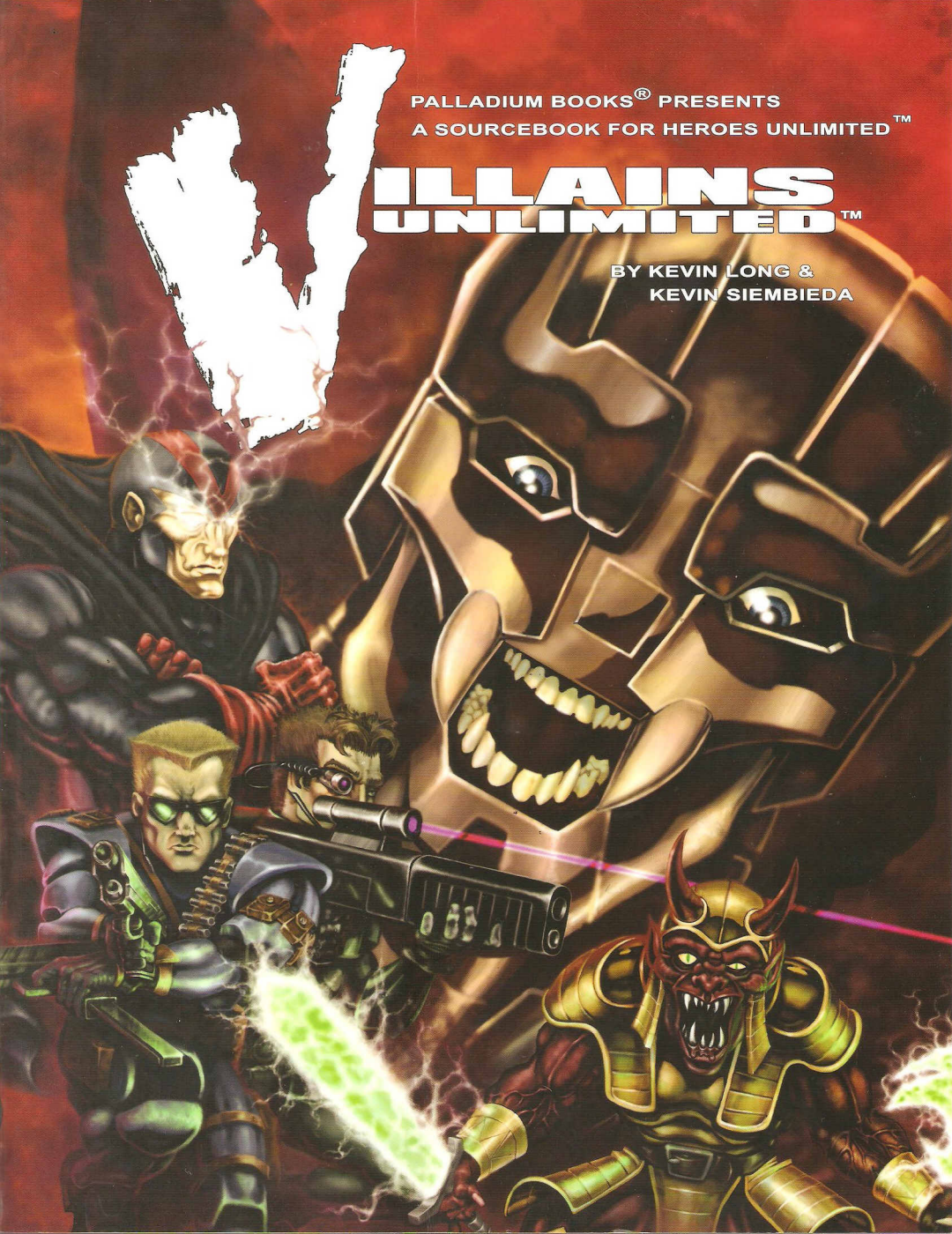


PALLADIUM BOOKS® PRESENTS
A SOURCEBOOK FOR HEROES UNLIMITED™

ILLAINS UNLIMITED™

BY KEVIN LONG &
KEVIN SIEMBIEDA



The Jury

By Julius Rosenstein & Kevin Siembieda

Most US police departments have a bureau or division of *Internal Affairs*, officers charged with the task of policing their fellow lawmen and putting a stop to corruption or misconduct within the department. Their primary objective is to protect the public from "bad cops" - police officers exploiting their position in law enforcement and breaking the law themselves.

Keeping the public's trust is an integral part of law enforcement. Officers who deviate from accepted codes of ethics and conduct reflect badly upon the department, and give all law enforcement personnel a bad name. Corrupt lawmen who are in dereliction of their duty, or abuse their position to threaten, bully or coerce innocent citizens or engage in criminal activity (including extortion, racketeering, excessive and unnecessary violence, selling drugs, tipping off criminals, taking bribes, killing in cold blood, planting false evidence, etc.), are targeted by Internal Affairs. Although the number of "rogue" officers is a small percentage (most police are honest, dedicated, hard-working, and decent individuals), these few *bad apples* can undermine the public's confidence and trust in the very people charged with protecting them, and make the entire department look corrupt and unreliable. Thus, the department of Internal Affairs takes an active role in sniffing out rogues, investigating reports of corruption and wrongdoing, and bringing "bad cops" gone astray to justice, removing them from law enforcement.

But who monitors the superhero community?

As bad as it may be when police officers *turn bad*, it is infinitely worse when a so called "superhero" goes bad.

First, superheroes and vigilantes are independent operatives, their identities unknown, and usually working outside the law to begin with. There is no civil organization or even a command hierarchy to keep heroes in check or monitor their behavior. Nor are there any failsafes for when a *hero* cracks from stress or mental illness and gets carried away, becomes too violent or extreme, or turns criminal.

Second, super beings and vigilantes capture the imagination (and admiration) of the public and the media, putting them in the limelight and their every exploit in the public eye. A bad cop may be discovered and "handled" without the public ever knowing about it, but when a costumed hero goes bad, it's *headline news* and may create an atmosphere of fear or hysteria.

Third, bringing a rogue hero to justice is complicated by the fact that most keep their true identity a secret. They hide behind a mask or disguise and are unknown to the very people they claim to serve and protect. Even officers who work undercover are known and answerable to their superiors. Since applications to police departments are a matter of public record, someone attempting to find the name of a specific officer could do so without much hassle by invoking the various Freedom of Information Acts. In contrast, many (in fact, most) superheroes keep their alter egos a secret. There are many reasons to maintain a secret identity, including, but not limited to, fear of reprisals to loved ones, having an advantage in their battle against evil (i.e. instilling the fear of the unknown into their foes as well as keeping their enemies offguard), and a desire to maintain a "normal"

life outside of their hero activities. However, it makes finding an individual gone mad or turned criminal, virtually impossible via normal channels.

Fourth, most costumed heroes are *superhuman* - be they mutant, alien, magically empowered, cyborg, robot or whatever - making it difficult, and in some cases impossible, for ordinary law enforcement officers to stop or capture them.

A super being who has turned to evil constitutes a far greater threat to the public at large than an ordinary civilian, police officer or corrupt politician. The raw magnitude of power held by a super being (especially when combined with madness or ruthless disregard for others) can be equivalent to a force of nature. Even the least powerful super beings are often more than a match for several highly trained ordinary humans, while the most powerful ones are walking juggernauts with the power of an artillery company, and some even border on godlike. Others may not be overtly powerful or deadly dangerous, but use their cunning and powers to wreak havoc nonetheless. Abilities such as Teleportation, Intangibility, and Invisibility may enable the culprits to elude capture and/or cause serious headaches for conventional forces. Normal police departments and military forces are not set up to counter superhumans. Furthermore, since most cops have little regard for one of their own who turns traitor, a renegade hero will often find himself having to deal with former friends and comrades who feel cheated, tricked and/or betrayed, and out for vengeance as much as justice, resulting in a potential for additional carnage.

In short, most super beings and vigilantes are mystery men operating in secret without being accountable to any group of people, government, country or laws. They, in effect, do as they please with impunity because they possess superhuman powers. The only ones who can challenge them are *other super beings* or artificially augmented human government agents such as S.C.R.E.T.s. The problem is, fellow independent super vigilantes are often reluctant to go after "one of their own" - not knowing who to trust or who to believe, and opting to err on the side of the "alleged rogue" rather than put an innocent hero in the hands of local authorities who may be little more than an angry mob or the tool of a political power. As a rule, independent superheroes and vigilantes tend to question the validity and truthfulness of allegations made by governmental organizations and the media. Meanwhile, even if an independent superhero or vigilante wanted to bring a hero gone bad to justice, the independent may be wanted by the law himself, for vigilantism if nothing else. After all, vigilantism is illegal regardless of the heroes' best intents. As for super-powered government agents, they follow orders and only take action if ordered to do so. Consequently, superheroes gone bad are often left to run rampant for months and even years before they are taken down by one group or another.

All of this has led a secret organization dedicated to protecting society from "hostile super beings" to rise from the super being community itself. The responsibility of keeping their fellow heroes honest and policing their own has been taken up by a self-appointed band of super beings calling themselves the Jury.

The Jury enlists and employs additional super beings (usually volunteers) as well as its own corps of field agents (all of whom are backed up by a state-of-the-art support network) to police, control and punish heroes who have gone rogue, turned bad, and

represent a serious danger to the public and the reputation of true costumed heroes. In truth, they function as man-hunters, judge, jury and executioner, and although the Jury has done a good job policing their own, their very existence begs the questions: Who watches the watchmen? Who polices the self-appointed super-enforcers? What prevents the Jury from abusing their power? Why obey any of the rules or laws of ethics and conduct they have suggested? Who will stop the members of the Jury if they go bad?

The Origin Story

The Jury happened as by accident (some would say, fate). A noted hero who had been a champion of justice and order for nearly two generations just snapped one day. It has been speculated that the never-ending war on crime and building frustration with legal red tape pushed the respected hero over the edge. At first, people hardly noticed that his tactics against known criminals had become more savage and ruthless, severely injuring several villains and nearly killing a powerful and murderous super-villain. However, before long, his efforts turned from evil super beings and crime lords to anyone who got in his way, including other heroes. Worse, he blatantly ignored the law and began to attack ordinary citizens for minor infractions of the law such as traffic violations, jaywalking and littering. Soon nobody could ignore the first that this once respected "hero" was a walking terror and menace to society.

Believing the one time hero to be suffering from a mental breakdown, several super beings banded together to apprehend the rogue before a confused and battered civilian police force found itself in a position of gunning the hero down. After a short campaign of cat and mouse games and a few skirmishes, he was apprehended and the disturbed hero was taken care of in as humane a fashion as possible. (According to rumor, the hero's powers were somehow neutralized and he now spends his days in a high quality mental hospital under his secret civilian identity.) Although the incident ended as well as one could hope for, it raised the question: What would happen to other good guys who went bad or suffered from psychological trauma or mental illness? Who would intercede on their behalf? There 'teeaed to be someone to stop them from hurting themselves as well as innocent people. And what about the ones who just go bad? Heroes turned villains but, perhaps, with inside information about their former heroic allies - perhaps including their secret identities and/or home address or secret lair and so on.

A few of the heroes involved in the previous incident decided that they were the ones destined to perform this function. They created an unofficial code of ethics, a set of parameters and procedures and established a superhero policing agency they call the Jury.

The Jury Organization

Mission Statement: The Jury performs six main tasks:

1) Serve and protect the innocent from super beings and vigilantes masquerading as heroes, and who abuse their powers and threaten or endanger society and human lives, or mock and discredit true superheroes.

2) Observe and investigate new super beings who come onto the hero scene to determine if they live up to the code and stan-

dards of "true heroes," or whether they should be regarded as loose cannons, lunatics, criminals or villains; and if so, brought to justice.

3) Bring to justice any hero who turns to villainy or betrays his fellow heroes by his words, deeds or (direct or indirect) actions.

4) Stop those who bring shame, disrespect and the specter of fear and hate to the name, image and ideals of true superheroes.

5) Help heroes who have lost their way or fallen to mental or emotional disability.

6) Deliver all people from injustice, tyranny, crime and evil-doers.

The Hero Code (as described by the Jury):

- Fight the good fight and battle injustice, villainy and evil in all its guises, but especially the "gifted fallen ones" who use their superhuman powers for crime, terrorism, and evil, or personal gain at the expense of others.
- Fight to protect and defend the innocent and helpless.
- Fight to crush wickedness and evil-doers.
- Fight for the greater good without being chained to the laws and regulations of any one group, government or country.
- Work to preserve law and order, but ultimately a noble end justifies the means.
- Seek justice, goodness and fair play.
- Balance, truth, objectivity, compassion and relentlessness are the hallmarks of justice.
- A kind and noble heart is never a weakness, provided it sees truth and delivers true justice.
- The righteous hand of justice delivers truth and fair play, the heat of vengeance is another-face of hate, murder and recklessness.
- The righteous fist of justice may seem harsh and is sometimes misunderstood, but is always just, right and merciful when it delivers justice for wrongdoing and crushes evil.
- A cape and a mask does not make a hero; a noble heart and a selfless effort to help others and foster goodness is the soul of a hero.
- Show mercy, kindness and generosity to those who deserve it.
- Defend, protect and stand by the innocent, and ordinary people in general, as well as fellow heroes who have proven themselves.
- Do not be fooled by celebrity. A hero's reputation may be true and well deserved, or another mask to conceal a dark truth and the face of evil.
- All people are flawed and given to human weakness. Even the greatest heroes among us may fall to evil, madness or self-delusion. Be prepared for the worst, while you strive to be your best.
- Everyone makes mistakes, and accidents happen, but those who do not learn from their mistakes are liars or fools. Reckless endangerment of innocent lives, betrayal of heroes and living without the Code, cannot be tolerated on a persistent or pervasive basis.
- Justice is truth. Justice is sacrifice. Justice is taking a stand when others balk. Justice is alive in all who follow this creed.
- We are the hand of justice and keepers of heroes.

Strategies and Tactics. Although most members of the Jury possess superhuman powers and are heroes of one kind or another who regularly battle evil on their own outside the organization, as members of the Jury they police the superhero community. They do most of their work behind the scenes and never seek publicity or public sanction of their mission. Most are well-meaning volunteers who serve in the Jury because they feel it is the right thing to do. A dirty job opposing their fellow superheroes, but someone has to do it.

To help keep their existence a secret from the public (and even the super community at large) the Jury often works in secret and manipulates other, non-member super beings to do their dirty work. This may be done by providing independent heroes with clues and leads to bring about the downfall of a turncoat or hero who has lost his sense of fair play or turned to crime, to getting a law enforcement agency or government to hire the heroes or mandate them to track down and apprehend the offending party. The Jury may also, through a third party, provide financial aid, support and information that helps unwitting heroes oppose super beings who abuse their powers. Money may be won in a contest or lottery, equipment provided through dummy corporations or an obscure government agency that sponsors the heroes, and helpful information may be provided through confidential informants, eyewitnesses, stool pigeons and liaisons in the media or law enforcement. Political backing can take the form of the police looking the other way and not taking action against heroes who operate marginally outside the law, to district attorneys choosing not to prosecute "heroes" or finding they have insufficient evidence to do so (even losing key evidence), as well as the favors of people in positions of authority.

However, the Jury has members, including *enforcers*, who take direct action against those traitors and madmen whenever they feel it is necessary. For the most part: the Jury does not actively seek out and battle known super-villains unless it is a former hero turned to crime. They feel that there are enough dedicated heroes currently out and about to handle the garden variety forces of evil. When the Jury does go into action, it is usually either a matter of opportunity, (i.e. the villain happens to be in the right place at the right time for one or more Jury members to intercede) or because the villain was, once a hero, or somehow threatens a hero or the hero community. Of all the tasks performed by the Jury, they believe the most important one is dealing with former heroes who have gone bad and villains who try to attack heroes and their loved ones. In some respects, the Jury feels that a hero who was once good, but turns to evil, is far worse than someone who was evil to begin with. Beyond the feeling of betrayal, this sort of behavior can reflect poorly on all superheroes.

Although many citizens respect and admire so called "superheroes," there are those who fear, mistrust, resent, or are just plain jealous of super beings, and heroes turned rogue or who fall from grace, give all heroes a black eye and give people reason for concern about them all. The Jury tries to mitigate this by bringing such culprits to justice and showing they are not heroes but brigands who have gotten their just deserts. Heroes fallen to mental or emotional instability are likewise removed from the hero scene. Ideally, before they can do serious harm to their own reputation or their known associates, or damage the image of all heroes.

Super beings are the Jury's front-line operatives: Although it may interfere with their activities as a Jury member, the Jury encourages its heroes to maintain a career outside of their work within the organization. It is extremely important to keep the existence of the Jury a secret, and having an independent career (while secretly working for the Jury) is the best way to maintain that. However, the Jury has a dozen super beings who might be considered full-time Jury enforcers to handle special cases or join with outsiders to bring down a bad guy or hero turned evil. Superhuman *volunteers* (part-timers and supporters) as well as the occasional *heroes for hire* may also be brought in on a particular case. The organization also has a network of superhuman and civilian spotters and supporters who help in whatever capacity they can, whenever the need arises, or they are in a position to do so.

Recruiting new blood: The core of the Jury is super beings willing to take on other super beings. Most of these "heroes" are full-timers who fervently believe that an organization like the Jury must exist. As they retire, die or take a hiatus because they fear they are losing their objectivity, they need to be replaced. Picking the full-time members (enforcers) of the Jury is a very careful and selective process. The actual recruiting process is very slow and methodical and done on a case by case basis.

Most enforcers on the Jury (the man-hunters who tackle super-villains threatening heroes, and superheroes turned evil) possess a great amount of power and do a thankless job. Consequently, when replacements are recruited, they must have both the ability and the proper (often self-righteous and driven) attitude required by the job. In fact, the right attitude and mindset are the most important factors. Thus, the Jury is much more likely to enlist a lesser hero or band of heroes who can work under the organization's code of ethics and mission parameters than a powerhouse who might doubt himself and question the Jury's choices and actions.

The Jury is an equal opportunity organization hiring males and females, mutants, aliens, humans and all races. Among the public at large, mutants and aliens are often seen in a negative light and are mistrusted simply because they are not human (or perceived as such by the public). To the hierarchy of the Jury, aliens and mutants are a part of the superhero community and are as welcomed as anyone else. As long as the Jury member is willing to devotedly adhere to the goals of the Jury, race, gender, and origin are unimportant.

A prospective recruit is first observed extensively to determine several things, including, 1) whether this individual would battle any hero, if necessary; no matter who he or she might be; 2) does the individual possess enough power and/or skill to be an asset; 3) can the hero function in a clandestine structure such as the Jury organization; 4) will he or she keep the existence of the Jury a secret even under extreme duress; and 5) does the individual share the values and goal of the Jury?

Many heroes are eliminated from consideration for any number of reasons. Heroes who are iconic celebrities or so flamboyant as to draw a great deal of media attention are not even considered, unless they are willing to don a different costume and identity in the service of the Jury. Those who question authority or are squeamish about imposing their own will and values upon others are immediately discarded as a potential member. So are those who are too independent or have trouble with authority, or are too compassionate, or are sticklers for the

laws of the land. Likewise, those who cannot bring themselves to oppose fellow heroes, even those who have ostensibly gone bad, are disqualified.

On the other hand, self-styled vigilantes and heroes who can embrace the ideology of the Jury, and see themselves as the avatars of a greater good and harbingers of real justice, are prime candidates.

The Need for Secrecy: All members of the Jury do their utmost to maintain an extremely low profile when on the job for the Jury. Except for a few conspiracy theory groups and publications, the public at large does not even believe such an organization exists, and ignores claims and reports to the contrary as urban myth and nonsense. Law enforcement agencies have heard enough rumors to suspect the Jury is real, but have no concrete evidence to prove its existence (and most aren't looking for any). Even within the bulk of the hero community, the Jury is nothing more than an urban legend or bogeyman organization that they, themselves, have never encountered and don't believe is real.

Although the more powerful and established heroes might have relatively little to fear from the Jury, fringe heroes, zealots, and vigilantes who engage in questionable or extreme conduct or who frequently endanger innocent lives or fellow heroes, are likely to be targeted for justice and trial at the hands of the Jury. However, heroes turned rogue, anti-hero or criminal are at the top of the Jury's hit list. By the way, campaigns against, and outright murder of, known criminals and super-villains may be okay in the eyes of the Jury, provided caution is taken to prevent the injury or death of innocent people and the incident does not hurt the hero community's reputation or image. Thus, a "rogue band of vigilantes" may be one of the suspects for the killing or incident, but as long as there is no concrete evidence or eyewitnesses that point to a specific hero or team, or the heroes do not accept public responsibility for the attack/incident, the Jury runs a blind eye to them. Plausible deniability goes a long way for the Jury in accepting the questionably heroic actions of other so-called heroes who take the law into their own hands. For the Jury, extreme justice is acceptable as long as it is done properly. Such is the rather twisted, vigilante logic and outlook of the Jury.

Another need for secrecy is that Jury members, especially the full-time enforcers, are likely to be ostracized by their fellow superheroes. Many heroes are naturally resentful of having a self-appointed group of heroes, like the Jury, trying to tell them how to do their jobs. Some heroes feel that, instead of policing fellow heroes, the Jury's efforts would be better spent in apprehending known villains. Likewise, some heroes resent those who would turn on their own kind and see the Jury as traitors, or dangerous zealots, or pawns of outside forces. However, they might be surprised to learn how many within their ranks might secretly work for or otherwise support (with information, tips, and occasional volunteer services) the Jury.

Of course, the Jury must also remain secret so that heroes who turn to evil don't try to pick them off first. A hero who knows about the Jury before he turns bad might try a preemptive strike against the organization or its members' loved ones, and so might other superhuman villains.

The most important reason for secrecy, however, is that the Jury is a vigilante organization operating outside the law (like most so-called "superheroes") and need secrecy to stay in opera-

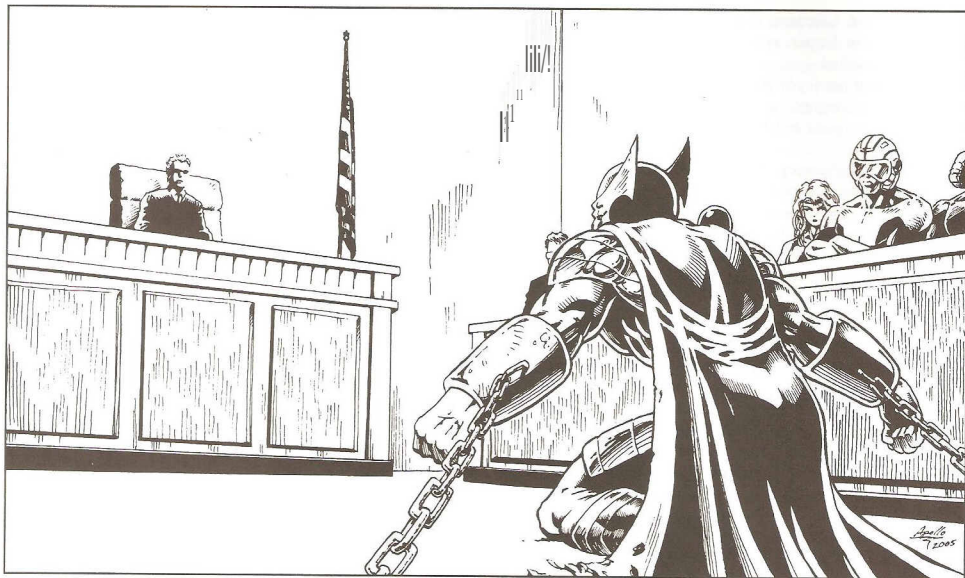
tion. Otherwise, the government or law enforcement might try to shut them down. This also means the Jury is less concerned with *due process* than their own accepted brand of justice. The Jury, like most vigilantes, believe they serve no one nation or cause, but the greater good and true justice. Thus, even rogue heroes who receive a fair trial at the hands of the Jury are not actually tried in a real court of law, and their constitutional rights are being violated with impunity. To the members of the Jury this is acceptable conduct because it serves the greater good and falls within the organization's code of ethics, which is more concerned with protecting the public and "true heroes," than the rights of the accused (especially when the accused has powers far beyond the human norm).

This means recruiters for the Jury have to be very careful about who they approach, and who can be entranced with inside information about the Jury. While most costumed heroes hesitantly accept there is a need for an independent superhuman agency to police super beings, many question the Jury's tactics, judgements and authority, and might turn on the group if they had the right information. After all, who has appointed these people judge, jury and executioner? Who holds them accountable for their actions and mistakes? Where are the checks and balances?

A bit of history. The Jury has existed for 19 years, yet even today few people outside the hero community know about it, and it is seldom spoken about even among the heroes themselves. Anyone active in the superhero game for more than a couple years is certain to have heard stories about the Jury, but at least half dismiss them as lies, rumors and myth.

Funny thing, when the Jury first formed, nobody who knew about it questioned or challenged the dozen heroes who appointed themselves as the ones to keep their colleagues honest. This was due, in part, to the fact that the original members were all known and respected, the need was real, they volunteered, and it was all just accepted. In time, the Jury expanded and evolved into a structured organization with people from many walks of life, super beings and ordinary people all working for a common cause - to protect innocent people and their fellow heroes from former heroes turned rogue. While members of the Jury are likely to engage in their own crusades and campaigns against crime and super-villains, their duty as officers of the Jury is to go after heroes gone bad (or insane) and villains who threaten super beings and their families because they have a vendetta against them or possess a damaging piece of information (secret identity, location of loved ones or a home base, etc.). Whenever a hero begins to abuse his powers, threaten governments and civilian law enforcement officers, or takes matters into his own hands in such a way that it threatens the safety of innocent people or other heroes, the balance of global power, or governments, the Jury steps in.

The first thing the Jury does is investigate. Next, if possible, they'll try to arrange a sit-down meeting to "talk things over" and get a better understanding of what is really going on. The hero, for example, might be pretending to have turned evil to foil a true villain's scheme or to track down a criminal mastermind, or find a hostage, etc. In some cases, the hero may simply have temporarily lost his perspective and, in the heat of the moment, lost his cool, overacted, behaved badly or lashed out with violence. Being confronted by other heroes who have experienced the same pressure, frustration, rage or trouble, enables



them all to relate to each other, which makes it easier for the Jury to reach the hero who has stumbled down a dangerous path, help him realize what he's doing wrong, and help him find a balanced state of mind and deal with whatever may be bothering him. *Anger management* has become something of a comedian's joke line, but it is very real for super beings and crime fighters who can easily become obsessed in their crusade against evil or lose sight of the violence they are themselves unleashing upon their foes and those around them. A natural release for stress is anger and intolerance, and an angry mutant with the power to knock down a skyscraper needs to keep his emotions in check or the consequences can turn deadly. Thus, in this capacity, the Jury functions as guidance counselors and a sympathetic, cape to cry into.

If the troubled hero does not clean up his act, however, he'll get a warning to take time off and reconsider his behavior, to curb his actions and/or see a therapist. If the individual continues on the same path, or becomes increasingly irrational, belligerent or violent, he will be warned to step down, retire or face the justice of the Jury. If the rogue hero threatens a member(s) of the Jury, interferes with or challenges other heroes, begins to openly defy the law and/or attack police or other heroes, or takes up an obvious life of crime, the Jury steps in to "take the offending party down."

True Rogues are hunted, captured and brought to justice - a rather broad term that can mean any number of things. [If the bad seed cannot hurt other heroes with what he knows (i.e., expose their secret identity, or secret lair, or family, or trade secrets), the rogue is probably turned over to the proper authorities. If the hero turned villain has knowledge that could compromise other heroes or civilian law enforcement, extraordinary measures are taken within the Jury itself. But we are getting a bit ahead of

ourselves (see Rehabilitation and Punishment). First, there is a trial.

Trials

The trial itself is a somewhat draconian affair. In some respects, it more resembles a military court-martial than a criminal case in a civilian court. Civil liberty attorneys would be outraged at how many rights of the accused are trampled, suspended and ignored. However, despite its severity, a trial by the Jury is not a kangaroo court or witch hunt. Regardless of whatever the accused is charged with, they enter the courtroom under the presumption of innocence (in theory; at least) and there is a genuine search for truth and evidence of wrongdoing. It is up to the prosecution to establish the presence of guilt beyond a reasonable doubt or the accused goes free. However, the standards of reasonable doubt are not the same as those required by the criminal justice system of say, the United States. Furthermore, there are several aspects of a Jury trial which would have many defense attorneys up in arms.

First, under a normal trial, defendants are automatically assumed to require legal counsel. Defendants without legal backgrounds are not considered competent enough to argue their own cases and are required to obtain a professional lawyer, even if an attorney must be appointed by the court. The Jury, on the other hand, allows the accused to either select an advocate to represent him or to defend himself, even if he has no legal background and is not, technically, competent to do so. To the Jury, a plea of an incompetent defense is not grounds for appeal and the accused and his counsel (who also does not need to be an actual attorney) must abide by the verdict.

Second, since defendants are intended to be tried and judged by their peers, any Jury superheroes may be called upon to serve as jurors on that particular case, and may include heroes who have had brushes or past association with the character on trial. However, the judge will dismiss anyone known to have a grudge or who does not feel he or she can be objective in ascertaining the facts or the truth. In fact, accredited heroes (those who meet the criteria established by the Jury) are always given the first priority to sit in judgment of a fellow hero. The only times that non-superheroes serve on a jury is when twelve active crime fighting heroes are not available. When this occurs, whichever heroes are available (as many as possible) sit on the jury with non-heroes filling in the empty seats.

One of the things an attorney would protest is that a superhero can serve concurrently as both juror and witness! Even if the hero in question fought with, was responsible for apprehending, or is slated to give evidence against, the accused! The Jury has traditionally held that superheroes who serve as jurors can put aside their biases and render a fair and impartial verdict.

Despite this potential for having a hostile member of the Jury, the accused/defendant is permitted to mount the best defense that he can. Evidence may be submitted, witnesses may be called and the accused or his counsel may cross-examine the prosecution's witnesses and challenge the credibility of his evidence with a reasonable amount of latitude, more so than in most American courthouses. All in all, the defense has a clear shot at proving their client's innocence or establishing mitigating circumstances, mental instability, etc.

A third aspect that would drive a professional defense attorney crazy is the Jury's reliance on common sense over procedure. In a normal, US legal trial, a case might be thrown out due to a technicality, or procedural error such as a warrant not being properly signed or the defendant not being informed of his rights, but that is not the case in a Jury trial. The Jury is not about to let someone with super abilities escape justice simply because due process was not followed in a meticulous manner.

However, anyone who thinks that being tried by the Jury is a slam dunk for the prosecution is greatly mistaken. Despite the odds seemingly stacked against them, a large number of cases have ended with the defendant being acquitted, and there are few cries of injustice or accusations of wrongdoing on the part of the Jury or those participating in the trial. Part of this may be due to the Jury's policy of not necessarily needing a unanimous verdict, and another part may be that "true heroes" as the Jury likes to call them, really do seek genuine justice and will not railroad a suspect, but seek conclusive evidence of actual guilt. Note: Unlike normal trials, where one juror can indefinitely deadlock eleven others, the trial hosted by the Jury requires a majority of nine. Thus, unless there are at least four jurors who dispute the majority opinion, the case can be resolved even if the jurors still dissent among themselves. The only time that a unanimous verdict is required is if the case involves capital punishment, i.e., the accused will be put to death!

Punishment & Rehabilitation

The Jury's primary goal is to protect society from renegade superheroes, and they will not balk at whatever measures are required to prevent the rogues from ever again menacing innocent

lives. This includes brainwashing, wiping away memories, imprisonment, forced retirement and execution.

Whenever possible, however, the Jury opts for rehabilitation. Helping a hero gone astray is always the preferred remedy. The Jury firmly believes that a recovered hero, even one who has fallen from grace, is of much greater value to society than one who is either dead or destined to spend the rest of their life in a padded cell.

The general feeling among the Jury is that if someone used their powers or abilities at one time for good, then, even if they have turned to evil, there is (hopefully) still a spark of good within them that can be once again, fanned to life. As a result, the Jury will almost always expend every effort toward bringing the former hero back to the side of goodness and justice. The only exceptions to this are cold-blooded killers and psychotic murderers deemed beyond redemption.

The Jury has access to cutting edge technology in mental programming and deprogramming, as well as having a wide range of psychotropic drugs and access to psychics and sorcerers who can use their abilities to calm and sometimes alter or repair the mind or remove memories. The group also uses conventional psychotherapy, medicine and psychology. Although many members of the Jury feel that brainwashing and manipulating minds is inherently wrong, they accept it as a necessary evil, especially if it turns a rogue hero back into one of the good guys or allows him to retire and live a (relatively) normal life.

The amount of effort employed to rehabilitate the rogue hero varies with each individual case. However, a hero's previous career and reputation can have an enormous bearing on that effort, with beloved heroes getting a tremendous amount of attention and little known or disliked characters receiving very minimal help. Heroes with outstanding records of helping others will be given far more leeway toward their cures than will borderlines or anti-heroes. Villains (i.e. those individuals who were never considered as heroes, not even anti-heroes) may undergo rehabilitation as well, but this is very rare.

Incarceration by the Jury (as opposed to a public facility/prison) is typically done at the Collingwood Hospital. "Prisoners" are either admitted as patients (and usually genuinely helped or pacified with drugs) or kept in a secret basement wing. Those undergoing treatment and therapy are usually admitted under their secret, civilian identity, but those who are dangerous or keep using their super abilities to escape or hurt others, are locked away in the secret basement.

Forced Retirement is usually a matter of the Jury (and sometimes additional heroes aware of the situation) insisting the individual quits the trade and lives a "normal life, or else. In a few cases, the Jury may also do something to negate, diminish or impair the super being's abilities via technology, magic, psionics or psychology.

Execution is a last ditch measure reserved for the worst of the worst, psychotic killers, mass murderers, madmen and those who have committed the most heinous of crimes.

Note: For the most part, the Jury has good intentions and sincerely tries to help other super beings, however some of their views and operations are extreme. Furthermore, some fear the Jury wields too much power and could, someday, become an overbearing Big Brother who spies on super beings and does whatever it and it alone deems to be suitable for all heroes whether they agree and want it or not. And what happens if the

core members of the Jury lose their bearings and begin to abuse their positions of power? What if they one day decide to become the watchmen or overseers of all of humanity? An unlikely scenario? Let's hope so,

Adventure Hooks

The Jury can play a role in ~Heroes Unlimited campaign in any a number of ways. Although the Jury does not consider themselves to be villains, they definitely operate outside the law and the player characters (even good guys) could find under their scrutiny, on their bad side, or become involved in affairs of the Jury. Here are just some possible encounters or adventure plots that might involve the Jury:

1) The Jury is after one or more of the player characters. The Jury has reason to regard one or more of the characters as a menace. This could be based on actual deeds (or misdeeds) done by the character(s), or as a result of their being set up by someone like an enemy or unscrupulous rival. Depending upon the crime(s) of which they are being accused, the player characters may have to find the actual culprit(s) to clear themselves or be forever tainted with an unwarranted reputation for a crime(s) that they never committed. Worse, they may be "brought to justice" as the Jury sees fit and could end up in forced retirement, prison or an asylum for the criminally insane.

2) The Jury is considering one or more of the player characters for membership within the organization. The Jury is always on the lookout for new recruits who they think would make good additions to the organization. Perhaps some notable or compassionate deed has brought the Jury's attention to the character(s), or the character(s) may have been under Jury scrutiny for a while. If the hero(es) is approached and agrees to join the Jury, this could lead to an entirely new direction for the player group as he and his comrades go on missions for the Jury. Conversely, it is possible that the Jury recruiters misjudged one or more of the player characters and the heroes might not only decline the invitation but openly question and oppose the Jury's activities.

3) A hero (Non-Player Character) wants the player characters to protect him from a group of self-righteous madmen out to get him - the Jury. A fellow hero/vigilante (could be someone that the characters already know or a hero known only by reputation) is being pursued by the Jury (either justly or unjustly) and he pleads for the player characters' assistance. This could take the form of hiding the beleaguered hero, attempting to prove said hero's innocence, or otherwise interceding with the Jury (either through reason or brute force). The NPC seeking their help may be truly innocent, framed or guilty as sin (and using the player group as chumps).

4) The Jury requests the player characters to appear at a trial. Since both the prosecution and defense can call witnesses the characters may be asked to attend the trial of an accused hero. This could be either for or against the defendant as witnesses to the actual incident(s), to offer evidence or as character witnesses.

5) The player characters are asked to investigate and infiltrate the Jury. Our heroes have either decided for themselves or have been asked by their sponsoring organization, to go undercover and join the Jury. The purpose may range from simply acquiring information about the Jury or one of its members or

gathering evidence against the group, to sabotaging the Jury's efforts or trying to stop them completely. In the alternative, the group could be out to find a traitor or spy within the Jury (Could one of the Jury's own have gone bad?) or to secretly help the Jury in some way or another without its members knowing it. Or maybe, the player group (or their sponsor/superior) needs to find a missing person (ex-hero or bad guy) who is rumored to have been dealt justice by the Jury and is believed to be locked away or living under a different identity somewhere. The person, persons, or organization asking the characters to do the infiltration could be a government or law enforcement agency, a secret supporter/admirer, a concerned citizens' group, or corporate or criminal power with its own secret agenda. The motives of these people can vary, from beneficial to self-serving to outright destruction.

6) A personal quest to "top the Jury. One or more particular player characters may be sticklers for the law of the land. Since the Jury, like most vigilantes, operate outside the law, these characters may find their conduct inappropriate or criminal and, as a result, are out to shut down the Jury. What methods they use to go about this and how far they are willing to go can lead to various adventures. Also, dealing with the Jury on a more intimate basis may result in a change in attitude. Once they get to know the Jury members better, will the characters still be as willing to stop the Jury as they were previously?

7) Detective work. The Jury or an accused friend/acquaintance, or third party has asked (or hired) the player heroes (or perhaps the heroes have voluntarily taken up this duty) to investigate the "alleged" criminal charges leveled against someone about to go to trial in front of the Jury. In this case, the Jury is the backdrop and catalyst for adventure, not a direct participant or opponent. Instead, the player group retrace the events of the crime, search for motive, examine the evidence, interview witnesses (and check them out), follow alternative leads and engage in other investigative/detective work in an attempt to prove or disprove the claims against the accused. If the accused is innocent, this is likely to lead to a conflict with the real perpetrator(s) and/or uncover a conspiracy and frame job. In this case, the heroes may be seeking stronger/additional evidence that will withstand the scrutiny of trial to prove the accused innocent. On the other hand, if the accused is guilty, our heroes may be trying to find more or better evidence to prove his guilt (the murder weapon, witnesses, the loot, a souvenir from the crime scene/victim, the motive, the brigand's accomplices, etc.), so the villain doesn't walk away free to cause more pain and suffering.

8) Our heroes goof and inadvertently help one or more super-baddies escape the justice of the Jury. Now the organization expects the player characters to make amends by capturing the villains (or at least help locate and round them up).

9) Frame job. One or more of the player characters (could be the entire group) has been framed by an enemy of the Jury (or one of their old enemies) who wants the super being police organization to punish innocent heroes to undermine or destroy the organization.

10) Con job. The player characters are tricked into believing one or more of the Jury's Enforcers (or other members) are bad guys, which puts them at odds with the Jury. Will they (or the Jury) figure out they're being duped before something goes terribly wrong?

The Jury's Secret Headquarters: Collingwood Psychiatric Hospital

Collingwood is a psychiatric hospital compound whose main building resembles a stately mansion set on 200 acres of serene woodlands. It is located in central Georgia, about a half hour's drive from the Alabama State line (or, at the G.M.'s discretion, anywhere he or she might want to place the facility). The hospital was founded by philanthropist Robert Colling and, although subject to state regulations, is privately owned and run by the family.

Collingwood Hospital scrupulously adheres to all regulations regarding mental health care, treatments, staffing and safety, and continually passes its regular inspections. Anyone attempting to track down the owner of the institution would find a small labyrinth of dummy companies and fronts but, if determined enough and with access to the right sources, could eventually learn that it is owned and funded by the Colling Foundation.

The hospital is a state of the art facility that opened its doors 13 years ago. It has an outstanding reputation and has a separate building for the rehabilitation of substance abusers, a special wing for depression and anxiety, another for anger management, and a wing for the seriously disturbed, as well as general psychology. It is also building a reputation for helping super beings cope with the stress of their profession. Despite the latter unusual area of specialty, the hospital maintains a low profile and shuns the media.

The Collingwood Psychiatric Hospital also has a secret, it is the base of operation for the Jury. Concealed beneath its normal basement is an underground compound used by the Jury. It, too, is a modern, state of the art facility with everything the organization might need or want, including three secret entrances/exits, gymnasium, living quarters, laboratories, machine shop, weapons depot, 35 person prison, clinic, courtroom and other facilities for the super-secret organization. The Collingwood Psychiatric Hospital was specifically created to serve as both the front for the Jury's secret headquarters and a hospital to treat super beings and others suffering from mental and emotional distress. This has been so quietly and cleverly handled that even the legitimate hospital staff has no idea that there is a secret, underground compound beneath them.

Should someone actually discover the secret compound (unlikely as security is tight) they are dealt with by whatever means are necessary to keep them from revealing what they've found to the authorities or eildoers. This may include bribes/payoffs, discrediting the individual, implying psychological problems, mind wipes, brainwashing, intimidation, appeals to their sense of justice (and even patriotism), lies, coverups and anything else necessary to preserve the Jury's continued operation.

Because these occurrences might involve people who innocently stumble into Collingwood's big secret, care is taken to avoid harming them (or their careers) if at all possible. In fact, in most of these cases, once the memory tampering is complete and the person is no longer a threat to Jury operations, alternative positions are found for them somewhere else where they will no longer be able to interfere with the Jury.

On the other hand, those who embrace the Jury's cause will find themselves serving a generous master. Although Collingwood ostensibly offers just standard wages and benefits to their employees, there are a number of under the table deals and unre-

ported transactions that make cooperation a very lucrative proposition.

The tight security, combined with an impressive amount of political influence and substantial number of bribes, has managed to keep the authorities from investigating Collingwood and interfering too badly with Jury operations. Whenever it seems that the authorities, be it the police or State Board of Mental Health or whoever, are getting too close, the Jury will tone down their activities until the heat dies down.

One of the major reasons for the Jury getting away (so far) with their cause has been due to the efforts of Robert Colling. As a major financial contributor and supporter of the asylum, the billionaire makes frequent visits to Collingwood ostensibly "to check up on his investment". However, in addition to his public donations and support, Colling exerts a lot of influence behind the scenes with politicians and the like to keep Collingwood from being scrutinized too closely by the authorities. Even many Collingwood staffers who know about the institution's connection with the Jury are unaware of the extent to which Colling is involved.

Robert Colling

Robert Colling is a self-made billionaire who never forgot his humble beginnings. When he was just a boy, Robert and his parents were returning from a vacation when they were run off the road by a drunk driver. The parents were killed and the boy sustained a leg injury that caused him to walk with a limp for many years afterward. With no other family available, the boy became a ward of the State and was shuffled through a series of foster homes. Some of his foster parents were nice, but others indifferent or callous (in it only for the money). Those were painful years, but rather than make the boy hard or resentful, it instilled an empathy for others, especially for the poor, the helpless and people suffering from emotional problems.

After graduating from high school, Robert Colling could not afford to go to college, so the ambitious youth got himself two jobs, one daytime, one nighttime. After working at a grueling pace, Robert earned enough to be able to drop one of the jobs and attend business classes. He had a head for business and an uncanny sense of the stock market, where a series of shrewd investments made him a fortune. Some said he had the golden touch, for nearly every business venture he would undertake turned a profit. By age 33, Robert Colling found himself one of the world's wealthiest men, the only thing stealing away from his triumph, a debilitating muscular disease that had stolen the movement from his legs and required him to spend much of his time in a wheelchair.

Money didn't change the man, and for 30 years Colling has been a generous philanthropist, especially to charities involving the Special Olympics, psychology, medical research, civil rights and superhumans. How he became fascinated with super beings is unknown, but he is an outspoken supporter of "superheroes" and has hosted numerous events supporting their efforts to fight crime, battle evil super beings and serve humanity.

Even among the Jury organization, details are sketchy as to exactly how, why or when Robert Colling became involved with the Jury. All that's known is that he has become one of the group's primary patrons and may have been one of the founding members. He supports the Jury with cash, gear and necessary fa-

ilities. He has also (secretly) found lucrative jobs for several heroes who needed to retire after a crippling injury or suffering from stress, depression and other mental disabilities. He's quietly helped others by backing and floating loans or grants to support their civilian business, studies, and inventions, as well as secret crime fighting efforts and operations. Only a handful of these heroes realize their guardian angel is Robert Colling, the rest don't have a clue.

Robert Colling has also been instrumental in lobbying various politicians and support groups to sponsor legislation to allow superheroes more leeway in their "humanitarian efforts" in battling crime, keeping the peace and defending people against super-villains. He's also offered financial support in a number of incidents where a hero was, as he put it, "wrongfully sued for saving lives and keeping us safe from evil forces" - their legal defense paid for by the Colling Foundation. In some circles, Robert Colling is, himself, something of a superhero.

Real Name: Robert Herman Colling.

Alignment: Scrupulous.

Attributes: I.Q. 17, M.E. 15, M.A. 21, P.S. 8, P.P. 7, PE 10, P.B. 9, Spd. 3.

Hit Points: 18. S.D.C.: 3.

Age: 59. Height: 5 feet, 8 inches (1.7 m). Weight: 200 lbs (90 kg).

Appearance: A bit overweight, with balding, grey hair, and largely confined to a wheelchair (can get up and out on his own, stand at a podium to give a talk, but little else). There is usually a twinkle in his eyes, a smile on his face and joy in his voice. People who meet him are always impressed by his intelligence, warmth, and sense of humor..

Disposition: The Grand Benefactor of the Jury, Robert Colling is an outgoing and genial person with great empathy and compassion for others. Despite his physical disabilities, his mind is still razor-sharp. Even in his wheelchair, he is a captivating and powerful speaker. He enjoys meeting people and would much rather be with friends or strangers sharing stories and ideas, or telling a good joke than anything else. He likes people and is an excellent listener. Despite his own infirmities he is an upbeat and optimistic idealist who loves life and thrives on beating adversity.

Experience Level: 12th level Ordinary Person (Business whiz).
Com bat Skills: None.

Attacks/Melee Actions per Melee Round: Three.

Bonuses: +3% to all skills, and charismatic personality.

Skills of Note: Speak, Read and Write English and Chinese, Computer Operation, Mathematics: Basic & Advanced, Radio: Basic, and Research, all at 98%, Business and Finance 93%, Law (general) 83%, Pilot: Automobile 85%, and TV/Video 74%.

Vehicles: Colling has a fleet of ground and air vehicles as well as a luxury yacht.

Bodyguards: To alleviate the concerns of his friends and his Board of Directors, he is accompanied by two bodyguards, both of whom are retired, small-time superheroes with excellent fighting skills and unique powers. The bodyguards are completely loyal to Mr. Colling and would take a bullet for him. Also, Colling has been such a friend and benefactor to the superhero community, (and the Jury) that superheroes would flock to his aid if he ever needed them.

Money: Colling is a billionaire many times over, one of the 10

richest men in the world, and can acquire pretty much anything that he might want or need.

Note: Robert H. Colling has been married twice; the first ended after four years in an unfriendly divorce (the Missus wanted more than a "cripple" could give her), and the love of his life died of cancer after 22 happy years of marriage. The first marriage saw the birth of one child who has grown up estranged from her father (thanks to the venom of the mother), and the other produced memories of many happy years spent together, and two delightful children, Russ and Linda, both well educated and following in their father's footsteps as business moguls and philanthropists. However, not even they know about their father's involvement with the Jury (for their own protection).

Doctor George Crocker

George Crocker was never what anyone would consider to be a nice guy. He was born into a middle-class family who scrimped and saved to get the money to put George through college. After graduating with his doctorate, Crocker did very little to repay his family for the many sacrifices they made on his behalf.

Doctor Crocker entered the field of psychiatry for the money and prestige it would bring. However, although he was not everyone's (or, for that matter, most people's) idea of a friend, the cool and detached Doctor Crocker does his very best to help his patients and is extremely competent at his craft. He is highly competitive and it is his sense of professional pride (not altruistic reasons) and success that drives him to achieve.

Doctor Crocker is one of the few people on the hospital staff who knows about the Jury and its involvement with hospital, however, he has never been to the secret headquarters and has no idea how expansive it is. When the Jury recruiters brought him into the fold to treat superheroes suffering from mental and emotional stress, Crocker was overjoyed. These were case studies such as he had only dreamed about. Even the fact that most of his findings can never be published nor will he receive the recognition that he so richly deserves is offset by the interesting nature of the patients and the large amounts of money paid to him under the table for his silence.

Despite his lack of genuine empathy, Doctor Crocker does a good job, has kept silent, and is the one who developed and heads the JURY's therapy and rehabilitation program. One aspect of the program is the use of psychotropic drugs to influence the minds of his most troubled patients. Unfortunately, the doctor has experimented on himself and his own sanity may be slipping away. No one has come to realize this yet, making for a potentially volatile situation.

Unknown to anyone, Doctor Crocker has been quietly and subtly working behind the scenes on a master plan to control several of the heroes under his care. Through the liberal use of drugs, post-hypnotic suggestions, and other forms of brainwashing and advanced mind control techniques (most of which would get Crocker booted out of the medical profession, if not prosecuted for malpractice), he has managed to gain a frightening amount of influence and control over a half-dozen of his superhuman patients. As it stands, if Crocker were to exert his authority today, there are six super beings who would trust him

completely and CWowho would obey him completely without question, and even the form. How many others he might gain control over is yet to be seen, and exactly what he intends to do with this influence, even he has yet to piece together. Whatever it is, it will not be good. For now, Doctor Crocker continues to experiment with mind control and bides his time, waiting for the right inspiration and catalyst to make his move.

Real Name: George Crocker.

Alignment: Mischief (originally Anarchist).

Attributes: LQ 17, ME 14, MA 8, PS 9, PP 12, PE 11, PB 2, Spd 8.

Hit Points: 27. S.D.C.: 9.

Age: 44, Height: 6 feet, 1 inch (1.85 m), Weight: 168 lbs (76 kg).

Appearance: George Raymond Crocker is an African American man of slender build in his early 40's. When not wearing a lab coat, he is impeccably dressed and is partial to CUSIOM-made, dark suits and conservative but stylish clothes.

Disposition: Even before his fateful experiment, Crocker was an arrogant know-it-all with little patience for whomever he felt were his intellectual inferiors (which included almost everyone). Since then, he has become even more arrogant and is becoming increasingly detached from humanity and obsessed with controlling and manipulating super beings. The drugs he experiments with on himself (for the purpose of expanding his mind) are making him a paranoid schizophrenic with delusions of grandeur. He has recently realized that he is destined for something great, only he hasn't figured out what that is yet - he waits for a sign.

Experience Level: Sixth level Ordinary Person: Psychiatrist.

Combat Skills: None.

Attacks/Actions per Melee: Three.

Skills of Note: Speak, Read and Write English, Medical Doctor, all at 98%, Read and Write Latin 55%, Biology 85%, Chemistry 85%, Computer Operation 65%, Mathematics: Basic 70%, Pathology 95%, Psychology 95%, Psychotherapy 85%, Pilot: Automobile 70%, Research 75%, W.P. Pistol.

Armor: None.

Weapons: For crisis situations, Doctor Crocker does keep a .38 caliber revolver (3D6 damage; six shots) in his office desk. Although it is not a secret, per se (several members of the Collingwood staff know about it), Crocker has never had a reason to use it.

Vehicles: The doctor owns a black sports car which he meticulously maintains. He definitely likes his car far more than most of the people he knows.

Money: Much of Crocker's funds are tied up in various business ventures (about 4 million dollars worth) and real estate (a home worth one million plus some land holdings), but he has 1.3 million in hard cash from his work for the Jury. Paranoia has him believing he needs more for an emergency and that he needs to hide his resources.

Judge Richard Mailer

Richard Mailer had a distinguished career in the legal profession. Through hard work and determination, this son of a bookkeeper worked his way through college and ultimately earned his law degree. First as an attorney and then as a judge, Mailer's integrity and work ethic earned him praise and respect from the public and peers alike. Eventually, Mailer worked his way up to the appellate court where he served for several years. When his beloved wife was diagnosed with a terminal illness, the judge took an early retirement so that he could spend more time with her.

During a cruise with his ailing wife, the Mailers were menaced by a former hero turned terrorist. He and his henchmen planned to hold the entire cruise ship hostage, but luckily, members of the Jury arrived and apprehended the rogue before anyone was seriously hurt, though property damage was considerable. Despite its lack of official government sanction, Judge Mailer was impressed by the Jury's actions on the ship and later during the public trial. After having witnessed firsthand what harm super beings were capable of doing, Mailer reluctantly admitted to himself that perhaps special measures were called for to protect the public when superhumans were involved.

Four months after Mrs. Mailer died, an emissary from the Jury contacted Judge Mailer and requested his expertise and guidance in establishing the judicial system for their unorthodox organization. After many long hours of discussion and debate, the Judge not only helped establish the trial protocol for the Jury, but also agreed to serve as one of its two judges. As an experienced jurist, Mailer brings his legal expertise, years of experience, impartiality and sense of justice and balance.

Real Name: Richard William Mailer.

Alignment: Scrupulous (formerly Principled).

Attributes: LQ 15, ME 12, MA 17, PS 11, PP 10, PE 12, PB 1, 13, Spd 9.

Hit Points: 28. S.D.C.: 4.

Age: 62, Height: 6 feet (1.8 m), Weight: 202 lbs (91 kg).

Appearance: Judge Mailer is a distinguished looking African American with hazel eyes and white hair. When on duty (i.e. presiding at a trial, talking to attorneys, etc.), he wears the traditional black judge's robes, otherwise he wears suits purchased, off the rack or sweaters and other casual clothes.

Disposition: Mailer is a compassionate person who genuinely cares for his fellow man. He has a mind like a steel trap and is as sharp and clever as he has always been. More than any other, he sets the noble, balanced tone for the Jury as an organization. He has seen the seamy side of civilization and knows what people, even heroes, are capable of doing, so he has no naive illusions, but he is an idealist who believes in justice, fair punishment and second chances for those who deserve them. At the same time, he can be tough as nails. Mailer is still an optimistic person who would like to think he is making a positive contribution to humanity.

Experience Level: Ninth level Ordinary Person: Judge. Has served the Jury for 17 years.

Combat Skills: None.

Attacks/Actions per Melee: Three.

Skills of Note: Speak, Read and Write English 98%, Read and

Write Latin 95%, Business & Finance 75%, Fishing 80%, First Aid 80%, Law (general) 98%, Philosophy 90%, Mathematics: Basic 90%, Navigation 80%, Read Sensory Equipment 75%, Research 98%, Streetwise 50%, and Writing 65%.

Armor: None.

Weapons: None.

Vehicles: Judge Mailer owns a dark blue sedan.

Money: Mailer has insisted the Jury pay him the same amount of money as he'd be making as a Judge (they offered him five times more), and some sound investments, a nice home, and art collection make him worth about 3.2 million (500,000 in cash). However, the Jury's benefactor would give the Judge anything he would ever need. Judge Mailer also does a little legal consultation on a part-time basis to keep himself up to date and sharp.

Notable Jury Enforcers

The following super beings are currently full-time, active members of the Jury (listed in the order they joined the organization). G.M.s are encouraged to create others (and/or use characters from The Rifter® and HU2 sourcebooks).

Overman

The Overman Project was a top secret experiment designed to create a squad of superhumans to serve as a military strike force. It got its name from a previous experiment that took place in Germany called the *Übermann* (superhuman) Projekt. Since a fair portion of this project was based on the earlier one (including a few of the scientists who were involved in the experiments), the project directors just decided to name the project by its English equivalent.

Building upon the work done by their predecessors, the Overman Project initially seemed very promising, with each of the test subjects developing the desired superhuman abilities. Unfortunately, one by one, the test subjects went insane, ran amok, and had to be "pacified." The one exception was Gareth Stevenson. To this day, those scientists involved in the project have no idea why Stevenson retained his sanity when the others did not. The debate still rages between something inherent within Stevenson vs something that occurred in his upbringing. At any rate, regardless of why, Gareth Stevenson retained his sanity and was the project's single success before it was ultimately declared a failure and terminated.

Despite the objections of the organization that created him, when the project ended, Stevenson was allowed to go freelance as a crime fighting superhero. He even took the name of Overman (much to the annoyance of his creators). It was during this period as a freelancer that Overman was recruited by the Jury. The hero enjoys the money and perks that he gets as a Jury member and believes he is providing a great service as one of the organization's primary field agents. He has done a little recruiting, but he mainly focuses on apprehending heroes turned bad and defending the Jury's secrecy and fellow operatives. Overman has been a member of the Jury in good standing since the very beginning.

Real Name: Gareth Stevenson.

Aliases: Overman.

Alignment: Unprincipled.

Attributes: I.Q. 13, M.E. 15, M.A. 10, P.S. 29, P.P. 17, P.E. 15, PB. 14, Spd. 21.

Hit Points: 37, S.D.C.; 284 (334 at night).

Natural Armor Rating: 12 (hands only).

Horror Factor: 13.

Height: 6 feet (1.8 m), **Weight:** 215lbs (98 kg).

Appearance: Out of costume, Gareth Stevenson is a husky humanoid with dark, shoulder-length hair and a goatee. If it were not for his oversized, spiked and armored hands and one foot (0.3 m) long antennae (Gareth facetiously refers to these as his "beauty marks"), Stevenson could easily pass for a normal human. As Overman, his costume is black with brass buttons and resembles a cross between a military and a chauffeur's uniform. Overman used to wear a hood with holes for his antennae and pass them off as part of his costume. However, since the fact that his antennae are real became public knowledge, he has discarded the hood in favor of a black domino mask.

Disposition: Overman tends to be cocky and arrogant. Although he uses his abilities to aid others, he definitely feels that he is superior to most people and makes no effort to hide it. Overman also comes across as a rather hardened and cynical mercenary. However, he is actually a much better person than his actions might suggest. Overman originally joined the Jury just for the material benefits it would bring him, but has since discovered he enjoys helping and defending others, especially fellow super beings in need. He has found most of his Jury colleagues to be kindred spirits and is more loyal to them than even he realizes. Despite being an overbearing, take-charge type of person, Overman's arrogance turns off many people and prevents him from being an effective leader.

Experience Level: Seventh.

Combat Skills: Hand to Hand: Martial Arts.

Attacks per Melee: Six.

Bonuses: +5 on initiative, +3 to strike, +7 to parry, +5 to dodge, +14 to melee damage, +4 to roll with punch/fall, +5 to pull punch, +2 to disarm, 6 Kick attacks (Karate, jump, wheel, axe, backward sweep, and leg hook), automatic dodge, Bio-Energy Claws inflict 2D6 base damage (3D6 at night), extra bonuses or penalties possible due to extreme temperatures (see Cold-Blooded, Powers Unlimited? v2, pg 23), +1 to save vs poisons/toxins, +2 to save vs Horror Factor, impervious to diseases, +14% to save vs coma/death, only takes half damage from cold, nightvision, 1000 feet (305 m). Note: Seldom caught by surprise, other bonuses due to Antennae (Powers Unlimited? v2, page 30), Chameleon Skin (Heroes Unlimited 2nd Ed., page 255), Nocturnal Hunter (see Nightstalking, Heroes Unlimited? v2 2nd Ed., page 236), and Sonar (Powers Unlimited? v1, page 42).

Super Power Category: Eugenics; multiple powers.

Eugenics Abilities: Ambidextrous, Antennae, Bio-Energy Claws, Chameleon Skin, Cold-Blooded, Enhanced Musculature, Inhuman Strength (Extraordinary), Fatty Bladder, Hands: Armored, Hard Covering & Spiked (both), Heightened Sense of Awareness, Immune System, Lazarus Organ - Modified Heart, Magnetic Vision, Nocturnal Hunter, Resistance to Cold, S.D.C., Augmentation, Sonar.

Skills of Note: Speak English 95%, Read and Write English 80%, Astronomy 55%, Biology 60%, Climb 95%, Concealment 62%, General Repair 65%, Land Navigation 72%, Mathematics: Basic 75%, Military Etiquette 65%, Pick Locks 80%, Pilot Automobile 76%, Pilot Motorcycle 82%, Prowl 90%, Radio: Basic 75%, Running, Sewing 70%, Tracking 55%, W.P. Chain, W.P. Paired Weapons, and W.P. Rifle.

Armor: Overman's costume is made of Kevlar. A.R. 10, S.D.C. 70.

Weapons: Overman primarily relies on his eugenic abilities and does not usually carry any weapons, although he will take advantage of weapons of opportunity.

Vehicle: Overman rides a motorcycle that is essentially a standard police issue model.

Yloney: Overman has made plenty of money from his past exploits as a mercenary and as a core, founding member of the Jury (paid by their benefactor, Mr. Colling). Unfortunately, Overman spends money like a sailor on shore leave, has no retirement plan, no investments and less than \$60,000 in savings.

The Goddess

Even among her fellow superheroes, Celena is a woman of mystery. She does, indeed, appear to be immortal, but no one knows her true origin. Numerous theories include her being a fallen angel, a Godling or demigod, an Avatar of a god, or an ancient (but human) immortal. Since Celena has, at various times, glibly admitted that any of the above are true (despite some of these possible origins being mutually exclusive), nobody is certain whether she is deliberately trying to obscure her origins, having a bit of mischief, or if she herself even knows the truth. At any rate, it is certain that she possesses awesome powers and has shown no sign of aging over the years. Several oldsters who knew her in earlier times have confirmed her identity by citing things that Celena has mentioned, things that only the Celena they knew back when could possibly know.

Celena joined the Jury on a whim about 10 years ago, and has stayed with them ever since. Although some members of the Jury fear that a loose cannon like the Goddess will someday cause them grief (and perhaps reveal the existence of the Jury to the world), thus far Celena has been surprisingly discreet, especially for her.

Real Name: Celena (that's all).

Aliases: The Goddess.

Alignment: Aberrant evil. Her strong sense of honor and nobility often masks her true harsh nature, and though the Goddess has her own sense of honor, she has no qualms about using violence, threats, torture, killing or just about any means necessary to get the job done. As a god, she sees herself as above human laws and morals.

Attributes: I.Q. 12, M.E. 12, M.A. 15, P.S. 22, P.P. 20, P.E. 17, P.B. 23, Spd. 25.

Hit Points: 160. S.D.C.: 138.

Natural Armor Rating: 12

Age: Unknown; looks twenty-something but is at least 70 years old, possibly many times older.

Height: 5 feet, 3 inches (1.6 m), Weight: 117 lbs (53 kg).

Appearance: The Goddess lives up to her name, she is a golden-skinned beauty with piercing blue eyes, reddish-blond hair cascading down past her shoulders, and a face and figure that make men drool. She wears a red dress with a hemline that ends just above her knees, golden boots, a gold cape, and NEVER wears a mask of any kind. Celena has a few gowns for special occasions but almost never dresses down (i.e., never tries to pass herself off as a mortal). After all, what would be the point?

Disposition: The Goddess tends to be shallow, self-absorbed and condescending. She expects people to worship her and fawn all over her. When they don't, she behaves like a spoiled prom-queen. Celena can also be extremely unpredictable, acting on a whim or on emotions. At various times, she can be vain, flighty, arrogant, condescending, helpful, mischievous, considerate, kind, vengeful, sympathetic and sweet or callous and cruel. She may nurse a grudge for years and do everything within her power to bring about an enemy's downfall, or she may just shrug off a perceived wrong and forget about it. Celena can either be a person's best friend or their worst nightmare (sometimes both together). This makes working with "the Goddess" problematic and is compounded by the fact that she underestimates her opponents and assumes she will ultimately triumph in the end. Worse, when Celena wants to take charge she expects everyone around her to obey and gets petulant when she is ignored or put in her place.

Experience Level: Sixth, but some skills are disproportionately high from years of experience and practice, at least when it is something she enjoys. Overall, however, the Goddess tends to be lazy and never studies or tries to learn or better herself. Why should she? She's a god. Or at least that's her attitude.

Combat Skills: Hand to Hand: Basic.

Attacks per Melee: Five.

Bonuses: +2 on initiative, +4 to strike, +6 to parry, +7 to dodge, +7 to melee damage, +4 to roll with punch/fall, +5 to pull punch, automatic dodge, snap kick (ID6 damage), +1 to save vs poison, +4 to save vs magic, +6 to recognize and save vs illusions, +6 to save vs possession, +6 to save vs Horror Factor, and 65% to charm/impress.

Super Power Category: Immortal - Avatar of a long-forgotten deity.

Deific Abilities: Never tires, is never hungry (does not need to eat or drink for nourishment but enjoys fine wines and the best food), resistant to all poisons, toxins, fire, heat and cold (all do half damage), has nightvision 120 feet (36.6 m), bio-regenerates ID6 Hit Points or S.D.C. per melee round, plus the Immortal Power (see Heroes Unlimited's 2nd Ed. page 181).

Super Abilities: Manipulate Kinetic Energy, Supervision: Advanced Sight, Circular Vision, and Paranormal Sight (all minor), in addition to being Immortal.

Skills of Note: Reads, Writes, and Speaks English and Ancient Celtic, Finnish, Greek, Latin, Italian, Hindu, and Old Norse, all at 98%, Concealment 40%, Detect Ambush 55%, Dance 90%, Holistic Medicine 45%, Mathematics: Basic 90%, Horsemanship 90%, Gymnastics (Balance 65%, Parallel Bars/Rings 75%, Climb Rope 70%, Back Flip 80%, Climb 25%, Prowl 30%), Interrogation 75%, Seduction 65%, Sing 80%, Swim 80%, W.P. Blunt, and W.P. Spear.

Armor: None.

Weapons: Magic war hammer. The weapon is indestructible and inflicts 5D6 damage (plus Celena's P.S. and combat bonuses). This hammer is the only weapon that Celena will use on a regular basis, although she will use spears and other blunt weapons that are handy. Otherwise, she prefers to rely on her own abilities and will not generally carry any weapons besides the hammer.

Vehicle: Celena has no vehicle of her own, sees driving oneself as beneath her, and expects others to drive her around. The **Jury** provides a driver and vehicle, otherwise she just commandeers a handy vehicle and its driver and commands the person to do as they are told. Surprisingly, most do so either because they figure she's a famous hero and must need them for something important or because they are in awe and enamored with her (particularly males).

Money: The Goddess enjoys spending money (mostly on herself) and all the finest things in life, but doesn't expect to earn it, but be given it, Celena gets a weekly salary of \$50,000 from the Jury and has a collection of art and antiques worth 14 million in her penthouse apartment. She does what she does for the Jury because she likes the people and the challenge, and finds it befitting of a goddess.

Note: As an avatar of a greater being, Celena is a fragmented essence of this deity. However, the god-like being is a long distance away, in another dimension, which is why Celena's abilities are somewhat limited, but it has also lost contact with this essence, which is why Celena acts like an incorrigible, preening teenager, and does as she pleases. Should the true deity that spawned her ever find the Goddess, it could again reassert control, but would it be for good or ill?

Black Sapphire

In most ways, Evelyn Fox's childhood was that of a typical Army brat. Whenever her father (an Army-lifer) would be re-assigned to a new post, the Fox family would pack up and move yet again. Neither Evelyn nor her three sisters stayed in one place too long or got much of an opportunity to develop lasting friendships with the people they met, so they relied on each other a great deal.

Master Sergeant Fox made sure that his daughters learned how to defend themselves by teaching them hand to hand combat techniques, and was pleased with the progress his girls displayed. However, his most talented student by far was his second daughter, Evelyn. Although Evelyn's form was unconventional to say the least, she was a natural at martial combat. Sergeant Fox and other combat instructors were amazed at how quickly she could pick up new moves. In addition, Evelyn also excelled in other subjects, due in no small part to her having a photographic memory - once Evelyn read something, she could remember it in great detail.

These talents were extremely useful when Evelyn decided to follow her father into military service. After turning down the opportunity to enter Officer Candidate School, Evelyn pursued the goal of becoming a Ranger. After her hitch in the service ended, she achieved another of her childhood dreams and became a photo-journalist. It was on one of her photo assignments that she discovered evidence of corruption among some highly-

placed officials. After turning over her evidence to someone whom she believed trustworthy, Evelyn was betrayed and nearly killed by her adversaries. In order to uncover the evidence she needed to stop these criminals and, at the same time, avoid further reprisals against herself, Evelyn went into hiding, and, donning black clothing and a mask, created the persona of a master criminal, the Black Sapphire. As the Black Sapphire, she was able to infiltrate into the criminal organization and ultimately obtain the information she needed to put them out of business. This little stunt also brought her to the attention of the Jury, who at first, thought she was a villain.

Even after being recruited by the Jury, Evelyn maintains her alter ego as a criminal, because it gives her (and the Jury) a network of contacts and informants within the criminal underworld. She continues to pursue her career as a successful photo-journalist (giving her connections in the media), but continues to secretly battle evil as the Black Sapphire and as a member of the Jury.

Real Name: Evelyn Fox.

Aliases: Black Sapphire.

Alignment: Scrupulous.

Attributes: I, Q, 14, M.E. 15, M.A. 12, P.S. 14, PP. 19, P.E. 13, P.B. 10, Spd. 23.

Hit Points: 28. S.D.C.: 31.

Age: 29. **Height:** 5 feet, 6 inches (1.67 m). **Weight:** 120 lbs (54 kg).

Appearance: Evelyn is a pleasant but average looking woman in her late twenties. She has medium-length, dark brown hair and warm, brown eyes. As Black Sapphire, she wears dark clothes, gloves, and a ski mask. She deliberately looks more like a cat burglar than a supervillain so that her "fellow criminals" will underestimate her and be lulled into a false sense of security.

Disposition: Black Sapphire is an impulsive risk-taker who enjoys physical and mental challenges. She thinks fast on her feet, knows when to retreat and tries never to underestimate her opponents. Although she can be a loyal friend and ally when someone earns her trust, she is likely to be on her guard with them until she really gets to know the person. As Black Sapphire, she tries to give her "fellow criminals" the impression that she is just a criminal (NOT a superhuman) so she keeps her powers a secret from them.

Experience Level: Fifth.

Combat Skills: Natural Combat Ability: Black Sapphire had formal Hand to Hand: Martial Arts training, but uses her super ability instead.

Attacks per Melee: Seven.

Bonuses: +4 on initiative, +3 to roll with punch/fall, +4 to pull punch, +3 to disarm or entangle, automatic dodge, back flip 80%, exceptional balance 78%, W.P. Paired Weapons, punches do ID6+2 damage, Karate Kick 2D6+2, Jump Kick as a Critical Strike (double damage), head butt ID6, Judo-Flip/Thrw 2D4 damage, jump 10 feet (3 m) high and 15 feet (4.6 m) across (increase by 50% with a running start), +1 to save vs possession and mind control, +3 to save vs Horror Factor, and can pick up any melee weapon and small fire arm and use them with a +2 bonus to strike. (See Heroes UnlimitedTM 2nd Ed., page 284, for more details about this ability.)

Super Power Category: Minor Hero - minor mutation.
 Super Abilities: Natural Combat Ability (Major), and Heightened Sense: Recall (Minor).
 Skills of Note: Speak English 95%, Read and Write English 70%, Climbing 80%/170%, Detect Ambush 70%, Detect Concealment 65%, Disguise 60%, Imitate Voices & Impersonation 76%/56%, Intelligence 78%, Interrogation 80%, Mathematics: Basic 65%, Military Etiquette 85%, Pilot Automobile 88%, Radio: Basic 95%, Swimming 75%, Wilderness Survival 85%, Running, and W.P. Rifle.

Armor: Light, A.R. 13,50 S.D.C., but Sapphire tends to rely on speed and agility.

Weapons: Because of her Natural Combat Ability, Black Sapphire instinctively knows how to use most melee weapons and modern firearms and will take advantage of weapons of opportunity, if it is necessary. However, she generally travels light and seldom takes anything other than a couple of knives, a pair of nunchuka, and/or a pistol..

Vehicle: Black Sapphire has a sports car given to her by the Jury. Other than a few modifications sometimes found in other souped-up models (such as a tank of nitrous oxide for a burst of speed), the car is more or less standard. This allows Evelyn to use the car either as Evelyn Fox or the Black Sapphire.

Money: Evelyn's crime fighting activities have proved very lucrative. She usually keeps between \$80,000 and \$120,000 in hard cash, and 1.2 million hidden away for a rainy day, and has \$250,000 invested in legitimate businesses. As an operative of the Jury, she draws an annual salary of 1.5 million and all reasonable expenses are covered by the organization. The rest of her money is donated to worthy charities anonymously. She and the Goddess both dislike each other, but tolerate one another for the greater good.

Space Warder

R'he-Vicha is an Erittima from a distant planet. The Erittimas all believe that one day they will follow the Gods of Light into a tremendous battle to fight and vanquish a great evil. Many Erittimas (R'he-Vicha included) believe that the *Aterian Empire* may be that evil force. R'he-Vicha was one of the thousands of Erittimas assigned to seek out potential allies for the coming battle. His journey brought him to Earth.

Like all the members of his species, R'he-Vicha has super abilities from genetic engineering as well as access to advanced technology (both of which were gifts to the Erittimas from a mysterious race known only as the Vymras). Also, like most members of his species, R'he-Vicha considers himself to be a champion of justice and seeks to right wrongs and accomplish good deeds while waiting for the grand battle.

Shortly after his arrival on Earth, R'he-Vicha's noble actions gained him general acceptance as a superhero. The closest English equivalent of Vicha's title in his native language came to (roughly) Warder of Space, which was picked up by the media and stayed with R'he-Vicha ever since as "Space Warder."

Space Warder was recruited by the Jury about six years ago, and although he maintains a career separate from his Jury involvement, Space Warder has remained an active member in good standing.

Real Name: R'he-Vicha.

Alias: Space Warder.

Alignment: Principled (but with a different code of honor than that of most humans).

Attributes*: I.Q. 14, M.E. 18, M.A. 13, P.S. 29, P.P. 19, P.E. 19, P.B. 19, Spd. 35 running, 260 mph (416 km) flying.

Age: Unknown, but young for his species. Hit Points: 65. S.D.C.: 144 (184 while in flight).

Horror/Awe Factor: 10

Height: 6 feet (1.8 m). Weight: 149lbs (67 kg).

Appearance: A graceful humanoid, lizard-looking alien with flat, yellow-green scales covering his body. Space Warder wears what looks like a skintight gray colored jumpsuit (see Armor below). Note: A complete description of Erittimas can be found in Revised Aliens Unhrrnitedf "-.

Disposition: Space Warder is basically a good, kind, helpful person. However, because he is an alien from a more advanced civilization, he tends to be a tad overbearing and usually thinks that he knows better than the "primitives" who inhabit the Earth. Fortunately, since Space Warder is intelligent enough to realize that he does not understand all the nuances and subtleties of human behavior or society, he will defer to his "lessers" if he feels that the situation calls for it.

Experience Level: Fourth.

Combat Skills: Hand to Hand: Martial Arts.

Attacks per Melee: Six (Seven while in flight).

Bonuses*: +4 on initiative, +4 (+6**) to strike, +7 (+9**) to parry, +7*** to dodge, +14*** to melee damage, +9 to roll with punch/fall, +5 to pull punch, disarm, 5 types of kick attacks (Karate, roundhouse, crescent, axe, and leg hook), body block/tackle, pin/incapacitate on a Natural 18-20, crush/squeeze, +5 to save vs magic, poison, and toxins, +5 to save vs psionic attacks, +2 to save vs insanity, +3 to save vs Horror Factor, +28% to save vs coma/death, and 45% to charm/impress.

Super Power Category: Alien.

Super Power: Alter Metabolism.

Minor Powers: Energy Resistance, Flight.. Wingless, Healing Factor.

Natural Abilities: Ambidextrous, double jointed, and keen color vision, hearing and sense of taste.

Skills of Note: Reads, Writes, and Speaks English, French, and Chinese, all at 90%, Camouflage 35%, Depressurization Training, Detect Concealment 40%, Intelligence 44%, Military Etiquette 65%, Navigation: Space 65%, NBC Warfare 50%, Pilot: Automobile 81%, Hovercraft. 65%, Jet Aircraft. 52%, Submersibles 52%, Radio: Laser 55%, Tracking 55%, Underwater Demolitions 68%, Zero Gravity Combat. Basic, Climb 60/50%, Swim 65%, Gymnastics (Balance 59%, Parallel Bars/Rings 69%, Climb Rope 66%, Back Flip 76%, Prowl 30%), W.P. Sword, W.P. Knife, W.P. Energy Pistol, and W.P. Energy Rifle.

Environment: Earth-like atmosphere.

Familiarity with Earth: Some familiarity.

Occupation: Alien champion of good and crime fighter..

Vehicle: Hover Cycle: The hover version of an Earth motorcycle. Seating capacity: One, A.R.: 10, S.D.C.: 130, speed: 200 mph (320 km), hovers 3 to 20 feet (0.9 to 6.1 m) above the ground, range: 600 miles (960 km), bonuses: +2 to dodge, +5% to handle stunt moves.

Weapons: Energy Sword: Length: 40 inches (1.0 m), damage: 5D6, weight: 2 pounds (.9 kg), Energy Knife: Length: 20 inches (0.5 m), damage: 2D6+3, weight: 1 pound (0.45 kg), Laser Pistol: Range: 800 feet (244 m), length: 9 inches (23 cm), weight: 2 pounds (.9 kg), damage: 4D6, payload: 20 shot energy clip, rate of fire: single shot.

Armor: The Vymras environmental body suit: A.R. 17, S.D.C. 200.

Money: Over time, Space Warrier has amassed around \$38,000 in ready cash from rewards and other good deeds. An equal amount has been converted into trade value materials - gemstones and precious metals - and the Jury takes care of all of his other basic needs (housing, equipment, etc.). Space Warrier refuses to take any actual pay from the Jury, though he does have access to their facilities and can get just about anything else he may need. Any extra money is usually donated to the nearest worthy charity.

Notes: * Space Warrier's attributes and bonuses can increase or decrease by his using his power of Alter Metabolism (see description in *Heroes Unlimited*™ -M 2nd Ed., page 240).

*** Bonus while Space Warrier is in flight.

*** While Space Warrier is in flight, bonuses to dodge and damage increase. The amount will vary depending upon flight speed (see *Heroes Unlimited*™ -M 2nd Ed., page 233).

He, Captain Noble and Black Sapphire are good friends.

Captain Noble

As a child, Jonas Harriman felt the sting of poverty and since his teen years, has always been on the lookout for a quick buck. Busted for a botched burglary, the judge offered him a choice: either join the army or go to jail. Jonas opted for military service where he volunteered for a scientific experiment that would pay 100% for a college education and earn him a promotion and pay raise (though truth be told, he was more interested in the promotion and pay hike). This was a top-secret project that would prove to be a life-changing decision in ways young Jonas never imagined. He and several other volunteers were subjected to a series of chemical and radiation treatments that enhanced the test subjects' physical abilities. In some cases, the subject gained abilities they never imagined.

Unfortunately, there were two major problems with the project: 1) The results were not uniform and each test subject developed different abilities at varying levels of power; some barely improved at all, others exhibited totally unexpected abilities. 2) Sooner or later, the powers for the majority of the test subjects faded away in a few weeks, and they suffered lasting problems reminiscent to athletes who had abused anabolic steroids for years, in a matter of months. A few also suffered mental instability. The experiment was declared only a partial success and the project was subsequently terminated.

Like most of the others, Harriman's abilities soared in the initial weeks, but then seemed to vanish. It left him in great physical condition, except for some minor pain in his joints, and he and the others finished out their tour of duty. What nobody expected, was that the powers manifested again 3-6 years after the original experiment (ID4+2 years). Captain Harriman, who was not faring well back in the civilian world, was thrilled. Now, he could become somebody important and pursue a career

as an independent superhero. Calling himself Captain Noble, he imagined he'd be famous, loved and rich beyond his wildest dreams. Like most everything else in his life, nothing went as he had hoped. A local newspaper questioned his capabilities, sincerity, and dedication, posing the questions: "Hero or masked menace?" and "Noble or nut ball?" Worse, there was no money in the superhero business, at least not without some rich sponsor, as far as the Captain could see. Barely able to feed himself, Captain Noble was caught stealing drug money by a team of heroes working for the Jury. Frustrated and near the breaking point, Captain Noble threw himself on the mercy of the heroes, explaining how he had grand hopes and dreams, but just didn't know how to realize any of them. He wanted to be a hero, but also needed to feed himself. Desperate, he figured there was no harm skimming some dirty money so he could put food on his plate and continue his shaky career as a wannabe hero. The Jury team took pity on the Captain and took him before Judge Mailer. After some consideration, they offered to hire him for one million a year as a secret member of the Jury, plus give him some training and pointers on how to be a hero. Today, Captain Noble has managed to build up a reasonably positive reputation as a "superhero" even though he is sometimes accused of being overzealous and a bit rough with criminals and supervillains (not that the Jury has a problem with his methods).

Captain Noble is one of the heroes operating from the Collingwood base and he enjoys his life as an enforcer for the Jury. He's seen Doctor Crocker about anger management and dealing with the responsibilities and stress of being a public figure and a crime fighter. Doctor Crocker has been a big help to him and he likes and trusts the man very much. (Note: When Doctor Crocker finally snaps and unleashes his squad of brainwashed super beings, everyone who has ever been treated by him will fall under suspicion, especially someone like Captain Noble! However, he is NOT one of Crocker's brainwashed super-slaves, though he may have to prove it on his own.)

Captain Noble still struggles with many personal demons and ghosts from his past, and has difficulty living up to the ideals he's placed before himself. However, although unsophisticated, rough around the edges, and with a penchant for bad choices and worse luck, he has a good heart and good intentions. In time, he really may grow into being a fine hero.

Real Name: Jonas Noble Harriman.

Aliases: Captain Noble.

Alignment: Anarchist (with strong leanings toward good).

Attributes: I.Q. 10, M.E. 9, M.A. 14, P.S. 26, P.P. 20, P.E. 17,

P.B. 14, Spd. 47.

Hit Points: 54. S.D.C.: 225.

Age: 26. Height: 6 feet, 6 inches (1.98 m). Weight: 240 lbs (108 kg); all muscle.

Appearance: Jonas Harriman has the stocky build of a weightlifter with big shoulders, muscular arms and thin waist. He has short, brown hair, dark eyes, and is usually clean-shaven. As a civilian he dresses in jeans and T-shirt, sweatshirt and jogging outfit or casual button-down shirt and dress pants. As Captain Noble, he wears camouflage fatigues, black boots, cape and gloves, and a black mask around his eyes. As a further part of his disguise, he wears camouflage paint on his face. He actually has several different camouflage suits and changes them (as well as his face paint) for various types of assignments.

Disposition: If anything, "Bad Luck" Harriman, as the neighborhood kids used to call him, tries too hard at what he does. This constant anxiety about doing things right and not making mistakes causes him to be a bit of a hothead, leaping into action too hastily and without sizing up the entire situation, as well as making all kinds of little mistakes and wrong assumptions that can be deadly in the superhero business. Worse, when he flubs something or is embarrassed, he tends to lose his cool, overact, yell, say things in the heat of the moment, and strike out with excessive force. That makes him a gung-ho, guts and glory type with his heart in the right place, but prone to charge in first and ask questions later. He trusts everyone on the Jury completely, and still working with the soldier mindset, he is quick to follow orders without question. A trait that may let Doctor Crocker (and others?) trick and use him in some small way. He is a follower, not a leader, and ultimately suffers from poor self-esteem that still trips him up. If he can ever get over the latter, he could achieve greatness.

Experience Level: Sixth.

Combat Skills: Hand to Hand: Martial Arts.

Attacks per Melee: Six.

Bonuses: +4 on initiative, +5 to strike, +6 to parry and dodge, +11 to melee damage, +7 to roll with punch/fall, +5 to pull punch, disarm, 6 types of kick attacks (Karate, jump, wheel, axe, roundhouse, and leg hook), Critical Strike on a Natural 18-20, +2 to save vs psionic attacks, +4 to save vs mind control, +1 to save vs poisons/drugs, +1 to save vs magic, and +4 to save vs Horror Factor

Super Power Category: Super-Soldier; chemical augmentation.

Augmented Abilities: Superhuman Endurance, Extraordinary Strength, Increased Speed, Heightened Reflexes, Agility, and Senses, Enhanced Vision, Enhanced Senses of Smell and

Touch, Enhanced Healing, Bio-Regeneration. (See Powers UnlimitedTM 4 Two, for all these abilities).

Psionics: None.

Skills of Note: Speak English 98%, Read and Write English 75%, Camouflage 55%, Detect Ambush 55%, Intelligence 52%, Mathematics: Basic 70%, Military Etiquette 60%, Pilot Automobile 70%, Radio: Basic 70%, Recognize Weapon Quality 65%, Tracking 50%, Wilderness Survival 60%, Climbing 75%/65%, Running, Weightlifting, W.P. Rifle, and W.P. Knife.

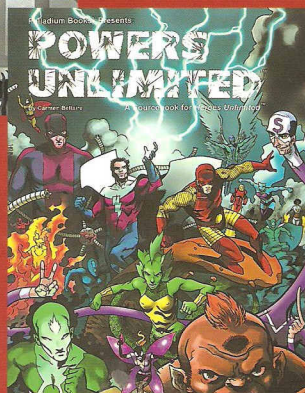
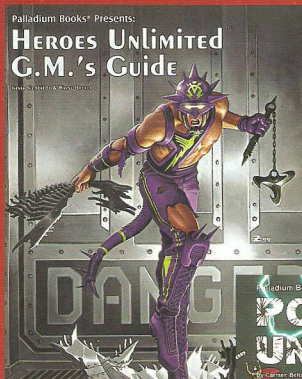
Armor: For day-to-day assignments, Captain Noble wears a Hard Armor Vest: A.R. 12, S.D.C., 120, weight: 15 lbs (6.8 kg). If he expects a firefight or other major combat, he wears a full suit of Riot Armor: A.R. 14, S.D.C., 180, weight: 171 lbs (7.7 kg).

Weapons: Tends to rely on his super abilities, but has no qualms about using weapons. Included in his personal arsenal are, 5.56 mm M16A1 Rifle: Weight: 7 lbs (3.1 kg), damage: 5D6, rate of fire: semi-automatic, payload: 30 round box magazine, range: 1312 feet (400 m), bayonet: damage: 1D6, Grenades: The Captain usually carries 4-6 explosive grenades (2D4x10 damage), plus two smoke, tear gas, and knockout gas grenades, and three flares.

Vehicle: Combat Car: A specially modified automobile. A.R. 14, S.D.C., 600, maximum speed: 180 mph (288 km), off-road suspension, and can run for up to 60 hours on one tank (40 gallons/151 liters) of fuel, due to a super efficient engine; provided by the Jury and its benefactor.

Money: Making a pile of money is one of Captain Noble's dreams and one of the things he thinks indicates success. A million dollar annual paycheck for his work with the Jury has gone a long way to make him feel successful. At least for now. He's only been with the Jury two years, and has spent most of what he's made (has \$120,000 in the bank) and always tries to have one thousand dollars in his pocket at all times.





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