



Issue # 2

CHAMPIONS[®]

NEW MILLENNIUM

BAY CITY



A CHAMPIONS: NEW MILLENNIUM ROLEPLAYING SUPPLEMENT

BAY CITY



Super-Heroic Adventures in the City By The Bay



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INTRODUCTION

HOW TO USE THIS BOOK

Welcome to *Champions New Millennium: BAY CITY*, your guide book to where the cool heroes hang out. This book should tell you everything you need to know about Bay City, from its origins, to its villains (at the very least, some of them) to cool places to visit and trash.

In short, everything a right-thinking super-hero could want.

We've organized this book into several sections, to help keep things organized for your reading pleasure. Here's a quick overview:

Introduction: That's what you're reading now.

Story Seeds: Some starting adventure ideas.

Bay City Primer: An overview of Bay City, and a breakdown of its districts.

The Places: Thirty of the hot spots to visit in Bay City.

Mini-Listings: Brief listings of places to eat, drink, and sleep.

Story Seeds: More story seeds dealing with over-arching plots in and around Bay City.

Characters: Descriptions of characters who live in Bay City.

The Rules: Errata and more rules additions.

The Bay City Primer should get you further acquainted with the sprawl of the Bay Area. We've broken Bay City up into four districts and further broken each of those up into sub-districts or neighborhoods. The Primer looks at how Bay City was formed and how it functions. It also has plenty of information on the districts and neighborhoods, including maps and places to visit. This is a good section for players and GMs alike. Characters who live in the area should know how their city functions, and where they can find things, and GMs, of course, need to know all of this and more.

You'll find plenty of locations for your heroes to visit in the Places section. We've given you some of the high (and low) spots of Bay City here. Each place comes complete with a character and story seeds to enhance your campaign. More information on this section can be found on page 30 of this book.

The Mini-Listings contain a number of brief entries for restaurants, night clubs, bars, and hotels. While there isn't a lot of information for each place, they can come in quite handy when you need to send your heroes to a rendezvous in a public place.

The Characters section has write-ups for a number of heroes and villains. You'll find detailed descriptions of the four heroes who were mentioned in *C:NM*: Crusader, the Marksman, Shadowbeast, and Speedster. We've also included details on the current incarnation of the Masters of Fortune and the Amazing Foxbat.

Lastly, we've included some Fuzion errata and new rules. We are constantly expanding the Powers Plug-In for the system by adding new Powers, Limiters, and Adders. We've also included a few new flavors of martial arts, and some expansion for the skill list.

Get ready to cruise the coolest place in the New Millennium. And, as always, Be A Hero!

OUR PHILOSOPHY

This book is intended to be a guide to Bay City, the standard campaign location for the New Millennium setting. However, when putting this project together, we took a long, hard look at just what was we wanted to do with this project. After much discussion, a vision started to evolve.

We had a thorny problem: We needed to provide enough information so that players and GMs who had never visited the San Francisco Bay Area could become familiar with the area, yet we didn't want to write a standard guidebook. Most people can find that kind of information in their local library or bookstore. Besides, guidebooks, while informative, aren't really that useful for a super-hero game.

We also wanted to forestall all of the "I live in the Bay Area, and you guys got it wrong" comments. We live there too, and we know we got it "wrong."

It's the New Millennium, hero. Things have changed.

The great 'quake of '95 gave us the perfect opportunity to shake things up. So be prepared. The landscape has changed. While many of the landmark buildings are still there, other things have changed. The earthquake and the shake caused by the Wildstrike knocked down buildings, leveled freeways, and gave plenty of chances for the city to be rebuilt.

Bay City isn't just San Francisco with a new name. In the New Millennium, BART runs all the way around the Bay, something that Peninsula residents know will never happen. We've taken other liberties as well, in the name of making an exciting environment for your Capes to live in. We hope you like it.

Descriptions of places are a necessary part of a location book, but they aren't enough. Heroes don't interact with places directly (unless they are trashing them during a fight); they interact with the people that hang out in those areas. So each place or location had to have a person associated with it. Some, like the Guard Station or the Steel Citadel, Bay City's very own VIPER's Nest, needed more than that.

Also, the main places needed plenty of story seeds to get the heroes involved with the happenings there. We made sure that the book was full of ideas to get the GM's mind working. And just to make sure there was enough here, we threw in more characters, including two villain teams, to spice things up.

The thirty places that we describe in the main section were chosen with care. We wanted to make sure that we hit a representative sampling of the standard places Capes go to fight, as well some locations that are definitively San Francisco. Obviously, we couldn't list every place that might be of interest to your campaign, nor would we want to. However, the thirty places we do provide should be enough to keep your heroes hoping for quite a while as they try to drive crime from Bay City.

And that's what its all about, isn't it?

BAY CITY

WELCOME TO THE BIG CITY, HERO.

Some of the greatest heroes and harshest villains on Earth call it home. It's the paranormal capital of the world and it's *the* place to be if you're going to play in the major leagues.

It's Bay City, hero, and you're going to need more than powers to hang your cape here. You're going to need to know your way around, as well as who's doing what to whom—and why.

You need Bay City, the hottest guide to the coolest place in the New Millennium.

From which bank the Masters of Fortune are going to hit to where Markoth is headed to grab that arcane tome, this book gives you the inside scoop, including:

- Information on Bay City and how it works.
- Details on the regions and neighborhoods that make up this massive metropolis.
- Hot Spots for Cool Heroes: Thirty places, each described in detail with maps and characters.
- Write-ups for over twenty new heroes and villains.
- Dozens of Story Seeds to keep your characters jumping for months.
- Your first look inside a VIPER's Nest!
- Plus New Powers, Skills, and Power Modifiers to make your heroes the best ever!

Remember: In this new age, knowledge *is* power—and you need every edge you can get.



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