

EMPIRE CITY



General Campaign Info

SETTING

The world's primer team of heroes, **The Guardians**, have gone missing. Approximately two weeks ago, they rocketed off into space, after receiving a distress call from the alien powerhouse Andromeda's home world, and haven't been heard from since, and now the city's criminal element has begun to take advantage of their absence. Petty crime is steadily rising, and various supervillains are once again making their presence felt. The nation's leaders are beginning to fear the worst, and the President has issued a call for help. He's asked that new heroes step up, and help their nation in a time of need. He's guaranteed that anyone accepting his offer will have the full backing of BSI and the federal government. Your characters have responded to that call.

The setting is standard four-color, with some modern elements, so no Punisher, Deadpool, etc., killing machines. The game will primarily be set in the fictional setting of Empire City, a large modern day metropolis, located on the Eastern Seaboard, of the US (it's my stand in for NYC).

Technology

Tech wise, this world is similar to our own, but some restricted technology is far in advance of what we see today. The US government, other nations, and certain heroes/villains routinely make use of things such as FTL travel, mecha, directed energy weapons, power armor, etc., but the average person on the street isn't going to have access to a teleporter or power armor.

History

Costumed "Mystery Men", first began appearing during the late 1930's. WWII saw the emergence of true super powered beings, with both the Allies and Axis powers making use of them. America's primer heroes banded together to form, what is acknowledged as the world's first super-team, the **The Minutemen**. Lead by the charismatic **American Eagle**, the team battled everything from Nazi supermen, to home grown menaces, such as the **Black Hand**. J. Edgar Hoover, seeing a chance to expand the reach of his Bureau of Investigation, orders the formation of the Office of Paranormal Investigation.

The anti-communist paranoia of the 1950's, saw many of these heroes either retiring or forced underground. Fortunately, the 1960's saw a resurgence of costumed heroes, with the return of many familiar faces, such as the American Eagle (it was later revealed that this American Eagle was actually the original's former teen sidekick, **Winger**, who'd taken up the mantle of his mentor), and the debut of several new young heroes inspired by the return of their predecessors.

The 1970's and 80's saw a virtual explosion in the number of super-beings, and as a response, the Department Justice forms a new law enforcement agency, the Bureau of Special Investigations (BSI). The 70's also saw the formation of Empire City's new protectors, the band of heroes known as the Guardians.

Throughout the 70's and 80's the Guardians took on the city's worst. As their notoriety began to grow, the group's ranks began to swell with new members. And while steady changed throughout the 90's, the same group of seven members, served as the group's core for many years.

The early 2000's saw the rise of a number of new, more violent costumed criminals. Groups such as the Dominators, the Cybertibe, and Tyranny. Groups that would cuase the city's law enforcement officials many a sleepness night.

Known Villains/Criminal Organizations

ORGANIZED CRIME

In addition to the various super criminals, more mundane criminals abound. Various organized crime organizations, such as the Mafia, Chinese Triads, the Japanese Yakuza, Russian and Albanian Mafia, Jamaican and Nigerian drug gangs, have all made their presence known.

Xerxes Xavier Jones - Xerxes Jones, AKA: X, is an African American male, and reputed crime boss controlling large portions of Empire City's underworld. And if rumors are to be believed, a low level superhuman.

THE MAFIA

The two dominant Mafia "families" are the **Moretti's** and the **Marcucci's**. **Anthony Moretti** is the so called "Godfather" of Empire City's organized crime families, but tends to stay out of the lime light allowing his "captains" to run the day to day operations of his organization.

Anvil – Superpowered enforcer for the Leonetti Family

CHINESE TRIADS

An up-and-coming threat to their power is the **Jade Dragons Triad**, a Chinese criminal organization operating primarily in the "China Town" area of Empire City. The group is originally based along the West Coast, (out of San Francisco and Seattle), but looking to expand its operations eastward, its recently set up shop in Empire City. Empire city was chosen as the Dragons' next "franchise market", due to its sizable Chinese immigrant population, its central location, and diverse industry base. The group is involved in human trafficking, narcotics smuggling (heroin), illegal arms sales, gambling, and protection rackets. They currently confine their activities to China Town, but they're looking to move outward. Unlike the their underworld brethren, they seem to have no compuncions about killing members of the law enforcement community.

Tiger Lilly - A deadly female assassin currently in the employ of the Jade Dragons. She's got a train of bodies from Hong Kong to Empire City.

The Whispering Dawn - A rival Chinese criminal organization that's making headway into Empire City's underworld.

Death Warrant (formerly Nemesis) – Professional assassin, currently working for the Jade Dragon Asian crime syndicate.

The Yakuza

While not a prominent as the various Empire City Triads, the Yakuza is alive and well within Empire City. At the moment, the **Matsuoka-gumi** are the largest group currently operating in EC, and are the focus of ECPD's Asian Gang Task Force. They're also on Major Crime's radar due to their use of contract capes. Namely a female villain by the name of **White Lotus**, a martial artist with the ability to alter her density. She can become diamond hard (Invulnerability), or Non-corporal at will.

ORGANIZATIONS

The Black Needles

A Mexican criminal cartel operating throughout Mexico, and along the Southwestern U.S. Border. They're involved in firearms and narcotics smuggling, human trafficking, prostitution, protection rackets, and other criminal activities. They're know to have made use of superpowered operatives in the past, namely a Mexican national named the Coyote, and they're newest operative, the assassin/enforcer **El Diablo Rojo**.

The Cabal

A cabal of witches, warlocks, and others who dabble in the "dark arts". They're long time rivals of the Dark Circle. Originally formed in Boston, Massachusetts in the early 20th century, they came to prominence in the mid 1930's, battle several of that era's costumed mystery men, they've recently resurfaced.

- **Blood Witch** - A witch from the small Eastern European nation of Morovia.

The Dark Circle

A group of mystics dedicated to the return of "**He Who Has No Name**", one of the other worldly monstrosities known as the "**Old Ones**".

The Omega Syndicate

The Omega Syndicate is a Russian crime syndicate formed by former members of the various Soviet security, intelligence, and military services. The US Dept. of Justice, CIA, INTERPOL, MI-5, MI-6, and BSI consider them a major player in human trafficking and illegal arms trade, as well the the use of what the EU terms as "enhanced humans". They're known to make extensive use of superhuman operatives while conducting their activities, especially former Soviet military "super soldiers".

From what law enforcement and various Western intelligence agencies have been able to determine, they've continued research in former Soviet "super soldier" programs shutdown with the collapse of the former Soviet Union. The program got its start using captured Nazi research at the end of WWII.

While they primarily restrict their operations to the former Soviet Union and Eastern Europe, they've recently begun to expand their sphere of influence, due to a wave of Russian immigrants to Western Europe and North America.

Empire City's MCU has had several run ins with known members, over the past two years, and fears that this may be the beginning of some sort of major power play.

- **Steel Wolf**: A former Soviet super soldier, now super powered Omega Syndicate enforcer.
- **Surge**: An energy welding villain currently in the Omega Syndicate's employ.

The Servants of Set

The Servants of Set is a fanatical religious group dedicated to worshipping the god Set, or the Egyptian pantheon of deities. While primarily based in the Middle East and North Africa, a number of their order made their way into North America during the early 20th Century, as travel became easier. Settling in in several major American metropolitan areas, they spread their influence and slowly began to build a network of supporters amongst those in positions of power and influence. BSI's predecessor, the FBI's Office of Paranormal Investigation began to take notice, and during the course of their investigation, several cult safehouses were raided, assets were seized, and the cult's US operations were thoroughly disrupted.

However, its recently been revealed that those raids only succeed in driving the cult's operations deeper underground. While it took them decades to rebuild their network, they're back in force. More worrisome to authorities, is the fact that they seem to have recently acquired several extremely powerful enchanted items, making them all the more dangerous.

The Brotherhood of Silence

A secret society of assassins, thieves, and saboteurs who've primarily operated in the Middle East, Asia, and Eastern Europe. Within the last decade they've begun to make inroads into North and South America.

The Trust

The Trust, short for "The Brain Trust", is an informal gathering of the world's most brilliant criminal minds, who've gathered together to share information, and to provide each other mutual security. What they're long term plans are remains to be seen, but you can be assured, that whatever they are, they bode ill for the law abiding citizens of the world.

Some of its known members include:

- **Hannibal**
- **Janus**
- **Mr. Know**

Moriarty - The Trust maintains an AI computer network, called Moriarty, which contains files on world's major law and security services, as well as potential threats to its existence, such as superbeings and rival criminal organizations.

The Web ***"No One Escapes the Web."***

The Web is a European based worldwide criminal organization, formed after WWII, by members of several organized crime groups, seeking to expand their criminal empires.

Web operatives tend to stay out of things like narcotics smuggling, prostitution, and other "street crimes", and focuses their energies on the acquisition of confidential information, controlling arms smuggling, industrial espionage, targeted assassinations, blackmail, etc., in order to gain political and economic power. Their preferred M.O. is to watch a potential target, looking to root out some sort of dirt on them, and then blackmail them into cooperation. If that fails, extortion and bribery seems to work well for them.

While a wide range of so called "supervillains" are currently in existence, some of the more well known ones are listed below:

INDEPENDENTS

Atomix
Halflife
The Huntsman
Killshot
Lord Arcane
Radian
Tandem

The Night Breed - Various creatures that go bump in the night (Vampires, were-creatures, succubi, demons, etc.).

Hellgates - Portals, or doorways, to the various infernal planes.

Hellspawn - A demonic creature who clashed with the Guardians on several occasions.

GROUPS

The Cybertribe

A group of "cybernetically enhanced" villains. Their current membership includes:

Tigershark
Harpi
Tiger Paw

The Dominators

The super villain group the Dominators, are long time foes of the Guardians, having repeatedly clashed with them over the past few years. BSI considers them to be a major threat to the safety and security of the nation, and as a result, several of their members rank amongst the nations most wanted criminals. With the Guardians disappearance, rumors abound that the Dominators will soon be reappearing in Empire City.

Over the past half decade, the group's membership has remained relatively steady. On their last public appearance, the group's membership consisted of:

Ballistic - A cybernetically enhanced super-soldier, weapons expert, and the group's field commander.

Cyberpath - A machine controller.

Dreamscape - A female mutant with the ability to warp reality.

Epoch - A mute with the ability to freeze time.

Geist - A mutant with the ability to become incorporeal.

Mind Reaver - A powerful telepath, and the group's second in command.

Nyx - A British female with various darkness based abilities.

Ontos - A deformed super-stong villain.

Panic - An Irish mutant with the ability to induce mass panic.

Pathogen - A sentient virus, capable of "possessing" its victims.

Pyre - An African American pyrokinetic mutant with a taste for violence.

Razor - A British mutant who's hands generate an energy field that enables her to cut through most matter as though it were paper.

Shutdown - A mutant with the ability to suppress super powers.

Velocity - An African American female superspeedster.

Former Members include the Russian telepath **Mind Witch**, the temperature controlling **Shiver**, and the sound controller **Shrieker** (Deceased) - Accidentally killed in a battle with the Guardians.

Todesengel - The group's transport aircraft.

Tyranny

Another group of the Guardians long time foes, they've been keeping a very low profile after their last defeat and the imprisonment of several of their more powerful members. It's rumored that they're on a recruiting drive to bolster their ranks. Thier current membership is known to consist of:

Despot - The group's leader.

Daimyo - A powerful Japanese villain.

Donnerschlag - A german villain with the super-strength and weather control.

Geist - A former underworld enforcer, who now walks the Earth as a ghost.

Mind Reaver - A powerful telepath, and Despot's second in command.

Ontos - A deformed superstong villain.

Pathogen - A sentient virus, capable of "possessing" its victims.

Former Members include the Russian telepath **Mind Witch**, the temperature controlling **Shiver**, and the reality warping **Dreamscape**.

Todesengel - The group's transport aircraft.

Known Heroes, Groups, & Organizations

THE GUARDIANS

The Guardians are considered one of the world's, if not its, premier super-team. They've been in existence for over four decades, and its rosters list many of the world's greatest heroes as current or former team members. Many young heroes aspire to one day see their name listed on the team's rolls.

During the course of its existence the team has handled everything from would be world conquerors, to rampaging monsters, to alien invasions, and garnered the world's gratitude in the process.

The 80's, 90's, and early 2000's saw various incarnations of the Guardians come and go, with the team settling into its current incarnation in early 2009. Its current full time roster consists of:

Arcana - Magic wielding, English heroine, the team's resident mystic, and granddaughter of the mystical villain Lord Arcane.

Bright Star - A light wielding Native American female, from Canada. A former fashion model, she's known for her hot temper, liberal views, and for frequently butting heads with Iron Eagle. She's the teen heroine, **Day Star's** older sister.

Eden - An Asian female (Chinese to be specific) with various nature based powers (animal/plant control, cosmic awareness/danger sense).

Hardpoint - A Native American hero, who's body is almost completely indestructible.

Ranger - A bow wielding, street level hero, from Seattle.

Iron Eagle - Quinton Avery, the hero known to the world as Iron Eagle, is an African American male with a suit of avian themed hi-tech armor (Think of him as a cross between Hank Pym, Iron Man, and Hawkman). He's secret ID he's the President and CEO of Avery Aerospace Engineering, one of the largest defense contractors in the US, and one of the money men who secretly funds the Guardians.

Miconaut - 6' tall, armored adventurer, and former Air Force officer. His battle armor is equipped with a small, no pun intended, with a small arsenal of alien weaponry.

Mindlock - A human/alien hybrid she's the team's mentalist, a powerful psionic w/various mental abilities.

White Lightning - An African American female super-speedster, who generates an electrical field when she runs at super speed.

Ivanhoe - A former olympic athlete, and expert bowman, who wields an enchanted bow, and arrows capable of hitting anything he can see, no matter what range the target is.

Minerva - A genetically engineered female warrior-woman from an alternate Earth, currently engaged in a war with the Vreen, a war-like race of xenophobic aliens.

The Raven - The criminal underworld's worst nightmare. Highly trained in a number of martial arts, and using a small arsenal of gadgets, he wages a war to rid the streets of crime and get justice for the common man. He's had a number of teen side-kicks/partners, over the years, several of whom, have gone on to solo careers of their own.

Reserve Members & Allies

Marcus Carver - Dr. Marcus Leon Carver, PhD. is a brilliant research scientist, physicist, lecturer, and author, who just happens to be one of the world's most powerful meta humans. Long time associate of the Guardians, he's frequently been called in to assist them.

Iron Heart - A nearly invulnerable British hero, teen heart throb, and bodyguard to the Royal Family. While his official duties prevent him from spending much time with the group, he's on call for emergencies.

Viking - The ancient Norse hero, armed with his enchanted battle axe, Stormbreaker, and a magical horn capable of shattering stone. He was one of two reserve members, with the Guardians when they journeyed into space.

Archer Gold - The retired hero, and long time ally of the Guardians. Using his influence and government contacts, he was instrumental in the establishment of BSI and the Guardians gaining official government sanction.

Light Foot - A Native American super-speedster, and long-time reserve member of the Guardians.

Micro-Man - A size changing part-time hero, and full time adventurer. Former full-time, member of the Guardians. Now on reserve status.

Former/Retired Members

The Patriot - America's long retired, star spangled defender of freedom.

Titan - Alien orphan, who'd made Earth, and Empire city, his new home. Last heard from, over a decade ago, as he struggled to beat back an invasion by the insectoid Hive.

Dynamo - Capable of generating a powerful field of bio-electric energy, Dynamo's life force is rumored to be trapped somewhere within the Citadel.

Starburst - A high flying, energy welding heroine, and champion of women's rights, who retired as her powers started to wain.

The Citadel of Justice

In the early 80's the Guardians established a permanent HQ complex, the Citadel of Justice, or as it's more commonly referred to, The Citadel, on a small artificially created island, known as Citadel Isle, in Empire Bay. Since that time, they've continued to make a number of improvements to the facility, including an aircraft hanger, runway, and if rumors are to be believed, a cold fusion reactor, and an A.I. computer system that keeps everything running smoothly. Some reports have stated that even the DOD is jealous of the island's defense systems.

The Hammerhead

The Hammerhead is the team's submersible craft used for underwater transport. It's still docked at a pier on Citidel Isle.

The Thunderhawk

The Team's hypersonic transport aircraft. Designed and built by Avery Aerospace, the aircraft is stored in a hanger on Citadel Isle. It hasn't been seen since the team disappeared.

GOVERNMENT AGENCIES & ORGANIZATIONS

A.D.E.P.T.

Advanced Developments and Experimental Projects Team
"Improvise, Adapt, Overcome, and Dominate."

ADEPT's stated purpose is to develop new technologies such as exotic metals, and advanced communications equipment. It's true purpose is exploiting alien technologies, mostly reverse engineered tech, for the benefit of the US military. Their acknowledged research facilities are located in California and Nevada, although it's believed, that there are several other secret test facilities at various other locations throughout the US.

Safeguard

Safeguard is a US government sponsored superteam, formed in the wake of 9/11, as the US response to possible superhuman terrorist threats.

Lead by a former Delta Force officer, and drawing its membership from various US federal law enforcement agencies, the US military, or heroes working under contract to the US government, the team is based in the DC metro area, answering to the Attorney General, and operating under the authority of the Department of Justice, the team carries out "high-risk operations" involving metahuman threats.

Its current membership includes the following:

Peacekeeper - The team's leader, and a cyborg super-soldier, but with alien nano-tech.

Hardpoint - A Native American hero, whose body is almost completely indestructible.

Sentry - Full-time weapons designer, and part time hero.

M.I.D.A.S.

Multi-Use Integrated Digital Access System

MIDAS is ADEPT's top secret computer database. It's where it's staff members catalog the information they've amassed on the projects they've developed over the years. Access to the system is primarily restricted to DOD and intelligence agency personnel, although some information is shared with key allies, such as the UK and Israel.

Bureau of Special Investigations BSI

OVERVIEW

The Bureau of Special Investigations (BSI) is the branch of the federal government tasked with investigating "superhuman" crimes, paranormal activity, and any reported human contact with extraterrestrials. To accomplish this mission, BSI maintains a staff of several thousand Special Agents, technicians, and support personnel located at a number of Regional Field Offices throughout the continental US. BSI Agents have full arrest and investigative powers when dealing in such situations, and share joint jurisdiction with the FBI, in terrorism cases involving superhumans. In cases involving the security of the President, Vice President, or their immediate families, BSI would work hand-in-hand with the US Secret Service to ensure their safety.

BSI Special Agents are also located at US embassies overseas to act as liaisons with foreign governments. These agents coordinate their activities with the US Department of State's Office of Extranormal Affairs, and the Diplomatic Security Service on security issues involving dignitaries.

ORGANIZATION

BSI is organized into several "Branches" or "Divisions", including the Administration & Training Division; Field Operations, and the Support Operations Branch. The Admin and Training Division consists of the Bureau HQ complex Northern VA, The Training Academy located on the grounds of the Federal Law Enforcement Training Center (FLETC) in GA, and its satellite facility in Maryland, and the BSI Crime Lab.

ADMIN & TRAINING

The Administration and Training Division is responsible for handling the normal day to day operations of the Bureau, and for ensuring that Bureau personnel are properly trained. Its personnel handle everything from payroll, to recruiting the next generation of BSI Agents.

HEADQUARTERS

HQ/Administration - Washington, DC.
Office of the Director
Public Affairs
Office of the Inspector General
Office Legal Counsel
Office of Financial Management

The Academy and Training Division
Academy - BSI Basic Academy (FLETC)
BSI Satellite Training Facility - Upper Marlboro, MD.

BSI's headquarters, the Thomas J. Tanaka Building, is located in Washington, DC, not far from the Capitol. The building is named in honor of Special Agent Thomas "Tommy" James Tanaka. Special Agent Tanaka was killed in the line of duty.

In addition to a state of the art security system, which is rumored to include force screens, sophisticated electronic counter measures, and even man portable surface to air missiles, the building is protected by a small army of heavily armed security personnel (contract security personnel hired through the Federal Protective Service, and supervised by BSI personnel.), and an advanced security system. (The FBI is rumored to be extremely jealous).

****Note*** Unknown to the general public, BSI has discreetly made contact with several powerful mystics, who've placed a number of mystical wards around the facility to protect it from the growing number of supernatural threats the Bureau has been encountering.*

The building not only houses offices, classrooms, and the crime lab, but an indoor shooting range, a gym, a secure underground garage, a secure meeting room that rivals anything the military could produce, an infirmary, and a pool.

In addition to the above ground offices, there are several sub-levels below the main building. The Armory, EOC, and interrogation room, power generation equipment, temporary holding cells, and "The Vault" are housed.

The Vault - BSI Secure Storage Facility

The BSI Special Storage Facility, commonly referred to as "The Vault" is a special underground containment/storage facility located in the mountains of West Virginia, near the West Virginia, Kentucky, Ohio border area. The facility is used to house several items that are too dangerous to be kept at BSI headquarters or research facilities.

The facility is rather non-descript, and appears to be nothing more than some sort of old mining facility. BSI contract security guards patrol the perimeter, as well as all access points to the facility. They also monitor a wide range of security systems, to include a number of mystic wards. As an added security feature several psychic sensitive BSI employees are permanently on staff.

The actual storage area is located approximately 250 meters below the surface, and contains a number of specially designed vaults to house the various items kept there. The exact contents of the various vaults is highly classified, with only a select few members of the BSI administrative staff having access to the information.

FIELD OPERATIONS

The Field Operations Division runs BSI's various field offices, and its personnel are generally what most of the public thinks of when they think BSI. Field Operations is organized into several subsections, with each specializing in a particular type of operation.

Operations Division - HQ bldg., Washington, D. C.

Criminal Investigations

"Super Crimes" Branch

Office of Intelligence - Co-located with the HQ bldg.

Paranormal Investigations Branch

- ESPER Unit

Crisis Management Unit

- Tactical Operations Branch

BSI maintains Field Offices in the following cities:

- Providence, RI
- Boston, MA
- Empire City
- Philadelphia, PA
- Washington, D.C.
- Baltimore, MD
- Charlotte, NC
- Atlanta, GA
- Miami, FL
- Orlando, FL
- New Orleans, LA
- St. Louis, MO
- Kansas City, KS
- Chicago, IL
- Detroit, MI
- Houston, TX
- Dallas, TX
- Phoenix, AZ
- Las Vegas, NV
- San Francisco, CA
- Los Angeles, CA
- San Diego, CA
- Portland, OR
- Seattle, WA

The size of a field office will depend on the population of the local area, and the amount of superhuman crime. The New York field office is the largest with Washington DC, and Los Angeles coming in as the next largest, and the Providence and Portland offices coming in as the smallest. Local residents may contact the nearest field office by phone at either the BSI tip line, 1-800-BSI-TIPS, or on the net at www.dhs/bsi.gov

The "Supercrimes" section is the largest of the sub-units, and handles investigation of any crime involving superhumans that happens within the US, or superhuman crimes directed against US citizens overseas. Special Agents assigned to this section also staff the various liaison positions at US embassies.

A separate entity within the Supercrimes section is the Office of Intelligence. The Office of Intelligence maintains files on every incident involving a superhuman, or suspected superhuman activity. They access the various capabilities of known superhuman criminals, and criminal organizations that make use of superhumans. They are also responsible for briefing the Director and other government agencies on these capabilities.

The Paranormal Investigations (PI) section handles cases that would fall into the realm of what most people consider the supernatural (hauntings, the undead, magic, ESP, Telepathy, etc.). Its agents are frequently called in on cases where there is no logical way to explain why an event happened. Personnel assigned to PI are often referred to as "ghost busters", by their fellow agents. But the comments are taken in stride.

Several of its special agents and consultants are Psi-sensitive, and assigned to its special Extra-Sensory Perception (ESPER) unit. The ESPER unit is rumored to be responsible for protecting the President, Vice President, Congress, etc., from psychic attacks and mind control, although the Bureau refuses to comment on it publicly.

The division also rumored to maintain a catalog of magical items such as the **Holy Grail**, the **Spear of Destiny**, **Thor's belt**, the **Golden Fleece**, and if rumors are to be believed, **Pandora's Box**. The various items under their watch are stored in a high security vault located in a secure bunker facility somewhere in the mountains of West Virginia.

BSI ATTACHES

BSI maintains several attaches' offices at various locations overseas. The agents assigned to these offices are responsible for providing liaison services to allied nation law enforcement agencies, and for investigating superhuman crimes directed at US citizens overseas. BSI attaches are currently located in the following cities:

London
Brussels
Berlin
Tel Aviv
Rio de Janeiro
Tokyo
Moscow
Ontario.

At one time, BSI maintained a liaison office in Paris, but the office was shutdown after a counter intelligence team discovered the French DST had placed a number of electronic monitoring devices throughout the building's structure. Future plans call for new offices to be constructed or space leased in Sydney, Australia, and Johannesburg, South Africa.

In addition to its foreign attaches, BSI also maintains extensive contacts with INTERPOL and routinely provides briefings on various superhuman threats to the Department of Defense, NATO, and other allied militaries when ordered to do so. Canada and the UK have law enforcement personnel permanently assigned as liaisons at BSI HQ, to help coordinate their operations. Mexico, Germany, and Australia and Japan, maintain close ties, and their representatives can frequently be seen roaming the hallways of the HQ building.

SPECIAL TASK FORCES

BSI provides personnel to several law enforcement "task forces" currently operating throughout the US. Two of the many units are detailed below.

Asian Gang Task Force - A new joint law enforcement task force drawing personnel from the FBI, US Marshals Service, DEA, ATF, and local law enforcement agencies. They've recently expanded their Empire City operations do to the activities of the **Jade Dragons Triad**.

Joint Terrorism Task Force (JTTF) - A law enforcement task force concentrating on various extremist groups operating in Empire City. In addition to BSI, US Secret Service, ATF, FBI, Empire City PD has several detectives from it's MCU assigned.

CRISIS MANAGEMENT UNIT

The Crisis Management Unit, or CMU as it's more commonly known, is one of several specialized groups within the Field Operations Division. CMUs subunits are responsible for handling "extra ordinary" situations that arise. Its missions are beyond the capabilities of the average field agent, and considering some of the things the average agent comes up against on a daily basis, the situation must truly be dire for them to request assistance from CMU.

CMU is collocated with BSI headquarters, and currently operates out of the facility's Emergency Operations Center (EOC). The EOC is manned 24/7, with staff members monitoring law enforcement and emergency communications frequencies for any signs of superhuman activity.

In addition to the EOC, CMU also maintains several caches of pre-positioned equipment at various locations around the US and two air transportable mobile command centers (jokingly referred to as "death stars" because of all the high-tech gear carried on board the trucks).

CMU is currently organized into a command section, the Tactical Operations Branch, the Dangerous Devices Unit, the Crisis Negotiations Team, and a small support staff.

Tactical Operations Branch
"Anytime, Any Place, To Save Lives"

The Tactical Operations Branch is the BSI unit tasked with planning and executing paramilitary and SWAT type response operations for the Bureau. To help them fulfill this mandate, they maintain several specialized units, which are detailed below.

Special Response Teams (SRT) - SRTs are BSI's part time tactical/SWAT teams. Each field office is capable of fielding a SRT, with its size varying, depending on the number of agents assigned to that field office. Agents assigned to a SRT perform their "normal" investigative duties, only coming together for their monthly training sessions, or for an operation, or what the agents refer to as a "call out". When large scale operations are called for, multiple teams will be used.

Agents wishing to volunteer for a spot on one of the SRTs, must have at least three years of service with the Bureau, and must successfully complete a two phase selection process. During "selection" candidates will have their physical and shooting abilities evaluated. After completing a grueling obstacle course on very little sleep, candidates who wish to continue must successfully complete an academic exercise that tests both their memory and observation skills, as they may have to recall minute details of an operation in court.

The SRT-I Basic Training Course runs 180 hours in length and lasts for three weeks. The first week of training is conducted on the grounds of the BSI satellite academy, while weeks two and three are conducted at the FBI Academy and Marine Corps Base Quantico, VA. Throughout the course, agents are reminded that they are law enforcement officers first and foremost, and that their primary purpose is to "save lives".

They are also reminded that as representatives of the US government, that any of their actions could be called into question in court. Their instructors impress upon them the importance of their jobs, and that they should at all times strive to carry themselves in a dignified manner at all times, and conduct operations in a manner that would reflect favorably upon the Bureau.

The SRT-II course, which also lasts three weeks, is specifically designed for those SRTs that work with the Bureau's STOP Teams on routine a basis. The course is usually run twice a year, (Fall & Spring), and takes place at the US Army's Aberdeen Proving Grounds, MD, although other locations have been used, such as the US Army National Training Center (NTC), and the US DOE's National Test Site.

SRT snipers undertake some of the most intensive training in the law enforcement community. They receive training from the US Secret Service, instructors from the USMC Scout/Sniper School, and BSI's own cadre of firearms instructors.

All agents assigned to an SRT must pass a quarterly weapons qualification, a semi-annual physical ability test, and 40 hours of "in service" training. In addition to their monthly training days, Agents also routinely participate in training exercises with other agencies such as the FBI's Hostage Rescue Team and Regional SWAT Teams, the US Secret Service's Counter Assault Team (CAT), Emergency Response Team (ERT) and Counter Sniper Team (CST), and Federal Protective Service SRTs.

Dangerous Devices Unit (DDU) - BSI's combination bomb squad, explosive breaching, and HAZMAT unit. They've been called in to handle everything from disarming nuclear weapons, to safely transporting alien artifacts to storage. They've handled everything from "backpack nukes", to radioactive alien protoplasm, and bio-chem weapons. If it's poisonous, explodes, radiates energy, or is just plain nasty to handle, then DDU explosive techs, HAZMAT specialists, and Special Agents are called in to disarm it, render it safe, and investigate the scene.

All personnel assigned to the DDU receive training from the ATF, US Dept. of Energy, the US Army, and the CDC on basic render safe procedures for various types of explosive devices, and procedures for handling nuclear, biological, and chemical substances safely. But as so often happens with their work, many of the devices and substances they encounter have never been seen before, they just have to play it by ear.

DDU personnel tend to have a very morbid sense of humor about their work. Until quite recently many of the DDU explosive techs wore T-shirts with the phrase "DDU Bomb Tech. If you see me running you better catch up" blazed across the back. While most of the lower level staff found the shirts mildly amusing, BSI Headquarters staff took a slightly different view and banned their wear.

Crisis Negotiation Team (CNT) - BSI's CNT, which are part of the Crisis Management Branch, are BSI hostage negotiation specialists. Like DDU, CNT operates from BSI headquarters and is on call 24/7 to respond to any emergency that may arise.

Agents who volunteer for duty with the CNT receive training at a number of training courses, including the FBI Hostage Negotiation School. CNT negotiators are some of the most level headed people you will ever want to meet. They tend to be very charismatic, cool under pressure, and able to think on their feet.

Special Tactical Operations (STOP) Teams - STOP Teams are specially selected teams of BSI Agents equipped with "Guardian" power armor suits. The suits were first fielded by BSI in late 1998, and since then their manufacturer (**Quantum Technologies**) has made a number of improvements. The specially constructed polymers are not only fire resistant, they also provide ballistic protection against rounds up to 7.62 mm in caliber. The suits batteries and life support systems are also good for six hours of continuous use. It's built-in exoskeleton increases the wearer's strength allowing him to lift over one ton of weight. The suits flight jets have enough fuel for two hours of sustained flight at speeds up to 225mph. Other specs for the suit remain classified, with only authorized technicians and technical reps from Quantum knowing the specifics.

There are currently (7) regionally based STOP Teams: North East Region (Empire City field office), South East Region (Atlanta field office), South West Team (Las Vegas), Central Region (Chicago), North West Region (Seattle), West Coast Region (Los Angeles), Capitol Region (Washington, DC). Unlike the rest of the STOP teams, the Empire City, Los Angeles, and Capitol Region, STOP teams are full time units, with personnel training in the use of their equipment 5 days a week.

Agents are typically assigned to a STOP Team for four years, before rotating on to other duties (this is done to allow younger recruits a chance to rotate in, and to prevent burnout among unit members as using the suits is both physically and mentally demanding.)

Prospective STOP team members are drawn from a pool of veteran special agents, with the majority coming from the ranks of prior military personnel and SRT operators, although this is not a prerequisite for selection. The basic STOP training program lasts 8 weeks and 3 days in length, and is conducted at the US Dept. of Energy's Nevada Test Site. Training is divided into three phases (I, II, III), with phase one being mostly class room work. During Phase II, (weeks 3-6) trainees don their Sentry power armor for the first time. They are given instruction on basic handling procedures, basic weapons familiarization, and a chance to get used to using the armor. Phase III (weeks 7-9) involves advanced field work, additional weapons training and qualification, night operations, and hostile environments training. During the last three days, trainees undertake the Underwater Operations Course at Naval Station Indian Head, MD.

Upon graduation, agents still are not considered fully qualified with a suit until they complete a one year probationary period, where, at the team leaders discretion, they may be removed from the team. STOP Teams train two days a month. In addition, they must attend quarterly training 3 day training exercises held at various locations through out the US. Some of these locations have included nuclear power plants, a nuclear weapons storage facility, a presidential emergency shelter, LAX, and the US Capitol.

Specialized Light Assault Mechs (SLAM) - The newest toy in BSI's arsenal. SLAMs are armored assault Mechs that can be deployed when field agents in trouble request serious firepower. Only a small number of suits have been manufactured as they are expensive to produce and it takes several months for an agent to become proficient in its operation. All SLAM operators are volunteers from one of the regional STOP teams.

The SLAMs are stored at a secure facility in suburban Maryland, near Andrews AFB. Normally a specially equipped BSI transport aircraft is on standby to transport the SLAMs, their operators, support personnel and equipment 24 hours a day. The aircraft is stationed at Andrews, AFB, Maryland. BSI also maintains a memorandum of understanding with the Dept. of Defense allowing the SLAMs to be transported on military aircraft. The DOD Joint Metahuman Security Task Force also maintains a SOLL (Special Operations, Low Level) II equipped C-17 at McGuire, AFB, New Jersey with a second backup aircraft at Charleston AFB, SC.

SUPPORT OPERATIONS BRANCH

The Support Operations Branch handles everything for janitorial services and upkeep of BSI's vehicle fleet, to running the crime lab.

Support Operations Branch – located in various buildings throughout the DC Metro area.

BSI Crime Lab - Located within the HQ building

Office of Scientific Research "The Skunkworks" - Washington, DC & Metro DC area.

Office Detention & Transportation - Co-located at the HQ of the US Federal Bureau of Prisons (BOP).

The BSI Crime Lab is considered to be one of the premier crime labs in the county, if not the world. The Crime Lab routinely works hand in hand with "Skunkworks" personnel, and shares its findings with other law enforcement agencies, such as the FBI, US Secret Service, US Postal Inspectors Service, the RCMP, and Scotland Yard. The lab itself is actually a series of buildings, a medical lab, a firearms range, and a secure storage facility located throughout the greater Washington D.C. metro area. The primary facility along with most of the lab's staff members, are located in the BSI headquarters building.

The Evidence Recovery Teams (ERT) are the lab's rapid response units. They are tasked with being on the ground, collecting evidence within two hours of a major incident. Each field office maintains an ERT of varying size, depending on the amount of superhuman activity in the area. The New York and Washington DC, field offices are the largest. A national level ERT is on standby at BSI HQ to assist field office ERTs during major events, such as the attempted assassination of the UN Security Council by the terrorist group, America First. The superhuman heroine, Starburst, was once employed there as an evidence technician, on one of the Bureau's ERT.

The Office of Scientific Research is the Bureau's R&D branch. They are also responsible for examining "supertech" such as weapons, power armor, computer systems, etc. Its staff is composed of some of the finest scientific minds in the county.

C.O.R.E.

The Center for Observation, Research, and Exploration

C.O.R.E. is an offshoot of NASA, primarily funded by the US Department of Defense, that is primarily concerned with the search for extraterrestrial and extra-dimensional life, as well as developing technologies that would allow us to make contact with them.

DARPA & ADEPT's X-49 Aerospace Fighter



A joint research project between DARPA and ADEPT, to develop a military capable trans-atmospheric transport aircraft.

Stone Mountain Containment Center

Located in the North Dakota's Black Hills, Stone Mountain Containment Center, or SMCC, was the nation's first prison specifically designed to house metahuman/super powered criminals. The 250 bed facility is equipped with what was a state of the art security system. The system was designed to enhance the safety of staff members, and neutralize the special abilities of inmates housed within the facility.

The main containment facility is located well below ground level, with most staff and support operations located above ground. SMCC is powered by a small, heavily shielded nuclear reactor, it also maintains an independent water supply, filtered air system, and capable of self sufficient operations for up to 72 hrs.

Future plans for the facility include, an expansion on the medium and maximum security wings; the addition of upgraded automated defense system, including the use of several prototype security drones, psychic dampeners, and if reports are to be believed, the use of mystic wards.

Security Staff

STATS:

Level: 1-3 depending on length of time in service.

S: 13, E: 13, A: 12, I: 10, C: 10

The facility is staffed by volunteer personnel from the Federal Bureau of Prisons. In addition to their standard training academy, all security staff members undergo an additional six weeks of specialized training at their own "in house" training facility. The training course includes use of military weapons, such as light machineguns, grenade launchers, and anti-tank weapons, extensive medical training, as well as unarmed combat and defensive techniques.

SMCC's security staff also maintains well trained, and equipped, Containment and Emergency Response Team (CERT), which is ready to respond to any security incident that may arise, such as a forced cell extraction, riot, attempted escape, or hostage situation.

The facility's physical plant is laid out as follows:

Level One - Admin, Storage, Staff Lounge, etc.

Sub Level I - Medical, Education/Programs, Storage, Security Office, Chapel

Sub Level II - Minimum Security: The minimum security wing houses, the majority of the non-powered and less violent inmates.

Sub Level III - Medium Security.

Sub Level IV - Maximum Security. All female inmates are housed on this level, which is subdivided into a male and female block, including a separate Security Housing Unit (SHU) for disruptive females.

Sub Level V - Special Containment Unit (SCU): The SCU more popularly known as “**The Crypt**”, by both staff and inmates, contains the facility's "cold sleep" cells, which house some of the more dangerous inmates, such as **Kid Chaos**. It's also believed that several members of the Dark Circle are currently housed there as well.

Note: What's unknown to most of the staff is that in the event of a successful security breach, the facility would be destroyed by small nuclear charges planted during the facility's construction, under a project Codenamed: Project Failsafe. As a second failsafe measure, USAF B-1 and B-52 bombers, based in Guam and Diego Garcia, have the facility's location programmed into their navigation computers, and several nuclear equipped Tomahawk cruise missiles have been pre-positioned for easy access.

Notable Personalities

Warden: Jim Fraser - Stern, but fair, Warden Fraser is well liked by the members of his staff.

Asst. Warden for Operations and Security: Tyrone Banks - Asst. Warden Banks is an African American male, and former Army MP, he's responsible for all security related issues, and the day to day operations of the facility.

Asst. Warden for Programs and Treatment: Rosalyn Sanchez - Rosalyn's an attractive middle aged Hispanic female. She started her career on the treatment side of the house, as a Corrections Counselor, and slowly worked her way into her current position.

Chief of Security: Hector Sanchez - Hector's a former Corrections Officer, who's worked his way up through the ranks. He's Rosalyn Sanchez's husband.

C.E.R.T. Commander: Lieutenant Winston Wright - Winston's a former US Marine, who runs a tight ship. He likes to keep his team in a high state of readiness, by constantly drilling them. He's not keen on the idea of having humans replaced with robots, as he's a firm believer that if something can go wrong, it will, and at the worst time possible.

Institutional Physician: Dr. Alfred Holmes – Dr. Holmes is a Jamaican male immigrant. While he's a firm believer in providing care to any of his patients, be it staff or inmate, he's not naive enough to fall for the tricks the inmates engage in.

Chief Nurse Sylvia Wong - A Chinese female, originally from Hong Kong. She's been at this for a few years now, and doesn't but up with a lot of BS inmate try to play.

Institutional Psychiatrist: Dr. Stanley Berlinski - A relatively new addition to the staff. Dr. Berlinski finds the study of the various personalities of the villains both fascinating, and frightening, at the same time.

Citizens Bank & Trust

“Where everyone's made to feel special.”

CB & T is 4th largest bank in North America, and maintains its HQ in Empire City's Carlyle Building.

Club Ecstasy - One of the city's nighttime hot spots, anyone who's anyone wants to be seen here. It's also rumored to be a front for one of Empire City's leading crime families.

Cup a Joe - The nation's 3rd largest coffee house chain.

Freedom Towers - Located in the heart of the city's financial district, they're home to several hundred businesses, government agencies, and it's rumored that even the CIA leases space in their massive frames.

Comics Emporium - A local comic's chain store with locations in each of Empire City's five boroughs. In addition to comics, they sell a wide variety of comic related material, as well hosting a local convention, Empire Con, each year.

Fat Boyz Burgers & Fries - Home of the ½ lb. “Fat Boy” burger.

Fast Eddy's Pizza - The best Sicilian style pizza in Empire City.

Owl Creek Nuclear Power Station - While not in Empire City proper, it's only a short distance away. The plant, a subsidiary of Titan Energy, provides approximately 40% of the city's power needs.

Titan Industries East Coast Operations Center

Titan Industries is a multinational conglomerate with interests in everything from energy, to chemical manufacturing, construction, and shipping. Its East Coast Operations Center is located in the heart of Empire City's Business District.

Rexler Energy

A US based multinational energy company, and one of the world's largest corporations. They've got their hands in oil, natural gas, hydro electric, and wind energy production. Rexler has extensive holdings in Africa, Asia, and South America, and has caught a lot of bad press for its use of private military companies, referred to in company literature security specialists, to secure their assets from attack in some of the world's less stable areas.

Their primary competitor is Titan Energy, a subsidiary of Titan Industries, and there's a lot of bad blood between the two companies, and in some cases open warfare as they compete for resources.

Unknown to the general public both companies have made extensive use of mercenaries and or superbeings/metahumans, bribes, and in some cases, funding coups to install a government that's more will be more favorable to their operations.

GENOM

GENOM is a North American based multinational medical/pharmaceutical research company and drug manufacturer. Unknown to the general public, the company is involved in a number of nefarious deeds, everything from producing designer drugs, to illegal cloning research and genetic engineering, as well as other yet undiscovered schemes.

It was their attempts at producing a performance enhancing drug that led to the development of the dangerous designer drug Boost, that's been appearing on the streets of Empire City.

They're also rumored to have had a hand in the creation of several of Empire City's superhuman population.

Advanced Research and Electronic Systems Corporation A.R.E.S. Corporation



A.R.E.S. is a European based military armaments company, producing a variety of high-tech weapons systems for the world's militaries. They're also more than willing to sell to rouge nations and dictators, as long as the sales can't be traced back to them. They're the primary suppliers of weapons to countries like Iran, North Korea, Pakistan, Namibia, the Kingdom of Morovia, and the Sultanate of Qatan.

Spectre Industries - A relatively new company that sprung up approximately five years ago, and took the tech industry by storm, filing several new patents for products that are literally decades ahead of anything their competitors have developed. Their "Ghostware" is reportedly in use by the NSA and other government agencies. Their SBox 3000 is the hottest video gaming system on the market.

Their elusive president, and CEO, Simon Drogo has never been seen in public, leaving the day to day operations of his company to his employees.

Schools/Universities

Empire University

Empire City State University (ECSU) - Home to the NCAA's top rated offensive team, the ECSU **Wildcats**.

Empire City Community College (ECCC)

Hospitals

Empire City Community Hospital - Empire City's publicly funded community hospital.

Hayes Memorial - Owned and operated by Alliance Health Services, LLC.

The Hayes Memorial Community Outreach Center - A free clinic run by Hayes Memorial. It provides essential medical services on the lower east side of Empire City.

Crown Heights Sanatorium - A state funded hospital formerly used to house patients with various infectious diseases.

Hillcrest Treatment Center - A privately funded mental health treatment center that specializes in a variety of new and experimental treatment techniques. Who their financial backers are remains a mystery.

By all appearances, it's a well kept modern facility, with all the amenities associated with a high-end residential treatment facility, but if that's the actual case remains to be seen.

Belmont Mental Health Center: A state run mental hospital, then known as Belmont Mental Asylum, that was once used to house the "mentally deficient" and "criminally insane".

Government Agencies

Empire City Criminal Justice Complex - Located downtown, the Criminal Justice Complex houses the ECPD administrative offices, the Internal Affairs Bureau (IAB), the Major Crimes Unit (MCU), and the EC District Attorney's office (DA).

Empire City District Attorney's Office

Empire City Police Department (ECPD)

- ECPD Major Crimes Unit (MCU) - The MCU is the primary unit that responds to any crimes, or situations, dealing with metahumans, supervillains, terror attacks, etc.
- Emergency Services Unit (ESU) - EC police tactical (SWAT) and emergency rescue unit

Empire City Office of Emergency Management

- Commander Mark Dunham - A decorated firefighter, and paramedic, he runs the EC Office of Emergency Management. He's known for his hot temper, and less than favorable opinion of the city's superhero population.

Empire City Department of Fire and Emergency Services (ECFD)

Empire City Department of Corrections (ECDC)

- Empire City Adult Detention Center (ADC)
- Woman's Detention Center (WDC)
- Empire City Jail Annex (The Annex) Located on a small man-made island in Empire Bay. It was specifically designed, and built, to house high security inmates, namely the city's supervillain population, with a grant from the federal government.
- ECDC Emergency Services Unit (ESU)- ECDC's tactical unit. It responds to inmate disturbances, high risk inmate transports, attempted escapes, etc.

Empire City Department of Youth Services

Empire City Criminal Courts Complex - In addition to housing the various court rooms, judges, clerks of court, they provide space for housing inmates awaiting their hearings, and space for use by the various officers of the court.

Empire City Metropolitan Transit Authority

- "The Metro" - Empire City's subway/rail system/public bus system.
- Empire City Transit Authority Police - TAPD is responsible for policing Empire City's various public transport systems.

Empire City Port Authority

- Empire City Port Authority Police - Provides police services at EC two airports, the port authority, and all other ports of entry, as well as supervising the contract security guards responsible for performing more routine functions like entry control, issuing ID badges, and foot patrols around the port.

Federal Plaza - Hosts offices for most federal agencies, including BSI, the US Attorney's Office (1 Federal Plaza), and agencies such as the FBI, USSS, ATF, USMS, etc.

Stone Gate Prison

Stone Gate, or "*The Wall*" as the inmates refer to it, is a federal prison, and the second in a series of prisons designed to hold metahuman prisoners.

Located in the rural northwestern part of the state, it's specifically designed to hold metahuman prisoners, using input from the staff at Stone Mountain, although that doesn't always seem to work out the way the staff and federal authorities intended. Some of its more famous residents include several former members of the Alliance of Evil (**Reaper**, **Myst**, and **Spectral**) as well as **Hellspawn** & his **Hellhounds**, and **Roundhouse**.

Fort Buntner

Formerly a large active duty Army installation located to the Northwest of Empire City. It's now a reserve training installation, and depot for military vehicles. It's primarily used by Army National Guard, Army and Marine Corps Reserve units for training. Empire City PD and several federal and state SWAT type units also make use of its range facilities.

Federal Correctional Institute (FCI) - Fort Buntner

A medium security federal prison holding several hundred inmates on the grounds of Fort Buntner, in what were at one time barracks. The inmates keep up the grounds of the base, as well as manufacturing things like office furniture, and repairing vehicles.

Henderson Air Base

A small auxiliary air field located near Fort Buntner. It's primarily used by Air National Guard, NOAA, and US Forest Service aircraft.

TV, Newspapers, and Entertainment

TV-1 Satellite Network - One of the many entertainment outlets owned by the Carlyle Media Group.

WECN - Empire City's 24 hour news channel

- **Amber Green**: Ace reporter for **Investigative Reports**, a weekly investigative show airing on WECN, and one of its highest rated shows.

The Empire City Chronicle - The City's primary newspaper.

The National Informer - A weekly tabloid that routinely spreads the latest gossip.

Capes Magazine - A monthly magazine that covers superpowered heroes and villains alike. Owned and operated by the Carlyle Media Group.

Chatter - Chatter is an online social networking and microblogging service that enables users to send and read "Chats", which are text messages limited to 140 characters. Recently purchased by Carlyle Communications.

Faceplace - Faceplace is the world's largest and most popular online social networking service. It's a subsidiary of Carlyle Communications.

Pictagram - Pictagram is an online photo-sharing, video-sharing and social networking service that enables its users to take pictures and videos, apply digital filters to them.

The Trinity Foundation

The Trinity Foundation is a West Coast based new age religious group, that's recently begun making headway into Empire City. They espouse new age enlightenment, an alcohol and drug free lifestyle, and charitable works, as a way to reach a higher state of consciousness.

Founded by the enigmatic, but charismatic, Father Tristan Love, many high-profile celebrities have become members of the organization espouse the group's ideology as a cure for many of the world's ills. Members of The Foundation, as they like to refer to themselves, all have one thing in common, deep pockets, and their ruthless pursuit of anyone who speaks out against the Foundation or its teachings, especially former members. Their attorneys are quick to take legal action against their critics, as well as PR department that attempt to discredit them in the press.

Inside Investigation

A new investigative TV program that looks to "expose" "questionable activities of corrupt politicians, greedy corporations, etc. They've gotten into hot water with several of EC organized crime families as their investigations have shed light on some of their more low key criminal activities.

E-City Currents

A locally produced weekly newspaper, and online electronic publication, covering the arts and entertainment scene in Empire City. It contains everything from movie, book, restaurant, and music reviews, upcoming entertainment emvents, etc., as well as sections on local artists, etc.

People and Places of Interest

The Carlyle Building

A 60 story skyscraper housing the offices for a number of fortune 500 companies, as well as number of smaller firms, and unknown to the general public, a front company for operatives for the Servents of Set.

The Empire City Museum of Natural History

The Empire City Museum of Modern Art

The Empire City Opera House

The Metro Dome Sports Complex - Empire City's spanking new sports complex, and home of the the Warriors, Empire City's NBA team.

Sports Teams

The Warriors - Empire City's NBA team

The Stars - Empire City's WNBA team

The Sabers - EC's NHL team

The Imperials - EC's Major League Baseball team (thanks Cougar).

Foreign Nations

Nambia/Malia{?} - A small West African nation, and former British colony, with large deposits of diamonds and rare metals. The country's former leader, **Dr. Joseph Sambivi**, has been deposed from power and is currently fighting a brutal civil war, with his usurper, **President for Life, Col. Charles Otanga**. Each is rumored to have outside backing from various governments, while President Otanga is said to be making use of metahuman mercenaries.

What's unknown to many, is that Col. Otanga is a powerful metahuman in his own right with a number of psionic abilites, which he uses to exploit the loyalty of his followers.

Port Royal - Malia's former colonial capital, and the country's second largest city.

Victoria Crossing - Nambia's third largest city and home to many European mining concerns and expats.

The Simbas - President Otanga's personal bodyguards/enforcers. Known for their brutality and their fierce loyalty, each Simba is hand selected from members of President Otanga's extended family/clan.

Morovia - The Kingdom of Morovia is a small Eastern European nation ruled by Prince Hugo Vladimir Stoyanov, scion of the Stoyanov royal family. The family has ruled the small nation, with an iron fist, for generations.

Q'atan - The Sultanate of Q'atan is a small island nation located in the Persian Gulf. The island is a hub for international banking and business. The US has poor relations with them, as their liberal banking regulations, and finical secrecy laws, are reportedly used by countries such as Iran and North Korea, as well as many criminal and/or terror organizations, to hide illicit monies from the prying eyes of Western law enforcement agencies.

In addition, several known supervillains and terrorists have taken refuge there, as the Sultan has granted them sanctuary, and the country does not have an extradition treaty with the US.

The Dogs of War

The Major

The Dogs of War are a group of highly skilled mercenaries operating in Sub-Saharan Africa, who specialize in dealing with "super human threats". While some may not consider the group "villains" in a classic sense, the fact that they're willing to work for anyone willing to meet their price, has lead them to come into conflict with several Western governments, as well as a number of heroes.

One note of mention is that the group will always except a contract that involves a chance to strike at Leo the Lion, as he stiffed them on job, and tried to have them executed as criminals. Due to a bit of luck, they managed to escape, inflicting substantial losses on Leo's personal guard, the Simba Presidential Guard Battalion in the process.

The group's numbers have varied over the years as members have been injured, killed, or captured, but they typically maintain at least a dozen members on their roster at any given time.

Serge {?}

Kaiju Island



Kaiju Island is a volcanic island located off the Northwest coast of mainland Japan, between Japan and Russia. The island seems to be home to some sort of dimensional rift, through which a wide variety of "Kaiju" are able enter our world and wreak havoc on nearby Japan and other pacific island nations.

The UN and Japanese government have quarantined the island to prevent unauthorized access to it. While it's under constant satellite and naval surveillance, weird weather phenomena (clouds and fog) prevent the satellite's systems from providing accurate data. The Japanese military also keeps several naval vessels patrolling off the coastline, but magnetic interference hampers their communications with the mainland. Scientists have yet to explain either the magnetic interference or the islands weather patterns, but it's attributed to the rift's peculiar characteristics.

INTERNATIONAL TEAMS & GOVERNMENT AGENCIES

Bureau 13

The 13eme Bureau du le Ministre de L'Interier, or "Le Bureau" as it's informally referred to by the general populace, is the French Republic's answer to what they have come to call "extra normal" incidents, on French soil. The Bureau's agents have powers similar to the the Gendarmerie Nationale, in that they are both a law enforcement agencies, with military duties.

Dept. 88

Department 88, is Japan's answer to BSI. Their "Men in Black" ensure the safety of the Japanese homeland, against superhuman, alien, and paranormal threats.

Japan's Special Defense Agency & Special Defense Force

Japanese Special Defense Agency

Mission

The Special Defense Agency's stated mission is to protect Japan, and its citizens, from "extra-normal" threats; to investigate unusual activity; and develop methods to mitigate emerging threats.

History

Beginning in the mid 1950's, Japan found itself beset by a number of unnatural occurrences. The first of these occurred in late 1954, when the first of what would be many, Kaiju appeared, reeking havoc and destruction across the island. The Japanese government, military, and emergency services found themselves ill papered to deal with a crisis of this magnitude. As a result, a number of new organizations were formed to deal with any such occurrences in the future.

The first of these agencies, the Special Defense Agency, while paramilitary in organization and function, would be purely civilian and in nature, and its director would answer directly to the Prime Minister in matters such as another attack. As time passed, the agency's remit was expanded to include dealings with the increasing number of superbeings appearing in Japan, as well as threats of paranormal, or extraterrestrial origin.

By the late 1970's a second organization was up and running. The Special Defense Force, a subunit of the Self Defense Forces, was a purely military force, drawing its personnel from the most elite units of the military. Equipped with cutting edge technology, they stand ready to defend the Homeland against any threats that either the police, the Special Defense Agency, or "regular" military units, can't handle.

Typical JSDA Agent



The "typical" (As if any of their personnel could be described as typical) JSDA agent is between 4th-7th Level and has the following abilities

Powers:

1. Natural Weaponry (Martial Arts Training): +1 to hit, +2 damage.
2. Heightened Expertise: +4 w/firearms.

Equipment:

1. Secure Radio Receiver/Transmitter: 5 Mile range. Allows secure radio communications on up to 25 channels. 8 hour battery.
2. Auto Pistol: +3 to hit, 1d8 damage, R=Ax6, 15 rounds.

Stat wise, they'll look something like this.

S: 13, E: 13, I: 13, A:12, C: 13

As Agents advance in level, they'll develop more specialized skill sets, with some of them gravitating toward technological skills, others toward martial arts or weapons training, while another group may specialize in dealing with supernatural events or extraterrestrial encounters.

Special Defense Force

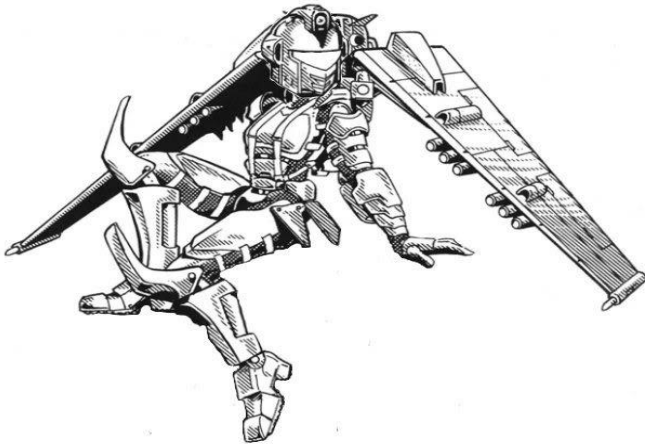
The Special Defense Force, or SDF, is the paramilitary arm of the Special Defense Agency. Created in the late 1970's, from the ranks of the Japanese Self Defense Force, and the National Police Agency, the SDF are considered the elite of the Japanese defense forces. Its specially trained troops are equipped with state of the art weapons and equipment, ranging from cutting edge communications gear and transport vehicles, to the latest in cybernetic implants, battle armor, and mecha. Below are some of the more commonly seen pieces of equipment, in the SDF arsenal.

Special Defense Force Power Armor

Two types of power armor are currently employed by SDF troops. Males are equipped "Steel Warrior" suits, and females suits are designated as "Iron Butterfly". While both suits are fairly similar in construction, and capabilities, there are a number of physical differences.



A heavily armed male SDF trooper in his *Steel Warrior* Power Armor.



A female SDF trooper in her *Iron Butterfly* armor

Iron Butterfly & Steel Warrior Battle Armor

Powers:

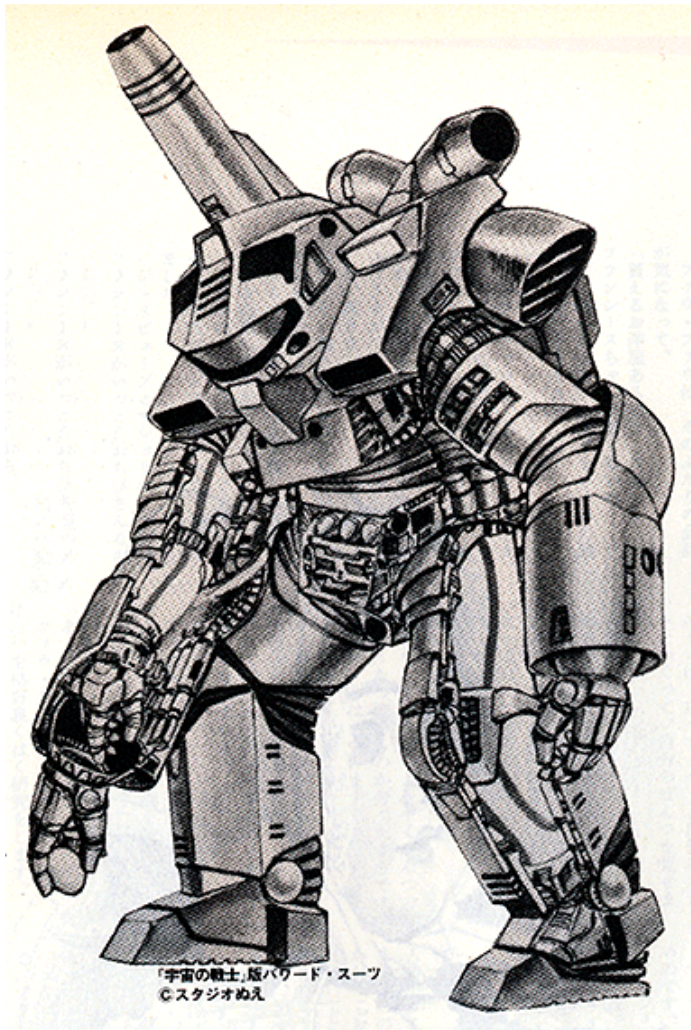
1. Armor (B): ADR=90 - The armor's power supply provides 30 charges.
 - a) Life Support: 12 hours
 - b) Heightened Senses: 4x Detect Hidden, 1 charge per hour of use.
 - c) Heightened Strength (Exo-Skeleton): +20
2. Flight Device (Backpack Mounted Jet Wing Pack): Act as wings, granting +3 Agility, max flight speed = 320 mph, 1 charge per hour of flight.
3. **Concussion Beam**: Attacks as Force Field, 1d12 Damage, 1 charge per attack.
4. **Heat Seeking Mini-Missiles**: +3 to hit, 1d12 damage, 3" blast radius, 12 missiles carried.

The "typical" battle armor equipped trooper's stats would look something like this:

S: 13, E:14, A: 14, I: 13, C: 13

A relatively new development, the Shogun Heavy armor has only recently been fielded. Packing more firepower than the lighter Iron Butterfly, and Steel Warrior suits, it's designed to allow troopers go toe to toe with some of the more exotic creatures that seem to be drawn to Japan's shores.

Shogun Heavy Armor

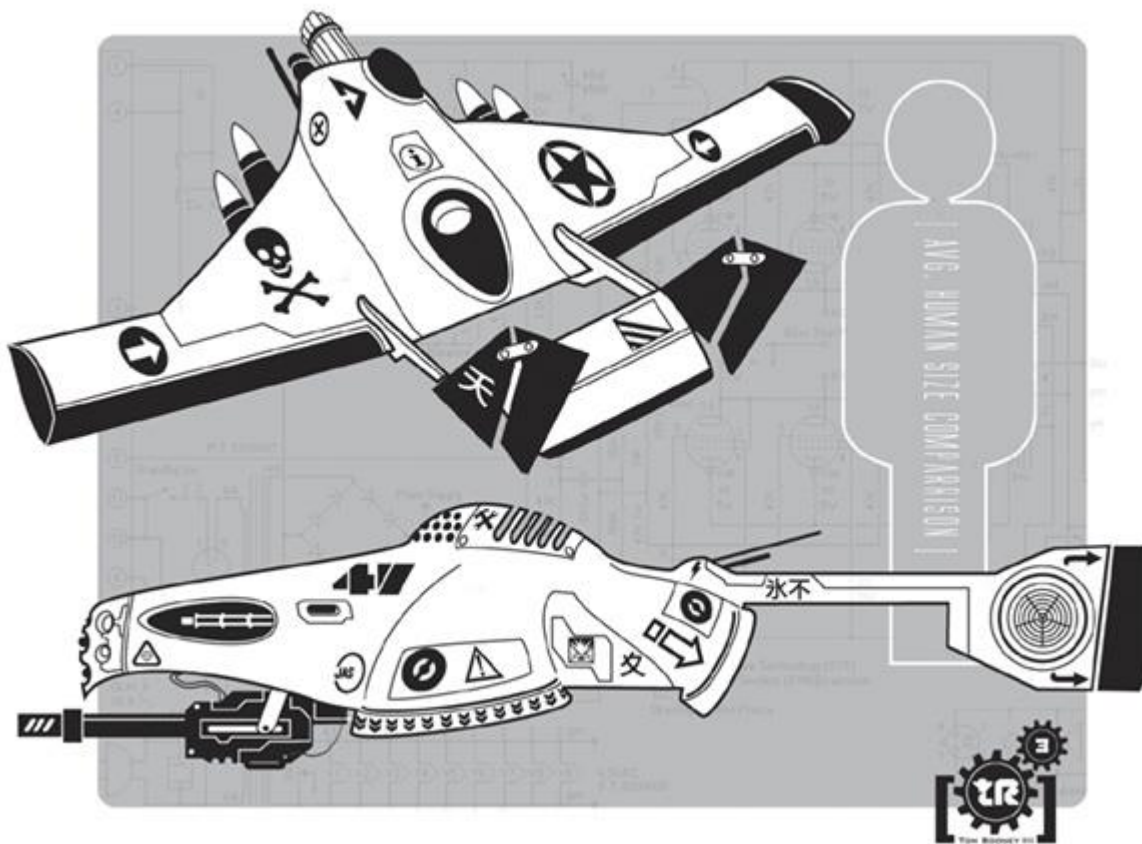


Powers:

1. Armor (B): ADR = 110 - The armor's power supply provides 30 charges.
 - a) Life Support: 12 hours
 - b) Heightened Senses: Advanced Targeting System: +4 to hit, 4x Detect Hidden, 1 charge per hour of use.
 - c) Heightened Strength (Exo-Skeleton): +30
2. Flight Device (Backpack): 1 charge per hour of flight.
3. Ion Cannon: Power Blast: 1d20 Damage, 1 charge per attack.

Steel Talon Unmanned Aerial Systems

One of the newest additions to the JSDF arsenal, the Steel Talon is just now entering service with JSDF units. Treat Steel Talons as 4th level for combat.



Powers:

1. Robotic Body: 0% Human Appearance; Heightened Senses: Advanced Targeting System: +4 to hit with on board weapons systems
2. Flight: 500 mph max speed, 12 hours max flight time.
3. Heightened Senses: Sensor Suite: Night Vision: No Penalties for Darkness; Radar: 360 degree vision; Thermal Imaging System
4. Automatic Cannon: +4 to hit, 1d20 damage, R=250", 30 shots, Automatic Weapon.
5. Heat Seeking Air-to-Ground Missiles: +4 to hit, 1d20 damage, 3" blast radius, R=500", 4 missiles carried.
6. Special Requirement: Must maintain satellite uplink, or it loses all targeting bonuses.

Ultra Force

Another addition to the Special Defense Agency's arsenal is **Ultra Force**, a team of government sponsored superhumans. Membership is known to include: Samurai Steel, White Lotus, Whirlwind Fist,

<<< PLACE HOLDER >>>

Relations With Other Agencies

<<<PLACE HOLDER>>>

Adversaries

Golden Dawn Crime Syndicate - A Yakuza crime syndicate operating throughout Japan. It specializes in the theft of high-tech electronics, weapons smuggling, manufacture and distribution of designer drugs, etc. They're know to make extensive use of superhuman operatives.

Youko Ninja Clan - The Shinobi and Kunoichi of the Youko Clan are some of the most skilled thieves, saboteurs, and assassins in modern day Japan. While their members are skilled in all of the traditional ninja skills, they've seen fit to adapt many modern and evolving technologies, outfitting themselves with state of the art weapons and equipment.

Youko Ninja



Youko Kunoichi



The SECURE Network

The SECURE Network is a loose association of European intelligence, law enforcement, and security agencies, that share information on superhuman, paranormal, and supernatural threats. When it began, it was nothing more than a way for agencies to share information over the fledgling internet, and was primarily composed of Western European nations, but over the past few years, several former Eastern Bloc nations have joined.

UNITY

Based in Paris, France Unity is the United Nations official superteam. Drawing its members from the various UN member states, the team primarily operates in Africa, Central & South America, the Middle East, and South West Asia.

Known Members:

L'Arciere Nero -A bow welding Italian hero and scorn of the Mafia.

Chinook - A Canadian hero with the ability to control air currents.

Delfin - An aquatic Russian heroine.

Galahad 2.0 - UK based cybernetic hero and modern day Knight.

Ghost Lion - An African hero and the team's leader.

Immortal Fighting Champion - An immortal Chinese martial artist from Taiwan, and one of the world's deadliest hand-to-hand combatants.

Iron Butterfly - An armored Japanese heroine with a powerful suit of armor.

Savant - A super-intelligent Indian hero and the idol of millions. The team's deputy leader.

ALIENS - Not of this Earth

The Vespids

A xenophobic warlike insect like alien race occupying several planets in the Milky Way system.

The Hive Mother - The Vespids Queen

Vespids Brains - Super intelligent members of the Vespids with a number of psionic/telepathic abilities. They link all of the Vespids race in a racial "Hive Mind".

Vespids Warriors

Vespids Workers