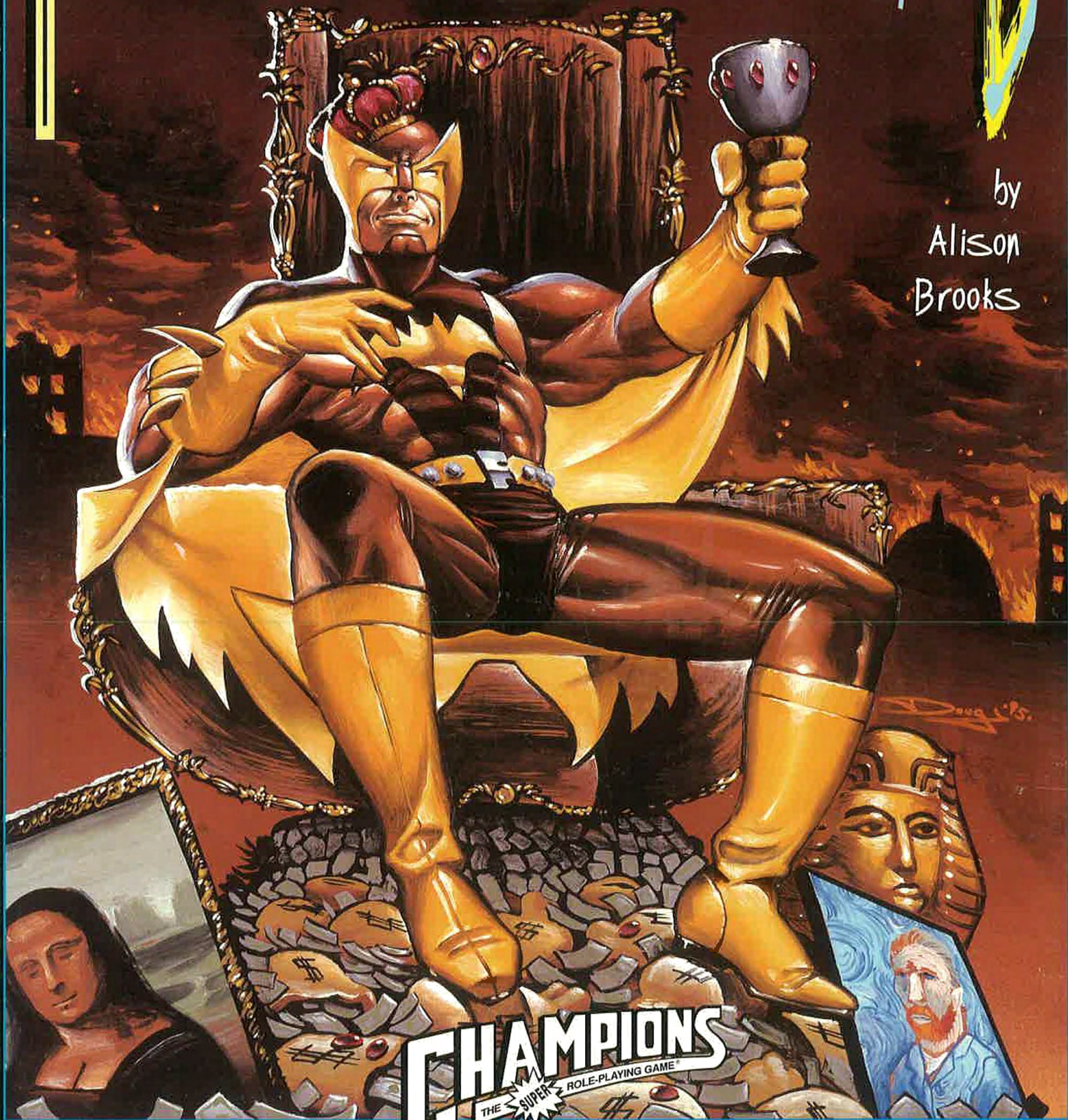


An Adventure for Champions®. The Super Roleplaying Game

HC3505

FOXBAT UNHINGED

by
Alison
Brooks



CHAMPIONS
THE SUPER ROLE-PLAYING GAME

FOXBAT UNHINGED!

A Champions® Adventure Resource
by Alison Brooks



TABLE OF CONTENTS

Introduction	3	Island of Dr. Foxbat Map	22
About The Author	3	The Mannequins	23
Adventure Seeds	5	The Lamp	24
Cinderella	7	The Dimension of Confusion	25
Yves Norris	15	Foxbat	27
Henry Jodl	15	The FoxBAT	29
Cuen Akamoto	16	The FoxBAT's Autopilot	29
AI-Foxbat	17	Centipedemobile	30

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Totally grovelling thanks are due to Phil Masters and David Flin for allowing me to pick their brains, as usual.

Dedication

This book is dedicated to all those who have made me what I am. Especially my enemies. You know who you are.

The editor would like to recommend the general-interest gaming APA, *Alarums & Excursions*, to all readers of this product. Many interesting people, including Alison Brooks, Spike Y Jones, and Nicole Lindroos Frein, appear pretty regularly in this APA. For a sample copy, send \$3.24 (which includes Book Rate postage within the U.S.) to: Lee Gold, 3965 Alla Road, Los Angeles, California, 90066.

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INTRODUCTION

"Fifty-nine, sixty." Solitaire finished counting. "As far as I can tell, we still have three million, a hundred and sixty thousand, five hundred and sixty presents to deliver." She glanced up warily at her teammates, daring them to dispute her calculation.

"In one night?" Seeker was incredulous.

"So? We've already delivered a lot more than that. In one night. Quit whining, and enjoy the ride." Quantum had stopped trying to keep up with the sleigh, and was perched on top of the sack of parcels.

There was silence for a moment. The night was chilly, and the cold moonlight mingled with the warm red glow emanating from the lead reindeer.

"My friends," said Obsidian. "All over the galaxy, local annual cycles are celebrated with gift-giving, and there is often a legendary justification in terms of some folk-hero who once gave gifts and is still supposed to do so."

"You mean like the Santa Claus that some parents tell their children about?" Solitaire asked.

"Is this one of your usual rambles, or is there a point to all this?" added Quantum.

"The point, my friends, is that I never expected to meet the said legendary folk-hero, let alone find myself standing in for him, nor to have to try to justify to myself the fact that one large but otherwise ordinary-seeming sack with room for perhaps a few dozen parcels appears to contain millions of them. I am unable to understand the physics of it, let alone of this apparent time-dilation allowing the parcels to

be delivered in a single night."

"It's magic!" said Solitaire and Quantum at the same moment.

"Nice to see the girls agreeing on something for once," said Seeker, and ducked Quantum's fist.

"Uh, Defender?" said Santiago.

"Yes?" Defender was concentrating on driving the sleigh.

"You know that full moon behind us?"

"Yes?"

"The one that seems to be being obscured by something very large and bat-shaped?"

"Hey, bandit at six o'clock high!" cried Seeker.

"Oh no, I don't believe this," Defender protested.

"I think you'd better take evasive action."

Defender suppressed a shudder. Bad enough to be in (sort of) control of a totally non-aerodynamic reindeer-powered sleigh. But to dogfight in one...

LIGHTENING UP

What do you do the night after saving the world? In the comics, the answer is often that you have a silly, lighthearted issue. The tensions built up by high drama are best relieved by laughter, and lighthearted scenarios are useful as a contrast to continual world-saving, moral dilemmas, or fear of sudden death.

Cheerful, non-threatening scenarios are also an excellent opportunity for PC character development. Players find roleplaying easier in a "safe" scenario than in a high-pressure one where a wrong decision could mean defeat or death. In addition, it allows them to use skills that never come up in the normal combat-heavy adventure (such as Negotiation or Shopping).

One time when comics traditionally have different content is for the Christmas season (a few superheroes have even been known to celebrate Chanukah). After a particularly serious adventure, a good way for the players to further develop the personalities of their characters and to define the relationships between them would be through the everyday activities that aren't devoted much time in an action comic: Christmas shopping, for example. The characters have a chance to purchase pre-

ABOUT THE AUTHOR

You really want to know? I don't even have an alliterative name, in the approved comics manner. I've been gaming since university, which was quite a while ago. My day job is marrying people. It isn't as interesting as it sounds, at least since I lost the urge to giggle during the service.

The really interesting things about me (in this context) are my previous publications from Atlas Games: *Thicker Than Blood*, a scenario for R.Talsorian's *Cyberpunk 2020*, and *With A Long Spoon for Over The Edge™*. Indispensable!

FOXBAT UNHINGED

What do you do the night after you've saved the world?
Isn't anything else going to be a let-down?

The answer lies in an adventure so new, so offbeat, so different that only Foxbat could have starred in it!

Foxbat Unhinged! is a 32-page Champions® adventure book featuring [at every turn] everyone's favourite supervillain-supreme, and designed to fit into any Champions campaign.

Foxbat Unhinged! contains:

- **Cinderella**, a fully-detailed adventure that presents a different set of challenges to heroes used to mysteries, puzzles, and high-power combat. A love triangle, a menace from the future, intercontinental jet-set parties, a room full of Foxbats, and the dreaded Centipedemobile!
- **AI-Foxbat**, a fully-detailed and completely off-the-wall adventure that will test the abilities of even the mightiest hero team: Powerful supervillains helpless before Foxbat, Foxbat declared World's Finest Mortal, Foxbat goes sane (somewhat), all the money in the world, and the incomparable wonders of The Island of Dr. Foxbat!
- Complete stats for two important Foxbat-Gadgets: the FoxBAT and the Centipedemobile.
- Adventure seeds to suggest other comedic scenarios for future use.
- Essays on the use of humorous scenarios in an on-going campaign, including suggestions on how to handle "killer PCs" in a lighthearted adventure.

This official licensed adventure was created for use with the Champions® superhero role-playing game. You need a copy of that game's rulebook in order to make full use of this booklet.

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