

A Fuzion™ Roleplaying Game



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VIGILANTIAN

Dark Champions

Vigilantian has no relationship to **Dark Champions**, and is not a Fuzion-ized version of that game. Yes, both games are about vigilantes, but the similarities end there. **Dark Champions**, published by Hero Games, takes place in the Champions Universe, which is not, by default, the gaming universe of **Vigilantian** (though it is an option).

To be honest, I have never read **Dark Champions**, so I cannot tell you how this game is different or similar. Superheroes in **Vigilantian** are non-existent, with the exception that you could play in the **Champions** setting if you wish. See Chapter 3 for details.

What You Need to Play

First, you need this book, and any other **Vigilantian** sourcebooks which may be available. This book contains mostly character creation rules and the game world setting. The game mechanics are based on **Fuzion**, and for that, you will need a **Fuzion** rulebook. Below are the suggested e-texts (all in .PDF form) you should get:

Vigilantian - (This Book)
Other Vigilantian Sourcebooks
Vigilantian Character Sheet
Fuzion 5.02 Core Rules
Atomik LifePath
Atomik WAR Extreme (A.W.E.)
Armory Expansion (A.X.E.)
A Martial Arts Plug-In

These can all be found at:
www.meta-earth.com/fuzion

You will also need dice (3D6 by default, or others if using 1D10 or 1D20 options), hex maps (if desired), and plenty of soda and chips.

Introduction

What is a "Roleplaying Game"?

A roleplaying game (henceforth abbreviated RPG) is like a novel or movie where you and your friends play the roles of the main characters (Player Characters, or PCs). One player is the Game Master (GM), the others (usually a group of 2 to 8, but sometimes more) are the players who take on the roles of the main characters of the story (hence "roleplaying" game). This is not a computer roleplaying game (CRPG), nor is it a live-action roleplaying game (LARP), and is more correctly called a table-top roleplaying game (TRPG), played with dice, character sheets (which define the character), and a set of rules (this book).

How do I play an RPG?

As a player you must have an appropriate character, usually created by you and the GM together, using the character creation rules presented in this game book. You must step into the personality of this character, just as an actor would do, and base your decisions and actions on what *he* (or she) would do in a given situation. Some players like to play characters similar to themselves so that decision making comes easier for them, yet others enjoy playing characters who are radically different than themselves to experience the adventure in new way (sometimes even playing characters of the opposite sex). Remember, in an RPG anything can be possible.

How do I run a game session?

The Game Master (GM) is the storyteller/director of the adventure, but his role is more akin to a director of an impromptu play. As the storyteller, the GM must establish the story (the campaign or adventure background), setting, and develop the supporting characters (non-player characters or NPCs), just as the author of an adventure story must do. He must then present the situation to the players, and the players must react, make decisions, resolve problems, and yes, even fight for life and limb against the adversaries and antagonists of the story. The GM must guide the flow of events, but nothing is set in stone since the PCs can do as they wish (within the boundaries of logic and reason), and it is he who controls the NPCs and shapes the course of events as situations change along the way.

About Fuzion™

This game uses a unique system called **Fuzion™**, a unified set of roleplaying rules combining the best of the **Hero System™** (*Champions*) and **Interlock™** (*Cyberpunk*, *Mekton Z™*). Not only can **Fuzion™** be adapted to cover every time, place, or setting, but it also has the ability to utilize existing Hero™ and Interlock™ rules and materials -- and of course anything marked as using **Fuzion™** can instantly "plug-in" to this game.

Vigilantism

What is Vigilantism?

Vigilantism is the organization of civilian groups, or individuals, to deal with criminals in the absence of an effective law enforcement body. Vigilantism is not an exclusively American phenomenon have occurred throughout the ages and across the world. In America, however, in the vast frontiers of the New World, vigilantism took root like never before. Most people see vigilantism (and vigilantes) as synonymous with the American Wild West, and indeed, a cultural mindset of the American people at large. Our fascination with vigilantes is a romantic notion like unto the cowboy heroes, Robin Hood, and swash buckling pirates. The reality is much different. But since this is a game we will not concern our selves with reality and stick with the fictional perspective. Foremost, however, it is necessary to touch upon what vigilantism *really* is to give a better understanding of the subject matter of this book.

A Brief History of Vigilantism in America

After the American Revolution, the fledgling United States was short on just about everything, including police and regular armies. It was left up to the states, counties, and towns to deal with crime and violence in their areas. Vigilantism was uncommon in the New England states, but in the south and western frontiers, vigilance committees were often the only form of justice available. **Vigilance committees**, as they were called, were often created simply to enforce minor civil problems, legal disputes, and minor crimes.

But the "golden age" of vigilantism was the American Gold Rush of 1849. During this time hundreds of thousands flocked to California and other western states in the hopes of striking it rich. Law and law enforcement was minimal at best, nonexistent at worst. Volunteers formed associations called vigilance committees in the absence of law enforcement, or in places where law enforcement was ineffective. These acted as impromptu courts with volunteers from the community acting as jurors, but there was not officially appointed judge or other legal representatives, thus typical court proceedings were often neglected.

Vigilantes of Fiction and the Vigilantians

Modern day vigilantism is a far cry from the vigilance committees of the wild west. The media has done more to hype this up than anything else, second only to movies (such as *Falling Down*), and comic books, bolstering the image of vigilantes to be both heroes as well as criminals. To this end we turn our attention to the realm of fiction. Vigilantes are a new force of justice in a world devastated by crime and corruption. Across the globe, teams of dedicated men and women, the "Vigilantians" of the new millennium, have risen to face the crimelords, Mafia dons, drug cartels, and international terrorist organizations. Welcome to the world of the **Vigilantians**.

Is and Is Nots

Initial Disclaimer

This is a game and it is a work of fiction. Violence is a pervasive and unfortunate aspect of our society, and it should not be glorified in any shape or form. As sad as it is, for eight thousand years of human history we have sought only quicker and more innovative ways to kill each other. Violence is a human condition and thus should be understood, rather than abhorred. And so yes, this is a game where violence exists, but only because where there are violent people there will be heroic men and women to stop them.

Lynch Mobs

This is NOT about lynch mobs. Lynchings are not the sort of vigilantism we are talking about, and do not fall into the context of this game. Most were unjustified anyway.

Racism

This is certain *NOT* about racism of any sort. The so-called "vigilantism" that occurred in the south in the early 20th century was murder, pure and simple, and not vigilantism.

Fiction

Yes, this is fiction. This is a game of cinematic heroes pitted against crimelords, thugs, and corruption, fighting to bring peace and freedom to the world. This has little basis on the reality of vigilantism, but so what? It's just a game, just as a movie is nothing more than a movie. Have fun and be cool. Don't take drugs and stay in school.

Character Creation

The Good, the Bad, and the Not-Too-Pretty

What the Numbers Mean

1 Point (Challenged) Everyday tasks involving this Characteristic are difficult. This value is found in children, elderly people, or those weakened by illness or infirmity.

2 Points (Everyday) Many ordinary people are likely to have some Characteristics at this value. It's enough to get by on and to do most things.

3 - 4 Points (Competent) You are competent at everyday tasks involving this Characteristic. For most healthy adults this level is "average". For PCs (heroes) it is still below average.

5 - 6 Points (Heroic) You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more Characteristics in this range.

7 - 8 Points (Incredible) You are extremely capable in this area, among the very best in the world; an Olympic athlete or Nobel-winning scientist might have a Characteristic in this range.

9 - 10 Points (Legendary) This is a level that only a few ever reach; it's simply the best a human can possibly be. This is the realm of super martial artists, geniuses like Einstein, or "action heroes" like in the movies.

Over 10 (Superheroic) At this point, your Characteristic value means that you have crossed into the realm of the superhuman. A Characteristic at this level is found in comic books, science fiction, fantasy, or mythology

Have Some Character

There are two types of Characters -- **Player Characters** (PCs) and **Non-Player Characters** (NPCs). NPCs are secondary characters, like supporting cast and extras, who flush out the "everyone else" category of a gameworld. NPCs are created and controlled by the GM. PCs are the heroes, and the adventure should center around them. PCs are created by the players (often with the GMs help or final approval). In both cases (PCs and NPCs) the characters are defined by "**Stats**", that is to say, a listing of their characteristics, skills, and abilities. These are shown on a character sheet which consists of three major parts -- Characteristics, Talents/Complications, and Skills.

Point Allocation Configuration (PAC)

There are three types of Points used in **Vigilantian** (aside from Power Points which may be added if you use Superheroes). These are **Characteristic Points** (CP), used to purchase Primary Characteristics. **Option Points** (OP) are used to get Talents, Skills, and Perks. **Equipment Points** (EP) are used to buy equipment, weapon, and vehicles, in addition to **V-EP**, which are EP *only useable for vehicles* (and large machines). You also get a lump of starting cash (\$\$\$), assumed to have come from somewhere (inheritance, stolen from criminals, your life-savings, etc.). Finally, you may have **Power Points** (PP) if the GM allows for Powers, but it is recommended to keep them minor. Future supplements will delve further into Vehicles and Powers. When you create a character, you must **pick one** of the six Point Allocation Configuration Levels **for each column** (and you cannot select that level again). If you pick Level 5 for CP, Level 3 for OP, Level 4 for EP, then your character will have 50CP, 35OP, and 40EP to spend.

| P.A.C. | CP | OP/Max | EP | V-EP | \$\$\$ | PP* |
|----------------|----|--------|-----|------|-----------|-----|
| Level 1 | 30 | 15/30 | 2 | 0 | \$1,000 | 0 |
| Level 2 | 35 | 25/50 | 5 | 25 | \$10,000 | 1 |
| Level 3 | 40 | 35/70 | 20 | 100 | \$30,000 | 3 |
| Level 4 | 45 | 50/100 | 40 | 250 | \$80,000 | 6 |
| Level 5 | 50 | 65/130 | 70 | 600 | \$140,000 | 9 |
| Level 6 | 55 | 80/160 | 100 | 1000 | \$200,000 | 12 |

*Only if you have Powers in your campaign. Some GMs may allow minor Powers.

Characteristics

Characteristics (also called Stats) describe a character's overall ability in a certain physical or mental attribute. All things (human or animal) can be described with these Characteristics. This allows for quick comparison of one person to another. For example, a person with a Intellect of 4 is smarter than a someone with an Intellect of 3, but not as smart as a scientist with a Intellect of 6.

Primary Characteristics

Primary Characteristics are the major stats of any character. They are "bought" using a pool of points given by the P.A.C. chosen for your character (normally between 30 CP to 50 CP). A good example of a Primary Characteristic would be a character's BODY, which is used to judge how tough he is. There are 10 Primary Characteristics, given below:

MENTAL GROUP

The Mental Group is comprised of three mental characteristics which determine ones intellectual capacity, force of will, and their general personality and social demeanor.

Intellect (INT): (called **Intelligence in other Fuzion games**). This measures how generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.

Willpower (WILL): Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.

Personality (PER): (called **Presence, or PRE, in other Fuzion games**). Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

COMBAT GROUP

The so-call "Combat Group", which is deceptive since it is not strictly for combat, consists of three characteristics which fall between Mental and Physical (they are a mix of the two). TECH is not combat related at all (but has no where else to go), and both REF and AGL can be used for more than just combat (like Acrobatics, Driving, and such).

Technical (TECH): (called **Technique in other Fuzion games**). Your ability to manipulate tools or instruments, use a computer, operate a machine, and so forth. This is not the same as reflexes, in as much as this covers the knack of using tools. One character might have a high Technical ability, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technical.

Reflexes (REF): Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have high Reflexes. Most importantly, this is the Characteristic that shows your chance to hit things.

Agility (AGL): (called **Dexterity, or DEX, in other Fuzion games**). Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Agility. This Characteristic is also used to avoid being hit.

PHYSICAL GROUP

These are all things related to the body, physical fitness, and health. This section is important to "brute" characters who want to be big, strong, and impressive, but it should not be taken lightly by other types either.

Constitution (CON): How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

Strength (STR): Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

Body (BODY): Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage you can take is derived from this.

MOVEMENT GROUP

There is only one Primary Characteristic in this group, MOVE. The rest are Derived (like Run, Leap, etc.).

Movement (MOVE): Your speed of movement; running, leaping, swimming, etc. MOVE measures how far and how fast you are able to move (basically, 1 MOVE is 1 Meter in 3 Seconds, walking).

Glossary of Terms

Action Value [AV]: The total of a Stat and a Skill. Also known as an Attack Value.

Action Total [AT]: The total of your Action Value plus a die roll (also Attack Total).

Attack Roll: Rolling dice and adding them to your Attack/Action Value to determine success.

Characteristic: (aka Stat) Shows your character's ability in an area (1 to 10). Determines how strong, smart or agile the character is.

Characteristic Points [CP]: Used to buy the basic Characteristics of the character.

Campaign Options: These are Skills, Talents, or Traits.

Complications: Situations, Campaign Elements, quirks; can be good, bad or mixed.

Difficulty Value [DV]: The number needed to beat in order to succeed at a task. Also known as a Defense Value.

Hits: An arbitrary measure of "life". When you have lost all your Hits, you are dying.

Kills: A larger scale of damage used when attacking military vehicles and such.

Lethal Defense [LD]: Armor. Also the ability to shrug off damage. Usually subtracted from the damage done.

Lethal Damage: Physical, deadly wounds, subtracted from your Hits.

Option Points [OP]: Points used to buy Skills, Talents, Perks, and such.

Skill: An ability that can be learned or taught, such as playing an instrument.

Structural Damage Points [SDP]: Damage to structures and vehicles.

Stats: see Characteristics.

Stun Points: Like Hits (but for Stun Damage). When your Stun is at 0, you are unconscious.

Stun Damage: "Shock" and bruising damage subtracted from Stun.

Stun Defense [SD]: Your ability to shrug off Stun.

Talent: An innate ability, that can't be learned or taught.

Task: A thing that you do, such as picking a lock or firing a gun.

Task Resolution: The way you figure out whether or not you succeed at a task you attempt.

Buying Up Derived Stats

It is possible to increase the value of a Derived Stat beyond its starting value. The chart shows what you get for each 5 Option Points spent. Of course, you can also use Character Points to buy up Derived Stats as well. In general, however, you'd be better served just to increase the Primary Stat from which the Derived Stat is figured, unless there is some reason why you can't (or shouldn't.)

For 5 Option Points (or 1 Character Point), you can increase your Derived Stats by choosing one of the following:

- +2 SD
- +1 ACT (Requires 10 OP)
- +1 REC
- +3 Resistance
- +5 STUN
- +5 HITS

It should be noted that there are a number of Talents which modify or effect Derived Characteristics, and possibly at a cheaper price (though limited in levels), so check there first.

Increasing or Decreasing Characteristics (Primary or Derived) generally is not allowed. However, certain Talents (or special situations) may allow you to increase a Characteristic, either temporarily or permanently. Certain Complications may also decrease a Characteristic.

Note that these rules are only for increasing Stats during character creation. **Vigilantian** uses a special Character Improvement system to increase Stats and Skills during game-play in a different fashion.

Buying Characteristics

Primary Characteristics are purchased at a ratio of 1 Characteristic Point (CP) for one level of ability. For example: I want to have a Strength of 5, so I pay 5 CP. You must put at least one Characteristic Points in each Characteristic; *the maximum level you can buy in any one Characteristic* is 7 or 8 for a normal human (as determined by the GM). However, if you are creating a Superhuman (or your GM allows it), you can put as many points into a single Characteristic you want. The GM may also set his own limits on the value of any or all Characteristics. For example, he may declare that you can have one Characteristics at 10 (at max), up to two at level 8 or 9, and cap the rest at 7. This helps to keep things balanced.

Derived Characteristics

Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics. The following Derived Characteristics are common to most Fuzion campaigns, including this one. However, for veterans of the Fuzion system, there are some differences which you should take note of (primarily, the use of Actions instead of Speed).

Stun [BODYx 5]: How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. Important: At the start, you may elect to move points from Stun into Hits or vice versa, as long as the total moved is limited to 1/2 of the starting Stun Value. Example: with 35 Stun and 35 Hits, I could move up to 17 points from Stun into my Hits or up to 17 points from Hits into my Stun.

Hits [BODY x 5]: How much Lethal damage you can take before you are dying. Any Armor you have may be subtracted from any Lethal damage you take. You may move Hit points into Stun and vice versa (see above).

Stun Defense (SD) [CON x 2]: How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

Recovery (REC) [STR+CON]: This Characteristic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.

Luck (LUCK) [INT+REF]: Fate acting on your behalf. Each game session you may take points from this Derived Characteristic and use them in other places; to add to important die rolls, subtract from damage, and so forth. When you have used up all of these points, they are gone until the next game session (you've "run out of Luck").

Actions (ACT) [1/2 REF]: This Characteristic tells how many Actions a character may have in a combat Round. It is given by REF divided by 2, and is either rounded to the nearest whole number or left as a fraction, depending on what "Speed" system you are using in **Atomik WAR**. This is roughly the same as SPEED in other Fuzion games.

Resistance (RES) [WILLx3]: Your ability to resist mental or psychological attacks or stress; basically your mental "Hits".

Humanity (HUM) [PER x10]: Your basic morality and humanity. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects (like cyberware), gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Characteristic, a corresponding one point is lost from your Personality Characteristic; when it is reduced to 0, the character becomes psychotic and his actions are taken over by the GM to reflect this.

Movement: **Walk** (aka Free Move) [equal to MOVE], **Run** (aka Combat Move) [MOVE x 2m], **Sprint** (aka Non-combat Move) [Move x 3m], **Swim** [MOVE x 1m], **Leap** [MOVE x 1m]: How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

[illegible]

Basic Templates

Unlike many RPG systems, Fuzion does not have character classes, templates, or levels. This may be a good thing for some people (it is more flexible), but others may feel more comfortable with some degree of categorization and classification for their character (to say "I am a thief" or "I am a bounty hunter") in more distinct terms. To facilitate this, fourteen character templates are listed below. They can be used as desired, or simply as a guideline for creating a character.

In similar style to templates used in other Fuzion games, the templates below list a Description, Recommend Skills and Options (Talents, Perks, etc.), and common equipment. You must pay for everything out of your OP and EP; the listed Skills, Talents, and equipment are only for reference.

Average Joe

Description: You were just an average, everyday working professional when all of a sudden something happened that set you off. It could have been witnessing a drive-by shooting, or perhaps losing a loved one to the plague of crime which has infested your city. Maybe it was a lot of little things, and when the street thug held you up -- that was it. Whatever the case, you've decided that the only way to clean up town is to stop being a victim and take action.

Recommended Skills: Driving, Expert, Professional, Jack of All Trades

Suggested Options: Common Sense, Strong Will, Luck Dog, Contacts, Favors

Common Equipment: Clothes on his back, briefcase, family car, pocket knife, digital watch.

Bounty Hunter

Description: A bounty hunter makes his living by hunting down wanted criminals and bringing them in alive. With very limited legal powers, and constant scrutiny and suspicion from police departments, perhaps you feel that you are not able to do enough to serve the cause of Justice. Having seen many of the men you bring in set free by legal technicalities and lack of evidence (when clearly they were guilty), you have decided finally to take matters into your own hands. You may still make a living as a bounty hunter, at least for now, but at night you may hunt down the murderers and druglords which escaped the Law.

Recommended Skills: Firearms, Ranged Evade, Tracking, Surveillance, Criminology, Traps

Suggested Options: Intuition, Combat Sense, Contacts, Favors, Licenses (to be a bounty hunter and carry a gun)

Common Equipment: Leather armor, sports motorcycle, semi-auto pistol, big knife, bad aftershave

Corporate Professional (the Suit)

Description: In an day in the age when international terrorism is at its peek, eco-terrorist work to undermine your company's operations, and foreign competitors would *kill* to gain trade secrets or illuminate you all together, the world can be a dangerous place. As a member of such a global-spanning conglomerate, you are the target. Perhaps you were kidnapped or held in an Iraqi prison for years; your country unwilling to rescue you for political reasons. Perhaps you survived a car-bombing or shooting which claimed the lives of your family. But now its time to pay them back. If you have a high enough position in the corporation, you may be able to sponsor an anti-terrorist "Corporate Interests Security" team. Or simply take matters into your own hands and do what must be done.

Recommended Skills: Driving, Persuasion, Professional, Business, Athletics (golf or tennis)

Suggested Options: Empathy, Strong Will, Luck Dog, Contacts, Membership (Large Corporation)

Common Equipment: Sharp business suit, briefcase, luxury sedan, pager, cell phone or PDA, a nice watch.

Crusader

Description: Some call you a hero, others call you a criminal. But the truth is, you're just crazy. Maybe you read too many comics or saw too many movies, and a tragedy or traumatic event sent you deep into your own delusion that you are some sort of superhero. With a little wealth, inheritance, or life-savings, you've gone on to make your delusion a reality and have begun a crusade against crime and injustice. You may even have your own unique disguise and signature weapons, thrill in leaving your 'autograph' or special mark at the scene, and purchase high-tech gear, armor, and black market weapons to serve your cause. The police are after you, the public is entranced by you, and the crime bosses have begun to get *just a little* bit worried...

Recommended Skills: Firearms, Ranged Evade, Melee Weapons, Driving, Shadowing, Deduction, Disguise

Suggested Options: Rapid Healing, Quick Recovery, Night Vision, Contacts, Wealth

Common Equipment: A disguise, signature weapon, light armor, a few gizmos

Desperado

Description: By definition, a Desperado is a reckless, violent man; urged on by furious passions, regardless of consequence. And your passion is Justice. Your life has been nothing but tragedy and pain, marked by moments of severe depression interrupted by a sudden loss or further misfortune. And time and again, one man has been there -- your now sworn enemy who is the boss of a major crime ring, so powerful even the police are helpless against them (for of course they own the police). The deaths, the injuries, the losses and tragedies were caused, directly or indirectly, by this criminal organization. Now its time to get even.

Recommended Skills: Firearms, Ranged Evade, Professional, Streetwise, Interrogation, Acting, Traps

Suggested Options: Ambidexterity, Combat Sense, Hard to Kill

Common Equipment: Basic clothes, boots, small car or motorcycle, several pistols or an SMG

Ex-Convict

Description: You were innocent of the crime they accused you of, but they ruined everything -- your life, your job, your family, your future... And they locked you away for a crime you did not commit. Prison changed you. You have lost all faith in the System, and know that innocent men go to jail while the criminals and wrong-doers go free. Though you have now been released, having served your term or been acquitted, your life, as it was, is over, and you have nothing else to lose. The time has come to bring *real* Justice to the world, and find the men you set you up and put them where they belong -- 6" under.

Recommended Skills: Firearms, Ranged Evade, Streetwise, Concealment, Bribery, Forgery, Acting

Suggested Options: Common Sense, Strong Will, Tough as Nails, Favor

Common Equipment: His stashed cash, minimal or leather armor, an illegal firearm (he's on probation, you know)

Ex-Law Enforcement

Description: Was it the day your partner was shot and the bad guy got away? Or the day when the doped-up gunman shot seven children in the school yard? Was it the knowledge that half the cops in your department were taking bribes, or the fact that the top Mafia Don had donated the majority of the money to the Mayor's campaign fund? Maybe it was all of it, and now you have lost faith in the System. But you are determined to bring true Justice to your city and put an end to the crime and corruption running ramped with impunity.

Recommended Skills: Firearms, Ranged Evade, Criminology, Surveillance, Interrogation, Streetwise, Deduction, Driving

Suggested Options: Common Sense, Intuition, Empathy, Contact, Favor

Common Equipment: Kevlar vest, sports car, pistol and/or rifle, phony ID badge (he is an ex-cop)

Ex-Military

Description: You served in the Army, Special Forces, or maybe even the SEALs, but those days are over. Maybe you were discharged, honorably or dishonorably, for whatever reason, or perhaps you retired by your own election. Now you have returned home, back to your country, only to find crime and domestic terrorism has grown to an all-time high. You have found a new war brewing on the streets of your home city, and you have the skills, the will, and the ability to fight that war -- and to win.

Once a warrior always a warrior, no matter where that war takes you or what form that it may take.

Recommended Skills: Firearms, Ranged Evade, Tactics, Perception, Driving, Athletics, Electronics, Demolitions, Paramedic, Survival

Suggested Options: Combat Sense, Lightning Reflexes, Light Sleeper

Common Equipment: Civilian clothes with military boots, concealed firearm, big knife in boot sheath, old Mustang

Fugitive On the Run

Description: Like the Ex-Con, you were also innocent of the crime they accuse you of -- but they haven't caught up with you yet. You know you're done for -- they already blame you for the two dead cops, but it wasn't you who killed them. Someone set you up or made you the scapegoat, and you're going to find out who. But you know you can't prove yourself innocent -- the moment the police catch up with you they'll surely plug you down -- so you might as well do something to make a difference. And that, you have decided, is to make crime *pay*. And pay dearly.

Recommended Skills: Firearms, Driving, Concealment, Climbing, Disguise, Traps, Survival

Suggested Options: Common Sense, Quick Recovery, Energetic, Lucky Dog, Favor

Common Equipment: Clothes on his back, a stolen car, a pistol he picked up from a dead guy (and his credit cards).

Information Security Specialist (Hacker)

Description: There is a new war going on; a war unseen and unknown to most. A war on the information superhighway fought between governments, terrorists, and corporations. In the 21st century information is both power and currency. Billions of dollars move across T1 lines and satellite uplinks every second, along side volumes of data like rivers of oceans. The fact is, crippling a company's Internet presence will cripple its ability to do business and plunge its stock to pennies. The new form of terrorism is one waged against corporations -- the heart of freemarket; but you are not one of them. You are a maverick or mercenary hired by shadowy men you know work for these corporations, to fight back against the intruders, hunt down their data havens, attack servers, and bring them down. You even do a little work on the side, just to keep sharp, and bring down the machines flooding the Web with garbage data and stopping jamming the bandwidth of non-profit and educational web-sites, just to be a good guy. You're a real cyber-vigilante, a counter-hacker, and champion of the virtual world.

Recommended Skills: Computer Engineering, Computer Programming, Electronics, Cryptography, Bugging, Hacking, Perception, Security Systems

Suggested Options: Intuition, Lucky Dog, Favor

Common Equipment: Electronics tool kit, laptop or palm top computer, PDA/cell phone, small car

Military Operations Consultant (Mercenary)

Description: You are a gun for hire, a Soldier of Fortune, a mercenary. If the pay was high enough, you'd do anything, regardless of the politics or social ethics. But along the line something happened to change that. Perhaps you saw a massacre or witnessed the death of innocents by the hand of your comrades. And perhaps you realized you were no different than they. It was then that you decided to become a Mercenary of Justice, and fight for what is Right against those who do Wrong. Maybe you're not a mercenary anymore, or maybe you are one who only fights when the cause is right. You are more selective now in the governments, corporations, and private interests you serve, and deal through your contact (agent) to get missions. Though you may not be paid as well as you once were, you have the satisfaction that what you are doing is for the benefit of all mankind.

Recommended Skills: Firearms, Ranged Evade, Gunnery, Tactics, Surveillance, Perception, Demolitions, Paramedic, Traps, Survival

Suggested Options: Combat Sense, Favors, High Pain Threshold, Contact

Common Equipment: Kevlar vest, motorcycle, pistol and/or rifle.

Physical Applications Expert (Thug)

Description: You may not be as smart as some other folks, but you're bigger, stronger, and whole lot tougher than any of them. Maybe you were a jock once, or a boxer, or a bouncer, or even just a weightlifting and fitness enthusiast. You certainly know how to fight, street fighting or boxing mostly, but you may have had some training in the Dojo downtown. Until now, you have never thought of using your skill and brawn to fight crime, but then something happened to change all that. Maybe they killed a friend or a loved one, maybe they caused the death of innocents, a thing which you could not tolerate. Maybe you've seen too many kids drawn into the world of crime and drugs and have decided that the only way to stop it is fight it at the source.

Recommended Skills: Firearms, Melee Weapon (Knife), Driving, Athletics, Interrogation, Streetwise, Climbing, Survival

Suggested Options: Hard to Kill, High Pain Threshold, Tough as Nails, Quick Recovery

Common Equipment: Jeans, T-shirt, leather jacket, large knife, brass knuckles, heavy pistol

Special Infiltrations Expert (Thief)

Description: It began when you were just a kid, pick-pocketing and shoplifting -- but you never got caught. You were too fast, too smart, and too good. It went from there to B&E to stealing valuable paintings and artifacts from museums and institutions. You always did it more for the thrill than for the reward, and never hurt anyone, so what's the crime? But in your heart you knew it was wrong. Then one day you decided to steal from criminals and druglords -- after all, how could they report your crime to the police? It may have been a mistake to get them on your bad side, but all the more danger and thrill. And if you did have to take out a few goons to get the goods, what's the big deal? They're criminals. Maybe you'll even give some of cash away to the poor folks on the street. Yeah, just like Robin Hood.

Recommended Skills: Ranged Evade, Stealth, Surveillance, Perception, Concealment, Disguise, Slight of Hand, Climbing, Lockpicking

Suggested Options: Ambidexterity, Double-Jointed, Lucky Dog, Favor, Good Looks (especially if female)

Common Equipment: Back bodysuit, repelling equipment, lockpick kit, small pistol w/ silencer

Weapon and Munitions Specialist

Description: Face it, the only reason you do what you do is because you love guns and big explosions. You may not be in a militia (though perhaps you had been before wising up), but you are a gun enthusiast and even have a life-time membership with the NRA -- maybe you even own a gun store. You spend most of your time at the firing range, and the rest in your basement making bombs to blow up out at a ranch or where no one will be bothered. But with all your knowledge and ability, you wonder, to what use is it all? If only you could use your skills to help mankind. But you can. And now you do. And now there's just a few less criminals in town for the police to worry about.

Recommended Skills: Firearms, Ranged Evade, Demolitions, Mechanic, Science (Chemistry), Traps, Survival, Weaponsmith

Suggested Options: Combat Sense, High Pain Threshold, Contact, Favor

Common Equipment: Fatigues and military boots, holstered sidearm, shotgun or rifle, bomb making equipment

Campaign Options

In any campaign, characters will need to get the basic Skills, Talents, & Perks, and sometimes Complications, to flush out their characters and describe them in a more unique and interesting fashion. These [Campaign Options](#) are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each GM's decisions. But as a general rule, they all break down into Skills, Talents, Perks, and Complications; all of which are purchased using Campaign [Option Points](#) (though Complications will *give back* OP).

Though the Campaign Options listed here are tweaked for *Vigilantian*, most are common across all Fuzion games. One important thing to note is that equipment is not bought with OP in *Vigilantian* -- it's bought with either Cash or Equipment Points (EP). 1 OP equals 1 EP on a 1:1 basis, and thus 1 OP/EP also equals \$100 (U.S., 2000). More on this later.

Option Points

[Option Points](#) is the "cash" with which you buy your Options. Why are Option Points used? The main reason is that it allows players to accurately scale characters; everything costs Option Points, and you know what you're getting in relation to something else. This also makes it harder for players to create characters who are unfair or unbalanced in relationship to other characters. As long as you have similar levels of Option Points, you know that any two characters will be relatively similar in terms of what they have, know or can do. Option Points are given to Players by the GM at the start of character creation (still more points will come from Complications, if taken).

In the first step of character creation, you should have chosen your PAC (Point Allocation Configuration) levels to determine your CP, OP, and EP. Thus, you should already know by now how many OP you have to spend for Skills, Talents, and Perks.

After character creation, any remaining Option Points can be saved to use later. Unlike other *Fuzion* games, you cannot exchange CP between OP, PP, Cash, (or even EP) or vice versa. This is because the PAC system is used to accomplish the same basic thing.

Equipment Points / Pool

[Equipment Points \(or Pool\)](#) are functionally the same as Option Points, however, they are exclusively for use with purchasing weapons, equipment, and vehicles (though V-EP is more suited for that). OP is equal to EP at a 1 to 1 basis (equipment and weapons are often listed in OP cost), but you **cannot** convert OP to EP, or EP to OP. You get what you chose for your PAC Level. 1 EP (or OP) is also about \$100. Many plug-ins and equipment lists (such as those in *A.X.E.*) list costs in terms of OP. Simply use EP instead of OP when consulting these catalogs. Equipment can still, of course, be purchased with cash.

Contrary to how OP works, however, you do not really "spend" EP. EP is instead treated as a Pool which describes how much "free access" a character has to valuable equipment. With an Equipment Pool of 50, a character has immediate and *free* access to 50 EP worth of equipment, weapons, or vehicles (or can partially alleviate the cost of very expensive items). This is sort of a "Power" ability, in a way, and can take the form of corporate resources, personal or group wealth, high-level government access, low-interest loans, line of credit, insurance, or whatever. EP can often be used to cover simple stuff such as your rent, cost of living, etc., which is usually between 5 to 10 EP (for a bear but decent life-style).

Instant Fuzion

Instant Fuzion is a greatly simplified version of Total Fuzion. It is often used for "simpler" games where ease of use and quick play is more important than realism and character complexity. Instant Fuzion is also often used to transfer characters between Fuzion games or completely different game systems by "folding them up" into IF then expanding them out into the new system.

In IF there are 4 main, or Primary, Stats, and 4 Derived Stats.

The Primary Stats are:

Mental - Intelligence and will
Combat - Reflexes and agility
Physical - Strength and build
Move - Movement speed

Then these are the Derived Stats and how to figure them:

Hit Points or HP (5 x Physical)
Stun Defense or SD (2 x Physical)
Initiative or INIT (Combat + Move);
Resistance or RES (Mental x 3);

Converting to IF

Instant Fuzion to Total Fuzion:

Mental x 3 = points to divide between Intelligence (INT), Presence(PRE), and Willpower (WILL).

Physical x 3 = points to divide between Strength(STR), Constitution(CON), and Body (BOD).

Combat x 3 = points to divide between Reflexes (REF), Dexterity (DEX), and Technique (TECH).

Move = MOVE

Recalculate all Derived Characteristics.

Total Fuzion to Instant Fuzion:

Mental (Men) = (Intelligence + Willpower + Presence)/3

Physical (PHY) = (Strength + Constitution + Body) / 3

Combat (COM) = (Reflexes + Dexterity + Technique) /3

Move = MOVE

Recalculate all Derived Characteristics.

Complications

One way to get more Points for character creation is to take on a few Complications. These are social, mental, physical, or emotional problems that help to define and enhance your character. You may also want to link these to various events to add to a character's background or LifePath (if LifePath is used -- see **Atomik LifePath**). The value of a Complication is based on its Frequency, Intensity, and Importance.

Frequency

How often does your problem impact your life? The answer is the problem's **Frequency**. Frequency rates how often a Complication may manifest itself during the course of a game. This table works for all Complications:

| FREQUENCY | VALUE | GUIDELINE |
|------------|-------|------------------------------|
| Infrequent | 5 | Once every few session |
| Frequent | 10 | Once every session |
| Constant | 15 | More than once every session |

Intensity

Intensity reflects how hard it is to overcome the Complication or just how much it affects you. **Each Complication its Intensity written in parenthesis ().** Below is a table of general roleplaying guidelines:

| INTENSITY/VALUE | GUIDELINE |
|-----------------|------------------------------|
| Mild [5] | WILL roll vs. 15 to overcome |
| Strong [10] | WILL roll vs. 20 to overcome |
| Sever [15] | WILL roll vs. 25 to overcome |
| Extreme [20] | WILL roll vs. 30 to overcome |

Importance

The Importance of a Complication rates how significant it is in the context campaign. For example, taking a complication of "Outsider" in a place where everyone is from somewhere else (such as a major city) should have little (or no) value. However, in a small town or community where everyone knows everyone, it takes on major importance. Another measure of Importance is its effect on your character's

survival! If a Complication can be fatal or is very dangerous it is generally more important than something that may just be a nuisance. The final approval for Importance must be dictated by the GM (though the player may suggest what he thinks it should be). Most things will be Minor or Major. Be sure you know what you are saying when you take a Extreme Complication, *these are extreme*.

| IMPORTANCE/VALUE | GUIDELINE |
|---------------------|--|
| Minor [divide by 5] | Minor effect on combat or damage, -1 to skills or world reaction |
| Major [divide by 2] | Major effect on combat (-3), or x1.5 damage, serious (-5) effect on skills or world reaction. |
| Extreme [x1] | Serious effect on combat (-5), or x2 damage, extreme (-10) effect on skills or world reaction. |

To Determine a Complication's Value

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. For example: I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my little brother. Since he is so young, he needs attention and protection (Intensity 10), but since I'm not in any danger, and my proficiencies aren't affected, the total value is divide by 5. Thus, taking care of my little brother is worth $(10+10)/5 = 4$ Option Points. But, if my little brother was constantly exposed to extreme danger which I had to rescue him from, I could get up to 20 OP!

Complication Limits

It may be prudent for a GM to limit the number of Complications that can be taken. Most often, this limit is equal to the initial OP that was granted. When you chose your P.A.C. level for OP you would have noted the "Max" value. This, as you can see, is double your OP, which means that if you chose Level 4 (50/100 OP), you are given 50 OP and may take up to 50 points of Complications to bring your total OP to 100.

PHYSIOLOGICAL LIMITATIONS***These are Physical problems:***

| | |
|------------------|---|
| Age | Being too young or too old can both have a debilitating effects. These are reflected in your stats: Very old/young: Reduce any 2 Stats (except Mental) by 1 (10). Extremely old/young: Reduce any 2 Stats (except Mental) by 2 (15). |
| Missing Limb | Perhaps you lost a limb in fight, in a freak accident, or were born without one, but whatever happened, part of you is just not there anymore. You're missing: a finger or two (5). A hand (10 each). An arm (15 each). |
| Reduced Hearing | What? Speak up? You're hearing is just not as sound as it once was. To make a hearing based Perception check, you must: Beat a Target Number +4 points higher than everyone else's (5). Have a hearing aid just to hear at all (10). Forget it -- you're totally deaf (15). |
| Reduced Mobility | Perhaps your legs are hobbled, or you were paralyzed by a bullet through the spine. In any event, you are unable to move normally. Movement reduced by a quarter (5). Is reduced by half (10). Paralyzed from the waist down (15). You are a total paralyzed from the neck down (20). |
| Reduced sight | Something has happened to cause your eyesight to be impaired (naturally or by accident). You just need spectacles (5). You are color blind (10). You are nearly blind or have just one eye (15). You are totally blind (20). |
| Vocal Impairment | Your voice is somehow damaged (neck injury, tongue cut out, etc.). You can only whisper, stammer or stutter (5). You can only make sounds, but cannot speak (10). You cannot make even a sound (15). |
| Scared | You have scars -- really bad, noticeable scars which people can use to identify you with, or make you stand out in a crowd. A large, unattractive scar on the face (5), a number of seriously gruesome scars (10). You are actually, physically disfigured by a scar (15). |
| Susceptibility | You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15) |

PSYCHOLOGICAL COMPLICATIONS***These involve your Mental Problems and flaws:***

| | |
|---------------|--|
| Absent Minded | You have lapses of memory from time to time. You often forget generally known facts (5). Forget the names people you just meet or what you just did (10). Have little or no short-term memory at all (15). |
| Amnesia | Your own past is the greatest mystery. Your mind may be fine, but something has caused you to forget: Bits and pieces of your past (5). A large block of your childhood (10). Everything about your past -- you don't even know your real name (15). |
| Berserker | You can't control your fighting rage - you will viciously: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until forcibly subdued, exhausted, stunned, or killed (20). |
| Bipolar | Your personality is manic/depressive, prone to fits and moods of severe depressions. You are often: Just moody (5). Liable to lie around and mope a lot (10). Equally liable to run around risking your life or sink into a miserable stupor (15). Utterly Suicidal (20). |
| Delusions | You believe in things that just are not real. You may hear voices, believe THEY are after you, or that you are a god. To support your belief you will: Risk serious embarrassment (5). Risk bodily harm or financial ruin (10). Risk your very life and limb (15). |
| Masochist | You have a deep seated hatred of yourself, and take pleasure in causing yourself pain or injury. You may merely seek verbal abuse (5). Seek minor physical abuse (10). Seek serious and harmful physical abuse (15). Seek life threatening abuse or are suicidal (20). |
| Phobia | You have an illogical fear of some common thing, such as dogs, spiders, heights, water, etc. When faced with your phobia, you feel: Agitated and Uncomfortable (5). Overwhelming Fear (10). Berserk Terror (15). Become catatonic (20). |
| Paranoia | You think you have enemies... Everywhere! Sometimes you are focused on one foe, other times, there may be legions of them. You react to your paranoia by: Incoherently ranting about it (5). Compulsively working on defenses against Them (10). You risk incarceration, bodily harm, ruin to stop Them and their Plot (15). Will risk life and limb (20). |

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

| | |
|---------------|---|
| Careless | You often do things without thinking. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request (20). |
| Clumsy | Maybe you don't pay attention or watch what you are doing, but you: Knock over small things or break items of little worth (5). Accidentally break rare and expensive items while fiddling with them (10). Can cause a disastrous chain of events which can "bring the whole house down" (15). |
| Bad Tempered | You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life and limb (15). |
| Egotist | You are in love with one person -- yourself. You are selfish, self-centered, and egocentric, and proud of it (5). You care nothing for others, and only look out for your own self-interests (10). |
| Obsessed | You just can't get that special person or thing out of your mind. You talk about it all the time and will risk embarrassment or loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life and limb over it (15). |
| Stubborn | It's your way or no way, and you hate to give in to anyone. Just to prove you're right you will risk embarrassment, or financial loss (5). You will risk incarceration, bodily harm or financial/social ruin (10). You will risk life and limb (15). |
| Unlucky | Things never go your way and everything always goes wrong for you at the worst possible time. Travel and adventure hold: Inconvenient misfortunes (5). Costly misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (but don't they always?) (20) |
| Greedy | You love money, gold, material wealth, and worldly possessions. You will go out of your way for any tempting amount of money (5), you will risk harm in the pursuit of wealth (10), you are obsessed with money and will risk everything for more (15), money is all that matters, you will even commit serious crimes and risk the lives of your friends to gain material wealth (20). |
| Overconfident | You're the best and you know it! Because of this, you may brag and boast, and attempt things beyond your real capabilities. You're all talk (5), you may take unnecessary risks (10), you are arrogant and proud, and may risk serious injury to prove yourself (15), you are a megalomaniac and may risk your life to prove your ultimate superiority (20). |

SOCIAL COMPLICATIONS

These are things with serious Social consequences for you:

| | |
|----------------------|--|
| Notorious | People "know" about you. At least, everyone's heard a story or two (even if untrue). When you are mentioned or seen, you are: Occasionally recognized (5). Frequently recognized (10). Always recognized (15). |
| Secret Identity | You are trying to hide who you are, or conceal your activities using a secret identity of some sort. If your true identity is revealed: You may suffer embarrassment (5). You may be imprisoned, or exiled (10). You may be tortured, killed, or executed (15). |
| Poverty | Money is hard to come by for you, harder than for most (you may not have Wealth). You are, financially: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15). |
| Personal Habits | People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15). |
| Loner | You hate dealing with others and don't get along well in groups. You refuse to speak to new people and insist you only "work alone" (5). Go out of your way to avoid interacting with people (10). Will physically remove yourself from any situation involving people (15). |
| Oppressed | You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20). |
| Distinctive Features | You stand out like a sore thumb in a crowd with features that are: Easily concealed (5). Concealable with Disguise or Performance (10). Not concealable (15). |
| Outsider | You're not a local, and the locals know it, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15). |

ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their Intensity of enmity against you:

| | |
|--------------|---|
| Capabilities | What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to armies, magical forces, or powerful allies? (20). |
| Extent | How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Can follow you anywhere you try to go (20) |
| Intensity | <i>Note: Instead of using the normal Intensity table, use the following scale:</i> What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (x1). |

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble. Codes of Honor, Family Matters; these are all Responsibilities:

| | |
|---------------|--|
| Code of Honor | These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never fighting an unarmed foe, or could be a set of laws you must abide, such as a sort of code of "Chivalry", or, for vigilantes, their sense of Justice. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life and limb (15). |
| Sense of Duty | You always do the "Right Thing", and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For Life Itself (20). |
| Vow | This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, take revenge, or just get the Star Diamond back from the thieves. To fulfill this Vow you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15). |
| Dependents | These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Feeble, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15). |

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

| | |
|----------------------|---|
| Addiction/dependence | You must have a particular substance (alcohol) or situation (danger, combat) or you will suffer severe mental or physical distress. The substance/situation you need is: Common or safe (5). Uncommon or moderately dangerous (10). Rare or hazardous (15). Very Rare or deadly (20). |
| Honesty | You always tell the truth. Always. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life and limb (15). |
| Impulsiveness | You do things without thinking; at a whim or slightest impulse. You do things that might risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life and limb (15). |
| Intolerance | You're a bigot and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive and risk of life and limb (20). |
| Jealousy | You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontive and accusatory (10). Physically violent (15). |
| Kleptomania | You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life and limb (15). |
| Lair | You lie. A lot. Often this may be embellishment of the truth, but often you lie for no particular reason... Even you don't know why. You may not have both Liar and Honesty, unless you are also Delusional (and honestly believe your own lies). You lie about trivial things, and occasionally concoct a tall one (5), you lie frequently (15), you lie very often (15), hardly anything you say is the untarnished truth (20). |
| Lecherous | You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life and limb (15). |

Skills

The first thing most characters will want to buy with their Option Points are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. In *Fuzion* there are nine basic Skill Categories:

Fighting Skills: The ability to fight in hand-to-hand combat, or with melee weapons.

Ranged Weapons: Skills in using ranged weapons, such as a gun or bow.

Awareness Skills: Your awareness of your surroundings, how to find clues, and so forth.

Control Skills: The use of skills involving driving, piloting, and riding animals.

Body Skills: The use of skills involving physical tasks, feats of strength, endurance, and other physical attributes.

Social Skills: Your abilities to blend in, avoid social blunders, and to show style and grace. Also your ability to convince others through social adeptness.

Technical Skills: Training in technical, vocational, and craftsmanship skills.

Performance Skills: Training in acting, musicianship, special effects, makeup, and so forth.

Education Skills: Knowledge and training based on formal education or schooling.

Buying General Skills

Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Characteristic the skill is related to. General Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Persuasion would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some campaign settings may require that you specify how a skill will be used (for example, picking what kind of Scientist (Physicist, Chemist, etc.) you intend to be. In these cases, you may need to take additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] and Scientist [Chemist]).

EVERYMAN SKILLS

The good news is, every character gets a free starting group of skills to begin with, so that he won't be totally helpless in his new environment. These are called Everyman Skills. Everyman skills are things generally known by everyone in society: **Perception, Concentration, Education, Persuasion, Athletics, Teaching, Local Expert** (Knowledge of your area), **Hand-to-Hand**, and **MELEE**

Evade. These are given free to all characters by the GM, and have an automatic starting level of **2**; about what the average person would know about his world. Each can be improved by adding Skill levels on an individual basis. An individual GM may wish to add or remove skills from the Everyman category to suit his particular game; in a far future setting, for example, everyone may use computers, but only special people may have any athletic skills. The Everyman skill category gives you the flexibility to tailor the level of your culture as desired.

Starting Max

Though this may be too limiting to suit some GMs, it is recommended to set a Starting Maximum for all Proficiencies, primarily to avoid having characters with level 10 Evade and combat skills. The default and recommended Starting Max is Level 5. The GM can, of course, set this to any level as he sees fit.

Master Skill List

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings. What's compiled on the next page are typical skills applicable to many superheroic settings or modern action genres. Skills marked in *Italics* are **Skill Groups** -- that is skills which are comprised of several Specializations, i.e., Firearms[Pistol], Firearms[Rifle], and so forth.

FIGHTING SKILLS

HAND-TO-HAND Basic skill at fighting with your hands. Adding a Martial Arts plug-in will allow the character to use Martial Arts maneuvers and actions. (REF)

MELEE EVADE Basic skill at getting out of the way of someone who is trying to strike you at close range (hand-to-hand or with a weapon). (AGL)

MELEE WEAPONS Using melee weapons, such as Knife, Club, Ax, Sword, Spear, Pole Arm, etc. You must specialize in a type of weapon, and take a separate skill for each class. (REF)

RANGED WEAPONS

BOWS Firing bows or crossbows. You must specialize in either Bow or Crossbow (or other specific type). (REF)

FIREARMS Using guns of all sorts. You must specialize in the category of firearms (pistol, rifle, SMG, heavy, etc.) (REF)

GUNNERY Firing vehicle mounted weapons, ship weapons, or artillery. Specify. (REF)

RANGED EVADE Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged

weapon, be it a bolt, arrow, or bullet. This skill is used for defense when you are being attacked by any ranged attack. (AGL)

AWARENESS SKILLS

CONCEALMENT You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, and so forth. (INT)

CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory, recall, and physiological control. (WILL)

DEDUCTION This is the art of taking several facts and leaping to an obvious conclusion. This skill should be used sparingly. (INT)

LIP READING This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)

PERCEPTION The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. (INT)

SHADOWING The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

SURVEILLANCE The ability to spy on a subject at range without being detected. (INT)

TRACKING The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

CONTROL SKILLS

ANIMAL HANDLER The skills of animal handling, training, and care as applicable. (INT)

DRIVING Driving cars, motorcycles, trucks, tanks, and other ground vehicles. Must specialize in a class. (REF)

PILOT Flying a prop-plane, civilian jet, military fighter, helicopter, etc. Must specialize in a class. (REF)

RIDING This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (AGL)

BODY SKILLS

ACROBATICS The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (AGL)

ATHLETICS Basic Athletics skills; running, jumping, throwing, swimming. (AGL)

CLIMBING Ability to climb difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 meters per phase. (STR)

CONTORTIONIST The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (AGL)

STEALTH The ability to hide in shadows, move silently or avoid detection in combat situations. (AGL)

SOCIAL SKILLS

BRIBERY A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PER)

CONVERSATION This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PER)

HIGH SOCIETY The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with rich folks and so forth. (PER)

INTERROGATION The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and know how to manipulate subjects into revealing the desired information. (PER or STR)

ORATORY The ability to speak to an audience and to deliver a convincing presentation. (PER)

PERSUASION The ability to convince, persuade, or influence individuals. (PER)

SEDUCTION The ability to gain others' trust by offering companionship or favors (not necessarily sexual). (PER)

STREETWISE This skill gives the character knowledge of the seamy side of town: he knows how to find the black market, how talk to thugs, gain information, and so on. (PER)

TRADING The ability to strike a good bargain with a merchant or customer. (PER)

WARDROBE AND STYLE A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his or her best. (PER)

TECHNICAL SKILLS

ARTISAN The ability to make beautiful or useful objects. Must specify one of painting, drawing, sculpture, jewelry, etc. Includes artistic aesthetics as well. (TECH)

BUGGING The ability to properly plant (or search for) sensing devices, and how to operate them. (TECH)

BUILDING Knowledge of constructing buildings, tunnels, bridges, etc. Includes ability to design such structures and skills to direct teams or construct the structure yourself. (TECH)

COMPUTER ENGINEERING The ability to understand, repair, modify, and build computer hardware, systems, and networks. (TECH)

COMPUTER PROGRAMMING The ability to program computers in various languages, build applications, and modify them. (TECH)

DEMOLITIONS The ability to properly use, handle, set, and defuse bombs and explosives. (TECH)

ELECTRONICS The ability to understand, repair, and rewire electronic devices. (TECH)

FORGERY The ability to create false documents, signatures, ID cards, and so forth. (TECH)

GAMBLING The ability to win gambling games that require some skill, such as dice, cards, and more exotic games. A character may also use this skill to cheat. (TECH)

HACKING Skill of electronic intrusion into a computer system, including illegal entry, viruses, and malicious code writing. (TECH)

JACK OF ALL TRADES Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid, cooking, cleaning, lawn care... You get the idea. Unless the skill is high, very little can be done *well* with this skill. (TECH)

LOCKPICKING This skill allows the character to open locks, assuming he has equipment (improvised or hand crafted). (TECH)

MECHANICS Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)

PARAMEDIC This skill enables a character to stop bleeding, repair damage, and generally keep someone alive. First aid and basic medical skills. (TECH)

SECURITY SYSTEMS The ability to recognize and evade various types of alarms and traps, and also how to set them up, give time and equipment. (TECH)

SHIPHANDLING Ability to pilot, man, and work aboard a ship. (TECH)

WEAPONSMITH The character knows how to build, maintain and repair weapons of various types. The class of weapon (Firearms, Bows, Swords, etc.) must be specified when this skill is purchased. (TECH)

PERFORMANCE SKILLS

ACTING The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PER)

DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)

MIMICRY The ability to perfectly imitate someone else's voice. (PER)

SINGING The skill of using your voice to perform and entertain. (PER)

SLEIGHT OF HAND The ability to palm items, fool the eye, perform magic tricks, etc. Also pickpocketing. (REF)

VENTRILQUIST The character can make his voice sound as if it's coming from somewhere other than himself. (PER)

EDUCATION SKILLS

BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, and so forth. (INT)

BUSINESS COMPUTING The ability to operate a computer for common and business applications, such as word

processing, spreadsheets, databases, financial software, Internet, email, and so forth. (TECH)

CRIMINOLOGY You know how to look for clues, dust for prints, examine evidence, do ballistics tests, examine records, and so on. (TECH)

CRYPTOGRAPHY The ability to solve ciphers and encrypt or decrypt messages. (INT)

EDUCATION General knowledge, such as reading, math, history, and current events. (INT)

ESPIONAGE Gathering and assessing intelligence and orchestrating spy operations.

EXPERT Any one field of knowledge: farming, law, appraisal, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)

HISTORY This is knowledge of history. (INT)

LANGUAGES Must specify one particular language. All characters can be fluent one language, that of their home country by default. Any other second languages must be bought as normal. Level 2 is good enough, 3 is fluent, and 4+ includes advanced grammar, dialects, etc. (INT)

LOCAL EXPERT Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)

NAVIGATION Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)

PROFESSIONAL The ability to perform a certain profession (such as artist, actor, doctor, carpenter, mason, farmer, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)

RESEARCH Skills in using libraries, databases, records, the Internet, as well as uncovering information from obscure or uncommon sources. (INT)

SCIENCE Knowledge of lab techniques, how to design experiments, write scientific papers, etc., for your field of science. Must specify your field (Physics, Astronomy, Geoscience, Biology, Chemistry, etc.). (INT)

SURVIVAL This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)

TACTICS The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)

TEACHING The ability to impart information or skills to other. (PER)

TRAPS The ability to recognize and evade various types of traps and booby traps. The character also knows how to set up such traps, given the proper time and equipment. (TECH)

WRITING Composing songs, novels, poems, speeches, and documents. You must have Education of 2 or better. (INT)

Talents

Talents are innate abilities which cannot be learned, such as the ability to see in the dark. Each of these Talents costs 3OP each. If levels can be taken (indicated by a [X]), then each additional level will cost another 3 OP (thus, a Level 3 Talent will cost 9 OP).

Some of these Talents you cannot get after character creation, but others (such as Hard to Kill, High Pain Threshold, etc.) can be had from experience, exercise, and training. You can always improve the levels of any Talent you already have with Experience Points. Use logic in determining if it is possible to buy a new ability with XP during the course of the game (it is unlikely you could ever get Double Jointed unless you were born with it). As always, the GM has the final say.

- Acute Senses[X]:** One of your senses (specify sight, sound, smell, touch, or taste) is highly acute. If the sense is touch then you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful (or illegal) substances with the barest taste.
- Ambidexterity:** You can use tools and weapons with either hand at no penalty (normally you have a -3 for using off-hand).
- Animal Empathy:** Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
- Good Looks [X]:** You are very good looking. People will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Wardrobe/Style for each level taken.
- Blind Reaction:** You can counterattack (in hand-to-hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
- Combat Sense[X]:** Your reflexes are keyed for danger; you automatically react faster to danger than anyone else. For every level taken (up to 5) you may add +1 to your Initiative rolls in combat.
- Common Sense:** You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible dangers present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
- Direction Sense:** You are never lost, always know where North is, and can orient yourself easily without any external cues.
- Double Jointed:** You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
- Energetic [X]:** You have more short-term energy or have the ability to use your energy in a more efficient manner. This gives +3 END per level, up to 5.
- Hard to Kill [X]:** For some reason, you are just harder to kill than most people. You can take lethal blow after lethal blow, and just keep coming! Each level increases your HITS by +5 (but not Stun), up to level 5.
- High Pain Threshold:** You are especially resistant to pain and shock. This gives a +2 to your SD (Stun Defense) and reduces the effects of Impairing Wounds by -2 (if used).
- Empathy:** Empathy allows you to gain an over all "feeling" for a person you meet. You must make an INT roll verses their INT + 10 (or Die Roll), and if successful the GM must tell you what you "feel" about them (if you fail, the GM can tell you that you feel nothing, or simply lie), and because of this the GM should roll secretly for the target.
- Immunity:** You are immune to the effects of one specific poison or disease group (must specify what).
- Intuition:** You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
- Language Talent:** You have a natural knack for languages. You get a second native language at Level 2, in the same family as the first language, or Level 1 if it is in a different family. CP cost for learning languages is the same, but you learn much faster, halving the time to learn for each level of the language.
- Light Sleeper:** You wake instantly from even the lightest touch or smallest sound (no Perception check required).
- Lightning Reflexes[X]:** You move with lightning speed and have reflexes of near super-human quickness. Each level increases your ACT by +1, up to level 3. This ability costs 10 OP per level (5 OP for a 1/2 level if using *Atomik WAR* system).
- Lucky Dog [X]:** Known also by another, more colorful name (Lucky B**tard), Lucky Dog increases your Luck by +2 per level taken up to level 5.
- Night Vision:** You can see in all but absolute darkness. All penalties for darkness are cut in half. In absolute darkness you cannot see at all.
- Quick Recovery [X]:** You have the ability to recover more readily and with greater success. It will increase REC by +1 per level, up to 5.
- Rapid Healing:** You heal extremely fast, recovering an extra 3 Hits per day in addition to your normal healing rate.
- Strong Will [X]:** Perhaps you are stubborn, perhaps you are strong, but in any event your willpower is much greater than it otherwise would be. Each level increase Resistance by +3, up to level 5.
- Tough As Nails [X]:** You are far more resistant to Stun damage than normal, and can often remain conscious even after the point where most people would be dead! Each level increases your STUN by +5, up to level 5.

Privileges

Privileges are memberships, perks, or contacts a character may have access to in a campaign. Privilege can be a symbols of authority, a friend, favors, or benefits of a profession or corporate sponsorship. They are all purchased with OP, and each level of the Privilege serves as a gauge to how powerful it is, 1 being lowest, 10 being best. The GM has the final say on how powerful a Privilege really is. Many Perks have mixed benefits, both good or bad, and game play should reflect this. For example, a corporate backer who is your Contact might require a favor of you someday in exchange for his help!

| Perk Name | Cost per Level | Description |
|-------------------|------------------|---|
| Membership | 1 to 4 Per Level | You can call upon the resources of an organization, person, government, or group - but you also have responsibilities to them. The level of Membership represents your status in the organization, not the influence of the group. The cost varies -- 1 OP per level for minor memberships (like a club or civic group), to 2 or 3 for corporations and police departments, to 4 OP for multinational secret crime-fighting and/or covert anti-terrorism organization. |
| License | 1 Per Level | The character has a legally sanctioned right to do things that would normally be considered illegal (license to hunt, to collect taxes, enforce the law, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above). You get no (or very few) resources, but you also don't have so many responsibilities. Level 1 licenses are typical civilian ones, such as drivers license (yes, you need to get one), gun license, and even marriage licenses. Level 2 includes restricted weapons license, liquor license, and so forth. A licenses to sell civilian guns would be level 3. A bounty hunter or P.I. might have a level 4 license. CIA and Secret Service agents have a level 8. Note that standard Police and such have a Membership, not an actual license. |
| Contact | 2 Per Level | You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight might be a level 1 or 2 (depending on his ability), a local Yakuza Boss might be level 5. The head of the FBI might be level 9 or 10. |
| Favor | 0.5 Per Level | A one shot Contact. You can make use of this contact only once, but they MUST do what you ask (as long as its appropriate and not suicidal). Note: that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything. |
| Renown | 2 Per Level | Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international legend. |
| Wealth | 4 Per Level | Characters are assumed to be low middle class, but having wealth will boost your lifestyle. Level 1 places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class (Merchant Class); you can buy most everyday things and live in a very nice place. At levels 3 to 4, you are very well to do and have more than enough money to support yourself and have an expensive home. At Level 6 you are rich; you don't have to work at all, can afford to live in excess. At level 9, you are living in royalty, can live anywhere and buy almost anything you want. At Wealth 1, the player's disposable income is \$1000 a week, and doubles each level there after! So Wealth level 5 gives \$32,000 a week! Divide by 400 if EP is desired instead (that is, a Wealth level 5 with EP gives a permanent +80 EP, but cost 20 OP) |

Flushing the Character Out

By now your character is basically complete. You should have your Characteristics, Skills, Complications, and Talents. But right now all he or she is are numbers. A basic Template (if taken) will provide further information as far motivation, life-style, and outlook are concerned, but this is not enough. If you are using **Atomik LifePath**, this will provide a way to define your character in much greater detail, including his likes/dislikes, appearance, and background. If you are not using **Atomik LifePath**, you still need to define such things.

For **Vigilantian** character motivation is all important. After all, you must have some reason for being a vigilante. Your template or LifePath may proved an adequate reason. If not, you can add something to your past. For example, if a friend or loved one was killed in a gang-war (or was a passer-by who got shot), this could be your motivation to wage war against crime. Perhaps you feel strongly about something (such as the war against drugs), or have "just had it up to here!" (as per the movie *Falling Down*). If you have been diagnosed with a terminal illness (which you will die from in 6-months to a year), perhaps you figured that the best way to go was with a bang, and you'll take as many bad guys as you can with you. Just watch the movies, and get some ideas!

Playing the Game

It's not how you play, is whether your live or die

Vigilantian is based on the **Fuzion** system, a role-playing game designed by Hero Games and R.Talsorian Games. Fuzion is the "engine" behind the likes of **Champions: the New Millennium**, **Bubblegum Crisis RPG**, **Shards of the Stone**, **Dragonball Z**, and many more. For this reason, being such a diverse and easily configurable RPG, **Fuzion** was chosen. And best of all, **Fuzion** is also free to download from the Internet!

Rules Books

This sourcebook does not cover all the rules in **Fuzion** (such as using skills, performing tasks, running the game, basic combat, and so forth), so you will need to have a rule book of some sort. This book primarily covers character creation, experience and improvement, and the basic game world and settings for **Vigilantian**.

Although there is a free version of **Fuzion** available on the Internet, something has to be said for having a nice printed and bound book containing all (or most) of the rules you need. As mentioned earlier, there are a great many published game available, all of which contain some version of the basic Fuzion rules. For **Vigilantian**, I would recommend you get either **Champions:tNM** or **Bubblegum Crisis RPG**, and of course, you can actually play Vigilantian in these settings if you chose. Dragonball Z (and a few other Fuzion games) use **Instant Fuzion**, a "smaller and simpler" version of **Fuzion** which **Vigilantian** was not written for (though it can be adapted).

The Internet also provides a free way to get the **Total Fuzion** rules (or even **Instant Fuzion**). There are a number of **Fuzion** sites which link to the **Total Fuzion 5.02** e-text (in .pdf format, just as this sourcebook is). Try the links below to find the Core or Total **Fuzion** rule book.

www.herogames.com/fuzion/fuzionlabs.html

www.meta-earth.com/fuzion/core.html

www.thefuze.com

You will also need a character sheet. One is printed in this text, but for a stand alone .pdf character sheet for Vigilantian, go to:

www.meta-earth.com/fuzion/core.html

Required Plug-Ins

Technically, there are no *absolutely required* plug-ins, but you can hardly have an exciting game without at least a few. A **Plug-In** is set of rules, packaged into a "module" which is independent from the core rules and any other plug-in. Thus, any number of Plug-Ins can be added to or removed from a campaign however the GM wish, and even in the middle of a campaign with (theoretically) minimal impact. There are a number of official plug-ins at www.herogames.com/fuzion/fuzionlabs.html available for download, but fans and players have also create a wide verity, check out www.meta-earth.com/fuzion/core.html.

The number one required Plug-in for **Vigilantian** is **Atomik WAR**, but we will talk about that later (under Combat System). Other, semi-required Plug-Ins follow:

Other Vigilantian Sourcebooks: There either are or will be additional sourcebooks for **Vigilantian**. These would be useful, of course, but are not absolutely required.

Atomik WAR Extreme (A.W.E.): See Combat System.

Armory Expansion (A.X.E): See Combat System.

Atomik LifePath: Atomik LifePath provides a system to generate information about your character, his likes and dislikes, personality, and history. LifePath is available at <http://www.meta-earth.com/fuzion/lifepath.html>.

A Martial Arts Plug-In: There are a number of Martial Arts Plug-Ins for **Fuzion**, including an official one at www.herogames.com/fuzion/fuzionlabs.html, but there are also some unofficial ones, which you can find referenced here: www.meta-earth.com/fuzion/core.html

Optional Plug-Ins

Though technically even the "required" Plug-ins are optional, there are a large number of other Plug-ins which are useful in **Vigilantian**. All of these can be found linked at: www.meta-earth.com/fuzion/core.html

Official Superpowers Plug-In: If you do have Supers in your campaign, this plug-in is a must. It is highly recommended that you just go out and buy **Champions**, especially if you decided to play in that universe.

Heroic Abilities Plug-In: An unofficial super power plug-in which is very good.

Mekton Fuzion: If a mecha gameworld is your setting, you will certainly need the Mekton plug-in for Fuzion.

Instant Vehicles: Until the Vigilantian sourcebook for vehicles comes out (or if you decide not to use it), you can use this plug-in to suit most of your vehicular needs.

Atomik Psioniks: If being Mental is your cup of *Sake*, you can't beat Atomik Psioniks. I *know* you want to get it.

Atomik Cybertek: Until such time as R.Talsorian graces us with Cyberpunk 2030, Atomik Cybertek should satisfy your 15 point cyber-addition, if you're running a cyberpunk **Vigilantian** campaign.

Computer Plug-ins: Though you can certainly wing-it in a non-cyberpunk game, using hacking and programming sometimes needs better definition. There is a generic computer plug-in available, as well as an **Instant Netrunner** plug-in.

Lightspeed: This is really a game world, not a plug-in, but you can plug-it into Vigilantian (or vice-versa) if you wish to play in an epic, space opera sci-fi universe.

Atomik Magick: If there happens to be magic in your world (even if just for the leader of that evil cult you are trying to undermine) then this plug-in should prove to be a valuable resource (along with **Atomik Grimoire**).

There's more, I know, I just can't list them all, of course. The point is you can plug-in just about any Plug-In to enhance **Vigilantian** and customize it however you wish.

Combat System

Vigilantian was designed with the combat system presented in **Atomik WAR** in mind. It is not required that you use **Atomik WAR**, only highly recommended. The combat system which comes with the basic **Fuzion** rules are perfectly fine and adequate. But Vigilantian is an action and combat oriented game, more so than some, and the more detailed the combat system the more realistic the game. Of course, others may argue that a simple combat system allows for quicker and more exciting combat, which

may also be true, and so the choice is up to you. I only prefer **Atomik WAR** because I wrote it.

The latest incarnation of the **Atomik WAR Advanced Combat System** (as of this writing) is version 3.0, also known as **Atomik WAR Extreme**, or **A.W.E.** (or **A.W.E.A.C.S.** in full). As of the version 3.0, the weapons and equipment were taken out and put into a separate sourcebook called **Armory, Accessories, and Equipment**, or **A.X.E.**, because the material had simply become too large.

Both of these sourcebooks are available for download at: www.meta-earth.com/fuzion/war.html

A.W.E.

Atomik WAR Extreme (version 3.0) presents an Advanced Combat System for use with any **Fuzion** game. **A.W.E.** actually consists of a number of Plug-Ins grouped together, and many of them are further configurable with dials and switches of their own. This allows for the GM to pick what he wants to use from **A.W.E.** and not worry about the rest of the rules (if he chooses to use the standard rules for everything else). The only minor difference is that Vigilantian does use alternate names for some Characteristics and Derived Characteristics, which must be taken into account. The ACTIONS Derived Characteristics was named to better suit the SPEED2 system, though SPEED2 refers to SPD (which was the original name), so just keep that in mind.

A.W.E. also presents rules for alternate forms of Task Resolution using different sorts of dice (1D6, 2D10, 1D20, etc.), which the GM should consider going (1D20 is nice). **Vigilantian** was written as though 3D6 was the system used (it is the **Fuzion** default), however, there are very few places, if any, where this is noted (usually the word "Die Roll" is used, allowing for you to substitute with whatever die type you are using).

There is a wealth of house-rules, alternate systems, and expanded rules in **A.W.E.**, so you should at least browse through it even if you don't plan to use it.

A.X.E.

The **Armory, Accessories, and Equipment** pack (**A.X.E.**, I know it's not a perfect acronym, but it's cool) contains all the weapons, armor, and both civilian as well as military equipment you could want (unless you are a real gun-freak, I mean, gun enthusiast :-). Originally, this material was in **Atomik WAR** versions 1 and 2, but it has since been expanded and moved to a separate sourcebook. If you want guns and armor, you need this sourcebook.

Using Luck

Luck is Fate acting on your behalf. Each game session you may take points your LUCK Derived Characteristic and use them in other places, such as to add to important die rolls, subtract from damage, and so forth. When you have used up all of these points, they are gone until the next game session (that is to say, you have "run out of Luck").

Below are some of the ways you can use LUCK. Any use of LUCK must be declared *before* any roll is made and then applied, except where noted.

1 point of LUCK can:

- raise *any* roll total by +1
- lower *any* roll total by -1
- give a +1 to a Task Roll
- give a +1 to Hit a target (+1 to AV)
- give a +1 to Evade an attack (+1 to DV)
- give +1 to any damage done to a target (Stun or Lethal)
- lower by -1 any damage you take (Stun or Lethal)
- let you have a minor or trivial item at hand or in your pocket, such as a pencil, a few coins, a slip of paper, or some such.

5 points of LUCK can:

- boost any Characteristic by +1 for a Phase
- let you reroll (for Task Rolls, damage, hit location, or whatever). You may declare this application of Luck after seeing your roll, and as many times as you like (until you can no longer afford to do so).
- add +1DC any damage done to a target (Stun or Lethal)
- lower by -1DC any damage you take (Stun or Lethal)
- let you have an important, previously unmentioned item in your pack (which you might own or have access to)

10 points of LUCK can:

- give +1 extra Action in a Round (that is, +1 ACT)
- declare the result of any one roll (between its valid possibilities, such as 3 to 18 for 3D6), instead of rolling it. You may not declare 3 or 18, but it will not be a critical success or failure.
- let you stumble upon a key element, clue, or critical resolution which is present, but otherwise unnoticed.
- Make a thing which could not possibly work, *possibly work*, such as building a missile guidance system from a HAM radio kit (DV should still be very high) or survive a fall from the 24th story by miraculously having a swimming pool right below you.

Experience and Improvement

This Experience System rewards characters with Experience Points (XP) for accomplishments, victories, and success. But it also punishes for failures, including poor role-playing. XP is different from CP, OP, and EP, however, and they should not be mistaken for the same thing. The GM will never award with OP, instead, he will give out XP and any character improvements will be done with XP using the Exchange Tables described later. Please note that this is a "Curved" improvement system, where attaining super-human levels in abilities and skills will become increasingly more difficult.

XP and How it Works

Experience Points (XP) are given by the GM to required accomplishments, victories, and success, but can also be taken away for failures (unless the GM is adamantly against doing such a thing). XP is not directly related OP, CP, or EP. However, as you will see, it can be converted, if necessary.

Rewarding XP

There are many ways to get (and lose) XP. First, XP can be earned by defeating adversaries (though not necessarily killing them). Second, a character can earn sXP for specific skills whenever a success is made (sXP is distinctive from XP because it can only be applied to improving that one skill). A character will also earn XP for completing adventures, good role-playing, and so forth.

Defeating Adversaries

One of the main ways to earn XP is simply to defeat adversaries, be it a thief, soldier, monster, or a diabolical villain. This may also include machines, such as a tank or robot, or even a bomb counting down to doomsday. But first you must understand that defeating an adversary does not necessarily mean killing him (though, of course, it could). Defeating a bad guy could simply mean capturing him, or throwing him in jail. Foiling the plans of the villain (i.e., his plot to take over the world) counts also as defeating him, even if he was not killed or captured. He was defeated within the context of the adventure, and so points should be awarded for his defeat. But again, in most cases "defeating an adversary" does mean slaying him. For the most part, these are small time adversaries, like henchmen, guards, or soldiers, who of course have a much lower point value.

To find the XP Value for defeating an Adversary, total up his CP and multiply it by the number below (categories by importance):

| Importance | XP multiple |
|--|----------------|
| Minor (a no-body, minor monster, small time crook) about 30 CP | Total CP x 1 |
| Average (henchman, soldier, your average monster) about 40 CP | Total CP x 5 |
| Important (general, commander, major monster) about 50 CP | Total CP x 20 |
| Major (the Big Bad Guy and/or his Seconds) greater than 60 CP | Total CP x 100 |

The XP must be split between all characters involved with defeating the adversary, be it one character or a dozen. It is the GM's responsibility to split this XP fairly (if he believes an equal split is fair, that is fine). If some character's played only a minor role, they should get a smaller cut, characters who played a major role get a larger cut, and so forth.

For example, our team, "the Super Six", have defeated Dr. Synister's second man (Major Villayn), whose total CP adds up to 75. This in turn equals 7500 XP for his defeat. Because all six of the Super Six played an equal role in defeating him, we decide to split it up equally, giving each PC 1250 XP. But if only three of the Super Six played a major roll, and the other three played supporting roles (or were out of the action), then the first three might get 1750 XP each, and the other three would get 750 XP each. Clearly, defeating an adversary by yourself grants the most XP, but then again, it is equally more difficult to do!

Defeating Machines

Defeating a machine (destroying a tank or mecha, disarming a bomb, or stopping Dr. Synister's rampaging Robot-Warrior of Doom™), awards XP in much the same way that defeating adversaries does. Most machines are built with CP (Construction Points) which are like CP (Character Points) in value. Therefore, defeating or destroying such a machine will grant XP in the same fashion. Because they are not living, willful adversaries (at least, non-sentient ones) destroying machines only wards XP equal to 5 x CP value of the machine. For example, disarming a nuclear bomb (judged by the GM to be 30 CP) will grant 150 XP. Defeating a giant 200 CP mecha robot will award 1000 XP. Furthermore, killing or defeating the pilot of the machine will also award XP for his defeat, as listed above, and it also would if it foiled the plans of an adversary (i.e., disarming the nuclear bomb would probably count as defeating the adversary responsible). If the machine is sentient (an intelligent robot or AI computer) it should be treated as a true adversary, and could have a x20 or x100 XP modifier, rather than x5 (depending on how "major" it is).

Just as illustrated above, the XP must be split between all characters involved with defeating the machine (and/or its pilot).

General Awards

The general award of XP should be given at the end of a gaming session, when a goal is attained, or otherwise important accomplishment is made. This is individual for each PC, and can vary greatly. It is up to the GM to determine the amount of **General XP** granted at the end of each game session. But here are some guidelines to follow. Note that some events have negative XP. For these, XP should be subtracted from the total XP granted, but XP should never be less than 0. This does not need to be followed exactly; these are only guidelines.

| Event | XP Granted |
|--|------------|
| Very poor role-playing or unacceptable attitude | -100 XP |
| Poor (or no) role-playing or a "munchkin" attitude | -50 XP |
| Bland, uneventful, or out-of-character role-playing | +0 XP |
| Passable to average role-playing | +5 XP |
| Average to good role-playing | +10 XP |
| Exceptional, creative, or active role-playing | +30 XP |
| Excellent, interactive, and deeply involved role-playing | +50 XP |
| Used a skill, talent, or ability in a new or unique way | +30 XP |
| Selfless act of heroism | +100 XP |
| *Selfish* act of cowardice (unless the PC is a coward) | -50 XP |
| Took a significant risk and pulled through | +20 XP |
| Active leader or supportive follower | +10 XP |
| Triumphed against insurmountable odds | +80 XP |
| Resolved a potentially violent situation peacefully | +60 XP |
| Played up a character flaw or negative trait | +40 XP |
| Used a Contact or Perk to solve a problem | +30 XP |
| Solved a serious problem or mystery | +50 XP |
| Made a *good* deceive move or important decision | +40 XP |
| Developed a plan of action, that worked | +50 XP |
| Developed a plan, but it failed utterly | +0 XP |
| Caused an otherwise viable plan to fail | -20 XP |

Skill Awards (sXP)

Skill Experience (**sXP**) is XP applied to a specific skill for successful usage of that skill. Though General XP can of course be applied to skills for improvement, sXP will accumulate on each individual skill and will automatically push that skill to its next level when enough points have been built up. *Any success will give an automatic +1 sXP to that skill, and any Critical Success will grant sXP equal to the Margin of Success* (i.e., if you make a Critical Success and succeed by 7, then you gain +7 sXP to that skill). A Critical Failure, however, will reduce the sXP total by -1 (but never lower it below 0).

- Any success will give an automatic +1 sXP to that skill
- Any Critical Success will grant sXP equal to the Margin of Success
- A Critical Failure will reduce the sXP total by -1, but never lower it below 0.

As soon as enough sXP has accumulated on that skill to increase it to the next level, it will automatically increase to that level, spending the required sXP. It is best to note the total sXP next to the skill it is related to.

Character Improvement

So, you have 1340 XP, but what do you do with all that experience? Buy character improvements, of course! With XP you can improve skills, increase Derived or Primary Characteristics, add Talents or Powers, remove Complications, or increase your Equipment Pool.

Improving Skills with sXP

Skills can improve two ways: with sXP or General XP, or a combination thereof. Skill improvement works on a curve, where higher levels cost more than lower levels. Skills that gain sXP will increase to the next level once they have accumulated enough sXP. Thus, if a level 2 skill has accumulated 20 sXP, it will automatically spend all 20 sXP and increase to level 3. Rarely will skills improve past level 3 in this manner, since the XP cost becomes increasingly higher (it would take three or four major Critical Successes to boost a level 3 skill to level 4). After this point, skills may have to be improved with General XP and *hard study*.

| Skill Level | XP Cost |
|----------------|---------|
| to get Level 1 | 5 XP |
| Level 1 to 2 | 10 XP |
| Level 2 to 3 | 20 XP |
| Level 3 to 4 | 40 XP |
| Level 4 to 5 | 80 XP |
| Level 5 to 6 | 150 XP |
| Level 6 to 7 | 200 XP |
| Level 7 to 8 | 250 XP |
| Level 8 to 9 | 300 XP |
| Level 9 to 10 | 400 XP |

Improving Skills with General XP

Clearly, using sXP alone is not the only way to improve skills. But sXP is learning through direct experience. If you must improve a skill with General XP, this is considered learning through study, and is more difficult. The XP cost is the same (as above) but you must spend time to learn the skill.

You must spend 1 hour of study for every point of general XP spent improving a skill. Thus, if improving a level 2 skill to level 3 would require 20 XP and 20 hours of study (that is basically like taking a 3 hour course in college for 3 weeks, assuming you study an additional 3 hours outside of class). If you have a mentor or tutor, cut the time in half. Otherwise it is assumed you are learning on your own (through reading, practicing, etc.).

Increasing a skill from level 3 to 4 would cost a total of 40 XP. But if you already had 20 sXP in the skill then you need only apply 20 General XP, and thus, only spend 20 hours of study (say, spending 2 hours every day for a week and a half). To jump suddenly from level 3 to level 8 would cost 720 XP and nearly a year of study!

Muse Learn Now!

There are times of great peril and turmoil where heroic men and women must stand mighty against the forces of evil and the powers darkness. In such times, it is hard not to be late getting to school. To this end, it is possible to force XP to act as sXP, and apply it directly to the improvement of a skill. How this works is somewhat metaphysical, but basically involves the culmination of your knowledge and experience to elevate your competence in a particular area. In other words -- whatever.

Because you are not learning the skill from direct experience (sXP) or through study (see above), a great deal of XP is wasted in this process. It takes 10 XP to equal 1 sXP, and this can only be done with the GM's permission. For example, Leo must increase in skill in sword fighting (his skill in Swords is 0), because he suddenly finds himself teleported back in time to the 12th century AD. He has no time to study (his girlfriends has just been kidnapped by Talon the Terrible), but he has a lot of XP to spare and wants to get Swords at level 3. Normally, this would require 35 sXP (or 35 General XP and 35 hours of study). To convert General XP to sXP would require him to burn 350 XP. So Leo summons up the culmination of all he has learned and experienced (i.e., from seeing sword fights on TV and at the movies), and magically gains 3 levels in Swords. But it was not cheap.

Improving Primary Characteristics

GMs should be discouraged from allowing a PC to increase his or her Primary Characteristics, but it can be allowed under special game-related reasons (i.e., intense training in the Martial Arts to increase STR or CON). To improve a Primary Characteristic, simply apply the XP require to increase it to the next level:

| Characteristic | XP Cost |
|----------------|---------|
| Level 1 to 2 | 500 XP |
| Level 2 to 3 | 700 XP |
| Level 3 to 4 | 900 XP |
| Level 4 to 5 | 1200 XP |
| Level 5 to 6 | 1500 XP |
| Level 6 to 7 | 1800 XP |
| Level 7 to 8 | 2200 XP |
| Level 8 to 9 | 2600 XP |
| Level 9 to 10 | 3000 XP |

To increase a Primary Characteristic from level 4 to 5 costs a total of 1200 XP. But to jump suddenly from level 4 to level 8 would cost 6700 XP.

Improving Derived Characteristics

Instead of improving Primary Characteristics, most PCs should improve their Derived Characteristics instead. In general, this is a direct XP to OP conversion (100 XP to 1

OP). If a Derived Characteristic costs 5 OP to increase under the standard Fuzion rules, then it costs 500 XP.

| Derived Characteristic | XP Cost |
|------------------------|---------|
| +1 Hit Point | 100 XP |
| +1 Stun Point | 100 XP |
| +1 SD | 250 XP |
| +1 REC | 500 XP |
| +1 ACT (or SPD) | 1000 XP |
| +1 END | 50 XP |
| +1 RES | 150 XP |
| +1 HUM | 100 XP |
| +1 LUCK | 250 XP |

Talents, Perks, Powers, and Complications

To make things simple, the OP cost of Talents, Perks, and Complications can be converted directly to its XP value (100 XP to 1 OP). So a Talent with a 3 OP value costs 300 XP. To get ride of a 15 OP value Complication costs 1500 OP. Powers convert at a 500 XP to 1 PP ratio. Keep in mind, however, PCs should not be adding new Talents or Powers, generally speaking (adding Perks and removing Complications is, however, acceptable).

Other Things

For everything else which might costs OP, CP, EP, or PP (i.e., special equipment, weapons, cyberware, etc.) just remember these general conversion rules:

1 OP equals 100 XP
1 EP equals 100 XP
1 PP equals 500 XP
1 CP equals 500 XP

In Summary

So, in Summary, these are the rules for Experience:

- 1 OP equals 100 XP
- 1 EP equals 100 XP
- 1 PP equals 500 XP
- 1 CP equals 500 XP
- General XP is awarded by the GM at the end of every game session
- Any success will give an automatic +1 sXP to that skill
- Any Critical Success will grant sXP equal to the Margin of Success
- A Critical Failure will reduce the sXP total by -1, but never lower it below 0
- Skills which gain sXP will increase to the next level once they have accumulated enough sXP
- Levels can be improved in Skills by spending general XP and study time equal to the XP spent in hours
- General XP can be burned to turn it instantly into sXP (10 XP equals 1 sXP), with the GM's permission
- Primary Characteristics can be improved with general XP, in accordance to the table, but only with the GM's permission
- Derived Characteristics can be improved with general XP, in accordance to the table, but essentially at an XP cost equal to the OP value x 100
- The same applies for Talents, Perks, Powers, Complications, and other "point value" items.



Game Worlds and Genres

Live by the Sword, Die by the Gun

By default, *Vigilantian* is assumed to be taking place in the present or near-present day, and in its own alternate modern day world -- the **World of Vigilantian**. The **World of Vigilantian** will be discussed in Chapter 4. But before we get in to that, it is necessary to mention your other options. After all, the **Fuzion** system transcends time, place, and genre, and vigilantes have existed ever since people held a sense of justice. Below are just a few of the endless possibilities.

Dark Champions

Veterans of **Champions** and the **Hero System** will probably ask "Is *Vigilantian* a **Fuzion** version of **Dark Champions**?" The answer is no. **Champions:tNM**, in the **Dark Champions** setting, is the **Fuzion** version of **Dark Champions**. *Vigilantian* was developed independently (in fact, I have no knowledge of **Dark Champions** and have never read or played the game).

I would assume that if you wished to play **Dark Champions** in **Fuzion** your best bet would be to simply ignore this sourcebook, go out and buy **Champions:tNM**, and play vigilante characters in the **Dark Champions** universe (which is the same as **Champions**, just at a lower power level). I don't know what differences there are between **Dark Champions** and *Vigilantian*, so I cannot tell you the pros and cons of either one. My point is, if you want to play **Dark Champions**, then play it.

Champions: the New Millennium

One of the most obvious gameworlds to play is that of **Champions:tNM**, since it is also a **Fuzion** game. Of course, if you are looking to play vigilantes in the **Champions** universe, you need look no further than **Dark Champions** (see the above section).

It is also possible that you may wish to play low or non-superheroic vigilantes in a Superhero world of your own making and *Vigilantian* (coupled with Superhero abilities plug-in) can easily facilitate this.

In fact, it is possible that your vigilantes may have one or two minor Powers, and live in a world where there are few to no other superheroes. In a world where there are only "Batmans" and "Punishers" (both vigilante superheroes who had no powers at all), vigilantes will serve as the superheroes, and they will fight against non-superheroic villains, terrorist, and crimelords. The **World of Vigilantian** can facilitate superheroic vigilantes, but their Powers should be kept low or negligible, as should those of the villains.

The Near Future

Doubtlessly, there will be vigilantes in the near-future (cyberpunk or not). But it is becoming more obvious that our future will not be the dark future envisioned by Gibson and Sterling, and in fact, one of economic growth, exploding technology, and, alas, no cyberware. But we can still dream, can't we?

The two most obvious choices for playing a **Fuzion** cyberpunk game are, of course, **Cyberpunk** and **Bubblegum Crisis**. Though delayed year after year, **Cyberpunk 2030** *should* be coming out in 2001, and will be using the **Fuzion** system (rather than **Interlock**). But **Interlock** is so similar to **Fuzion** it won't take much to tweak it, and already there are conversions. Playing vigilantes in **Cyberpunk** is a no-brainer. **Cyberpunk** needs champions of Truth and Justice in a dark, crime-ridden, and corrupt world it takes place in. In fact, the **World of Vigilantian** is set up such that it *could* precursor the **Cyberpunk** world. Just move the timeline up a bit and you're in 2020 or 2030, and there you go. Lock and load, rockerboy.

To ignore **Bubblegum Crisis** as a possible world for playing vigilantes would be like ignoring the air as a source of oxygen. To put it bluntly... Duh! You're already playing vigilantes in BGC RPG (well, unless you are playing AD Police, or, Largo forbid... Genom agents). As with **Dark Champions**, There is no need to use *Vigilantian* with **BGC RPG** since all the elements are already there.

One of the more interesting possibilities, however, is to play *Vigilantian* in the **Shadowrun** universe. However, **Shadowrun** is a difficult game to convert into **Fuzion** (there have been several attempts), and my conclusion is that to

maintain the unique feel and style of the game, you should play **Shadowrun** with **Shadowrun**. You could play **Vigilantian** using the **Fuzion** rules, but simply set in the same world and background as **Shadowrun**. With **Atomik WAR**, **Atomik Cybertek**, and **Atomik Magick** you really have all you need.

Of course, the near-future may not be dark and dreary, and it may not even have AIs, cyberware, and a VR cyberspace for a hundred or more year. The best near-future world may well be one you make up for yourself. One that is not too unlike our own, but with fancier computers, a bigger Internet, and more electronic gizmos. See the **World of Vigilantian**, in Chapter 4, for a not-so-dark near-future, non-cyberpunk gameworld.

The Wild West

The Golden Age (or Dark Age?) of vigilantism was the Wild West of the 1800s. With Californian Gold Rush towns and settlements sprang up like wild fires, and burned out just as fast. It was a lawless, dangerous, adventurous time where outlaws ran with impunity... Until the vigilantes arrived.



The word "vigilante" originated in the Wild West, from "Vigilance Commit" a group of citizens who basically went out to capture outlaws and hang them, or simply shoot them on the spot. It was, for a long time, vigilantes and bounty hunters were the only form of law and order in the west. Even sheriffs mustered together posses of vigilantes to help him hunt down and capture notorious criminals. The Wild West is indeed a rich background for a **Vigilantian** based game.

There are actually very few games available which use the Wild West genre, surpassing since it was *the* major fiction genre for nearly fifty years (1900s to 1950s). It even fictionalized itself in the dime novels of the 1880s-1990s. For historical background and information, your best source is **GURPS Wild West** (if you can find it), or a history book (which is not as fun).

On the darker side, there is one major RPG which does take place in the West -- **Deadlands**. This game is basically a Horror/Fantasy/Western cross-genre game, which is very popular and very fun. Imagine a Western with undead, magic, and general weirdness. And, like

Shadowrun, it is most fun when played in its own game system (which is very unique to **Deadlands**). Thus, I cannot recommend that you try to port **Deadlands** to **Fuzion** (I still wonder if it can even be do reasonably well), and simply suggest that if you want to play a vigilante character in **Deadlands**, just play **Deadlands**. To further extend the cross-genre, there is a new version of the game out called **Hell on Earth**, which takes place in the future of **Deadlands** and is a Cyberpunk/Horror/Fantasy/Western.

On that same topic, I will point out a Western RPG which can be converted into Fuzion -- **Wasteland/Fallout**. The **Wastelands** game, and its sequel, **Fallout**, are both computer RPGs which take place in a post-apocalyptic wasteland world, the remnant of civilization after a cataclysmic nuclear war which took place in an alternate 1960s. It is typical of the "Mad Max" post-apocalyptic genre, but there is a good bit of source material out there for it, and anyone who is a fan of either game should find it tempting to turn into a tabletop RPG. Such a world is just as lawless as the Wild West, and vigilantes and bounty hunters will be among the few forms of law and order.

Behold, the Power of Steam!

What if Leonardo da Vinci did build the first flying machines and tanks? What if Victor Frankenstein had really lived? What if Verne's dreams became reality? What if H.G. Wells' Land Ironclads and great air fleets battled over Europe in a Great War of the late 1800's? What if Babbage had actually made a Difference?

Welcome to the world of Steampunk, where machines are born from genius, science is magic, and the world's motto is "Mars or Bust" (and Mars' motto is "Let's Bust Earth"). The genre of Steampunk has been a long time in the coming, and began in the days of Verne and Wells, probably the two most important science-fiction writers of all time. The novel *The Difference Engine*, by William Gibson and Bruce Sterling, defined Steampunk as a genre (since both are gods of cyberpunk), and its just been growing ever since (though not at an alarming rate, like cyberpunk did). If we can't look foreword to a dark future, we'll just have to look back to an alternate one.

Of course, if you spend the time you can create a unique and new **Fuzion** game based on the works of Wells and Verne. But there are already two popular Steampunk games on the market, and one forthcoming. The first, which most Fuzion players will know about, is **Castle Falkenstein** (which is published by R.Talsorian Games, the creators of **Cyberpunk** and co-creators of **Fuzion**). No, a **Fuzion** version of **Falkenstein** is not coming any time soon that I am aware of (it would be nice), but a **GURPS** versions is

already at large, and **GURPS** can be easily ported to **Fuzion**. I guess you could play *Vigilantian* in a **Fuzion** conversion of **Falkenstein**, if you were keen on playing vigilantes out for justice in a steampunk world.

The other alternative is **Space:1889** (first published by GDW). I do not know much about this game, other than it looks really cool and that it's coming back into print (through Heliograph). It is both a wargame and an RPG, and is primarily concerned with the space-faring possibilities of the Victorian Era, as the title would imply (such as the colonization of Mars, and exploration of the Moon and jungles of Venus). It is another interesting possibility since it concerns bold, new frontiers where vigilantes and bounty hunters may be needed to fight crime. Of course, once again, it would be best to play **Space:1889** in its own game system, but it could provide good source material for you to create your own **Fuzion** steampunk game.

Finally, the king of sourcebooks, **GURPS**, is coming out with, you guessed it, **GURPS Steampunk**. For generic source material, I'm sure **GURPS Steampunk** would be invaluable.

Vigilant in the Night

Nothing is worse than bravely pursuing a narcotics dealer down into a dark alley, and turning a corner just in time to seem him changing to a hulking, hair-covered, red-eyed werewolf -- six inch claws extending to rip your head from your shoulders. Well, okay, running into Cthulhu would probably be worse.

Enter the world of horror. Though everything at first may seem perfectly ordinary, there develop every greater cases of strange and unusual things, bizarre murders, mysterious characters, and a dark, sinister undertone pervasive through the course of the plot. Although you may not be able to put your finger on it at first, there is just something *not quite right*. And eventually, when the shadow of mystery is lifted, all the horrors will be revealed in a terrifying conclusion.

The horror genre is popular in role-playing -- such games as **Call of Cthulhu** and the **World of Darkness** are perfect examples. In one you fight the great cosmic horrors, in the other you *are* the horrors (vampires, werewolves, and such). If *Vigilantian* were played under a horror setting there are basically two ways to do it -- one, the Vigilantes are fighting crime, but it turns out that evil forces, demons, or vampires are the true enemies behind the scenes. The other way is to let the vigilantes themselves be supernatural -- vampires, half-demons, children of fallen angels, or how ever you wish to work it -- and it is their crusade to fight the

evils of the world (and again, darker forces could be at work behind the scenes).

However, there are several different types of horror. A horror could be the doings of a mass murder that no one can catch -- a new Jack the Ripper for example -- terrorizing the streets of N.Y. It could take the form of a dark cult, bent on summoning demons and the forces of darkness -- even if their powers are bogus and there are no demons, their leader will still be quite the monster himself. It could be a plague which causes madness such that the victims appear to be "possessed" and do terrible, horrific things. Or the horror could truly be supernatural, with black magic, creatures of the night, vampires, and demons. It's all up to the GM and the "power level" of his campaign.

The "Near" Real World

This is the world we live in today, or one very similar. It is the easiest world to play in since everyone knows what everything is, where most things are, how much things cost, and the basic history and geography of the world. It may take place in the Present Day or even in the Not Too Distant Future.

But it is only the "Near" Real World, because, as in any fiction novel or action movie, there have to be a few differences. For one, vigilantes (and superheroes) in the modern day Real World do not exist. Those vigilantes who do come up from time to time are caught hours after committing their crime (and yes, it is a crime) and sentenced to jail for murder, because, of course, murder is murder, even if they are criminals. And as for superheroes, supervillains, and international terrorist organizations head by a deranged but infinitely wealthy madman (well, aside from Osama bin Laden), forget it. It's just not the Real World.

One of two things have to be different for a vigilante campaign in the Real World. Either vigilantes can be viewed as superheroes, loved so much by the public that authorities have to recognize them as "legitimate" (or turn a blind eye to their deeds); or else the police have to be too corrupt or too undermanned to perform an adequate job of controlling crime, and thus vigilantes exist to fill the vacuum. Both of these factors play into the **World of Vigilantian**, presented next in Chapter 4.

As mentioned, the **World of Vigilantian** is just such a "Near" Real World setting, taking place in the near future in a world plagued by crime, terrorism, and corruption.

The World of Vigilantian

In the Not Too Distant Future...

"Two hours ago, DEA Agents raided a warehouse belonging to suspected narcotics dealer and terrorist Yaso Rabari. Upon entering the premises they uncovered what could only be described as a blood-bath."

"We've seen this sort of thing before," said Agent Miller to the camera. "It wasn't a gang-war, we're pretty certain of that. Only cash was taken from the scene of the crime, and all the drugs were burned up. It looks like the doings of the Liberty Sword vigilante team. "

"According to the DEA and FBI, eighteen wanted criminals and seven suspected associates of Rabari's organization were found dead at the scene with multiple gunshot wounds," added the reporter covering the scene. "There were no survivors of the attack and little evidence of who committed the act, though authorities suspect the Liberty Sword. This would be the third time in a month that the Liberty Sword has struck a major holding of Yaso Rabari before the Federal Agents could move in. This has lead some to believe that the vigilante group has moles in the DEA or FBI itself."

The camera cut back to Agent Miller. "I would like to remind the public that vigilantism is not condoned by the US government in any way. If we catch a member of the Liberty Sword, or any other vigilante group, they will be arrested and prosecuted like any other criminal." He turned and surveyed the burning remains of the warehouse. "But I must say, they did do a pretty thorough job. " When the reporter asked him about the FBI mole, he simply smiled and shook his head. "You never know who a vigilante might be. Could be anyone."

Back in the studio the anchor man turned to the camera, and moved some papers on his desk. "We will continue our coverage of this late breaking news after these messages."

A golden logo of a 'V' came onto the screen and intersected with a giant silver 'G' placed over a spinning globe. "This Breaking News was brought to you by Global Ventures International. GVI -- Success is our Mission."

Background

It is the early 21st century (2004 to 2012). The world has not changed much since the turn of the new millennium. There are no hovercars, no robot servants, no colonies on the Moon or Mars, and just one fledging space station in orbit. There are no ray-guns, or fleets of space ships, or people with cybernetic limbs and gleaming silver eyes. The "future" may not be what fiction had predicted, but no one could have predicted the chaos of the new century.

Fortunately for all, the world did not end in a nuclear holocaust or crash in a failure of global computer systems. It's business as usual, and business is booming. Ever since the dawn of the Internet, the world economy has grown to new heights. To some it looks like a new golden age of prosperity. To others it's a situation to take advantage of.

While to a few it's the Dragon of Capitalism -- a fire to be extinguished at all costs.

Though World Wars are a thing of the past, the world has erupted into war, both declared and undeclared. The United States is the most hated nation on earth, the target of nearly every terrorist organization on the planet. Even as the military continues downsizing, enemies both old and new have begun to encroach for the kill. And such enemies could deliver a heavy blow, armed to the teeth with weapons and equipment purchased from a global black market flooded with the leftovers of the collapsed Soviet Bloc and Cold War Era weapons of mass destruction.

It is a world where police forces have become too ill-equipped, undermanned, or corrupted to fight crime and the forces of evil in the streets of America's once great cities. Not only are innocent citizens threatened by acts of terrorism from outside the US, but from domestic militias, cults, and extremist within.

The time has come for a new force to free the world from crime and terrorism -- a force which stands for Truth and Justice in the face of the most dangerous organizations imaginable. They are the Vigilantians.

Note: Historical and World related information is fictional, and should not be interpreted as fact, nor do they reflect events, people, places, or organizations in the real world.



Law Enforcement

Over the past ten years, crime has risen almost 3% annually, with violent crime and drug related crime constituting nearly 25%. The cities of America are plagued with crime and corruption, and with less law enforcement to handle the growing crime rate, the nation is caught in a dangerous downward spiral.

The Police

The police forces of America are sadly ill-equipped to handle the growing crime rate. This fact first became apparent in the 1997 "Bank of America" shoot-out, where nearly the entire police force of Los Angeles faced off with two gunmen totting AK-47s and body armor, and fought for nearly an hour with costly results. This was not an isolated incident, and only a foreshadowing of things to come.

If that was not bad enough, police officers have begun to get scarce. With low salaries, poor benefits, and high risk, very few people actually wish to take such a job. In fact, some corporate security positions have nearly double the salary and benefits. With the best of the best going into SWAT, special agents, or the Army and Special Forces, the men who are left to patrol the crime-ridden streets are inadequately trained and equipped, and suffer a high casualty rate because of it. This "spiraling collapse" of law and order seems to be feeding upon itself -- there are fewer cops because of higher crime and higher crime because there are fewer cops.

As if to make matters worse, this is compounded by the fact that a great many officers, officials, and even entire departments are corrupt and "sold-out". There are still some good cops and "clean" departments, unfortunately, they are few and cannot win the war against crime alone.

One department still growing strong are SWAT teams. Members of SWAT (Special Weapons And Tactics) are chosen from the best police officers, special agents, and even from the military. SWAT is also heavily armed and armored, with access to SMGs, assault rifles, sniper rifles, helicopters, and armored APCs. There is a growing trend for SWAT to handle the majority of criminal apprehensions, rather than the police, as it was in the 20th century. In fact, in some major cities SWAT teams actually patrol and stand at ready for calls from dispatch or even directly from 911. This has begun to give Americans a disconcerting feeling that the US may be on the verge of becoming a Police State. If things continue as they are, with crime going out of control, that may actually happen.



More Laws, More Outlaws

With the rise in crime, the Congressional response of the government has been to pass more laws in the hopes of deterring crime. In fact, this is what has caused the 3% annual rise in crime -- not that people are becoming decadent and evil, but because there are more laws to prosecute them with. The end result is that people have found themselves with a bit less freedom and liberties than they were used too, and those who continue as they had been, technically become outlaws.

Gun Control: Nearly all firearms are now banned in the United States, as in most parts of the world as well. Only semi-automatic Level I firearms are legal to own with a gun registration (.32 pistols, .22 rifles), with some Level II-A semi-auto pistols as well. Shotguns remain legal (with permit), due to heavy NRA lobbying, as they are justified as hunting weapons, but only buck and birdshot is legal. Remaining Level II-A and II firearms require special government issued licenses which are issued only to individuals such as P.I., bounty hunters, corporate security forces, and V.I.P.s. The black market is flourishing with weapons, so it is now true that only outlaws have guns, and the public is left utterly defenseless.

Tobacco Laws: The FDA is trying to get tobacco outlawed as a narcotic drug, but realize many people are still addicted. New narcotic laws restrict the sales of all tobacco products. An FDA issued tobacco prescription card (the T-Card, as it is called) is necessary to prove you are allowed to purchase tobacco due to addiction (though many are forgeries). Furthermore, fines for selling to minors is nearly tripled. Needless to say, there is a flourishing tobacco black market, near to parallel with the gangster mobs of the 1920s, run by dealers who find drug dealing to risky and tobacco dealing highly profitable for a low risk.

Alcohol Laws: Alcohol is not illegal, and probably never will be again. However, with additional laws, there are higher penalties and fines for selling to minors, including jail time.

1st Amendment "Justified Censorship": The 1st Amendment, which gives freedom of speech and press, has long been the pride of America. But recent court rulings have begun to create "exceptions" or "Justified Censorship". This includes controls on sex and violence in the media (movies, television, and games), "warranted intervention" for censorship of military operations, classified programs, and matters of national security. Furthermore, there is some regulation of "how-to" books about bombs, weapons, chemical substances, and so forth, as they "jeopardize nation security". These restrictions extend to the Internet,

but enforcement there is more difficult. "Justified Censorship" is enforced by the U.S. Secret Service.

Internet Tax: There is now a 3% Internet tax on all transactions which take place on servers in the United States or through companies registered with the United States. This is one of the most heavily violated law, and there are a great many loop holes. Furthermore, it has driven Internet commerce companies from the US to Canada, or even Mexico, causing a steady decline in the Gross National Product. If this trend continues, experts believe the US economy will suffer greatly. The Secret Service enforces the Internet Tax laws, under jurisdiction of the IRS and Treasury Department.

The Warren Bill: The Warren Bill gave legal powers to the FBI and Secret Service to search domestic websites for illegal materials and shut them down if they have probable cause (by removing their DNS from key domain servers). A warrant is needed from a court, but it does not have to be shown to the suspect until he is physically arrested (if he even is arrested). Furthermore, all information can be seized from said servers without notification, for use in prosecution or if needed in a related case. Technically, foreign servers are not subject to this, but the CIA and NSA both engaged in such activities all over the world.

Big City DMZ

Most major cities have a "good side" and a "bad side". This has become more prominent in recent years, almost reflecting the harsh urban duality of the 1920's and 30's. Though the 80's and 90's saw a cleaning up of most major cities and a revival of once dilapidated downtown districts, such places have once more begun to decline. Where once there were charitable housing projects, improved inner-city schools, and government subsidized living, now there is only collapse and decay, crime, murder, and gang related violence.

Most major cities (NY, LA, DC, Chicago, Atlanta, Detroit, etc.) now have what is known as the "DMZ District" or "Dead Zone". DMZ stands for both Demilitarized Zone, as well as "Dead Man's Zone", for obvious reasons. But such regions are indeed Demilitarized because the police just won't go there (unofficially, that is... Officially they claim to patrol them, but they really don't). Even SWAT is cautious when it comes to raiding a city's DMZ, and so, these areas are simply left to their own devices. Police and SWAT



presence is heavy on the borders of these regions (just as with real war-time DMZs), in the hopes of at least containing crime and keeping the rest of the city "more secure". But the truth is, DMZs are a breeding ground of criminals, murderers, and terrorist, and these people don't stay put for long.

The time seems to be drawing near for a new crime-fighting force to brave the bullet-riddled buildings of downtown and clean up the criminal scum and corruption to make the city a safe and decent place to live again...

Small Town Battleground

Small towns are in no way safe from crime. In fact, crime has been rising in small towns just as fast as in major cities (though there is still less per capita). The reason being is that small town and county police are even less well equipped to handle the growing level of crime than the police of major cities. Few small towns have even one helicopter, vital to pursuing escaping vehicles, and SWAT is non-existent. Terrorist, drug-traffickers, arms dealers, and smugglers have found the small towns of America to be prime locations to set up shop, or at least hold over for a while when they want to "lay low". A typical arms dealer and his dozen or so men could literally wipe out the entire police force of a small town, though such a tragedy has fortunately never occurred.

When something bad does go down, the results are bloody. If a local police force gets wind of a criminal organization in town, they should notify the FBI or U.S. Marshals for additional support. But sometimes they bravely move in. Inevitably, they will call for the Feds, after learning a painful lesson, and the bad guys are eventually apprehended or terminated. Indeed, few small towns are equipped to handle the major criminal organizations. But a force of vigilantes might make all the difference...

United States Agencies

There are a number of government agencies in the United States responsible for maintaining and enforcing law and order across state borders and for the nation as a whole. Here is a short description of each with their responsibilities and legal enforcement powers.

F.B.I. (www.fbi.gov)

The [Federal Bureau of Investigation](#) was founded in 1908, but it was not until the gangster era of the 1920s to 1930s that the FBI picked up its fame. The FBI is the primary law enforcement agency for the U.S. Government. The FBI's responsibility is to investigate all federal crimes (which have not been assigned to another agency) from drugs, to

counterfeiting, to terrorism. FBI Special Agents do not have authority outside the United States, except in cases where they have consent from Congress and the host country. The FBI's Critical Incident Response Group ([CIRG](#)), established in May 1994, provides rapid assistance to incidents in a crisis such as terrorist activities, hostage taking, abductions, and other critical incidents. The Hostage Rescue Team ([HRT](#)) is a component of CIRG and is responsible for planning and executing the arrests of fugitives or the release of hostages. The HRT has been extremely successful in deployments in the United States and overseas.

U.S. Marshal Service (www.usdoj.gov/marshals)

The [U.S. Marshals Service](#) was founded in 1789, in the first session of Congress, as the United States' first law enforcement agency. The USMS saw its "Golden Age" in the Wild West of the 19th century, but with the founding of the FBI, they lost the public's attention. Today, U.S. Marshals are responsible for fugitive investigations, protecting the courts, prisoner custody and transportation (arrested by other federal agencies), witness protection, asset seizure (for the DEA, FBI, and INS), and other special operations (such as dignitary escort duty). They only have international jurisdiction through Interpol.

D.E.A. (www.usdoj.gov/dea)

The [Drug Enforcement Agency](#) is a single-mission agency charged with enforcement of drug laws. DEA Special Agents work domestically as well as in foreign countries (along side local police forces) to apprehend and capture leaders and members of drug-related organizations, and to undermine their operations. Ninety percent of all drugs imported from foreign nations comes from Central and South America (primarily Mexico and Colombia), and the DEA has close relations with police forces of those countries. However, many local police forces and agencies are corrupted, thus crippling many investigations and operations. Domestically, they have full authority over all drug-related crimes and investigations, and may call on other agencies, such as the FBI, ATF, US Marshals, and even the National Guard for additional support.

B.A.T.F. (www.atf.treas.gov)

The [Bureau of Alcohol, Tobacco, and Firearms](#), or just ATF, is an agency whose primary investigative responsibility is enforcement of federal firearms statutes and the investigation of arsons and bombings. They investigate arms dealers, weapons violations, militia groups, and "mad bombers". As far as alcohol and tobacco is concerned, who knows (actually, they do enforce some alcohol and tobacco related laws). The ATF has recently been receiving a great deal of media coverage regarding their campaigns against militia groups charged with weapon violations. Oddly, the ATF is under the Department of Treasury, rather than the Department of Justice.

N.S.A. (www.nsa.gov)

The National Security Agency was created in 1952 to serve as the United States' cryptographic intelligence service. The NSA has a twofold mission -- protect U.S. information systems and process foreign signals and intelligence information. Basically, they create ciphers and ciphering programs, and break ciphers and encrypted information. They still work with traditional ciphering systems (encoded radio singles, ciphered paper messages, and the like) used by global intelligence and counter-intelligence agencies, as well as terrorists, but with the dawning of the information age, the NSA has now formed an Internet taskforce. The Internet taskforce is responsible for intercepting and decoding encrypted information used by suspect criminals, terrorists, and "rouge states", and pass the intelligence on to the CIA, FBI, USSS, involved in such investigations. They are also responsible for regulating encryption programs, and the exportation of encryption programs.

I.N.S. (www.ins.gov)

The Immigration and Naturalization Service, an agency of the Department of Justice, is responsible for enforcing the laws regulating the admission of foreign-born persons to the United States and for administering various immigration benefits, including the naturalization of qualified applicants for U.S. citizenship. INS also works with the Department of State, the Department of Health and Human Services, and the United Nations, in the admission and resettlement of refugees. They also enforce immigration laws and border control, conduct port-of-entry inspections, detain and deport criminal aliens, and apprehended and deport illegal aliens. Most of their operations are conducted in Texas, Florida, New York, and California.

U.S. Secret Service (www.treas.gov/ussc)

The Secret Service has two responsibilities -- protect the President of the United States and investigate counterfeiting operations. They also investigate telecommunication and computer crimes. They were founded in 1865 as a branch of the Treasury to investigate counterfeiting, but their duties were expanded to protecting the President in 1901. Furthermore, under Title 18, Section 3056, of the United States Code, USSS agents can "make arrests without warrants for any offense against the United States or for any felony recognizable under the laws of the United States if they have reasonable grounds to believe that the person to be arrested has committed such felony". Impressive.

C.I.A. (www.cia.gov)

The Central Intelligence Agency has no law enforcement function. Rather, it collects and analyzes information which is vital to the formation of U.S. policy, particularly in areas that impact the security of the Nation. The CIA collects information only regarding foreign countries and their citizens. It is prohibited from collecting information regarding "U.S. Persons," a term which includes U.S. citizens, resident

aliens, legal immigrants, and U.S. corporations, regardless of where they are located. The CIA does have agents and an extensive global network of contacts and operatives. They conduct covert operations around the world (but not domestically, at least, officially), in the interest of United States national security.

Corporations

Like the steel and rail tycoons of the early 1900s, the late 20th and early 21st century has seen a massive growth in global corporate power. With companies merging, splitting, and forming "strategic alliances", nothing remains static anymore. A new start up could become a multi-billion dollar industry in a matter of years, and old giants collapse and disappear just as quickly. It's a fast paced world where the strong get strong, competitors are either bought out or "aligned", and the New Economy is the exploitation of dreams.

Global Ventures International

"Success is our Mission"

Headquartered in Geneva, Switzerland, Global Ventures International (NYSE:GVI) is currently the world's most powerful venture capital conglomerate. The late 1990s saw an explosion of new startups and IPOs, all supported by venture capitalists seeking the "new goldmines" of the 21st century. After the shockwave revolution of the Internet's coming of age in 2000, more than 80% of these companies lay dead and buried.



But those that survived were rich beyond anyone's wildest dreams, as were the venture capitalists who supported them. A number of these VCs merged together, along with several banks and investment firms, to form the conglomerate "Global Ventures International". GVI continued to sponsor new companies, from e-commerce businesses to chip makers to shoe companies, most of them becoming quiet successful, even leaders in their field.

Though headquartered in Geneva, GVI has main offices in London, Paris, Berlin, New York, Los Angeles, Tokyo, Sydney, and Moscow. It employs nearly eight thousand in 22 global offices, mostly in its banks and investment groups, and has several hundred agents world-wide looking for opportunities and dealing with their start-up companies. Some of its most notable start-ups have been an information "data haven", located on a private island in the Pacific, an Internet security consulting firm, a private security training school, an avionics control systems manufacturer, two military ordinance and supply vendors under government contracts (one in the US and one in France), and a satellite microelectronics company.

GVI was recently under both FTC and ECU investigation for alleged misrepresentation of their earnings and expense, leading to a temporary drop in their stock. Though the matter has been cleared up, there are still a few unresolved questions -- namely regarding an apparent unnecessary influx of cash to several of its baby companies, and two of these companies are still under investigation because it is unclear where the money went or how it was spent. GVI also seemed to have gained an additional 600 million in earnings this passed year from "voluntary investment contributors" who remain anonymous, since they worked through Swiss Bank accounts and GVI is protected by law to not reveal them except under court order (and no criminal charges have been brought against them).

The President and chairman of GVI, Baron Wilhelm von Zurcher, inherited a small fortune from his family, including their castle and estate in Switzerland, near Geneva, in 1968, including the title of Baron. With his wealth, the then young Baron began a number of unsuccessful endeavors which nearly left him bankrupt. In 1997 the aging Wilhelm had to sell his castle and estate to the Swiss government to gain enough cash to become a venture capitalists seeking new Internet startup companies. The gamble paid off, and within four years he bought back his castle and estate, where he now lives in luxury. Though now in his 80s, Baron Wilhelm still runs GVI from Castle Ambrechen (Dawn), which has been renovated and "smart house"-wired with the latest technology. Baron Wilhelm would be one of the world's wealthiest men, but his personal wealth (aside from his estate and stock investments) is small, since he donates most of it to world charity organizations and medical research institutes. He has no heirs, but it is believed Castle Ambrechen will continue to serve as GVI's symbolic headquarters for many years to come.

CEO: Baron Wilhelm von Zurcher III

Assets: US\$87.8 Billion

Revenue: US\$65.7 Billion

Expense: US\$64.2Billion

Therman & Morggan Mutual Trust

"Who do you trust?"

Therman & Morggan Mutual Trust (NYSE:TMMT), is a new international banking/investment group operating through the global markets and exchanges



to build some of the most popular portfolios, mutual funds, and corporate bonds available today. TMMT(tm) banks (or simply, TM Banks) serve both corporate and public accounts, from as small as \$500 cash accounts to multi-billion dollar credit lines. TM Auto-teller Units (or TMUs) can be found everywhere in nearly every city around the world, and they are rated as the best eBank on the Internet with their secure eCredit account system integrated with nearly every e-commerce site.

TMMT employs nearly thirty thousand people, located in 600 offices world-wide, from small ten person banks to huge corporate office complex. They also own four casinos, two in Los Vegas, one in Atlantic City, and one in London, as well as a large private lottery in Europe called the "Mega-Euro Millennia", held annually in Bonn. TMMT's security is contracted out to Executive Security International, one of the largest security firms second only to Pinkerton, and they are their largest customer, employing nearly a thousand of their personnel.

TMMT also offers an anonymous account services, similar to the Bank of Switzerland, though it has not yet formed the same level of trust and mythical status. TMMT's Anonymous Banking Account Service (ABAS) is growing more popular, but governments and law enforcement agencies are concerned that they may be indiscriminate to criminal (or suspected criminal) organizations (unlike the Bank of Switzerland which has instituted new measures against this). In fact, some believe the Sicilian Mafia, Colombian Cartel, and other similar groups, constitute over half of all ABAS customers. TMMT strongly denies these accusations, but there is no way to prove this one way or the other.

CEO: Richard T. Morggan

Assets: US\$637.8 Billion

Revenue: US\$54.1 Billion

Expense: US\$48.3Billion

Mephis-Hazmodá Corporation

"Building a better tomorrow, today."

Mephis-Hazmodá (NYSE:MHDC), also known simply as Mephis (or MephCorp), is the #3 company on the Fortune 500 list, with over 266 billion in global assets. Mephis-Hazmodá is a super-conglomerate of heavy industries, construction companies, and manufacturing plants. The acquisitions began when the company (Mephis Building and Mining) was formed in the dawning years of the 21st century by a triple merger of two construction firms and a coal mining company. Within a few years they merged with another conglomerate, Hazmodá Construction, two oil drilling companies, a shipping company, and a shipyard, then becoming Mephis-Hazmodá. After that they went on a five-year buying spree, and became one of the largest corporations in the world -- a seemingly chaotic amalgamation of construction firms, shipping fleets, shipyards, aircargo carriers, underwater construction contractors, mining and oil drilling projects, oil refineries, chemical plants, ballistic missile and weapon systems electronics, and general heavy industry.

Among the companies now integrated under MephCorp are the firms which built the Petronas Towers in Malaysia, the

floating Hong Kong airport, and the Chunnel between England and France. Mephis also owns a number of publishing and newspaper companies, a movie studio (Titan Pictures), and even a toy company (Playtique), which makes "war-toys" based on kids shows and action movies produced by Titan Pictures and its subsidies, as well as action video games. Mephis Pharmesudical, in addition to being one of the largest pharmaceutical companies, is presently the only legal manufacturer and distributor of medicinal marijuana and mephamphetamine in the US.

MephCorp is currently involved in number of projects across the world, including the construction of commercial ships in both the United States and Britain, mining operations in Africa and Alaska, oil mining from the Barents Sea to the frozen wastes of Antarctica, the building of two dams on China's Yellow River, and one in France. Their largest project is the construction of the "Penticulis", or Tokyo Pyramid, in Tokyo - a giant five-sided pyramid heralded to be the "world's first true arcology" (a semi-self-sufficient building/biosphere). This "arcology", though not as tall as the Petronas Towers, will have more interior floor space than some towns, measuring sixty-five stories tall and nearly six hundred feet in diameter at the base. When complete, the Tokyo Pyramid will be the largest man-made structure ever made.



Similarly, in Los Angeles, Mephis is constructing the *avant garde* complex, the Quadrallon, an "open base", atrium-like "truncated pyramid" (a 4-sided pyramid with the top half cut off), free standing on four massive, five story pillars, with the pyramid-building rising an additional forty stories. The building will serve as mall, hotel, office building, restaurant "avenue", museum, and theme park, in the center of downtown L.A. Their other major project is a massive petroleum chemical plant and oil refinery under construction in Norway, and, when finished, it will be the third largest refinery (and first largest combination plant) in the world.

Mephis-Hazmodá is heavily criticized for its apparent disregard for environmental considerations. Their PR department is quick to cover for blunders, but they have never actually done anything illegal (or, at least, were never caught) but environmentalists groups are strongly opposed to Mephis's policies. They have also been the target of numerous lawsuits, and have recently had a class action suit filed against it, blaming a number of child-related deaths on alleged "inadequate safety" on a number of Playtique

action figures and toys (Mephis will probably just pay off the involved parties, as they always do). Investors have recently become concerned over MephCorp's wild spending and exorbitant undertakings. For the past few years, Mephis-Hazmodá has spent far more money than it was earning, and taking huge loans to finance such projects as the Penticulis and Quadrallon. But Damien Gerhard, the CEO, has insured investors that, in the long term, these projects will result in something "spectacular".

At thirty-five, the President, Chairman, and CEO of Mephis-Hazmodá is the youngest billionaire in the world. His father, Frederick Gerhard, was the CEO and private owner of "Mephis Building and Mining," and his son, Damien, inherited all his stock and full ownership of the company, shortly after his death in a mysterious auto accident. A few years later, Mephis went public and merged with Hazmodá Construction. For two years both Damien Gerhard and the CEO of Hazmodá (Takashi Kyoshima) jointly controlled the company, until Kyoshima's died when his Lear jet crashed on approach to L.A. Damien is now one of the world's richest and most powerful men.

CEO: Damien S. Gerhard

Assets: US\$266.2 Billion

Revenue: US\$172.6 Billion

Expense: US\$175.3 Billion

International Agencies

Every nation has its own law enforcement and security agencies. This section lists a few of the major agencies, along with a short description of each with their responsibilities and legal enforcement powers. Standard police forces are not detailed, only special agencies.

INTERPOL

INTERPOL is the telegraphic code for the International Criminal Police Organization, established in 1946, after WWII, though its roots stem back to 1926. INTERPOL is not, in itself, a police force, and has no law enforcement power. Instead, INTERPOL is an organization which helps co-ordinate international police investigations and operations across borders of member nations (178 in all) and holds Observer Status in the United Nations.



All investigations are conducted by the national police forces of the member state, under their own sovereign laws. INTERPOL acts to supply criminal information from other nations to the nation where the investigation is taking place.

The INTERPOL General Secretariat, which is located in Lyon, France, has established a database of information on all internationally wanted criminals, or missing individuals, with their photographs and fingerprints. All communication between National Central Bureaus is conducted over a global network known as "X400 MTA", which provides a secure and rapid means of communication using encrypted e-mail messaging and automatic search facilities.

INTERPOL operates primarily to track, collect, and distribute information on wanted international crime suspects, fugitives, as well as missing persons, valuable works of art, and stolen vehicles. INTERPOL plays a large role in the fight against organized crime, including the Russian and Sicilian Mafias. However, their contribution to the war against terrorism is limited to that of tracking known terrorist suspects.

British MI5 and MI6

The MI5 is internal security and intelligence gathering agency of the UK, effectively the same as the US FBI. Traditionally, they have concentrated on threats to "National Security". What exactly constitutes a threat to national security is something that has been the focus of constant reinterpretation since the end of the Cold War. Initially this led to an expansion of the role of MI5 to include counter-terrorism. However more recently, since the IRA cease-fire (not that the IRA is the only terrorist threat to the UK, and not that the IRA cease-fire seems to be holding), MI5 has been searching for a new role. Currently efforts include a proposed expansion into intelligence gathering (traditionally the responsibility of MI6) and in areas once managed by the Police, such as countering drug trafficking and other serious and organized crime.



Whilst MI5 is concerned with threats to national security in the UK, MI6 is concerned with such threats from foreign countries and organizations. This is the role we perhaps more traditionally associate with intelligence gathering, more towards "spying", away from the detective work that MI5 engages in more these days. MI6 recruits agents and attempts to infiltrate foreign groups and governments who it perceives may be a threat to UK national security. For MI6 the end of the Cold War has posed a different problem than the one MI5 faces. MI6 now has more targets, with the world's focus less concentrated on Moscow. Terrorist groups and rogue states are now high profile targets. Networks of new agents are required, as the requirement for intelligence shifts. Gathering intelligence on friendly governments and obtaining advanced knowledge of their negotiating positions is also a new target for MI6.

British SAS

The SAS (Special Air Service) is one of the best known special forces organizations in the world. It is a small and elite section of the British Armed Forces, highly trained in "insertion behind enemy line" tactics, such as was employed in the Falklands conflict and the Gulf war. As with other organizations (such as MI5) they are highly trained in counter-terrorist situations.



Until May 5th, 1980, few people even knew of their existence, but after the SAS, armed with MP-5 sub-machineguns (and on live on TV) stormed the Iranian Embassy, they became world renowned. The Embassy had been sieged by six masked Iranian terrorist and 21 people were being held hostage. After the successful raid, only one terrorist survived the attack.

Since the WWII has SAS seen action in Malaya, Borneo, Oman and Vietnam. The British government deny that British SAS soldiers has fought in the Vietnam War during a exchange program with US Special Forces. In January 1976 the first full squadron SAS soldiers were deployed in Ulster. Some of their missions in Ulster included setting up surveillance of IRA hideouts and raids on IRA targets. During the Gulf War SAS were inserted deep inside Iraq to search for mobile Scud launchers. The SAS was very successful and managed to stop many Scud launches.

French GIGN

GIGN (Groupe d'Intervention Gendarmerie Nationale) is one of the world's best counter-terrorist units. They were established in 1974, partially because of the Munich incident in 1972, and fear of such an act of terrorism occurring again. Between 1974 and 1985 they participated in over 650 operations that freed over 500 hostages and eliminated dozens of terrorists (over 1,000 were arrested). In that same time they suffered 5 dead and only a few dozens severely wounded (nine were wounded in the assault of Air France flight 8969).



GIGN was initially formed in 1974 and was to be no greater than 100 operators. Since then it has never been larger than 90 members. GIGN is also very well traveled -- they have operated in New Caledonia, Lebanon, Sudan, and the Island nation of Comoros. Because GIGN operates all over the world, their operators need to be able to function in a myriad of environments. They train in Alpine and winter environments, in addition to the urban environments. They are proficient in parachute insertions as well as SCUBA

operations, and make at least one a jump in full SCUBA gear once a year.

GIGN operators come exclusively from the ranks of the Gendarmerie (one of the main French police forces). In order to be eligible, a volunteer needs a minimum of five years experience with an exceptional record. GIGN operators are expected to know not only the weapons they use, but also any possible weapons their adversaries might be equipped with. This means, they must be proficient in using nearly every weapon in the world.

GIGN is an elite counter-terrorist organization, and some say, the best in the world.

German GSG-9

Because the Olympic massacre in 1972, which was in part due to the German police's lack of preparation and training, the special counter-terrorist force known as GSG-9 (Grenzschutzgruppe-9) was formed. They were considered operational on April 17, 1973 - six months after the massacre in Munich.



GSG-9 is armed with some of today's best weapons and equipment, including the SIG SG 551 5.56mm assault rifle, a large variety of HK MP-5s, and sniper rifles such as the HK PSG-1. They also have a wide variety of vehicles, including unmarked Mercedes 280s, Volkswagen mini-buses, and BGS arsenal trucks to fill out their motor pool. A special aviation group, the Bundesgrenzschutz Grenzschutz-Fliegergruppe is used to ferry GSG-9 to targets in other countries. Pilots for this group are considered to be the best in Germany.

GSG-9s best known for their 1977 mission to takedown terrorists holding Lufthansa 707 in Somali. A team of two men and two women hijacked the plane, demanding the release of Baader-Meinhof terrorists held in German jails. After the captain of the plane was killed, the German Government ordered in GSG-9. They arrived on October 17th with two SAS "observe" who brought with them the new "flashbang" grenades. Members of GSG-9 and the SAS begin approaching the aircraft from the rear. At 23:50, with the help of the local Somali military, diversions were set up to distract the terrorists, and they were informed that their demands had been met. At midnight the assault began.

Twenty GSG-9 operators forced their way into the aircraft and tossed the flashbang grenades towards the cockpit. One female terrorist was encountered and immediately killed. Another raced to the rear of the aircraft and barricaded herself in a toilet. She was critically wounded by a burst of an MP-5, but managed to survive and was later arrested. Two minutes after the assault began, the fuselage of the aircraft was secure and the passengers were

evacuated, but the battle raged on to take the plane's cockpit. The leader of the terrorists tossed two grenades at the GSG-9 operators which detonate under a row of seats and did little harm. The leader was then dispatched by a burst of an MP-5. The fourth and final terrorist was killed by the leader and founder of GSG-9 himself, Ulrich Wegener, who placed three .38 rounds through his head. Eleven minutes after the assault begins, the aircraft was secure.

In another famous operation, in 1993, a KLM flight from Tunis to Amsterdam was hijacked by a single terrorist who demanded the release of Sheikh Omar Abdel Rahman, who was being held in New York in connection with the World Trade Center bombing. GSG-9 operators were dispatched to Dusseldorf and managed to capture the hijacker without firing a shot.

GSG-9 is considered to be one of the premier counter-terrorist groups in the world, and their members are as elite as they come.

Mossad

Mossad (which means "the Institute") is the elite Israeli Intelligence, Secret Service, espionage, and counter-terrorist organization, though their tactics are somewhat less discrete than the operations of similar organizations (such as the CIA and MI6). The Mossad was formed in 1951 to coordinate the intelligence-gathering efforts of the still-young nation of Israel. In the nearly half century since, it has become a force to be reckoned with, boasting an impressive track record of counter-terrorist actions and assassinations (and a few fumbled ones as well). Some have viewed Mossad's tactics as a bit harsh, but for a young country surrounded by hostile nations bent on destroying them, the only way to fight fire, is with fire.



In 1972, Mossad initiated one of the most ambitious covert counter-terrorist campaigns in history. The Israeli cabinet's top secret 'Committee-X' devised a campaign to retaliate against the massacre of the eleven Israeli's during the Munich Olympic games. The panel concluded that the most effective response was to authorize the assassination of any Black September terrorists involved in the Munich incident. The Mossad assumed the responsibility for implementing the panel's directive. The theory was to support this team financially through covert mechanisms and let them operate with complete anonymity outside the government structure. The assassination team deployed through normal channels failed to complete their mission and publicly exposed the entire operation. The second team, which operated with full decentralized authority and freedom of movement, achieved significant success in fulfilling their operational objectives and never compromised the operation. Mossad continues to perform under this covert structure today.

Criminal and Terrorist Organizations

Since the 1970s, international terrorism has been on the rise. Most acts of terrorism were spawned by on-going conflicts between Palestinians and Israelis, but quickly grew to spread across Europe and Asia as a way to foreword an organization's political agenda (such as with the German Baader-Meinhof and the IRA). Acts of terrorism are too numerous to mention, but the most terrible were the 1972 murder of Israeli Olympic Athletes by Carlos, Baader-Meinhof, and the Black September organization, the bombing of the Embassy and Marine Barracks in Beirut, the destruction of Flight 103 over Scotland, and recently, the 1993 World Trade Center bombing.

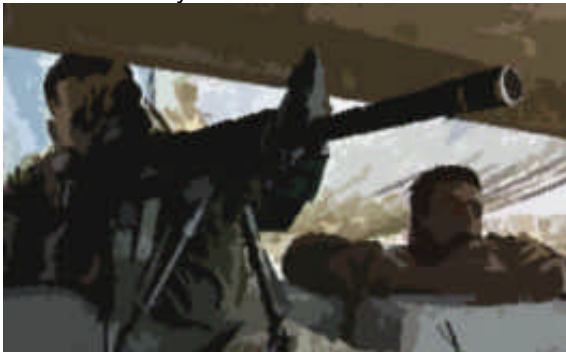
Today, more than ever, acts of terror hold the world in a grip of fear. Airline hijackings, car bombings, hostage taking, assassinations, black mail, and political undermining are more commonplace now than ever before. Airport security in the US for both domestic as well as international flights has more than tripled since the year 2000, but even that is not enough to stop a determined terrorist. Only a few years ago, the first actual air-to-air hijacking attempt took place against a British Airlines Flight 272 heading from N.Y. to London. The hijacker's attempted to tether their DC-10 to a 747-B Superjumbo, but collided with the left wing during the operation when the 747 attempted to evade them. Over 300 people died when the Superjumbo plunged into the cold North Atlantic, in what has been called the worst airline disaster in history.

Acts of terrorism in Europe and the Persian Gulf continues to escalate, from Ireland to the Middle East, and as far as Russia, Japan, and South Africa. Assassinations and kidnappings are now so common in Central and South America that nearly all VIPs and political figures travel in armored limos or SUVs, guarded by a contingent of security consultants or mercenaries. Executives from US companies require even greater protection, and such agencies as Pinkerton Global Security and Executive Security International, can indeed offer superior protection to some police forces. Even so, a determined opponent can eliminate any form of protection to get their target, and sometimes they do.

The United States is no longer as safe from international terrorism as it used be. The World Trade Center bombing of 1993 was the wake up call, but it was only the prelude to the storm. Americans are frequently killed or taken hostage in nations hostile toward the US. Car-bombings, airplane bombings, and hijackings are also on the rise in the US, though the INS, NSA, and FBI are still doing a good job of stopping acts of terrorism on US soil before they transpire.

Black September

After the Israeli 6-day war in 1967, terrorist activities by the PLO intensified greatly. By 1970 Palestinians in Jordan had become a kingdom within a kingdom, threatening the stability of King Hussein of Jordan. By then they had complete autonomy within Hussein's Hashemite rule and the PLO had committed a number of terrorist actions. For Hussein, this was the last straw. In September of 1970, Hussein, with a great deal of support from the United States, led a merciless campaign to drive the PLO from Jordan once and for all. This "war" was so ruthless (at least five thousand Palestinians lost their lives), that it led to the birth of the infamous "Black September" terrorist group, named for the siege which took place against them in 1970. Black September retreated to Lebanon, but in two years time their name would become known to the entire world and enter into infamy.



Black September was reputed to be run by the security and intelligence wing of Fatah (dominant group within the PLO) and carried out the majority of its operations between 1970 to 1972 (when they were expelled from the PLO). The first major act of terrorism by Black September came in the 1972 Olympic Games in Munich when they attacked eleven Israeli athletes, killing two, and taking the rest hostage. By the time the situation had been resolved, all the Israelis were dead, as well as one German policeman and five members of Black September (three others were captured). The Israelis retaliated for the attack with raids against camps and border villages in Lebanon. Unfortunately, the arrested terrorists were later released from prison to satisfy the demands of Black September following a hijacking of a Lufthansa airplane.

The Munich events caused the Fatah to reject Black September operations, and they expelled the group from its ranks. Some defected to Libya, others to Iraq, where they became a renegade terrorist group operating not only against Israel and the US, but also against Fatah, who had betrayed them. During the 1980s, Black September's activities seemed to fade into the back ground.

In the years that followed, the Fatah became the dominant group of the PLO, and sought to establish an independent Palestinian through a negotiated settlement. However,

there were many splinter groups similar bearing a striking resemblance to Black September in both method and tactics that fought for a free Palestine through terrorism. Since that time, the PLO's finances were controlled by Fatah, and all PLO offices around the world were, for the most part, headed by members of the Fatah.

Sometime in the late 90's, the Black September organization took hold again in Iraq. In late 2000 to 2002 terrorist activities began to escalate once more in the Middle East. Within a few short years, terrorist cells operating out of Libya, Iraq, and Lebanon began to coalesce and concentrate their activities against European, US, NATO, and UN Peacekeeping operations throughout the world bearing one message: "Death to the Great Dragon", the Dragon being the capitalist nations of the world, foremost of which was the United States. It was apparent that this "new" terrorist organization was operating in an attempt to discourage UN and NATO interventions into the Middle East. And the name which this organization called itself was Black September.

There are speculations that this terrorist group is not the original Black September. But sources within the CIA and MI-6 have indicated that the old Black September may have never fully died away -- instead, seeking refuge in Iraq and Lebanon where they established countless smaller terrorist cells across the globe. Now, operating under a unified cause, they have tremendous resources at their disposal.

Dark December

Dark December has now arise from the ashes of legend. The name Dark December bears a striking resemblance to the "Black September" terrorist group, to which Carlos "the Jackal" was once associated. In the 1990s, with the fall of the Soviet Union and massive changes in the balance of political power, Carlos went underground. But many of the connects and "micro-cells" of his older organizations remained intact. After the Sudan police failed to capture him in December of 1994, during which they killed his girlfriend and son in the botched raid, Carlos collated his assets and resources and began to build a new organization to continue his campaign of "terror for profit". He was also partially responsible for re-establishing the Red Army Faction, the German Autumn. His visits to Germany to recruit new members and renew old contacts got the dying coals of the underground terrorist movement once known as Baader-Meinhof burning again. The relationship between Dark December and the German Autumn is strong.

It is believed by some that his organization was responsible for shooting down flight TWA 800 off Long Island in 1996 with a Russian ground-to-air guided missile, but the official story is that the plane crashed due to mechanical problems.

In mid-1999, he had even acquired a nuclear device, and had attempted to smuggle it in to the United States through Canada into Washington state, to be detonated in Los Angeles on New Years. But CIA operatives managed to intercept the carrier, and the incident was silenced and classified, to the point of becoming nothing more than tabloid rumors. By 2000, Carlos, with his extensive wealth and investments gleaned from the OPEC ransoms and other operations of his younger years, had managed to create a substantial army, stationed in hidden camps in Libya and Chad. He masterminded three highly profitable operations between 2000 and 2004, including stealing nuclear materials from a poorly guarded stockpile in Russia, stealing a DC-10 from its hanger in Italy, and with the help of Baader-Meinhof, hijacked a convoy of trucks transporting sixty million new Euros, destined to be distributed to banks across Europe (only twelve million were ever recovered).

PROFILE: Carlos "the Jackal" Sanchez

Carlos "the Jackal" (Ilich Ramirez Sanchez) is the most feared and mythical international terrorist, and now head of the most powerful "mercenary terrorist" organization in the world. He and his army have worked for the likes of Moammar Qaddafi, Saddam Hussein, President Assad of Syria, Fidel Castro, the Popular Front for the Liberation of Palestine (PFLP), the Italian Red Brigade, Columbia's M-19, and the Baader-Meinhof of former East Germany. His resume is almost unparalleled and his exploits of terror are the stuff of books, movies, and legends. And he is still at large. *(Note: in reality Carlos was apprehended in 1994 and was sentenced to life in prison in France for the murder of two French intelligence agents).*

Carlos began his reign of terror in Jordan, after joining the PFLP, where he was trained in weapons, explosives, and terror tactics in 1972. He was probably responsible for the killing of eleven Israeli athletes in 1972 Germany Olympic games. In 1973 Carlos claimed the assassination attempt on British millionaire Edward Sieff, owner of the Marks and Spencer stores in London. Within the next two years, he was believed involved in the takeover of the French Embassy at the Hague, the killing of the two French intelligence agents. In 1976 Carlos masterminded the takeover and kidnapping of every OPEC Oil Minister during their convention Vienna, Austria. After blasting his way through the lobby and lower stories of the building, Carlos and his handpicked team of international terrorists burst into the convention room, and captured nearly seventy people. All told, Carlos received over one hundred million dollars from various OPEC countries in ransom money, and unconfirmed rewards from Qaddafi and the PFLP for his terrorist act. With his money he sponsored a terrorist organization the likes of which the world had never seen before.

In the late 1970s and early 1980s, Carlos masterminded a number of skyjackings, bombings, and machine gun and booming attacks on British, French, and Israeli targets. He became a master of disguises and was known to have obtained any number of false identities, complete with passports and credit cards. In 1982 and 1983, "Carlos" is suspected of several bombings in Paris, France, resulting in deaths of at least thirteen people and the wounding of one-hundred and fifty more. In the mid-1980's, it is believed that he may have also participated in the planning and execution of several operations against Israel, operating out of Syria and Lebanon. He is reported to have consulted with Moammar Qaddafi, and even Saddam Hussein, during their conflicts with the United States.

Carlos unexpectedly dropped from sight during the 1990s, and there were even reports of his death. Many believed that with the Cold War over, the collapse of the Soviet Union, and defeat of Saddam Hussein, he had no sponsors, and little ideological motivation to continue his campaigns of terror. In December of 1994 (the "Dark December"), an attempt was made to capture him in Sudan, but this attempt failed and he managed to escape (in actuality he was captured, but we are dealing with fiction now, aren't we?) His whereabouts remained unknown for nearly six years.

With the assets of his underground terrorist organization now exceeding two billion dollars, invested throughout the world behind corporate fronts, anonymous accounts, and sympathetic patrons, Carlos the Jackal has emerged as the United Nations Most Wanted. His organization, "Dark December" (reminiscent of Black September, to which he was once associated), is now the most feared and most dangerous terrorist group in the world. Carlos is now in his late fifties (or sixties, depending on the campaign time line), and no longer takes part in his terrorist operations, instead he plans and coordinates them in the back ground. He is not driven by religious fanaticism, political gains, or moral beliefs. The Jackal and his organization reign their campaigns of terror for one purpose alone -- profit. Because of this he is resourceful, unpredictable, and has a great deal of financial backing.

Dark December's worst blunder occurred more recently, during the first attempted air-to-air hijacking of another aircraft -- British Airlines Flight 272 heading from N.Y. to London. They attempted to tether their DC-10 to a 747-B Superjumbo, but collided with the left wing during the operation. Both planes went down with no survivors.

Currently, Dark December operates throughout northern Africa, the Middle-East, Europe, and South America. They are strongly connected with the New Red Army Faction (German Autumn), the Russian Red Winter, and old U.S. enemies such as Qaddafi, Saddam Hussein, Castro, and Bin Laden. It is believed they have over a hundred permanent "hard-core" members, but with connections and cash to recruit any number of the world's top terrorists and criminals for specific operations.



German Autumn - the New Red Army Faction

The 1970's were a time of socio-political upheaval and revolutions across the globe. Terrorism was nearing its peak and disaffected youths were seeking new ways to express their "falling out" of society. In West Germany there was a small



but growing movement of Marxist and Maoist supporters, including Andreas Baader -- an arsonists and juvenile delinquent. Andreas and his girlfriend, Gudrun Ensslin, jumped parole and joined an urban terrorist movement supporting socialist reforms. Baader was arrested in 1970 (and the group was broken up), but was taken to an interview with the esteemed young journalist Ulrike Meinhof. Gudrun Ensslin had convinced Ulrike to help them, essentially enlisting her friend in the new movement, and together with a number of armed gunmen, overcame the police at the interview and broke Baader out. The press dubbed the group the "Baader-Meinhof Gang" though it was really Baader and Ensslin who lead the group (they never called themselves "Baader-Meinhof" -- their movement was the "Red Army Faction").

Through the 1970s Baader-Meinhof (the Red Army Faction) terrorized Germany. They are believed to have assisted Black November in the 1972 Olympic massacre in Munich, as they had been receiving support, money, and training from Middle-East terrorist groups (though it remains unproven). They also claimed to carry a pro-Marxist message, but the truth was, they flirted with nearly every counter-cultural movement of the day, though most were idealistic socialist "utopias". By the end of 1977 nearly all members of Baader-Meinhof had been killed or arrested. In a desperate "last battle" their Palestinian supporters (possibly Black September) skyjacked a German plane and took it to Somali, demanding the release of Baader, Ensslin, and other members of Baader-Meinhof (Ulrike Meinhof had already died). GSG-9 stormed the 737 (Operation Endgame) and killed 3 of the 4 terrorists, releasing all hostages with minimal casualties. Soon after Baader, Ensslin, and several other ringleaders committed suicide in prison. Baader-Meinhof perished as a phoenix.

But the movement did not die in 1977. It went on to become the Red Army Faction of Germany (known also as German Autumn), and its membership fluctuated in and out as the GSG-9 (created because of the Munich massacre) fought back hard. Through the 1980s the Red Army Faction commit countless acts of terrorism, robbers, bombings, and shootings. The Red Army Faction was broken into several cells, including the Revolutionary Cells, the all women's Red Zora, and various up and down generations of the Red Army Faction. With the fall of the

Berlin Wall, the group abandoned its Left Wing ideals. They seemed to die out around 1991, but resurfaced several times between 1993 and 1996. They were declared "disbanded" in 1998, but the group had only gone to ground to restructure and collate resources, now assisted partially by Carlos and his Dark December.



By 2000 or 2001 "German Autumn" had been revived as the New Red Army Faction. Strengthened by support from Dark December, Red Winter, and their Black September allies, the German Autumn has once more fallen upon the united Germany. Using the political unrest of the times, caused by the economic drain to rebuild former East Germany, German Autumn has begun a campaign to destabilize Germany and Eastern Europe (which is already unstable enough) in the hope of bringing about a "New People's Revolution" to unite all of Germany and Eastern Europe under a utopian socialist regime.

Red Winter - the Russian Mafiocracy

In 1994 the Director of the CIA informed the US Congress that in a poll in Russia asked the question "Who controls Russia?" came in with a 23% responded "The Mafia", 22% responded "No one", 19% responded, "I don't know", and only 14% responded "President Yeltsin". The then President Yeltsin stated that Russia had developed into "the superpower of crime". The FBI identified the Russian criminal gangs as "the greatest long-term threat to the security of the United States". These statements were caused by the fact that a new social system had developed in Russia - *Mafiocracy* - Ruled by the Mob (it has also been called a *Kleptocracy* - Ruled by Thieves).



With the fall of Communism and the "reform" of Democracy, Russia collapsed into utter chaos and economic chaos. The reason was simple - Russia had no idea how to control itself in a free market, and with a massive power vacuum and civil unrest, it was only a few years before the Mafia took over. There were no strong democratic institutions -- no democratic parliament, no freely elected local government, a press which had once been state-controlled (now left on its own), no political parties, and a near total absence of churches, labor unions, and other social forums. It is believed that by 1996 the Mafia controlled 70% to 80% of the entire Russian economy (according to the FBI). Today it is practically impossible for a profitable business in Russia to avoid control of the Mafia and regular extortion. Any attempt of resistance to the Mafia is ruthlessly and effectively crushed by the methods, which include kidnappings, assassinations, attacks on the family members, or malicious persecution by corrupt government officials affiliated with the Mafia. For example, dozens of bankers were assassinated and kidnapped by the Mafia in 1992-1994, when Mafia was taking control over the country's financial system; victims included presidents of major Russian banks.

The entire political system of Russia is now corrupt from top to bottom, and has been since the Presidency of Yeltsin (and probably before). Any non-corrupt politicians are instantly removed from office, either "voluntarily" (forced to leave) or they simply go missing. Corruption is unavoidable at any rate, since even the highest ranking official is forced to live on a salary of US\$2000 a year, whereas income from the Mafia could triple or quadruple this amount. So ingrained now is the Mafia with government and economic affairs the system works something like this: the administration of a particular city is controlled by the Mafia, and they use it to "privatize" the city's real estate and factories for a fraction of their value, siphon funds from the city budget, and extract extortion payments from businesses located in the city. The businessmen in such a group operate a bank that manages the city budget money, and operate company contractors through which the city funds are being siphoned. The Mafia protects the government administration and the group's bosses.

As the Director of the FBI reported to US Congress in 1996: "Organized crime activity in Russia includes monetary speculation, manipulation of the banking system and embezzlement of state property, as well as contract murder, extortion, drug trafficking, prostitution, protection rackets, and infiltration of legitimate business activity. To make matters worse, a number of Russian/Eurasian organized criminal groups and criminal enterprises presently operate in the United States. Evidence that organized crime activity from these areas is expanding and will continue to expand to the United States is well-documented."



Around 40,000 people are murdered in Russia every year, and 70,000 "disappear" annually. That is a per capita murder rate four times higher than New York City, and the highest for any country in the world. The Russian Mafia also holds a powerful influence in the United States and across Europe. In Brooklyn, New York, for example, in an area known as "Little Odessa" (which has many Russian stores, casinos, restaurants and hotels) their influence is extremely high. In the US and Europe the Russian Mafia is involved in smuggling drugs and guns, blackmailing, political corruption, prostitution, and even dealing with nuclear materials. The Russian Mafia also has a powerful influence in Israel as well. Already in Israel, the Mafia has invested over 5 billion in real estate, businesses, and banks, though on one the worst problem is their control over prostitution, which has quadrupled in such cities as Tel Aviv and Haifa over the last few years.

Today, Russia is almost totally under the controlled of an international criminal organization, and an extremely powerful one at that. The people of Russia are not living under a democratic system of government - the old Communist regime has only been replaced by something far more sinister and more dangerous than ever before. They are ruled by the Mob. A Mob that deals in billions of dollars a year, trades old Soviet weapons and equipment to foreign nations and terrorist alike. It is even known that they have sold fighter aircraft, military helicopters, and submarines to cartels and "unknown" parties - perhaps even nuclear weapons. The Russian Mafia is not only a threat to the Russian people, but to the entire world. Russia, and the world, is suffering under the long Red Winter. But to all winters their remains the promise of summer.

American Militias

For the past half century in the United States, a growing movement has begun to threaten the peace and stability of the nation. Militias are paramilitary and parapolitical organizations, consisting of separate "cell" groups united in the belief that the federal government exercised too much control over its citizens. They exist in part due to the Second Amendment to the Constitution, which gives the people the power to arm and maintain a militia for the purpose of guarding the freedom of the people (it must be remembered that this was written just after Revolutionary War with England when the United States had no full time military force and minimal police force).

By the 1980s militias were organized in a number of states and included such organizations as the Michigan Militia, the Militia of Montana, and the Texas Constitutional Militia. All

viewed the federal government and all levels of the armed forces as a threat to the well-being of U.S. citizens, and preached their message of hatred and revolt under the guise of Constitutional and "God-given" rights.

Two of the most publicized incidences of militia clashes against the federal government occurred at Ruby Ridge, Idaho, in 1992, and at Waco, Texas in 1993. In the Ruby Ridge incident, U.S. Marshals staked out the home of Randall Weaver, a man wanted for failing to appear in court on a charge of weapons violation (a common crime committed by most militia groups). When the Marshals arrived at his home, shots were fired, and a marshal and Weaver's son were killed. Weaver's wife was also killed in a gun battle against the FBI. Later, in 1993, in the Waco, Texas, the ATF planned a raid on the compound of the Branch Davidian cult, again, for weapons violations. The initial attack failed and four federal agents were slain. A two-month standoff ended when a fire broke out, set by the Branch Davidians out of desperation, and 80 members of the cult died. Other militias now cite these two incidents as a way to show how the federal government has overstepped its boundaries.

Militias also felt threatened by increased regulations on the purchase of firearms. They seem to believe that gun-control legislation is a conspiracy to disarm citizens and to limit their ability to protect themselves against "a hostile government". They again cited the Second Amendment of the Constitution as guaranteeing that citizens should have an *unrestricted* right to bear arms.

It should also be noted that these militia groups claimed their movement is the heart American democracy, but many supported very limited, and racist, view of democracy. They see equal power and equal rights to all men and women - to women, black people, and immigrants - as direct threats to *their own* independence and liberty. These militia hate-groups proclaim their activities as critical to defending their own twisted views of the American ideal and national sovereignty. Many of these groups are responsible for the burning of black churches, and the murder of blacks, Jews, or anyone who is different from themselves.



The worst terrorist act on American soil was the Oklahoma City bombing on April 19th, 1995, the anniversary of the Waco incident. Timothy McVeigh, a member of a right-wing extremist militia, drove a truck filled with explosives, in front of the Murrah Federal Building. Soon after, the bomb detonated, destroying nearly the entire building and ending one-hundred and sixty-nine lives, including many children in a day care, which was part of the building.

This was a wake-up call for America. Militias are terrorist organizations, targeting the federal government and conspiring to overthrow the government. And those who pay the ultimate price for their paranoia and delusions are the American people themselves. Like any terrorist organizations, these militias must be stopped before more innocent lives are lost.

Running the Campaign

If at first you don't succeed, you're probably dead.

The Motivation

The first question for characters in any story (game, book, movie, whatever) must always be "what's my motivation?" This is doubly-so in a vigilante campaign where the characters must have a powerful reason for doing what they do. Yes, being crazy or psychotic can be a powerful motivation. But crazy psychos do not usually make good heroes, and they do more damage than good, so you probably need to have a more genuine motivation.

Every character must establish a Motivation. This may simply be taken from his template or character type, or it may become apparent in the course of the LifePath. If not, or if you choose to take some other Motivation, you will have to come up with it yourself. Try to be creative, but if all else fails, you can always just take the cliché "vengeance = justice" motivation common to most vigilantes in movies and TV shows. Below are some other possible motivations.

Vengeance/Revenge

This is one of the most common motivations because it is simple and straightforward. You are seeking vengeance on either the people responsible, or all criminals in general, because something terrible and traumatic happened in your past as a direct result of criminal activity. It may be that your brother, parents, or a loved one was killed by criminals (gangsters, druglord, crimeboss), or perhaps you yourself was nearly killed or terribly injured. Perhaps a partner or friend was slain on the streets and the murders got away. In any event, the police have done nothing to clean up town, and you have made it your mission to do what must be done.

Profit

Though certainly not a noble cause, the want of money is can be strong motivation for just about anything. You may be a mercenary or bounty hunter, and could become a vigilante if you go just a bit "above and beyond" your legal duty. On the other hand, you may just be a thief who figures that stealing from criminals is justified because they are criminal, and besides, they can't exactly report your theft to the police. Maybe you go out of your way to kill criminal and gangsters, take their money, guns, and drugs. You are not exactly a good guy, but your not really a bad guy either.

This is a gray area which could be difficult for some players (and GMs) but it is a possible motivation.

For the Common Good

This is the motivation for most superheroes and other do-gooders. You fight for Truth, Justice, and Freedom (these unfortunately being ambiguous ideas subject to interpretation). It is assumed that your sense of justice complies with that of the People, even though it might not agree with the Law. This can actually be a difficult motivation to play since most vigilantes fighting for the common good strive to capture the criminals and turn them over to the police with enough evidence to prosecute them, rather than just killing them outright (other wise they are probably Dark Heroes, with a Vengeance motivation).

Revelation

You have suddenly come upon the knowledge of something terrible or unnerving. This can take many forms, but generally the target of the vigilantism is the danger revealed to you, or something which comes as a direct result of it. For example, the revelation that the local police force is "bought-out" by the local Mafia kingpin might not make you fight the police, but instead, motivate you to take out the Mafia and criminal organizations of your city since no one else can. You could also work to reveal the corruption in the system, but killing cops is generally a *very bad* idea. On the other hand, learning that the entire police force *works for* the Mafia and perform serious criminal offenses themselves might be a different story. In a horror campaign, the Revelation may take on a more apocalyptic motif, that is, you might learn that all the top city officials (or those of a major corporation) are all vampires.

Delusion

This is almost exactly the same as Revelation, except that it is not the truth -- it is just your own paranoid delusion. Characters motivated by a paranoid delusion (such "the police are possessed by Nazi aliens from Xorgon trying to take over the world!") is bad for heroic individuals. But a delusion can turn out to be true, if, in some bizarre coincidence, the police really are possessed by Nazi aliens from Xorgon. More realistic delusions, such as Corporation A is run by the Mafia and must be destroyed, have a higher chance of turning out to be true.

Fed Up

That's it. That does it. You're just not going to take it any more! You've put up with the gangs, and drug dealers, mobsters, and thugs, and all the crime in your city for one day too long. The police have done nothing, or are helpless to do anything, and there is only one way to clean up town. Time to haul out the streetsweeper.

Thrill-Seeker

This is a common motivation for comic book side-kicks. They nag and nag and nag, and finally get to join up with the team (or main hero) -- their biggest reason being that it's just a cool and exciting thing to do. Vigilantes themselves can be nothing more than thrill-seekers, going after the most dangerous game of all -- armed criminals.

Recruited

One way of becoming a vigilante is to simply be recruited into a vigilante team. This is common for new characters coming into an existing campaign (a new player joining up or an existing player who just lost his current character). Recruits often have other motivations, but they are not strong enough to push them to becoming vigilantes on their own. Being approached by a vigilante team with similar grievances or motivations as his own, he would be more than willing join them in their cause.

The Team

Being a vigilante is generally a solitary job (and actually an illegal one at that). Unless you are running a solo campaign, you have to have a Team, like the A-Team for a classic example. The PCs will comprise The Team, possibly along with a number of NPCs under the GM's control, and may even be lead by an NPC (so the GM can at least maintain some reasonable level of control), though such an NPC should be more of an operations coordinator or employer, rather than an "operative" himself.

At the beginning of a campaign, all or most of the PCs will be solo vigilantes, acting on their own either in the same city or in different cities (perhaps even different countries). The GM can run one or two individual one-on-one missions with them, then get them recruited into the Team. This can be done by having two PCs run into each other going after the same target (thus joining up and forming the beginnings of a larger team), or they could simply be approached one day by a mysterious figure with vital information and an offer to join the crusade against crime and corruption (and they should, of course, join since it is critical to the game).

If the team is only comprised of the PCs, one of them should be appointed the leader. The GM should establish with the leader what the team's goals are, their [rules](#),

[restrictions](#), and [mission objectives](#). If they have a specific Enemy (or several) things should be easier, as there is a clear goal of destroying this enemy. If they *do not* have a specific Enemy, and just fight crime at random (committing random acts of justice), the GM should gradually introduce an underlying threat who was behind the scenes, or have another group contact and recruit their entire team into a larger crimefighting organization.

In most cases, members of The Team carry out normal lives by day, and are vigilantes by night. Thus, they needed to not only hide their own identities, but those of their teammates as well. On the other hand, if they are part of a larger organization they could just drop out of society and become a full time crime-fighters. Either way, it is up the GM, the players, and the sort of campaign being run.

Operation: Eagle's Claw

It is only one step further for **Vigilantian** to become a full-scale covert anti-terrorism campaign, ala Tom Clancy. It would be possible to begin a campaign in this way, but it wouldn't really be a vigilante game; it would be a Special Ops or International Espionage game (which would be fun to play as well).

But a vigilante campaign can easily escalate to this scale after a dozen or so missions.



Small time vigilantes operating independently will not likely concern themselves with global, world-shaping events, unless their adversary flees to another country, or turns out to be part of a larger organization or international terrorist group (which would cause the campaign's scope to escalate). On the other hand, if the vigilantes are sponsored by a corporation or government, whether they know it or not, they may well find themselves caught up in global-scale events before they even realize how deep they really are. In such a cases, this "vigilante" campaign will become more of a covert special operations campaign, with the team comprised of *former* vigilantes. If the vigilantes are more mercenary-like, they can also enter into a special ops campaign by contracting their services to the CIA or MI6 (knowingly or through a shady go-between).

Essentially, it is up the GM and players what scale of a campaign they wish to run. If it is agreed to keep the game in a small (or local) scale, such as that of a city, then special ops and covert anti-terrorist operations are out. On the other hand, if everyone likes Tom Clancy's global-scale techno-thrillers, then by all means, let [Operation Eagle's Claw](#) begin!

The Enemy

Every hero needs an enemy, even if he may not know who that enemy is until later in the story. Depending on the "power level", scope, and nature of the campaign, this Enemy (or Enemies) can be very different -- from local gangs, to drug-dealers, to the international terrorist organizations "Dark December" and Baader-Meinhof.

It is assumed that every character has his or her own Motivation. For some it could simply be a vow to fight crime. For others it may be to seek revenge on a particular individual or organization. As the team comes together they may find (and should find) that they have similar goals -- some PCs may even have the very same Enemy (especially if the GM planned this well). PCs with a more generic "fight crime" or "serve justice" vows can easily adapt into any vigilante team. But those going after one foe may require some additional motivation.

If team members have only a few named Enemies (that is, only two or three of the PCs have specific Enemies in mind), and these Enemies do not overlap, there could be serious problems with keeping such a team together. This problem should be resolved very early on, when the Team is first brought together. The GM has the option of running two or three solo adventures with the PC to have him defeat his Enemy before joining the team -- with his enemy dead, and himself now probably hunted by the law, he can join a Team and carry on his crusade for Justice. On the other hand, the PC might defeat his enemy and find evidence of a higher, more dangerous organization which he must also defeat (or, he may discover this organization during the course of his solo adventures). At this point, the GM could hold a few game sessions between two or three of the players, who had "apparently" different Enemies, which turn out to be under the umbrella of this Greater Enemy.

Such a Greater Enemy may be the Mafia, Yakuza, the Colombian Drug Cartel, a Chinese Triad, an international terrorist organization, an evil corporation, or the wealthy, bald madman with the cat and his scheme for world domination (and why does every bald madman with a scheme for world domination have a cat, anyway?). But whatever the case may be, the true Enemy may not become apparent for a number of game sessions. After all, that may be the mystery -- who really is behind all these acts of terror or recent crime-spree?

Always remember, enemies can change and evolve, and even become allies as other enemies come to light. Keep in mind that enemies are characters too, and the GM should treat them as such with their own goals, motivations, and ambitions.

The Law

The justice system (at least, in the United States and other democratic nations) exists to not only protect the innocent, but the accused as well, since an accused is considered innocent until proven guilty by a trial of his peers. At present, this is the most fair and reliable legal system in history, and it rarely fails (except on a very few unfortunate occasions). In this legal system, acts of vigilantism are criminal and illegal, both because it circumvents the rights held by an individual to a fair trial, not to mention the fact that it may involve other crimes, such as assault, murder, and weapons violations. In a nutshell, vigilantes are criminals.

Historically, vigilantism was allowed in the Old West due to a lack of any law enforcement, but in this day in age it is unnecessary and excessive. Modern day vigilantes are arrested, tried, and convicted of murder or assault like any common criminal. Vigilantes do plead self-defense, and if they were indeed defending themselves charges are often dropped. But this hardly holds up in court if it's proven they armed up one day and trotted off into town to "take out the local crime ring". Despite their "good" intentions, the fact remains that their acts were illegal, and could also have threatened the lives of police officers and the innocent.



With that in mind, we will now return to the Wonderful World of Fiction, where we leave Reality behind. Despite the fact that this is fiction, and we can make up whatever we want to allow vigilantes wider berth, several key rules must always be followed to keep vigilantes on the "good side" of the law.

- Vigilantes must be 120% sure that who they are hunting *really are* criminals who are above the law, or that the law is incapable of taking action against them (through corruption, lack of fire-power, or lack of evidence).
- A vigilante must *never* shoot, assault, or kill a law enforcement agent, even if he is corrupt and a criminal himself. Such will bring down the full wrath of the law, the FBI, ATF, US Marshals, National Guard, and everyone else they can round up to take you down.
- A vigilante must *never* shoot, assault, or kill an innocent by-stander, and must go out of their way to insure their safety and prevent tragedy. If a vigilante should, by his actions (directly or indirectly) allow harm to come to an innocent civilian, he can expect the full wrath of the law to fall upon him.

- The more laws a vigilante obeys, the better. Vigilantes regularly violate weapons restrictions, and this is probably unavoidable. But the more laws a vigilante breaks, the more attention he will draw. I.e., speeding may get him pulled over, which may allow the police officer to find his illegal weapons or identify him, leading to a seriously problematic confrontation.

If these rules are followed by a vigilante (or vigilante group), it may be said that they are "on the good side of the law". In such a situation, law enforcement may turn a blind eye to the vigilante group, silently grateful of their help, especially if they are in strong public favor. This may not be the case if law enforcement is in the pocket of criminals, or is under political pressure to stop the vigilantes. There may even be cases where members of local law enforcement *are* vigilantes (or are part of a vigilante group), apprehending the criminals they could not otherwise take down while "off duty" (this type of vigilante is called a Maverick Cop).

It is of course possible to play a **Vigilantian** campaign with the law in constant hot pursuit (ala "Dukes of Hazard") -- the PCs must always remember not to engage the police in battle, and to always try to escape (perhaps they could fire blanks or rubber bullets to scare them off). This works best if, as in the "Dukes of Hazard", the police are bumbling inept at their job, incapable of anything more than comic relief, and causing harm only in their bad jokes and slapstick antics (this is not suitable for a dark campaign).

Wealth and Resources

Though it is not necessary for a vigilante to have a lot of backing, wealth, or resources, it certainly helps. For a low level, "local city" campaign, all the PCs need are a few guns, some contacts, and a mid-level enemy. However, if the campaign escalates to a global scale, or to one facing ever more powerful adversaries, having Wealth and Resources will make all the difference. But where does all that money come from?

Equipment Pool

The Equipment Pool and Vehicle Equipment Pool are the "special powers" of the vigilante. EP and V-EP tell the value of any weapons, armor, equipment, and vehicles you can have "free access" to at any given time. How this works is entirely up to the Player and GM, and the context of the game. It may be a combination of loaned money, stolen cars, weapons taken from dead goons, "borrowed" police equipment, an insurance payment, or this month's gains on the Stock Exchange. Whatever the case, such items are considered free and accessible, though getting some illegal equipment may require a little role-playing or creative story (though it is still guaranteed). EP and V-EP is different from cash and wealth since it never goes away. When a piece of equipment bought by your Pool is lost, that part is "open"

again, and you can either get a similar item back or spend the pool on something else.

You may also give an item to someone else, but it is still considered to be in *your* Pool, until they pay for the item out of their own Pool (at which point the item is gone from your Pool). Group Pooling is also allowed, that is, the GM may tally up everyone's EP and V-EP and that is how much is available to *the whole group*.

Independently Wealthy

Some characters may have Wealth, giving them a continuous flow of income, from a few hundred a day to tens of thousands a week. This income could be from investments, interests on an inheritance, a lawsuit or lottery payment, or a lucrative day job. In any event, it grants them a great deal of money to spend on weapons, equipment, and vehicles. Unlike Equipment Pools, however, when this money is spent it is gone. If the item is damaged or destroyed, you have to pay out again to get it repaired or placed. Bruce Wayne was Independently Wealthy.

Partnership Wealth

In this case, all the PCs in the group are considered to have pooled their wealth, resources, savings, and investments into a trust of some sort. They may also have additional money in the trust from "outside sources", that is, sympathizers and supporters, at the GM's discretion. At the least this fund will equal all the PC's combined wealth and cash, but it could be 5% to 10% greater if some of it is invested, or upwards of double or triple if the GM has added some outside supporters. This could be from a wealthy, eccentric old man, a secret corporate or government sponsor (such as GVI or the CIA), or other "interested parties" who pay out cash when you "neutralize" certain enemies and criminal organizations.

Corporate Support

Often arising from the sponsors of the Partnership Wealth mentioned above, full Corporate Support may become apparent when the stakes get high enough or the PCs begin to nosy around (asking "Who is paying us all this money?"). No corporation will openly support a vigilante team (they may refer to them as "Independent External Security Contractors"), and few corporations would have reason to do so. But some, such as GVI, may support vigilante groups (take a second look at their corporate profile). In **Vigilantian**, GVI is the default corporate sponsor for any high level or global-scale campaign, though the GM may use any company he wishes to perform the same task.

Global Ventures International: Top Secret - GVI is far more than just a venture capital firm -- they are a covert, near-autonomous special operations organization committed to fighting crime and global terrorism, answerable only to a secret committee of the United Nations "Crisis Response Advisory Group". GVI creates daughter companies to serve as fronts, manufactures,

suppliers, and backers to these operations, as well as to make profits in the commercial and private sectors. Only a few hundred people in the company know its true mission -- the top executives and support personnel, and when an employee becomes suspicious or too nosy, he is usually recruited into the ESO division (External Security Office) responsible for maintaining and supporting the "Independent Security Contractors". Having founded combat training schools, military ordinance and supply vendors, electronics and avionics companies, and other such companies, GVI is in a position to offer what amounts to limitless resources. But there is a price to working for GVI -- you have to do what they tell you. It is doubtful any Independent Security Contractors for GVI could be considered vigilantes, but GVI usually recruits their agents and contractors from vigilantes. And who is their biggest enemy? None other than Mephis-Hazmodá Corporation (take a second look at their corporate profile...). Mephis-Hazmodá could be supporting criminals, or terrorist organizations -- perhaps even Dark December itself.

Government Support

Believe it or not, but the government may also support certain vigilante groups. No doubt such support will be covert and probably sponsored by the CIA. The team may not be aware it is the government who is supporting them, in fact, this will probably be the case until the campaign's power level gets very high. Most dealings will be with shadowy characters, anonymous phone calls, tips, cash advances and lines of credit, and some weapons and equipment. If sponsored by the NSA, their contacts will try to focus team against domestic terrorist groups and militias, crime-rings, and drug-smuggling operations. If sponsored by the CIA, interest will be more focused upon international terrorist organizations, counter-espionage, hostile corporations, and foreign interests.

Getting Equipment

Equipment is procured any number of possibly ways -- through direct purchase (either by cash or using your Equipment Pool), from Contacts (borrowed or bought at a low price), from sponsors (such as those mentioned previously), or just by stealing it.

Atomik A.X.E., the Armory, Accessories, and Equipment sourcebook for **Atomik WAR**, introduces four levels of "Legality". C-Class is civilian equipment (toasters, flashlights, cars, and even body armor), L-Class requires a License (such as handguns and hunting rifles), P-Class is police and paramilitary equipment, for law enforcement only (or requiring a special government issued license), and M-Class is strictly for military equipment, weaponry, and vehicles. All weapons and equipment listed in **Atomik**

A.X.E. is shown as OP cost. This equals EP cost (or x\$100 for cash) in **Vigilantian**.

Normal, everyday equipment (C-Class) should be easy to come-by -- the sort of things you can just buy in the store, through mail order, or off the Internet. Even body armor and other useful gizmos can be mail ordered, just go to www.spymall.com and see for yourself.

L-Class weapons and equipment require a special license, permit, or registration, such as a gun registration (or license) when you purchase a firearm. For the most part, this is only for firearms -- the only L-Class firearms are pistols and hunting rifles. Most ammunition is C-Class, though some is L, P, or M-Class. Other L-Class items include some encryption devices, explosives for demolition companies, exotic animals, and hazardous chemicals.

P-Class weapons and equipment are for use by Police and Law Enforcement only, and cannot be legally owned by civilians. These may include automatic sub-machineguns, assault rifles, grenades and other explosives, APCs and attack helicopters, and advanced electronics systems. Some paramilitary groups, such as militias, security companies, private investigation firms, private training centers, and so forth, may attain a special government issued license to possess this equipment.

M-Class weapons and equipment are strictly for military use. Not even law enforcement has access to such equipment (and if they need it, may have to call up the National Guard, or the Army itself). Machineguns, rockets, anti-tank weapons, anti-material rifles, military vehicles and aircraft, advanced combat systems, experimental and prototype weapons and equipment, are all class M. There is no permit or license to acquire such weapons, and it is difficult to find such things on the Black Market as well.

The Black Market

Of course, enough money can buy you anything. With the break-up of the Soviet Union, and many former Soviet states now selling everything they have to the highest bidder, international arms dealers are literally swamped with old Russian weapons and vehicles (mostly in the Middle-East and Eastern Europe). In the U.S., however, Soviet arms are rare (most militias, for instance, wouldn't lay a finger on "Commie" equipment), though good dealers can be found in Cuba and Mexico, and most of South America. Still, even the America, heavy weapons can be purchased at a price. Always be cautious of police sting operations -- if a deal seems too good to be true, it probably is.

There is no reason to buy C-Class equipment on the Black Market, unless you are in country where body armor (for example) is actually L-Class. Most dealers do have

"military-like" C-Class equipment in stock (like armor, radios, camos, survival gear, and so forth), for convenience. Of course, most C-Class equipment on the Black Market is just stolen (C-Class dealers are usual in the form of a pawn shop). The price of C-Class equipment on the Black Market is normal market price, or half price if it was stolen.

L-Class items are very common on the Black Market. These are usually handguns and rifles which can be purchased by civilians, but which must be registered or require a license to own. To by-pass this, the weapon can be bought on the Black Market. Normally, the **cost is +50%**, but it could be "at retail cost" if the weapon was stolen or used in a crime (and thus, "hot").

P-Class items are much rarer on the Black Market, except for Soviet weapons sold through international weapons dealers. Most of this equipment has been stolen from police, legitimate owners, militias, or manufacturers. Even so, the cost is **x2 (double) the listed cost** (as shown in **Atomik A.X.E.**).

M-Class weapons are almost impossible to find on the Black Market (again, except for Soviet weapons). Such weapons are either old Vietnam or WWII stolen from military surplus weapon caches, or newer weapons smuggled out of active military armories or from the manufacturers. The cost of M-Class weapons on the Black Market is **x3 to x4 the listed cost** (as shown in **Atomik A.X.E.**).

Public Relations

The difference between a life of fame and a life behind bars is good Public Relations. Vigilantes can be either heroes or villains in the public eye. People are often enchanted by the heroic undertakings of a team of mysterious crime-fighters, mainly because it sounds like something from out of the movies or comic books. In the Real World, when an act of vigilantism occurs, there is a strong public response, though usually divided 50/50 between people who herald the vigilante as a hero and those who condemn him as a criminal.

The best way to stay in the public favor is to strictly follow the rules set in the above section. Deviation from this can be detrimental, both because it will set the police after you, and cause the public to doubt your motivations. Furthermore, going after "hot" criminals, or well-known criminal organizations, will further increase any vigilante group's renown and popularity. And in this line of work, public favor equals less police interference which equals greater public favor. Unfortunately, the opposite also holds true... Public distrust and resentment equals greater police

interference, which equals less public trust and even more resentment.

Another key element to maintaining public favor is to have an ally (or contact) in a major newspaper (i.e., New York Times) or a national media organization, such as the Associated Press or CNN. Having a contact in such a position (that is, as a reporter, not a junior copy editor) will allow the team to receive positive press coverage at a local or nation level, depending on the point of contact and scope of the campaign. In fact, some of the vigilantes themselves can double as reporters during their day jobs (just as Superman doubled as Clark Kent) and report on their own escapades!

Contacts and Favors

Having a few Contacts or Favors owed to you can make all the difference in a vigilante's deadly career. Below are just a few possible contacts who may be indispensable to any vigilante and some of their capabilities. Remember, Contacts cost 2 OP per Level and one-shot Favors are 0.5OP per Level, where each Level represents their authority or level of influences (from 1 to 10).

Contacts are trustworthy allies who, if they know you are a vigilante, will keep your secret to the best of their ability and will not betray you (but they are only human, and could still give in to bribes and torture). Those who just owe you a Favor do not necessarily have such loyalty, so be careful.

Police Officer

It's always good to have friends on the police force. This may be some one who sympathizes with your cause, or supports vigilantism in general. He may feel helpless against crime, and wants to make a difference, but wishes to work within the rules when at all possible. He will bend (or break) the rules to make reports and evidence "disappear" or get "misplaced", leak information to you about cases and criminal investigations, alter police records, help get other cops off your back (depending on his Level). However, he may have little power with a low Level, and may not take extreme risks (like breaking you out of jail), nor jeopardize other officers.

Street Punk

From homeless low-lives and beggars to heavy hitting thugs and bouncers, the Street Punk can make for a useful ally at times. Street Punks have a high level of Streetwise and are generally "in the know" of certain criminal goings-on. They sometimes know when "something big's going down" and have the "word on the street". Low level Street Punks range from beggars and dregs (when they're sober) to

spunky brats out on their own looking for adventure. Higher level Street Punks are former gang members, thugs, or bouncers, and these can sometimes even back you up in a fight. They can often tap contacts or favors of their own.

Underworld Mole

The Underworld Mole is similar to the Street Punk, except he is less physically apt and is generally annoyingly sly and slick as grease. He can worm his way into the bottom rungs of most any criminal organization, sneak about in the shadows, and rat on their goings-on. Moles usually have to be paid or bribed for doing this (even if he is a good Contact), because of the extreme danger they are putting themselves in. As a Favor they must commit their service for free, but will only do it once (per Favor). There is no guarantee a Mole will ever return from his infiltration, as he may have been captured, killed, or paid off.

Mercenary

A mercenary is simply someone who will fight for money, be it a true military consultant, a professional assassin, a thug for hire, or anyone willing to do "the dirty work" for a fee. As a Favor a mercenary will have to help you free of charge, but will only help (that is, join you for a mission), and he will equip himself and cover his own expenses. A very high Level Favor, such as 9 or 10, he may do the hit on his own, but may fail or not return. As a Contact he will always be available, and will back you up from time to time. Though he will not charge you (as a friend) he will expect you to cover some of his equipment and expenses. If he is hired to do a paid job he will not be available (he has to make a living, you know). He may also "disappear" if the situation gets too hot (depending on his Level and loyalty).

Blackmarketeer (or Fixer)

Blackmarketeers (or fixers) are criminals, and thus, there must be some reasonable explanation for them being a Contact or owning a Favor to a vigilante. It may be as simple as fear (he helps you so you won't take him out), or it could be something more (he is a long time friend or a "petty" criminal). In any event, the Blackmarketeer has access to, well, pretty much anything. Given time and hard cash, he can get anything in just a few days (or less). As a Contact or Favor he will get you some item "at cost", that is, you pay what he paid to get the item or items (about half the actual Black Market cost). The Level in this contact dictates his access to equipment and weapons.

Military Surplus Dealer

This is very similar to Blackmarketeer, except the Military Surplus Dealer runs a legit operation. As a Contact or Favor at any level, the Dealer will get you some item "at cost", that is, you pay what he paid to get the item (about 20% retail cost). The Level tells what he might be able to get (from camping gear to an EOD armor suit to fully armored limos and helicopters). He may also loan you

equipment (which a Blackmarketeer will never do), but if you break it, you buy it. A Dealer may also have some older (and illegal) military equipment (from WWII to Vietnam era), but these items are not for sale -- they are his collection (remember, he is not a Blackmarketeer). He will loan you these items, but if they are broken or lost you will have to compensate him greatly (the item had sentimental value), or you may part of bad terms and lose him as a Contact (or even gain him as an Enemy).

Loan Shark

One must be careful swimming with the Sharks. Loan Sharks will lend money to anyone (from a few hundred to hundreds of thousands), but at massive interests (usually 15 to 20%) and of course those who fail to pay it back wind up dead, crippled, or worse. As a Contact or Favor, however, a Loan Shark will lend you money at a lower rate (9% for Level 1 to no interest at Level 10), with negotiable payment terms. Furthermore, they will not send "The Boys" after you if you fail payment, instead preferring to talk with you to renegotiate (even they have a limit, though, and you can make them an Enemy if you keep abusing them). If it was only a Favor they may send The Boys after you right away.

Geeky Hacker

He may not be cool, but he can sure be resourceful, and is quite skilled at what he does. They Geeky Hacker (pick your favorite stereotype) has extraordinary computer operations, programming, and hacking skills, and usually a high intelligence as well. He knows the Internet like the back of his PDA and rattles off a lexicon of computer terms at every opportunity. He has the skills and equipment to break into nearly any type of computer system or data base on the Internet (the Level directly dictates his Skill), and will do so for free as a Favor, but for a small "fee" as a Contact. The "fee" could be anything from getting set up on a date with some chick (could be *you* if you're playing a female character), getting "hot tickets" to a computer show or Star Trek convention, the latest 3D Video card, or a stack of classic D&D 1st Edition hard cover books.

News Reporter

Having a reporter as a Contact can prove very useful at times. As mentioned in the Public Relations section, she can help to give you positive press and portray your doings in a good and heroic light. But what's more, the Reporter is skilled at doing research, investigations, and probing people for information. With her "Press Pass", she may be able to get places where others cannot, interview certain individuals, and even gain limited access to police files and reports. However, as a Contact she may request an "exclusive story" at some point. Though she will probably keep your true identity a secret, it might be wise to be safe and remain as anonymous, if possible. She is a reporter, after all.

Politician

It is always good to have friends in high places. Politicians often act in their own best interests, so having them as a full Contact is less likely than them owing you a Favor. It is further unlikely that they will actually know who you are -- they may know your every-day identity, or may know your vigilante alter-ego (probably, on an anonymous basis), but rarely both (since they would eventually blackmail you). Either way, they may owe you a Favor or be a Contact, for whatever reason. A Politician is most useful in his ability to get the police or investigators "off your back" (for this he must owe the Favor to your vigilante alter-ego). Politicians can also help you get licenses, passports, and other such things quickly, but beyond that, their usefulness is limited.

Lawyer

Sometimes a lawyer can be your worst enemy, sometimes they can be your best friend (sometimes both). If ever you face criminal charges, it is the Lawyer you can work to get you off the hook. Having a good lawyer as a Contact can make him put up an excellent defense in your favor, or a poor prosecution, whichever the case may be. They can also research laws for you, find loopholes in the system, or help indict other criminals.

Doctor

Whether a talented street-doc or a fully licensed, professional physician, a Doctor can save your life. Having a Doctor as a Contact allows you to go to their clinic for help whenever you need it, and without the hassle of questions like "How did you get shot?" or "Are you that vigilante guy?" or "I'm calling the police!" As a Favor or Contact, a Doctor will also patch you up without charge (or for a nominal fee), as they are probably sympathetic to your cause, but may require you to help them at some point (such as protecting them from the anti-abortion extremist who is hunting them).

Scientist

A Scientist may seem an odd Contact for a vigilante, but there are certain cases where this is perfectly applicable. In a low-powered superheroic campaign, where invention is the necessity of adventure, she may be the one to find the antidote to the deadly poison, analyzes the DNA of a crime scene, modulate the radio frequencies to shut down a robotics tank, or know the critical mass ratio of plutonium and uranium in a nuclear bomb and how to interrupt a reaction. She may also be a corporate insider, aware of the dark goings-on within a corporation you might be combating.

Mechanic

Mechanics are like the Doctor/Scientist of machines. As a Contact you can go to him with broken equipment or wrecked vehicles which he will repair without such questions as "How did your Porsche get shot through with bullet holes?" or "Why does your Porsche have two

concealed machineguns and a rocket launcher?". He may also be the one who actually modifies your vehicles, adding weapons and armor, or building custom equipment for you, such as a special remote controlled gun-turret. The Mechanic will have to charge you for parts and labor, though probably "at cost" since he is a sympathizer of your cause.

Adventure Ideas

By now, you (as a Player or GM) should be familiar with the basic concept of this RPG, and hopefully have begun to imagine its adventure possibilities. For those GMs who need a little bit of a "quick start" to get the ball rolling (or if your Players are demanding to play before you've had time to come up with an adventure), this section should help out. For those GMs who already have a great idea for a campaign, keep in mind that the PCs may need to get experience with some "smaller" level adventures, and there is always room for a side mission or two even during the course of a progressive campaign.

The Adventure Ideas mentioned here are fairly generic, and can work in any modern to near-future (to even cyberpunk) campaigns, though they were intended for use in the **World of Vigilantian**. Any reference to **Vigilantian** corporations or terrorist organizations can be substituted with similar organizations in your own game world. Most of these adventure ideas refer to the players in plural (PCs or the Team), but they can just as easily be used in a single player solo mission. It is also assumed that these missions taking place in the United States, though you should be able to adjust them for any country in the world.

All adventures have a basic Premise, which summarizes the sort of mission this is, a Situation, which goes into more detail, and as set of Possibilities, which can either adjust the Situation, add plot twists, or open up possible conclusions and resolutions. The GM should, of course, use these Adventure Ideas as a starting point, and further develop the Situation and Possibilities for the game.

Friday Night Fiasco

Premise: On a dark (maybe rainy) Friday night, the players are out alone and run across a gang of thugs. This is best as a solo adventure, and can be used as a first mission to get a vigilante character going (though it is cliché).

Situation: Out late one Friday night, the PCs enter a dark alley or poorly lit parking lot. Depending on the situation, they may be attempting to evade police, investigate a crime scene, pursue a fleeing adversary, or may simply be crossing the area as a shortcut. The mood should be set by describing the dilapidated condition of the area, rusting old cars, piles of garbage, scurrying rats, and a sickening smell of trash and refuse. Moments later, they hear a woman

scream out in distress (if they are in a vehicle, they hear a gunshot, then a woman screaming as they get out). The PCs should proceed in the direction from there the sound came, and the GM may wish to map out the area so they can take up tactical positions. At the scene of the incident, they encounter a number of hoodlums (2 for every 1 PC), assaulting a female victim. They should resolve this problem in an "appropriate" manner.

Possibilities: The GM may opt to have a different number of hoodlums (other than 2 per 1 PC), depending on their power-level. To increase the urgency of the situation, the female could have a companion who has been slashed by the criminals (or shot, if there was gunfire), and may be either dead or seriously injured. As a twist on matters, the entire assault could be a ruse to trap them, and both the assailants and the lady turn to attack the PCs.

Concourse Shooting Course

Premise: The PCs are at the airport to catch a plane on a routine part of their investigation of some other incident, when suddenly terrorists take over! This mission can be thrown into any currently running campaign, and is best suited for a team. It can be done in one session, but may take longer depending on how involved the GM makes it. It would be best if the GM actually had a map of the airport.

Situation: A group of radical terrorists (either Black September or German Autumn, or whichever group the PCs are *not* currently working against) have taken over one of the airport concourses in an attempt to hijack a 777 airliner. A number of security personnel have been killed, as well as several civilians. The terrorists (about twenty or so) hold one entire concourse under gun, where there are at least three hundred people being held hostage. Their goal is to take Flight 1090 (a Boeing 777), which was prepping to take off, along with a hundred selected hostages. They have not yet given any sort of demands. Several terrorists are guarding each entrance into the concourse.

Possibilities: It is possible, though unlikely, that the PCs are in this particular concourse, unless it is a small airport, and so will have to sneak in through a maintenance corridor or crawl space (or just try the "direct" approach). It is also doubtful the PCs will have weapons, since they were at the airport to travel by plane, and would not have brought detectable weapons with them. It might be necessary to somehow take a security guard's weapon, or take a terrorist weapon (though doing so will be tricky). The best opportunity might come as the terrorists are beginning to board the plane, since they will be occupied selecting hostages and leading them on to the aircraft, but equally dangerous since so many civilians will be up walking about in close proximity to the terrorists. If the PCs are really daring, they could go outside and try to sneak aboard the 777 itself and retake it mid-flight, but fighting twenty terrorists on an airliner filled with civilians at 10,000 feet is not a very safe or reasonable idea.

All I Want For Christmas Are My Two Glock 9s

Premise: If guns are outlawed, then only outlaws have guns. But vigilantes need them too, so the best place to go is to the outlaws themselves. This mission is best for a full team, due to the danger involved. It may span multiple game sessions.

Situation: The PCs need guns. Lots of guns. This is a good opportunity to use a Contact or Favor (if you have one) to get information on the local blackmarket and arms dealers, or to use your Streetwise skills to find out on your own. Once you have determined the location of the blackmarket fixer, and evaluated the capabilities of his bodyguards and thugs, the PCs are faced with two choices - attack his establishment to steal the weapons, or strike a deal to buy them.

Possibilities: It is unlikely the PCs will be able to win an all-out gunfight with an arms dealer and his goons, especially if they are desperately in need of guns (but they can always try). A more interesting possibility is for them to use a Contact (Streetpunk, Underworld Mole, or some such) to put the "word on the street" that representatives of (some Mafia gang) are in town looking to buy arms, and have a lot of cash. One of the PCs should then contact the Fixer and set up a meeting to buy a number of weapons. This meeting should take place at a neutral point, with him bringing the weapons, and they bringing the cash. Whether the PCs have the cash or not is a moot point - they will probably attack the dealer and his henchmen, catching them by surprise, and taking the loot after the smoke clears. Alternatively, they could actually pay for the weapons and then go on their way (if they have the money). If this is done, they can then attack the Fixer's establishment (now much better equipped) and steal their money back, and even take more weapons.

The Mad Bomber and the Chechen Cat

Premise: There has been a number of mail bombings by a mysterious "Mad Bomber" over the past few months, each with the same M.O. The police have three suspects, but no proof, and the bombings continue. This is good as either a team or solo mission. It may span multiple game sessions.

Situation: The PCs may become involved in this case if a friend or someone they know gets bombed, or they simply feel the need to remove this menace. The bombing M.O. is always the same - a package is sent in the mail (or by parcel service) to an individual, but the package itself contains an explosive device which either kills or seriously maims them. So far, all victims have been Russian immigrants who hold successful careers. The police believe this is the doing of some strange, radical hate group. They have three suspects, but no substantial proof that any of them are the bomber. The GM should make up quick profiles on all three, and drop some hints (see Possibilities).

Possibilities: The PCs will obviously need to do some detective work on this one, and so this mission may take several game sessions to complete. The PCs should

investigate a number of leads, use Contacts, "acquire" police records, and so forth, but eventually get a Big Break on the case. This can take any number of forms - for one, a Mole may coming forth and just tell them. In a more investigative spirit, a double check of police records or the crime scene may uncover a "red flag" piece of evidence the police overlooked. They may also find records of someone purchasing a large quantity of explosive-making compounds. Whatever evidence they collect on the case, the man responsible is an immigrant from Chechnya - an ex-mercenary who had fought against the Russians in the Russian-Chechen conflict of 1998 to 2000 (if he was a suspect, the police would have him miss-classified as a Polish or Georgian immigrant). He is also an expert in demolitions and explosives, and currently works as a demolitionist for a construction company. The Chechen bomber is heavily armed at his house (located in the country in a backwater area of the county, some thirty miles outside of town), and has a number of Soviet weapons, including an AK-47 and a couple of Scorpion SMGs. His house is also wired to blow, and he may even have a hostage if he knows the PCs are coming to get him.

Gunrunner Rundown

Premise: The PCs get wind of a gunrunner carrying a large number of arms, ammunition, and illegal equipment for a crime group or militia. This mission is best suited for a team. It will probably take one game session to complete.

Situation: A gunrunner is about to cross the boarder, and his vehicle (or convoy) are bringing a large quantity of weapons into the United States. The PCs could have learned about it any number of ways - from a Contact, from interrogating a criminal, or from a current police investigation. Most likely, the gunrunner will be traveling by car or truck over the boarder (see Possibilities), and may be in a convoy of vehicles (a number of trucks and escort cars). This is an excellent opportunity for the PCs to engage in vehicular combat, assuming the GM desires to use vehicles to a large extent in his campaign. The main gunrunner vehicle should not be shot up, since it would probably explode, but instead forced off the road. A gun battle between the driver and bodyguards, and any support vehicles may ensue. Once victorious, the PCs will have their pick of the goods, and should probably destroy the rest so it won't fall into the wrong hands again.

Possibilities: Depending on their location, the gunrunner may come in from Mexico or across the Canadian boarder by car, or (if coming over seas) by ship to the docks. If he came into the docks, they may engage in a firefight there. Alternatively, the gunrunner and his men could get into their vehicles at the docks and continue on, only to be intercepted by the PCs while on the road. As a plot twist, or an addition to an on-going (or beginning) campaign, one of the men in the convoy may be a "corporate exec" sort of fellow, who will either die in the gunfight, or somehow escape and vanish. If he is killed, they will find no ID on

him, but he does have a large ring with the letter "MH". This might be his initial, but then again, it could be some other abbreviation - such as that of a certain corporation.

Druglord, Smuglord - Where's the Landlord?

Premise: A drug cartel is running marijuana, mephamphetamine, and crack into the city, using a dilapidated apartment building as a front. The PCs learn of this operation and decide to put an end to it. This will work best as a team mission. It will probably last one session.

Situation: Through their Contacts, word on the street, or some other means, the PCs learn that a certain nearly-abandoned apartment building on the "bad side" of town (the DMZ, probably) is a flourishing front for a drug cartel smuggling marijuana and crack into the city. The landlord is probably involved as well. However, some of the apartments are occupied by civilians, so caution is in order. In their raid they will encounter at least ten goons, probably more, depending on the size and strength of their team.

Possibilities: If the landlord is in on the operation, he will attack with a shotgun. Other important figures might be a high level druglord and his bodyguards, who just happen to be there at the time. In an interesting twist, and assuming the PCs leave anyone alive to interrogate, they may discover the cartel is not smuggling drugs into the city, but *out* of the city. This means there is some operation within the city to create these drugs (marijuana and crack). Beyond that, none of the criminals have any important information. It is a fact, however, that Mephis-Hazmoda has a major pharmaceutical division in the city, and they are the only legal suppliers of medicinal marijuana and mephamphetamine in the US. The PCs can draw their own conclusions, but there is no evidence to back it up.

Big City Meltdown

Premise: The city is gripped in riots, and the police are utterly overwhelmed. Now the city is out of control, and the criminal element is having a field day. This can work for both a solo or a team mission. It will probably last just one session, though it could continue on if the riots are really bad. In game sessions prior to this mission, the GM should set up the situation by telling the PCs about various demonstrations and heated engagements between protesters and police.

Situation: Anything could have spawned the riots - racial tensions, attacks against abortion clinics or genetics labs, a political rally turned sour, or even a bad football game. But now all hell has broken loose. The local police force is overwhelmed by the riots, and can't even stop the acts of vandalism and shoplifting which are running out of control. As vigilantes, you are not concerned with these petty crimes taking place (most are committed by relatively innocent civilians taking advantage of the situation). What does concern you are the real criminals who are taking this advantage of this lawless state of the city to operate with impunity.

Possibilities: This situation offers endless possibilities for vigilantes to take action. *In no way should the PCs attack mere vandals and shoplifters.* They should instead concentrate their efforts upon the greater criminal elements at large. With the police occupied, armed robbers may attempt to assault banks, gangsters may try to pull off a few hits, nutcases may plant a few bombs, and some people who are just enraged may go in a killing spree. These threats, and more, can be addressed by the PCs. The riots can go on for several sessions, or just end after the first session and they move on to a new mission.

Malicious Militia Mayhem

Premise: A local militia, or one in a near-by town, has decided to "rise up" against the government and take over the city. The only catch is, the PCs get wind of it first. This will work best as a team mission. It will probably last one session, unless the GM expands it to take longer.

Situation: The near-by militia has decided to "rise up" against the government and take over the city. They believe that by doing this, it will encourage other militias to do the same. They have dispatch messengers to bring this plan to other militia around the country, but one of these messengers was somehow intercepted by one of the PC's Contacts. Furthermore, word has it that the other militias have no plans to "rise up" at this time, and consider the

"Malicious Militia" to be Rogue. Nevertheless, this militia needs to be stopped before they attack the city and try to take over. The police (SWAT, ATF, or National Guard) could probably stop them if they were informed of the situation, but such a face-off would cost the lives of many federal officers, and the press would go craze over this new "Waco/Ruby Ridge" scenario. If the PCs take care of the problem, all the better. The militia itself has about two hundred members, but only a few dozen hard-core are really willing to fight (the others either run or surrender when the fighting starts, or just try to stay out of it). The leader of the group is an ex-Navy SEAL, and he is highly trained and extremely dangerous. The militia has a lot of weapons, including grenades, RPGs, assault rifles, and even some heavy sniper rifles (such as a Browning).

Possibilities: This can be a turning-point mission for the Team if the campaign is changing from low-level to international/global scale. The Contact (or individual) who gives them this information may be an agent of a larger organization (such as the CIA or Global Ventures), and has decided to beginning contracting the Team for specific "Crisis Management" operations, though they still may not be aware of the "Big Picture". The fact that their Contact has so much information, and is so concerned over the safety of the police, public, and media perspective, could raise some questions.