

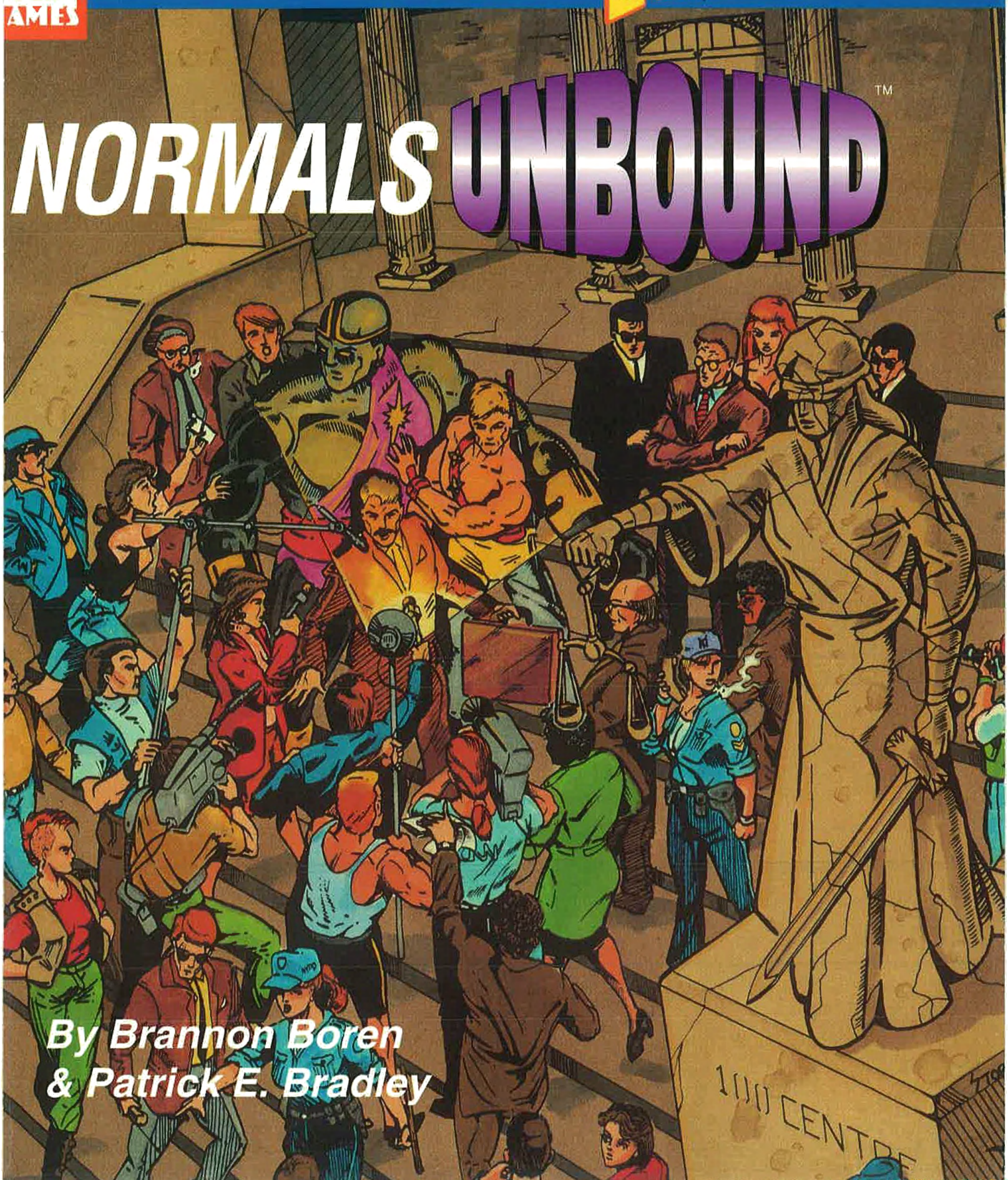


A Sourcebook for

CHAMPIONS
THE SUPER-HERO ROLE-PLAYING GAME

#420

NORMALS UNBOUND™



By **Brannon Boren**
& **Patrick E. Bradley**

NORMALS UNBOUND™

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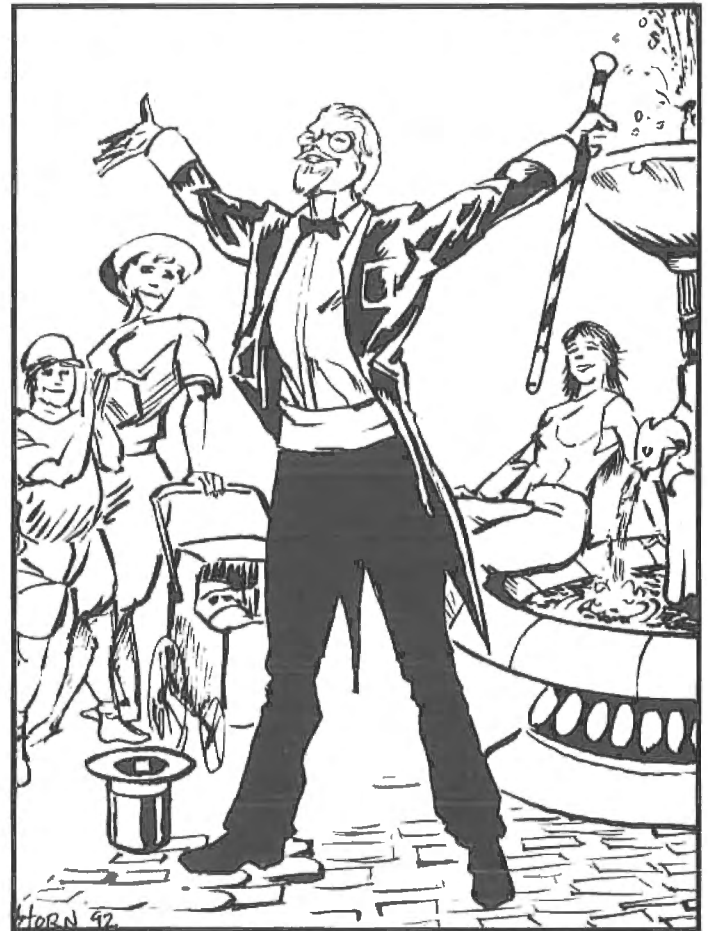
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DEDICATION

Yesterday I attended the funeral of a great friend, a member of the very first superhero game that I ever played in. I was reunited with friends I hadn't seen in years. We cried together for the first time, and as we remembered, we laughed as hard as we ever did in the old days.

I would like to dedicate this book to my friend, SSgt Victor D. Marvick, one of the finest role-players that I have ever known. He was a founding member of the Mutant Knights of Genetic Chaos, a member of the Doom Patrol, my Advisor, Teacher, and Friend. The heroes that he created will continue to fight the good fight in his absence.

Brannon "Blackout" Boren — November 7, 1991

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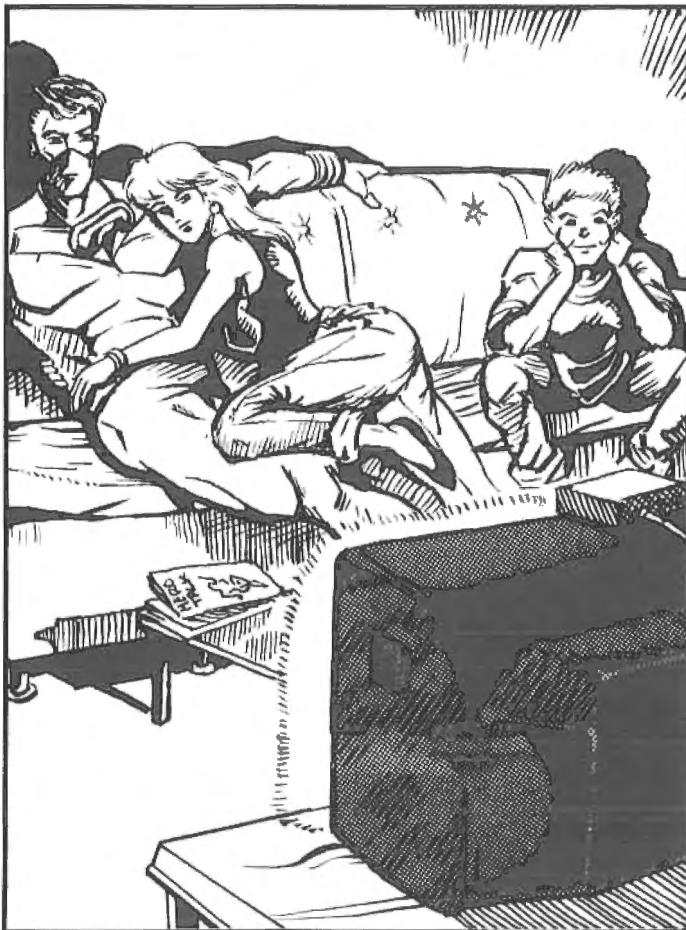
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HOW TO USE THIS BOOK

This is a book of normals, in other words, the Enemies book for your secret ID. Between the covers of *Normals Unbound* you will find men, women, and children with powers and abilities to affect the life of a hero more profoundly than any destructive energy blast from Mechanon ever could. These are people who cannot be dealt with by simply slugging it out with them or blasting them with a neutron beam. The hero must use his head and his heart in meeting the challenges these normals present.

What kind of challenges you ask? Aren't normals just supposed to stand around, getting in the way of super battles waiting to be saved? If the answer you gave was yes, then take a good look at your NPCs.

The majority of the NPCs in any campaign are going to fall into the John Q. Public category. These are the people the heroes are saving, the very reason they chose to take up the cause of truth and justice. But that doesn't mean they're boring. NPCs, especially normals, are the salt and pepper in the bland stew of a campaign. They add the spice that's needed to bring it to life. This is just what this book is all about; salt and pepper. Oh yeah, and stew.



What about the challenges? Consider: the hero has fantastic powers that enable him to save the world from Terror Inc., but can he save his own failing marriage? He can keep Ripper in jail, but can he keep his kid brother out of a gang, or off of drugs? He can stop Black Diamond from robbing a bank but can he stop Ananias Topps from taking control of crime in the city? You see, a hero's life is not easy, but it does build character.

What we have tried to do in this book is show how to create interesting NPCs for your campaign and how to integrate them into your heroes' lives. In *Normals Unbound* you will find a wide variety of characters to fit most any style of campaign to add that spice to your storylines. We have attempted to create a microcosm of the real world, taking a slice from every area of the realm of superhero adventures. Many individual subculture "worlds" are represented: the cop world, criminal world, college world, rock and roll world, movie world, teenager world, martial world, and others. We tried to come up with a character to fit into any hero's adventures.

Some of the characters are more suited to superhero adventures, some to heroic level or low powered supers, some to mega-base dwelling world famous heroes, and some to vigilantes hunted by the police. Some of them are connected to specific supervillains, superheroes, or larger organizations which you can use or ignore. You'll find that many of the characters in this book are related in some way, allowing you to "chain-react" them into your game instead of having to come up with a new introductory scenario for each one. It also means that certain information from one NPC may affect how you understand another. We'll get into more specifics later, but first a few explanations.

CONVENTIONS

As you read through some of the characters, you may notice some unfamiliar skills in the write ups, mostly with characters with martial arts. In every possible case we tried to use the martial arts packages presented in *Ninja Hero* along with many related skills. If you do not have it, and are fond of martial arts adventures, we highly recommend it. If you don't have it, don't worry, you won't need it to use the characters presented here. We have provided a brief explanation of these skills below. For a more in depth explanation see *Ninja Hero*.

KS: ANALYZE STYLE

This skill lets a hero estimate an opponents fighting ability. The more the hero makes the roll by, the more information he gains. This can range from a general assessment of the martial artists' expertise (poor to master) to actually reveal-

NORMALS™

UNBOUND

Your fantastic powers enable you to save the world from Terror Inc., but can you save your own failing marriage? You can keep Ripper in jail, but can you keep your kid brother out of a gang, or off of drugs? Stopping Black Diamond from robbing a bank is no problem, but can you stop Ananias Topps from taking control of crime in the city?

Normals Unbound™ is the Champions™ sourcebook for “normals”—the Enemies book for your secret ID. Between the covers of Normals Unbound you will find men, women, and children with powers and abilities to affect the life of a hero more profoundly than any destructive energy blast from Mechanon ever could. These are people who cannot be dealt with by simply slugging it out with them or blasting them with a neutron beam. A hero must use his head and his heart in meeting the challenges these normals present.

Normals Unbound details over fifty of the “normal” NPCs that make up a majority of John Q. Public in any campaign: street people, businessmen, politicians, reporters, cops, judges, psychics, students, teachers, scientists, pilots, jocks, entertainers, and many more. Also included are a few minor “hero” NPCs and several special characters like Iggy the Vampire and Sparky the Wonder Dog.



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