

## Chicago Darkness

At one time the city of Chicago was protected by the All Stars, a band of celebrity super humans. Their reign of terror ended at the hands of a rogue band of heroes. That team's reign of terror ended at the hands of the EV hunters. Designated a 'safe zone' for normal humans, Chicago is a 'supers free zone.' The outer borders of the city are manned by EV hunters under the control of the US government. In the center of the city is a scanner system that alarms the EV hunters to any intrusion by a 'super' being. The system is flawless. With great peace came great crime. Normal criminals who had been in hiding during the reign of the two 'protective' teams, started coming out of the woodwork. People looked to law enforcement for help, but in an act of insanity, the criminal mastermind, Chuckles, nerved gassed the downtown precinct. Where he got it from is still a mystery. His act of violence left over forty officers dead and twenty more on life-support. The slums got slummier, crime jumped even higher and citizens found themselves trapped between rival gangs and crime families. When hope did arrive it came in the guise of three heroes: Archer, Night Lord and Stalker. Each one dark and scary and each one with different agendas, but each hiding from the public light. It was a good time to be a vigilante in the windy city.

Written by  
Jay Libby

Art by  
Jay Libby

This one's for Heath.....

Guardian Universe © 1988-2008 Jason Libby, The Basic System © 2003-2008 Dilly Green Bean Games



Main Stats	Stalker	
Secondary Stats		
INT	20	2
AGI	20	2
MGT	20	2
SPT	30	3
MVT	20	2
ST	40	
HP	40	
IN	40	4
Action	60	6
Dodge	60	6
Perception	50	5
Education*	40	4
Damage	20	
Stalker Armor**	20AC	
-Wallcrawling	40	
-Gliding	30	
-Night-Vision	30	
-Spike Launcher	10	Lethal
-Stealth	50	
-Net-Launcher	30	MGT
-Light Control	30	

**Name:** Stalker

**Real Name:** Jason Freelance

**Legal Status:** US Citizen

**Age:** 34

**Group Affiliation:** Freelance Freedom Fighters

**Base of Operations:** Chicago

**Quote:** *I'm the black sheep of the family. No powers, no mega armors, just my training. And honestly...against you that's all I'll need.*

Jason Freelance is the younger brother of Charles and Lisa Freelance of Freelance International. Unlike his two older siblings, Jason wasn't blessed with super intelligence or invulnerability. Instead he had to face the world like every other poor Joe. In his later years, Jason went to work for his brother at Freelance International as a security specialist. It was here that he met Cache' and signed on to the covert Freelance Freedom Fighters. But the life is black ops wasn't for Jason. When Chicago was cleaned out of all EVs, Jason was assigned to run that city's branch of the company. The main reason being was he had no powers and the EV hunters would leave him be. Chicago was crumbling,

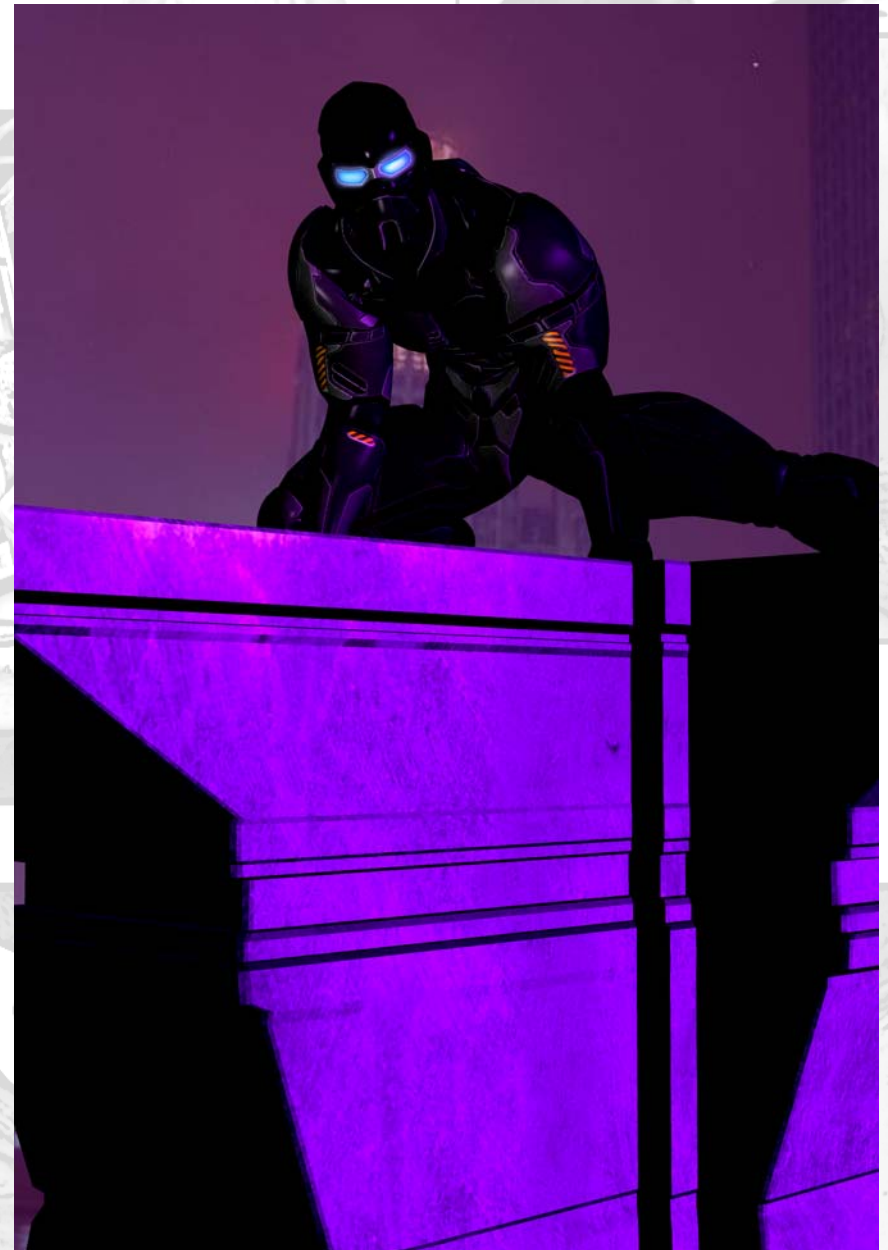
however. With no powered heroes in the city, crime was rising through the roof. Deciding to help the Chicago out of the darkness, Jason used company prototype gear to put together the Stalker armor. Armed with armor, skill and the name Stalker, this street hero runs the streets of Chicago fighting crime and making people think twice about moving into the city with ill intent.

**\*Skill Highlights:** Acrobatics: 40, Kung Fu: 40, Judo: 40, Armor Design: 40, Security: 50

**\*\*Stalker Armor:** 20 AC vs. Ballistics, 30 AC vs. Energy Attacks, Spike Launcher: 10 Lethal Damage, Netting: 30 MGT, Stealth: 50 (vs. Sensors, Radar, Thermal Scans)

-The Stalker armor is a combination of the prototype Storm Shadow tactical

armor combined with the Light Master technology. This allows Jason to absorb all the light in a room and store it for use later. It also means he darkens the room up to 30 intensity. The greatest advantage to this is making a room pitch black and then blasting out light at 30 intensity, blinding anyone who is looking around. It can also be used to create a 30 rank laser.





Main Stats	Night Lord	
Secondary Stats		
INT	50	5
AGI	10	1
MGT	20/30	2
SPT	40	4
MVT	20	2
ST	40	
HP	40	
IN	60	6
Action	40	4
Dodge	40	4
Perception	100	10
Education*	100	10
Damage	20/30	
Combat Suit	40 AC	
-Glider	30	
-Radar	30	
-Throwing Ring	30	Stun
-Life Support	40	
-Night Vision	30	
-Sonic Grenades	30	

**Name:** Night Lord

**Real Name:** Robert Dwayne

**Legal Status:** American Citizen

**Age:** 24

**Group Affiliation:** All Stars (Prior), Solo

**Base of Operations:** Chicago, IntelTech HQ

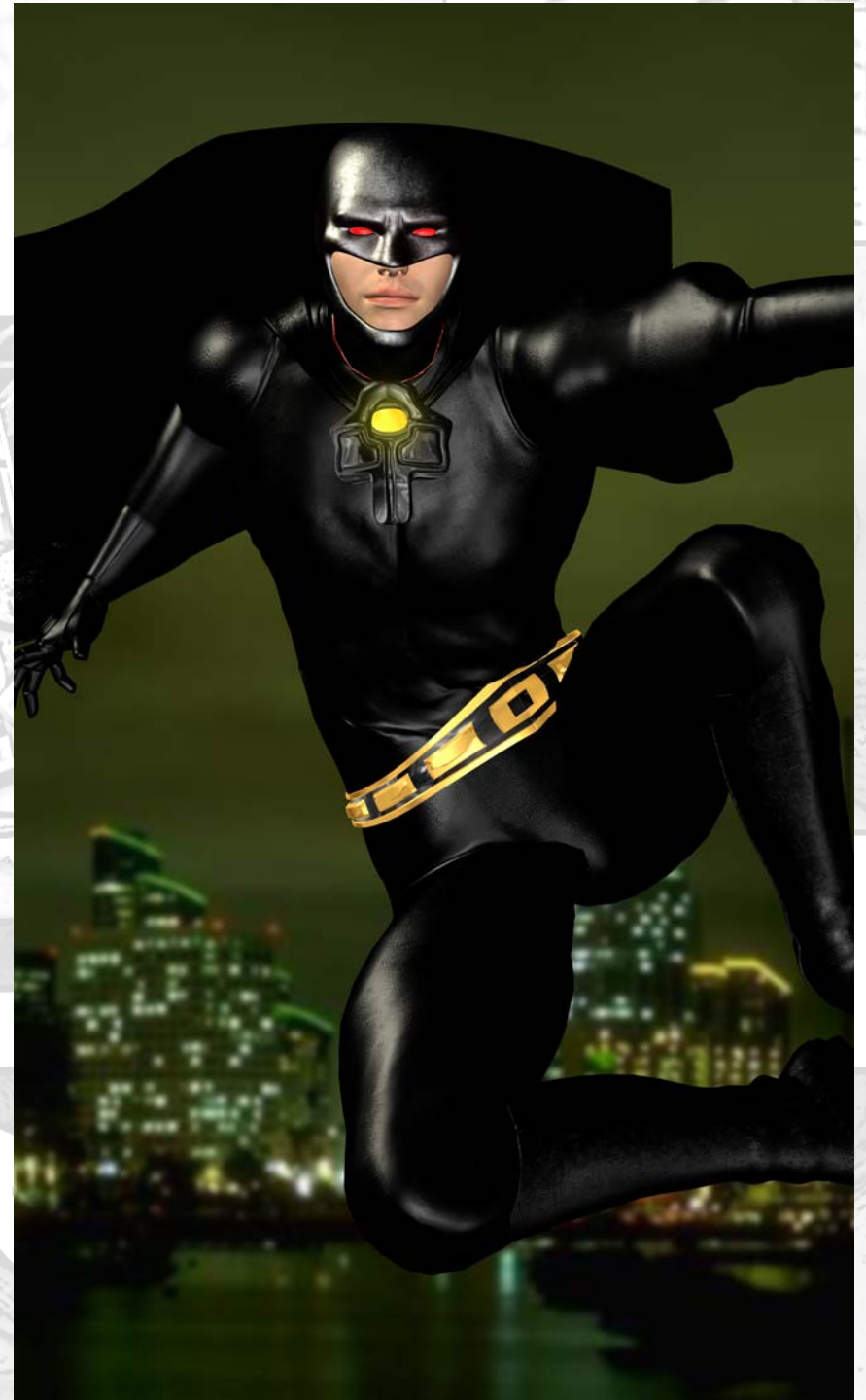
**Quote:** *Did you think you'd go unnoticed? I am everywhere!*

Robert Dwayne is the son of millionaire Peter Dwayne, head of IntelTech. Robert is super smart and has used his father's resources to build himself a very useful power suit. Taking on the name Emperor Bat, Robert has struck terror in the hearts of criminals across Chicago. Robert was approached by the All Stars who were seeking a tech person for the team. Robert was more than happy to sign on. His father is in the dark about his son's exploits.

After the fall of the All Stars and the mysterious death of his father, Robert took control of IntelTech. Now he is tied down to his duties as the CEO of a mega-corporation and his heroic duties as a vigilante. Fear-

ful that the government might come after his alter-ego, Emperor Bat, Robert took on the name Night Lord. He also changed his armor around and added new gadgets to his arsenal.

**\*Skill Highlights:** Engineering: 50, Weapon Design: 50, Basic Science: 50, Computers: 50



Main Stats	The Archer	
Secondary Stats		
INT	20	2
AGI	30	3
MGT	20	2
SPT	40	4
MVT	20	2
ST	40	
HP	40	
IN	50	5
Action	60	6
Dodge	60	6
Perception	40	4
Education*	50	5
Damage	20	
Mystic Bow**	70 Material	
-Electric Arrows	40	
-Cold Arrows	40	
-Fire Arrows	40	
-Web Arrows	40 Material	
Magical Armor***	30 AC	

**Name:** The Archer  
**Real Name:** Chad Dent  
**Legal Status:** American Citizen  
**Age:** 32  
**Group Affiliation:** All Stars (prior), Solo  
**Base of Operations:** Chicago  
**Quote:** *I'm the Archer. The only real justice is me!*

Chad Dent is a full time Vice officer for the city of Chicago. Using his police contacts, Chad has been able to operate as the Archer for years, taking down criminals at an alarming rate. He joined with the All Stars in hopes of rocketing to fame and being able to come out as a super hero. But life as a celebrity super hero has consequences. Life as a vice cop had made Chad very jaded towards the Justice Department. When the All Stars got hit hard by a rogue team of heroes, The Archer vanished. During his time recovering from injuries received during the super showdown, Chad plotted his comeback without his super human teammates. Chicago had become a black place. EVs and

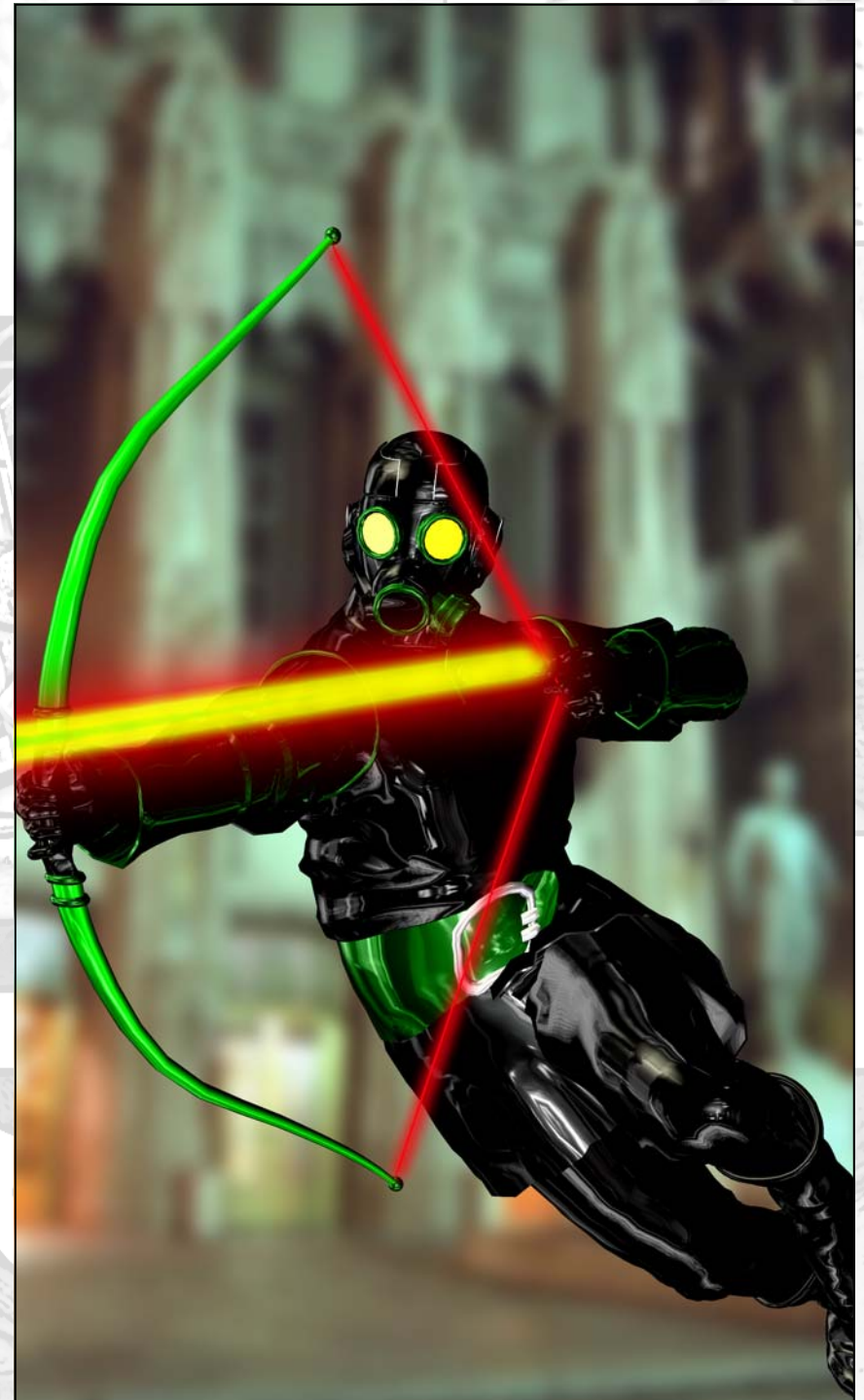
other super humans were banned from the city. EV hunters made sure that no one with powers got it. Criminals went crazy taking advantage of the situation. The Archer returned with a vengeance. No longer hunting super criminals, the Archer targeted organized crime. But there would be no mercy for them.

Archer had become a dark vigilante, purging insanity from a crumbling city.

**\*Skill Highlights:** Law Enforcement: 40, Espionage: 40, Archery: 30

**\*\*Mystic Bow:** Archer's mystic bow is of unknown origin. He discovered it in a warehouse belonging to a crime lord. It draws from Chad's desires and creates arrows according to what he wishes. The arrows listed above are sample arrows. He could easily wish up a nuclear arrow (40 Rank). The bow is bonded to him. When he needs it, the bow materializes in his hands.

**\*\*\*Magical Armor:** The Archer's armor materializes around him when he summons his bow.





Main Stats	Chuckles	
Secondary Stats		
INT	30	3
AGI	20	2
MGT	20	2
SPT	40	4
MVT	20	2
ST	40	
HP	40	
IN	50	5
Action	40	4
Dodge	40	4
Perception	60	6
Education*	60	6
Damage	20	
Insanity**	40	
Toxic Immunity***	30	
Shotgun	40	Lethal
Nerve Gas****	30	
Laughing Gas*****	15	

**Name:** Chuckles  
**Real Name:** Todd “Chuckles” O’Neal  
**Legal Status:** American Citizen  
**Age:** 36  
**Group Affiliation:** Chicago Anarchists  
**Base of Operations:** Chicago  
**Quote:** *Hehe..I’ve got a little something for you..hehe...It’s called death....hehehehehe! Get it?*  
 Todd “Chuckles” O’Neal was a low level enforcer for the triads, going against everything his Irish uncle taught him. This painted him as a target for every family crime organization in Chicago. Nobody works for the Asians. Todd got his name “Chuckles” from his uncomfortable chuckling whenever he knocked someone off. But this traitor got his due when the EV hunters took control of the city. Todd was picket up by his family’s hitters who tortured him using laughing gas and a nice selection of medieval devices. Luckily for him, Night Lord heard the laughing screams and rescued Todd. The vigilante took Todd to

Chicago General and left him there to heal. Little did he know, Todd was officially gone. His mind was warped by the torture and the gas. All sense of limit was destroyed and what walked out of the hospital was something truly insane. This madman went back to his syndicate and grabbed a bunch of men. He then walked into his family’s business office and opened fire, killing everyone there. The entire time he chuckled constantly. But this wasn’t enough. Chuckles went missing shortly after. A few months later Chuckles reappeared at the downtown precinct with a canister of nerve gas and proceeded to open the valve. Ever since then, Chuckles has waged a war against the crime families of Chicago in order to put himself at the top of the food chain. He has no sense of right or wrong and police don’t dare go after him.

**\*Skill Highlights:** Chemistry: 40, Torture: 40

**\*\*Insanity:** Chuckles is so insane that it is almost impossible to control his mind let alone command him to do anything.

**\*\*\*Toxic Immunity:** Because of the torture that Chuckles went through, he

has a high tolerance to toxins.

**\*\*\*\*Nerve Gas:** Chuckles landed himself a nice supply of nerve gas from a secret bunker underneath Chicago. He only uses it when he wants to make a point, which is pretty much every chance he gets.

**\*\*\*\*\*Laughing Gas:** Chuckles carries small aerosol cans of laughing gas on his person at all times. It has a 20 rank toxicity. Anyone who fails a MGT save roll will end up with the giggles for 1d10 turns.

