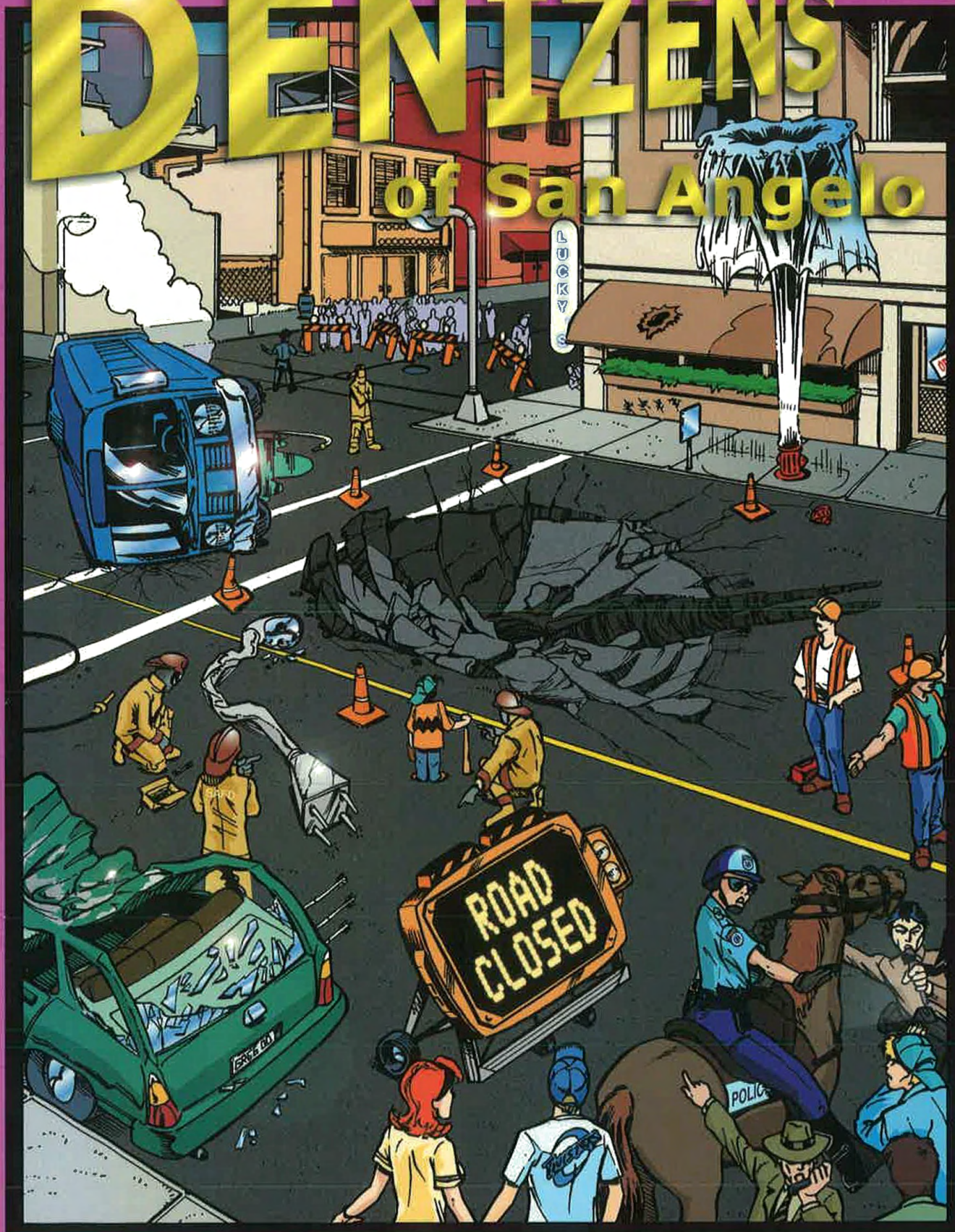


# DENIZENS of San Angelo



R. Sean Borgstrom



# DENIZENS

City of San Angelo 4500  
of San Angelo™

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# INTRODUCTION

City of San Angelo 4800

Introduction

San Angelo Clarion

Friday Edition

## Opinion / Editorial

by Karolina Timpe

Supers often think they stand apart—separate from us. They *know* so-called “normal” people, of course. Mr. Chang, the shopkeeper across the street. Mr. Griffin, the receptionist they pass on their way to work. Ms. Long, their attorney. Mrs. Sanders, the woman who brought them into the world. Jimmy, the kid who hangs out in the playground by their house.

Many of them also know that, at any time, they could kill Mr. Chang, the shopkeeper across the street. Mr. Griffin, the receptionist....

Even those without lethal talents, who never worry that they’ll point their finger and somebody’s life will go out, know they have something we will never have.

So they think they stand apart. Except...

There are six hundred thousand people in the United States digging oil, coal and other things out of the Earth so they can live their lives.

There are six million people in the United States building structures they can live those lives in.

There are eighteen million people in the United States making furniture, tools,

computers, utensils, paper, cars, planes, sensory instruments, food, clothing, pencils, pens, and coffee pots so those lives can be lived in comfort.

There are one hundred million people in the United States running public and private transportation, communications and data networks, utilities of various sorts, sanitation, retail stores, hospitals, amusement parks....

Supers have no idea what it’s like to stand apart from the normals. None of us do. That’s what makes the world worth living in.

Heroes in the *San Angelo* setting live in two worlds. Many adventures focus on the world of the paranormal, peppered with strange villains, bizarre catastrophes, and titanic battles. Others, however, take place in the somewhat more complicated world of the normal. That world has career pressures and office camaraderie, traffic tickets and jury duty, influenza and cancer, taxis and airplanes, tennis and basketball, computers and televisions, books and newspapers, music, dancing, and the wholly natural stars. It has friendship. It has love. It has prejudice and hate. It looks a lot like our world might—if things got just a bit more exciting. The two worlds of San Angelo interact, and some great stories can come from that combination. The bank can threaten to foreclose on the hero base. An ordinary crime boss can stumble onto the power of the ages. A key business presentation and a villainous assault on San Angelo can take place on the very same day.

This book deals with the so-called normal side of San Angelo. The people you will meet inside can easily get involved with the heroes’ lives. Many can offer meaningful help or opposition. First and foremost, however, they are people—normal humans with human lives. They get involved with supers because they live in a super-touched world. They are the *Denizens of San Angelo*.

Don’t expect them to be heroic, although some are. Don’t expect them to have strange and exceptional abilities, although a few do. You can safely expect them to be extraordinary, though. It’s part of the definition. They’re human.

## How to Use This Book

*Denizens of San Angelo* takes an in-depth look at some of the key individuals in the San Angelo setting. This includes movers and shakers whose actions will affect the PCs’ lives and also representative individuals from important professions. Most of these individuals are mentioned in passing in *San Angelo: City of Heroes*. This is the first time that any of these characters have been explored in detail.

Each San Angelino described herein has a few hooks for GMs to attach stories to. Each has a personality and game statistics, and each description includes a solid depiction of the character’s life. Players can work these characters into their PC’s background, as with other normal and super individuals in the San Angelo setting.

Each Denizen of San Angelo is complete in him or herself, so you do not have to introduce these characters all at once. Bring them in when it seems logical to involve them. Browse through them for story and contact ideas. Keep in mind that they are out there, living their lives in San Angelo, and see what effects their actions have.

*“I looked at the yard and said, ‘Gosh, it’d be handy to be a super right now. I could do it in, like, 10 seconds. I couldn’t help but laugh. Then I took out my rake and did it anyway.’”*

— Vinge Sellevold, 31, web page designer

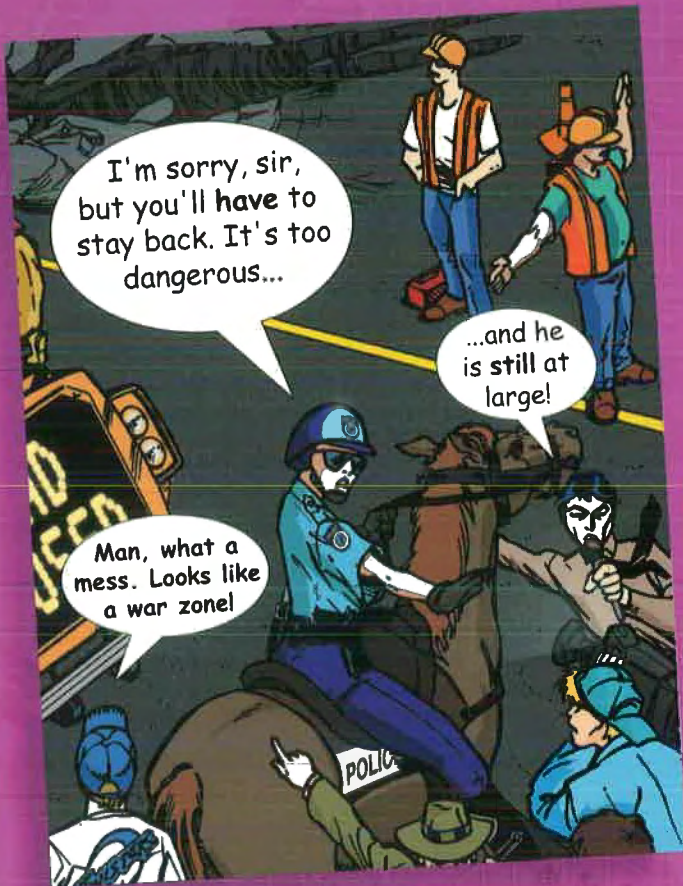


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They're human.

Discover the dark secrets of Dr. Megalo, the man responsible for the creation of countless "supers!" Explore the mysteries of April Revette, granddaughter of the late Hal Revette, the man who "discovered" the first singularity! Glimpse into the mind of Averell Pendleton, the reclusive corporate giant who's never been photographed!

Meet these and dozens of other NPCs, ready to Populate your Champions campaign!

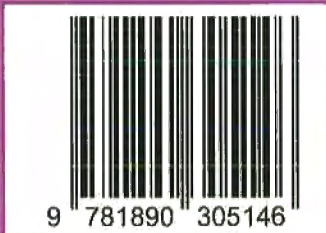
## Welcome to **SAN ANGELO** City of Heroes

"I keep getting requests for an *Astro City* RPG; we're not planning to do one – but I think any *Astro City* fans who want such a game should at least try out San Angelo. It's an intricate, involving, well-realized gaming world, and the emphasis on the reality of the surroundings and the humanity of the characters may make it just what they're looking for."

– Kurt Busiek, Creator, *Astro City*<sup>®</sup>

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