				
10	+1 Overall			
8	+1 with All Combat			
6	+2 with Firearms			
3	Acting 13-			
3	Climbing 13-			
3	Combat Driving 13-			
3	Combat Piloting 13-			
3	Conversation 13-			
5	Cramming			
3	Deduction 13-			
3	Demolitions 13-			
3	Disguise 13-			
1	Electronics 8-			
2	Gambling (Card Games) 13-			
3	High Society 13-			
3	Lockpicking 13-			

1	Mechanics 8-
1	Mimicry 8-
2	Navigation (Air) 13-
3	Paramedics 13-
3	Persuasion 13-
2	SS: Pharmacology/Toxicology 11-
3	Security Systems 13-
3	Seduction 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 13-
6	TF: Common Motorized Ground Vehicles, Balloons & Zeppelins, Small Planes, Snow Skiing, Two-Wheeled Motorized Ground Vehicles
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms
3	Linguist
1	1) English (fluent conversation)
1	2) French (fluent conversation)
1	3) Italian (fluent conversation)
1	4) Russian (fluent conversation)
3	Scholar
2	1) KS: The Espionage World 13-
2	2) KS: The Military/Mercenary/Terrorist World 13-
2	3) KS: Nazi Doctrine And Philosophy 13-
2	4) KS: Nazi Occult Influences 13-
2	5) KS: World Aircraft 13-
3	Traveler
2	1) AK: Europe 13-
2	2) CK: Berlin 13-
1	3) CK: Danzig 11-
1	4) CK: Lisbon 11-
1	5) CK: London 11-
1	6) CK: Moscow 11-
1	7) CK: New York City 11-
1	8) CK: Paris 11-
1	9) CK: Rome 11-
1	10) CK: Stockholm 11-
1	11) CK: Washington, D.C. 11-
Total Powers & Skills Cost: 178	
Total Cost: 283	
75+ Disadvantages	
15	Hunted: the SS 11- (Mo Pow, NCI, Watching)
10	Hunted: enemy or rival spy 8- (As Pow, Capture/Kill)
20	Psychological Limitation: Ardent Nazi And Devoted Servant Of The Third Reich (Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

- 5 Social Limitation: Woman (Occasional, Minor)
138 Experience Points

Total Disadvantage Points: 283

Background/History: No one knows the true history of the woman the Germans call Geheimagentin Walküre — Agent Valkyrie. According to a sketchy file maintained by the Secret Intelligence Service (MI6), in late 1928 a woman fitting Agent Valkyrie's description presented herself at the offices of the Abwehr (German military intelligence) and demanded that she be trained as a spy. Officials there laughed her off at first, but eventually gave in to her persistence and persuasiveness. She proved to have a singular gift for espionage work, taking to her training (which the SIS believes to have been extensive and varied) with zeal — reports from her trainers frequently note both her skill and enthusiasm.

Since 1931, when she was deemed ready for field work, Agent Valkyrie has conducted missions all over the world for the Abwehr, the Nazi Party, and the SS (the latter two of which she joined in 1932 and '33, respectively). Skilled at infiltration and investigation, able to switch from slinky seductress to skilled assassin and fighter in the blink of an eye, and trained in a dozen deadly arts, she's proven herself a skilled and vicious foe of Great Britain, the US, their allies, and anyone else who stands in the way of Germany's destiny.

Personality/Motivation: Unknown, since when on a mission she's usually either undercover (and thus playing a part) or presenting a facade of cold, hard competence. But it's clear that she's a devoted Nazi and German patriot who's willing to do anything to see her country defeat its enemies.

Quote: "Good evening, Herr Irons. As you can see, I — how do you Americans put it? — "have got the drop on you," so no sudden moves. I assure you, this Luger is loaded... and I never miss."

Powers/Tactics: Agent Valkyrie is a highly-trained spy of the cinematic variety, able to do everything from scaling cliffs, to attracting the attention of the rich and famous at casinos and sophisticated parties, to assassinating Germany's enemies. She can be a femme fatale, slinky and seductive as needed, but she's also a woman of action. She's just as capable of fighting, driving at high speed through crowded

city streets, and shooting it out with her enemies as she is at manipulating people in social situations.

If possible, Agent Valkyrie prefers to maintain her distance, using guns, bombs, and poison to do her dirty work. But she's no shrinking violet — if she has to draw a knife or throw a punch, she will without hesitation.

Campaign Use: As discussed above, Agent Valkyrie can be just about anything you need her to be: femme fatale, ruthless killer, skilled competitor. She might even make an intriguing romantic prospect for a hero — though the romance is ultimately doomed to fail, because even for love she won't turn her back on Germany.

To make Agent Valkyrie tougher, give her more Overall or All Combat Skill Levels. To weaken her, get rid of the ones she already has and reduce her DEX and INT to 15.

Agent Valkyrie only Hunts characters when ordered to do so, in which case she follows any specific instructions received (though her superiors are usually smart enough to let her handle things her own way). She's tough and tenacious, likely to pop up whenever a character least expects (or wants) her to and doing her best not to let her quarry shake her off.

Appearance: Agent Valkyrie is a blonde, blue-eyed German woman of striking beauty and charisma. Sometimes her work requires her to disguise herself or hide her light beneath a bushel, but when she wants to she can definitely make an impression. While in the field she dresses appropriately for her mission and role (though she prefers to dress fashionably and expensively if she can); when working at headquarters in Berlin she wears a modified SS officer's uniform.

AGENT VALKYRIE PLOT SEEDS

Word has reached the SS that an archaeologist digging in the Middle East has made a fabulous find — a cuneiform tablet that seems to support the Aryan racial superiority doctrine! The PCs have to race Agent Valkyrie to get there first, find out the truth, and decide what to do about it.

While in Moscow for some adventure, the heroes encounter a charming, attractive German socialite named Helga Brune who seems fascinated by them and their work. She's obviously romantically interested in one of the male PCs. Will the heroes realize that "Helga Brune" is Agent Valkyrie, who's been assigned to spy on their work?

A rumor reaches the PCs' ears that a prominent Senator has been having a torrid love affair with a beautiful woman. The person who told them the rumor fears the Senator may be telling her government secrets... and that she's really a spy. Is this Agent Valkyrie at work, or is something else going on?

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	
Dagger	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

None

Gear: Pretty much whatever she needs given her mission and the circumstances

Clothing: See Appearance

DR. FELTON CHARN

DR. CHARN PLOT SEEDS

The town of Abbottswood's being preyed upon by a werewolf! Or at least, that's what the simple country folk living there think. It's actually Dr. Charn's surgically-altered wolf "pet" (see page 9). He's established one of his secret labs in the old "haunted" house on the outskirts of town. Sometimes, you see, Wolfie gets a little "frisky" and escapes....

After seeing *King Kong*, Dr. Charn decides if Hollywood can think it up, he can build it! He begins planning to mutate an ape to make it gigantic. Of course, first he needs subjects to work with, and that means a trip to Africa. He's going to need some guides... perhaps those heroes he read about in the paper the other day....

Doctor Charn and Jennings Petrie get into a war of intellects. The city reels as they attack each other with one bizarre device or creature after another. The heroes have to save the city from the latest attack, then track the two scientists down and put a stop to their destructive conflict.

DR. FELTON CHARN					
Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 150 kg; 2½d6 [3]	
14	DEX	12	12-	OCV: 5/DCV: 5	
14	CON	8	12-		
12	BODY	4	11-		
18	INT	8	13-	PER Roll 13-	
15	EGO	10	12-	ECV: 5	
15	PRE	5	12-	PRE Attack: 3d6	
8	COM	-1	11-		
5	PD	2		Total: 5 PD (0 rPD)	
5	ED	2		Total: 5 ED (0 rED)	
3	SPD	6		Phases: 4, 8, 12	
8	REC	4			
28	END	0			
30	STUN	4		Total Characteristics Cost: 67	

Movement: Running: 6"/12"

Cost	Powers	END
37	Gadgets: Variable Power Pool (Gadget Pool), 30 base + 15 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½)	var

Perks
20 Followers: two of his Radio-Controlled Apes (built on 75 Base Points each)
5 Money: Well Off

Skills
3 Conversation 12-
1 Criminology 8-
1 Electronics 8-
3 Inventor 13-
1 Mechanics 8-
3 Paramedics 13-
13 Power: Gadgeteering 18-
3 Stealth 12-
3 Systems Operation 13-
2 TF: Common Motorized Ground Vehicles
1 WF: Pistols
3 Scientist
1 1) SS: Astronomy 11-
4 2) SS: Biology 15-
2 3) SS: Botany 13-
4 4) SS: Chemistry 15-
2 5) SS: Entomology 13-
1 6) SS: Geology 11-
2 7) SS: Herpetology 13-
2 8) SS: Medicine 13-
1 9) SS: Physics 11-
2 10) SS: Surgery 13-

Total Powers & Skills Cost: 120
Total Cost: 187

75+ Disadvantages
15 Enraged: if taunted, belittled, or insulted (Common), go 8-, recover 11-
20 Psychological Limitation: Science! Above All (Common, Total)
15 Psychological Limitation: Arrogant; Loves To Show Off His Superior Knowledge And Intellect (Common, Strong)
5 Rivalry: Professional (with other scientists and inventors)
57 Experience Points

Total Disadvantage Points: 187

Background/History: "You're fools — all of you, fools! Your pathetic intellects couldn't begin to comprehend what mine is capable of. I'll prove to you that I'm right, and then you'll be begging to apologize — you'll see!"

Felton Charn first gave that speech at the University of Chicago, where he was thrown out of the graduate program due to "ethical lapses" involving his research. Even after he managed (barely) to complete his doctorate at Florida, he had to give it again... and again... and again as one employer after another got fed up with his wild theories, his inability to work well with others, and his use of company resources for personal projects.

Finally, unable to find work and running out of money, Charn decided it was time to make Science work for *him* instead of slaving away on its behalf all the time. The world didn't believe in his genius? Well, he'd do what he'd so often promised to do: prove it. His first capers were simple — he used special acids to open safes, for example — but as usual, he soon began to think in a more grandiose fashion. Plowing some of his illicit profits into research and development, he created the first of his chemically-mutated, radio-controlled simian servants. Apes in tow, he began robbing banks and making *real* money... until his criminal exploits caught the attention of soon-to-be-adventurer Anne Flagstaff, who used her own electronics genius to interfere with his control broadcasts and defeat him.

The judge sent Charn away for a long stretch in the pen, but it only took him a few months to assemble enough spare parts and materials to build a device to get away. He's been on the loose ever since, devoting his not-inconsiderable intellect to finding bigger and better ways to commit science-crime and demonstrate his superiority to the world.

Personality/Motivation: Felton Charn is a devotee of Science, but one saddled by an enormous superiority complex. He's convinced he's the greatest genius the world has ever known, and he shows off his intellect and scientific skills as often as he can. His criminal career grows from the fact that no one's ever taken him as seriously as he wants to be or treated him with the slavish respect he thinks he's entitled to. Assuming someone could be found who'd put up with him, he could easily be turned to more profitable pursuits. All it would take would be an unlimited budget, a pledge of non-interference ("How can I be expected to make progress if saddled with idiotic rules forbidding human experimentation?!?!?"), and constant simpering flattery.

Quote: "Now we see who is the true genius here! Behold the awesome power of my Death Ray! Only an intellect as amazing as mine could have conceived of and built such a device!"

Powers/Tactics: Doctor Charn falls firmly into the "mad scientist" camp. His initial training was in medicine and biology, so his schemes tend to involve insidious new diseases, controlled or mutated animals, and the like more than ray guns and robots, but he's well-versed in most scientific fields. He won't get involved in combat unless he's got a new weapon he wants to test personally; otherwise he'll rely on his radio-controlled apes (he always has two with him who are trained to be particularly loyal to him) and other "pets" to do his dirty work. If he feels seriously threatened, he'll flee.

Campaign Use: Felton Charn fills the same role in most Pulp Hero campaigns as Jennings Petrie and other mad scientists. However, his predilection for human experimentation, mutating animals, and the like may make him more useful in Weird Menace campaigns than the typical diodes-and-atomics type of mad scientist. He's got plenty of hidden labs in the lonely corners of America where he conducts all sorts of foul experiments and is always eager for more "subjects" to work his wonders on....

To turn Charn into a tougher opponent, make his Gadget Pool larger, and/or give him one or two gadgets he always has with him (perhaps a selection of fast-acting poisons). To weaken him, remove the Gadget Pool altogether.

Doctor Charn rarely Hunts anyone; he's too easily distracted by his latest idea or "pet project" to pursue vendettas. However, he might develop such a strong rivalry with another scientist that he'd deliberately seek that person out whenever he wanted to show off

his latest invention or prove his superior intellect.

Appearance: Felton Charn is a white man of average height and build with black hair, a well-manicured short black beard and moustache, and a piercing gaze. He dresses well, and though his labcoat often shows spots and stains from his work, the clothes underneath usually do not. Once he gets to raving his madness becomes obvious, but at first blush he may seem like a fairly distinguished doctor or man of science. He's usually accompanied by two of his radio-controlled ape servants.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Usually none							

Armor
None

Gear: Various tools, spare parts, and chemical concoctions

Clothing: Men's clothes appropriate to the situation or setting; a labcoat

DR. CHARN’S RADIO-CONTROLLED APES

Val	Char	Cost	Roll	Notes
30	STR	30	15-	Lift 1,600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	32	14-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	2		Total: 10 PD (2 rPD)
6	ED	1		Total: 8 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
11	REC	0		
46	END	0		
43	STUN	0		Total Characteristics Cost: 100

Movement: Running: 7"/14"
Leaping: 6"/12"

Cost	Powers	END
7	<i>Arm Swing:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
6	<i>Thick, Leathery Skin:</i> Armor (2 PD/2 ED)	0
6	<i>Ape Senses:</i> +2 PER with all Sense Groups	0

Skills	
10	+2 HTH
3	Acrobatics 13-
3	Climbing 13-
3	Tactics 11-
3	Teamwork 13-

Total Powers & Skills Cost: 57
Total Cost: 157

75+ Disadvantages	
0	Physical Limitation: Human Size (up to about 2.2 m tall and 330 kg)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Whoever Controls Their Radio Implants (Very Common, Total)
37	Experience Points

Total Disadvantage Points: 157

Description: Doctor Charn’s apes, once ordinary mountain gorillas, have been made stronger, larger, and fiercer by his chemical and surgical treatments. Special radio electrodes have been implanted in their heads (giving them a decidedly odd appearance) so that Dr. Charn can control them. He has a control device about half the size of a breadbox. Anyone who possesses that device can control the apes easily. Giving any number of them an order requires a Half Phase Action, but only one order can be transmitted per Half Phase Action.

A character with a receiving unit nearby who makes a Systems Operation roll at -2 can “tune in” and monitor Dr. Charn’s control broadcasts. If the character’s unit can also broadcast, he can disrupt Dr. Charn’s orders (or substitute his own) by engaging in a Systems Operation Skill Versus Skill Contest with Dr. Charn. When not being controlled, the apes act like ordinary gorillas.

DR. CHARN'S WEREWOLF				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	2		Total Characteristics Cost: 66

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Powers	END
15	<i>Fangs:</i> HKA 1d6 (2d6 with STR)	2
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/ 2 ED)	0
6	<i>Wolf's Legs:</i> Running +3" (9" total)	1
2	<i>Wolf's Legs:</i> Leaping +2" (6" forward, 3" upward)	1
6	<i>Wolf's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Wolf's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Wolf's Nose:</i> Discriminatory for Normal Smell	0
5	<i>Wolf's Nose:</i> Tracking for Normal Smell	0

Skills

10	+2 HTH
3	Concealment 11-
3	Stealth 13-

Total Powers & Skills Cost: 70

Total Cost: 136

75+ Disadvantages

35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
11	Experience Points

Total Disadvantage Points: 136

Description: After reading The Island Of Doctor Moreau, Dr. Charn became intrigued by the idea of "humanizing" ferocious animals and using them as servants and soldiers. Long months of experimenting convinced him it couldn't work — or, more accurately, that it would take more time and money than it was worth. But he did have one notable success. He surgically altered a wolf into a wolf-man... and somehow, it survived. It's now one of his loyal servants, viewing him as the "alpha male" of its "pack," and he uses it to make people think that a traditional werewolf is on the loose.

DR. CHARN'S HELL-HOUNDS				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	5		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
7	REC	6		
30	END	0		
30	STUN	9		Total Characteristics Cost: 45

Movement: Running: 7"/14"
Leaping: 2"/4"

Cost	Powers	END
20	<i>Bite:</i> HKA 1d6+1 (1½d6 with STR)	1
5	<i>Fearsome Aspect:</i> +10 PRE; Only For Making Fear-/Intimidation-Based Presence Attacks (-1)	0
2	<i>Combat-Acclimated:</i> +5 PRE; Only To Protect Against Presence Attacks (-1)	0
2	<i>Fast:</i> Running +1" (7" total)	1
1	<i>Leap:</i> Leaping +1" (2" forward, 1" upward)	1
9	<i>Canine Senses:</i> +3 PER with all Sense Groups	0
5	<i>Canine Nose:</i> Tracking for Normal Smell	0
3	<i>Canine Ears:</i> Ultrasonic Perception (Hearing Group)	0

Talents

3	Lightsleep
---	------------

Skills

5	Concealment 13-; Self Only (-½)
2	PS: Attack 11-
2	PS: Guard 11-
2	PS: Retrieve/Fetch 11-
2	PS: Stop Attacking 11-
5	Stealth 13-

Total Powers & Skills Cost: 68

Total Cost: 113

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
20	Psychological Limitation: Loyal To Dr. Charn (Very Common, Strong)

Total Disadvantage Points: 130

Description: By introducing a fluorescent fluid into the saliva glands and optical humors of trained guard dogs, Dr. Charn can make them look like "hell-hounds" with glowing eyes and fire flickering in their mouths. Those chemicals and others he administers also make the dogs stronger, quicker, fiercer, and more obedient to his will.

DR. CHARN'S ZOMBIES

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 4d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	3		Total: 6 PD (2 rPD)
6	ED	4		Total: 6 ED (2 rED)
2	SPD	0		Phases: 6, 12
10	REC	10		
20	END	0		
40	STUN	17		Total Characteristics Cost: 36

Movement: Running: 3"/6"

Cost	Powers	END
5	<i>Teeth:</i> HKA 1 point (½d6 with STR)	1
2	<i>Feels Less Pain:</i> Damage Resistance (2 PD/2 ED)	0
-6	<i>Slow:</i> Running -3"	

Skills

3	Climbing 11-
3	Stealth 11-

Total Powers & Skills Cost: 7

Total Cost: 43

25+ Disadvantages

0	Physical Limitation: Human Size
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Utterly Loyal To Dr. Charn (Very Common, Total)

Total Disadvantage Points: 65

Description: After studying the zombie lore of Haiti, Dr. Charn devised a process to create "zombies" of his own. They're actually ordinary people subjected to a special chemical and hypnotic process that renders them utterly susceptible to Dr. Charn's will (but also unable to think clearly for themselves, hence the Machine Intelligence Physical Limitation). The process gives their skin a greyish pallor that makes them look dead, and increases their strength and resistance to pain. Doctor Charn garbs them in tattered clothes and adds a few touches with makeup to make them look as if they've just risen from the grave.

If Knocked Out or otherwise restrained, a Charn Zombie returns to normal in ½d6 days, or immediately if certain special medicines (which the PCs or a clever NPC doctor would have to invent) are administered.

BURKE DESMOND



BURKE DESMOND				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 37

Movement: Running: 6"/12"

Cost Perks

- 40 Well-Connected and 37 points' worth of Contacts in government and the Business World
- 15 Money: Filthy Rich

Skills

- 20 *Financial Genius*: +4 with all Financial Skills
- 3 Conversation 13-
- 1 Gambling (Card Games) 8-
- 3 High Society 13-
- 3 PS: Financier 13-
- 3 PS: Industrialist 13-
- 3 TF: Common Motorized Ground Vehicles, Equines
- 2 WF: Small Arms
- 3 Scholar
- 2 1) KS: Banking 13-
- 2 2) KS: Business Law 13-
- 2 3) KS: The Business World 13-
- 2 4) KS: Heavy Industry 13-
- 2 5) KS: High Finance 13-
- 2 6) KS: The Stock Market 13-

Total Powers & Skills Cost: 108

Total Cost: 145

75+ Disadvantages

- 15 Psychological Limitation: Greedy; Will Do Anything To Increase His Wealth And Power (Common, Strong)
- 10 Psychological Limitation: Vindictive (Common, Moderate)
- 5 Rivalry: Professional, with business competitors and other tycoons

- 5 Social Limitation: Famous (Occasionally, Minor)
- 35 Experience Points

Total Disadvantage Points: 145

Background/History: Burke Desmond was born in 1893 to a New York working-class family. Determined from an early age to rise above his origins and become wealthy, he worked hard at whatever jobs he could get — newspaper boy, deliveryboy, chimneysweep. He saved his pennies and used them to buy lessons to learn better manners, an upper class way of speaking, and the basics of business.

His last menial job — stableboy — when he was 18 was his ticket to riches. A handsome young man, he attracted the attention of his employer's wife and began a torrid love affair with her. From her he learned secrets that allowed him to blackmail his employer and seize control of his business. Without a second thought he ruined the man and cast him and his family, including his former lover, out into the street, buying their mansion and estate for a pittance.

It took him only a few years to grow that business into a bigger one and sell it at a handsome profit. He used the money to found his own company, Desmond Industries, and has been running it ever since. Today he's immensely wealthy, having wisely gotten out of the stock market before the Crash of '29 and used his money to snap up a lot of deals from men desperate to sell their holdings for pennies on the dollar. He's tangled with more than one business rival and almost always come out on top, usually taking the time and effort to bankrupt his competitor as a punishment for daring to oppose him. He's got all the money any reasonable man could want, and possessions aplenty — but for him it's not enough. He wants more, and Heaven help anyone who gets in his way.

Personality/Motivation: Desmond is a greedy, unprincipled man who'll do anything to get what he wants. He pretends to be an upstanding member of society and a pillar of the community, even going so far as to donate lavishly to charity. But it's all an act; he resents every penny he gives away, and frankly cares nothing at all for his fellow man except as a laborer, hireling, or pawn to be exploited.

Quote: "Offer another \$2 per share. He'll have to match us and that will break him. Then we can get his shares and his factory for a fraction of what they're worth."

BURKE DESMOND PLOT SEEDS

Desmond decides the PCs (or one of them) should be working for him. When they turn him down, he launches a campaign of harassment, using his money, influence, and contacts to make their lives miserable. But he's also careful not to leave any evidence that would implicate him. How will the heroes deal with this tenacious threat?

Desmond becomes attracted to a female PC (or prominent DNPC) and begins wooing her. Flowers, fabulous presents, and all sorts of other wonderful things start arriving for her, and he becomes the personification of charm and gentlemanliness... though there's always a hint of something less pleasant beneath the surface. What will he do when she turns him down?

A reporter's threatening to "expose" Desmond's illegal activities, so he plans to have the man eliminated. The heroes have to protect the muckraker long enough for him to gather the final facts he needs and prepare his story.

ED TACORIAN				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
8	PD	4		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	4		
36	END	0		
50	STUN	16		Total Characteristics Cost: 98
Movement: Running: 5"/10"				
Cost	Powers			END
	Martial Arts: Brawling			
	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
4	Clothesline	+0	+1	7d6 +v/5; Target Falls
4	Disarm	-1	+1	Disarm, 40 STR to Disarm roll
4	Eye Gouge	-1	-1	Sight Group Flash 6d6
4	Kidney Blow	-2	+0	HKA 1d6 (2d6 with STR)
4	Low Blow	-1	+1	3d6 NND(3)
4	Punch	+0	+2	8d6 Strike
5	Roundhouse	-2	+1	10d6 Strike
3	Tackle	+0	-1	6d6 +v/5 Strike; You Fall, Target Falls
8	+2 Damage Classes (already added in)			
1	Use Art with Clubs			
5	Intimidating: +10 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)			0
3	Observant: +1 PER Rolls with all Sense Groups			0
-2	Slight Limp: Running -1" (5" total)			
10	Lucky Devil: Luck 2d6			0
Perks				
3	Money: Well Off			
Talents				
6	Combat Luck (3 PD/3 ED)			
Skills				
10	+2 HTH			
3	Combat Driving 12-			
7	Interrogation 14-			
2	Language: Armenian (fluent conversation; English is Native)			
2	PS: Bodyguard 11-			
2	PS: Enforcer/Strikebreaker 11-			
3	Stealth 12-			
3	Streetwise 12-			
3	TF: Common Motorized Ground Vehicles, Construction & Agricultural Vehicles			
3	WF: Small Arms, Knives			

Total Powers & Skills Cost: 108

Total Cost: 206

75+ Disadvantages

- 15 Psychological Limitation: Only The Strong And Tough Survive; Weakness Should Be Exploited (Common, Strong)
- 15 Psychological Limitation: Enjoys Hurting People (Common, Strong)
- 10 Social Limitation: Criminal Record (Frequently, Minor)
- 91 Experience Points

Total Disadvantage Points: 206

Background/History: Ed (real first name: Evaran) Tacorian is the son of Armenian immigrants who came to the United States in 1910. He grew into a big, brawny teenager whom his parents couldn't control. He spent his days on the streets with a gang, committing petty crimes. In time he worked his way up the underworld ladder to being "muscle" for various Mafia mobs. He had a real talent for the job; hurting people seemed to come as naturally to him as breathing.

One day his boss hired him and the rest of "the boys" out to help a bigshot named Desmond bust up a strike at one of his factories. Ed was *really* good at that, and this Desmond guy noticed. Soon he hired Ed as part of his "security force." Slowly but surely Ed got promoted as a reward for his smarts, his toughness, and his willingness to do whatever Mr. Desmond asked him to, no matter how dirty or illegal. Today his business card reads "Chief of Security, Desmond Industries," and he's Burke Desmond's right-hand man.

Personality/Motivation: Despite the fact that he owes his success and wealth to Burke Desmond, Ed Tacorian feels no special loyalty to the man. He's a good employee and does the best he can for Desmond, but ultimately he's devoted only to himself. He's a strong man who takes what he wants, and as long as Mr. Desmond seems stronger and more powerful than he is he'll accept his money to break legs and bust heads. As soon as Desmond falters or shows weakness, Ed will find someone else to work for or strike out on his own.

Quote: "We can do this the easy way, or the hard way. I'm hopin' you'll chose the hard way, pal."

Powers/Tactics: Ed Tacorian is a skilled street-fighter, brawler, and thug-for-hire. He prefers to mix it up hand-to-hand, often using a baseball bat to get his point across, but he also carries a pistol (and sometimes a shotgun) in case he needs it. He's used to being able to intimidate and frighten people, so he doesn't use much in the way of tactics — he just wades right in and starts swinging.

Campaign Use: Ed Tacorian is a typical strike-breaker and thug of the sort often employed by Pulp-era industrialists who weren't concerned about legal niceties when it came to keeping workers in line and intimidating the competition. File off the serial numbers and you can use his character sheet for many similar NPCs.

ED TACORIAN PLOT SEEDS

One of the mobs Ed used to work for isn't happy that he's no longer "available." The mob's boss wants Ed to work for him, so he decides to trick the PCs into taking on Burke Desmond and blame it on Ed so Desmond will fire Ed and the mob can hire him again.

Ed gets it into his head that he should be making more money and running more of Desmond's operation. He starts secretly feeding the PCs information about Desmond's illegal doings so he can, at the appropriate moment, stop them from hurting Desmond and thus justify a request for a big raise and more responsibilities.

A unionization movement that's so big and popular Ed's not sure he can stop it is sweeping toward Desmond Industries. He decides to enlist a little help — the PCs. By spreading the word that the union movement is secretly a Bolshevik front, and planting evidence to confirm that, he hopes to get the PCs to break up the union for him.

To make Ed tougher, give him more Combat Skill Levels (both with HTH Combat and his pistol) and/or convert his existing Levels to All Combat. To weaken him, remove his Extra DCs and/or reduce his STR to 15.

Ed only Hunts people that Mr. Desmond pays him to, and when doing so follows whatever orders Desmond's given him. If he doesn't have any specific orders, he just takes some of "the boys" along and ambushes the target to administer a sound (and if necessary, fatal) beating.

Appearance: Ed Tacorian is a big, broad-shouldered, muscular man in his early 30s. He's got the barest beginnings of a beer gut, but is otherwise in great shape. He wears nice but not overly expensive men's suits on the job, though they never seem to fit him quite right and he'll take off his jacket and loosen his tie at the first opportunity. He smokes big cigars. He walks with a slight but noticeable limp, the result of a leg wound he suffered several years ago that healed badly.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
S&W 1917	+0	+0	2d6-1	1d6	6	8	
Shotgun	+0	+0	2½d6	1d6	5	12	2H, AE1, 20" range, RR, RP
Blackjack	+0	—	2d6 N	—	—	5	
Baseball bat	+0	—	3d6 N	—	—	8	

Armor
None

Gear: Police whistle, flashlight, company ID badge and business cards

Clothing: See Appearance

BENTLEY				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (0 rPD)
6	ED	2		Total: 6 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
31	STUN	0		Total Characteristics Cost: 72

Movement: Running: 6"/12"

Cost Powers END

13	<i>Brawler:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
5	<i>Eyes Like A Cat:</i> Nightvision	0

Perks

3	Money: Well Off
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Talents

9	Ambidexterity (no Off Hand penalty)
6	Lightning Reflexes: +4 DEX to act first with All Attacks

Skills

16	+2 with All Combat
7	Combat Driving 14-
1	High Society 8-
2	PS: Bodyguard 11-
2	PS: Chauffeur 11-
3	Stealth 12-
1	Streetwise 8-
2	Survival (Temperate/Subtropical) 12-
3	Tactics 12-
3	Tracking 12-
2	TF: Common Motorized Ground Vehicles
4	WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 82

Total Cost: 154

75+ Disadvantages

5	Distinctive Features: chauffeur's uniform (Easily Concealed; Noticed And Recognizable)
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- 15 Psychological Limitation: Loyal To Burke Desmond (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Social Limitation: Minority (Frequently, Minor)
- 24 Experience Points

Total Disadvantage Points: 154

Background/History: No one knows who Bentley is, or where he came from. In fact, no one can confirm that "Bentley" is even his real name; that's just what Burke Desmond calls him. Based on a few comments he's made and the way he carries himself, he seems to have some military experience, but nobody knows for sure. All anyone can say for certain is that he showed up one day as Mr. Desmond's driver, he's very good at his job, and Mr. Desmond seems to trust him implicitly.

Personality/Motivation: Bentley practically seems to be a robot. He rarely shows any emotion, and the most common emotion he does show is concern for Mr. Desmond's well-being and comfort. He's entirely devoted to his employer in a way that other tycoons envy.

Quote: None. Bentley rarely talks, and when he does speak uses as few words as possible.

Powers/Tactics: Bentley serves as both chauffeur and bodyguard for Burke Desmond. In most situations his job is to get Desmond as far away as danger from possible, and that's just what he'll do. He'll ignore any threats to himself if necessary. If forced to fight, he relies on his trusty .45 semi-automatics (he wears them in shoulder holsters underneath his uniform, which is tailored to conceal them as much as possible), but can also throw a mean punch if necessary.

Campaign Use: Beyond his typical role as bodyguard-driver, Bentley offers the potential plot seed of unraveling his background. Is he a former soldier brainwashed by Dr. Charn or some other mad scientist into serving Burke Desmond? A stoic African native whose life Desmond somehow saved and thus now "owns" by tribal custom? A robot? Or is he just the sort of man who prefers to serve someone other than himself? If he's got some exotic background, you may need to add a Skill or three, or other abilities, to represent that.

To make Bentley tougher, give him some Combat Luck, more Combat Skill Levels, and increase his STR

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	0	2d6-1	1d6	7	9	Carries two

Armor

None

Gear: Pocket watch, driving gloves, binoculars

Clothing: See Appearance

BENTLEY PLOT SEEDS

Bentley is secretly a *bokor* who leads a cruel Voodoo cult. He's using Desmond to increase the power of his cult, and eventually intends to take over Desmond's companies and fortune altogether by using Voodoo spells to control him.

Bentley used to lead a particularly vicious cannibalistic Leopard Society in West Africa. He and his followers wore leopard skins, used weapons that mimicked leopards' claws, and murdered people for their flesh. When the authorities got too close to him, he fled to America, and now hopes to start a new Leopard Society here....

Bentley is a Frankenstein-like golem created by Dr. Charn or some other mad scientist to spy on and steal from Burke Desmond. If he's not stopped, his creator will become immensely wealthy and a threat to the entire world....

and DEX to 18-20. To weaken him, reduce his SPD to 3 and get rid of his Levels.

Bentley doesn't Hunt people unless ordered to by Burke Desmond, in which case he follows his orders.

Appearance: Bentley is a tall, strong-looking, handsome black man who appears to be in his late twenties. His face rarely shows any expression. When working (which is pretty much all the time) he wears a grey chauffeur's uniform and cap.

BARON RICKARD VON KANZLER



BARON RICKARD VON KANZLER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
14	EGO	8	13-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
5	PD	2		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
35	STUN	3		Total Characteristics Cost: 114

Movement: Running: 7"/14"
Swimming: 3"/6"

Cost Powers

20	<i>Acute Foresight:</i> Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½); No Range (-½), Precognition Only (-1), Requires An INT Roll (-¾), Time Modifiers (-½)	0
17	<i>Face Reading:</i> Telepathy 8d6, Reduced Endurance (0 END; +½); Concentration (0 DCV throughout; -1), Does Not Provide Mental Awareness (-¼), Extra Time (5 Minutes; -2), Character Must Closely Observe Subject, Including Facial Expressions, During Activation Period (-½), Can Only Read Surface Thoughts (-½), Instant (character cannot continue to read thoughts based on a single ECV Attack Roll; -½), Limited Normal Range (5"; -½), Requires A Deduction Roll (no Active Point penalty; -0) plus Telepathy +6d6, Reduced Endurance (0 END; +½); same Limitations as above, plus Only To Achieve +20 "Target Cannot Detect Telepathy" Modifier (-½)	0
2	<i>Fast:</i> Running +1" (7" total)	1
1	<i>Strong Swimmer:</i> Swimming +1" (3" total)	1
6	<i>Observant:</i> +2 to PER Rolls with all Sense Groups	0

Perks

3	Fringe Benefit: Noble Title (Baron)
8	Military Rank: SS-Oberführer
7	Money: Well Off

Talents

6	Combat Luck (3 PD/3 ED)
27	Danger Sense (immediate vicinity, out of combat, sense) 13-

Skills

10	+1 Overall
3	Bribery 13-
3	Bureaucratics 13-
3	Combat Driving 13-
3	Conversation 13-
7	Deduction 15-
7	High Society 15-
3	Persuasion 13-
2	PS: Cooking 11-
2	PS: Play Chess 11-
2	PS: Play Piano 11-
2	SS: Psychology 11-
3	Stealth 13-
3	Tactics 13-
4	TF: Common Motorized Ground Vehicles, Snow Skiing, Two-Wheeled Motorized Ground Vehicles
3	WF: Small Arms, Blades
3	Linguist
1	1) Language: English (fluent conversation; German is Native)
1	2) Language: French (fluent conversation)
1	3) Language: Italian (fluent conversation)
1	4) Language: Latin (fluent conversation)
1	5) Language: Russian (fluent conversation)
3	Scholar
1	1) KS: Art History 11-
1	2) KS: Cuisine 11-
2	3) KS: European History 13-
1	4) KS: European Literature 11-
1	5) KS: European Nobility 11-
1	6) KS: The Military/Mercenary/Terrorist World 11-
1	7) KS: Music 11-
2	8) KS: The Nazi Military 13-
1	9) KS: Philosophy 11-
1	10) KS: Wine 11-
1	11) KS: World History 11-
3	Traveler
3	1) AK: Europe 13-
3	2) AK: Germany 13-
3	3) CK: Berlin 13-
2	4) CK: London 11-
2	5) CK: Moscow 11-
2	6) CK: Paris 11-
2	7) CK: Rome 11-

Total Powers & Skills Cost: 177
Total Cost: 291

75+ Disadvantages

- 5 Distinctive Features: Nazi SS Uniform (Easily Concealed; Noticed And Recognizable)
- 10 Hunted: Nazi Germany 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: German Patriot But Loathes The Nazi Party And Its Ideals (Very Common, Strong)
- 15 Psychological Limitation: Honorable; Always Keeps His Word (Common, Strong)
- 10 Rivalry: Professional, with Hermann Eichenwald (Rivals Seek To Harm Or Kill Each Other)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 136 Experience Points

Total Disadvantage Points: 291

Background/History: The scion of a German noble family whose lineage stretches back centuries, Rickard von Kanzler is a man of many accomplishments. A gifted strategist and logistician, he's helped to form and improve the new Germany military. He's studied at the finest universities in Europe, and can converse intelligently, even expertly, on a wide variety of topics in six languages. He's a gourmet chef, a superb chess player, a skilled piano player, and a bon vivant par excellence. He has a large circle of friends and is highly thought of by the rich and influential all across Europe. All in all, he's a man that many heroes would be pleased and proud to call their friend...

...if only he weren't a Nazi.

But the truth is, he isn't *really* a Nazi. Von Kanzler is an ardent German patriot — his father, and his father's fathers before him, all served in the German and Prussian militaries with distinction, and his family's record of accomplishments on behalf of the German people is considerable. Germany's fall and degradation after the Great War pained him, and he's pleased to see it back on the road to the greatness it deserves. But he loathes the Nazi ideology, that strutting fool Hitler, and his lapdog cronies. He thinks

they're the worst sort of people espousing a hateful creed that does the Fatherland no credit. But in Pulp-era Germany, one who wishes to serve Germany must belong to the Party and work on its behalf... and so he, reluctantly and with sometimes poorly-concealed distaste, wears the uniform of a high-ranking SS officer.

Personality/Motivation: Von Kanzler is a man of great personal honor. He always keeps his word, and if at all possible he's scrupulous about telling the truth (the fact that his work often requires him to conceal the truth, or even lie, pains him considerably). He treats people with dignity and courtesy appropriate to the situation, even if they're bitter enemies, and is particularly solicitous of and gentlemanly toward women. This is why he so bitterly hates the Nazis and their beliefs, and is so conflicted about his current life — they're "dishonorable," a social and intellectual corruption no decent person should pay any attention to. Nothing would please him more than to see them swept from power, especially if it could somehow be done without imperilling Germany's place among the great nations of the world, but for the time being as a German patriot he feels he must serve Germany's foul masters. To do anything else would be to turn his back on both his own honor and that of his family.

Von Kanzler particularly likes to meet and interact with people he regards as his intellectual equals — people whom he can talk to on an even plane, and against whom competing is both a challenge and a joy. In some cases he's even gone so far as to find ways to prolong a conflict to enjoy it. But in the end, Germany must win, and so his foes must be defeated no matter how much he admires them and looks forward to sharing their company.

Quote: "I'm sorry that our little game now has to come to an end, Mr. Irons — but the end was all too predictable. For the greater good of Germany and her people, you must bid the world adieu... forever."

Powers/Tactics: Compared to other German "special operatives" like Hermann Eichenwald, Agent Valkyrie, or Der Dunkeladler, Baron von Kanzler isn't a particularly skilled or aggressive combatant — he can fight, and fight well if need be, but physical conflict isn't the sort of thing he prefers. What makes him so valuable an agent is his intellect. His observational, deductive, and analytical capacities

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	Carries 1 extra clip
Mauser 98	+0	+1	2½d6	1d6	5	14	
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown
Armor							
None							

Gear: Given his wealth and status, whatever he needs, within reason. He almost always carries his favorite gold cigarette lighter with him; it's engraved with his family's coat of arms and his initials.

Clothing: Usually his uniform, but he'll wear whatever's appropriate for the mission.

are truly astounding. He can take a few facts and immediately make astonishingly accurate conclusions about what something means, what a particular person's going to do (or even thinking!), or how a given situation will develop. Similarly, he's uncannily skilled at spotting traps, ambushes, or other threats to himself or those near him. Time and again his enemies have thought they've outfoxed him and beaten him to their goal... only to find him waiting there for them, the desired object or person already in his position, and his pistol leveled at their hearts. Trying to keep him from guessing their next move and turning the tables on them should tax the resourcefulness of even the most powerful and skilled heroes.

Campaign Use: Baron von Kanzler is a classic “Honorable German” — a “Nazi” who supports Germany but doesn't share the ideals and beliefs of her leaders. He wants to see Germany succeed and triumph, but he finds Nazi ideology repugnant, and often has trouble keeping himself from saying so. For the most part he has a lot more in common with the PCs than his fellow SS officers, and that should make for interesting interaction between them. You can heighten the drama and tension by introducing him to them at first in a non-confrontational situation where they can become friends and learn to admire and respect one another. That makes the inevitable clash all the more tragic... but may give the heroes a reason to try to save him and turn him to their side instead of just gunning him down.

When you use Von Kanzler, be sure to emphasize his powers of observation and deduction. He should occasionally make asides that show how he can take a single fact or two and figure out other, important, facts (much like Sherlock Holmes does), and the heroes should quickly learn how good he is at predicting their actions and motivations. The main difficulty in a scenario featuring him is not to outshoot or outrace him, but to out-think him and find ways to throw off his deductive abilities.

To make Von Kanzler tougher, give him some combat-oriented abilities, like some Martial Arts (such as Boxing or Fencing) or some Combat Skill Levels. To weaken him, get rid of or tone down his Acute Foresight, Face Reading, and Danger Sense abilities.

As a Hunter, Von Kanzler is extremely dangerous — nothing makes Hunting easier than the power to predict what one's quarry is going to do or where it will be at a particular time. However, this may be tempered by his admiration for the PCs; he may find ways to “interfere” with his own missions so he doesn't have to dishonorably remove them from the picture.

Appearance: Rickard von Kanzler is a handsome German man in his early 30s with black hair, dark eyes, a cleanshaven face, a strong jaw, and the distinctive “Von Kanzler nose” that gives him such a striking profile. He carries himself with an air of utter confidence in his own abilities combined with a bonhomie and curiosity about the world around him — the attitude of an eminently intelligent man who has no doubts about his ability to deal with whatever life may throw at him. He usu-

ally wears his SS uniform on duty or when at social functions, but is quite willing to eschew it for men's formal wear or clothing appropriate to his current mission.

BARON RICKARD VON KANZLER PLOT SEEDS

If one of the PCs is a chess player, he and Baron von Kanzler may face one another at a chess tournament and build up a friendly rivalry. When circumstances pit them against one another in other fields, Von Kanzler decides to make a sort of chess game out of it, sending the PC clues about his plans in the form of chess moves whose meaning the hero has to deduce.

At a fashionable society event or party in Europe, Von Kanzler approaches the heroes unIntroduced and whispers to them that they need to stop whatever it is they're doing, because they're in danger. It's not a threat — he genuinely seems concerned for their well-being. He refuses to give his name, but the PCs can easily learn who he is. As they continue their mission, they'll soon find Von Kanzler opposing them directly, albeit reluctantly, and may soon wish they'd taken his advice....

Von Kanzler's superiors assign him the mission of toppling the king of some Balkan nation and replacing him with a Nazi puppet. Finding the job distasteful because he admires the king as a man of learning and honor, Von Kanzler secretly sends the heroes information to let them know what's going on so he can stop them — but they'll have to work hard at it, since his honor won't let him do anything less than his best to win.