

CHAMPIONS[®]

new millennium

ALLIANCES

Issue # 4 Vol. 5



A CHAMPIONS: NEW MILLENNIUM ROLEPLAYING SUPPLEMENT

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Teams and Terrors for the World of *Champions*: New Millennium



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ALLIANCES

You can't do it alone.

Sure, you're pretty "all powerful." You can do things that most people only dream about. But being a hero is a hard job; you can't do everything yourself. You need some backup. You need guards to lock up the villains you trounce, scientists to help you defuse the Doomsday Device, and of course, some safe place to stash those annoying kid heroes (so they'll stay out of your way when things get serious).

You need Alliances.

Of course, heroes aren't the only guys to band together for common goals, and you're not the only paranormal on the streets with high-tech allies to score you the latest equipment and support. The Bad Guys also know who to call on; how to get along. They know what they need; and who can get it for them. They have their own Alliances and you'd better know their lineup before it spells bad news for you—

That's where this book comes in: Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, and PanStar. Five major organizations of the New Millennium, fully detailed to make your campaign come alive, as well as:

- Over two dozen new high-powered characters, friend and foe alike!
- Two new settings designed to get your campaigns off to screaming, full action start!
- plus New Powers, Martial Arts, Power Frameworks, and Power Modifiers to crank up the volume of your Champions games!

Remember: United you stand. Divided you fall. So what's it gonna be, hero?



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