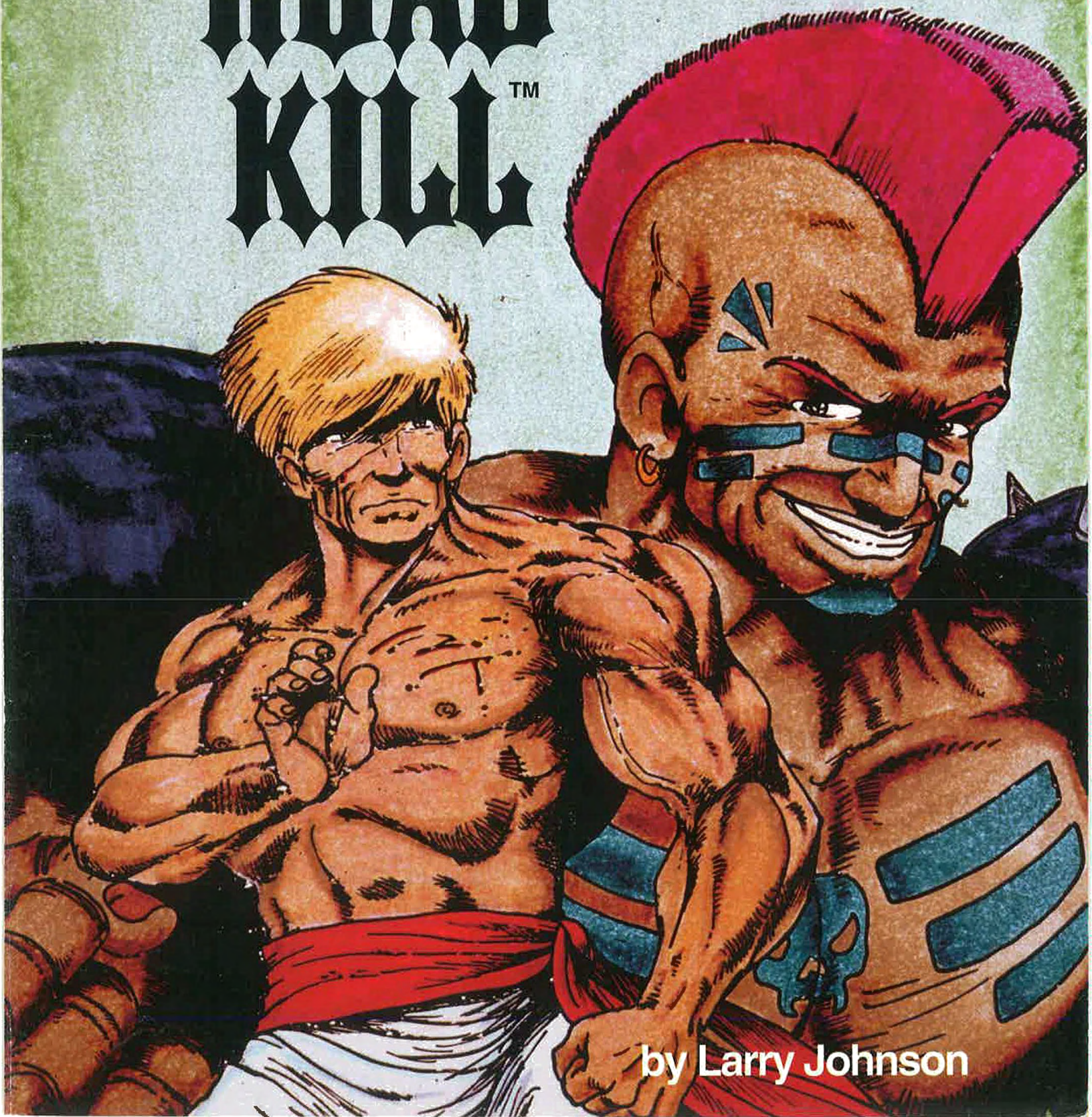


ROAD KILLTM



by Larry Johnson

ROAD KILL TM

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ROAD KILL™

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INTRODUCTION



"Parents say we're trouble-makers, say our music causes riots. Seems to me that they're the ones causing the riots! We only want to play our music and they're protesting us, causin' the trouble, blamin' us! Well, we are sick of it! Our music means somethin', man! We got somethin' to say!"

— Interview with Heavy Metal

Road Kill is a *Champions* adventure which introduces Road Kill, a supervillain group. Road Kill is a heavy-metal rock band which has become an overnight sensation. Unfortunately, the band's members are not handling their publicity very well. They feel as if their fame automatically entitles them to speak for today's youth.

Road Kill is also beginning to feel that the riches and fame are no longer enough. They have decided that if their millions can't buy them everything they want in the world, then perhaps it's time they reshaped the world to suit their own ends.

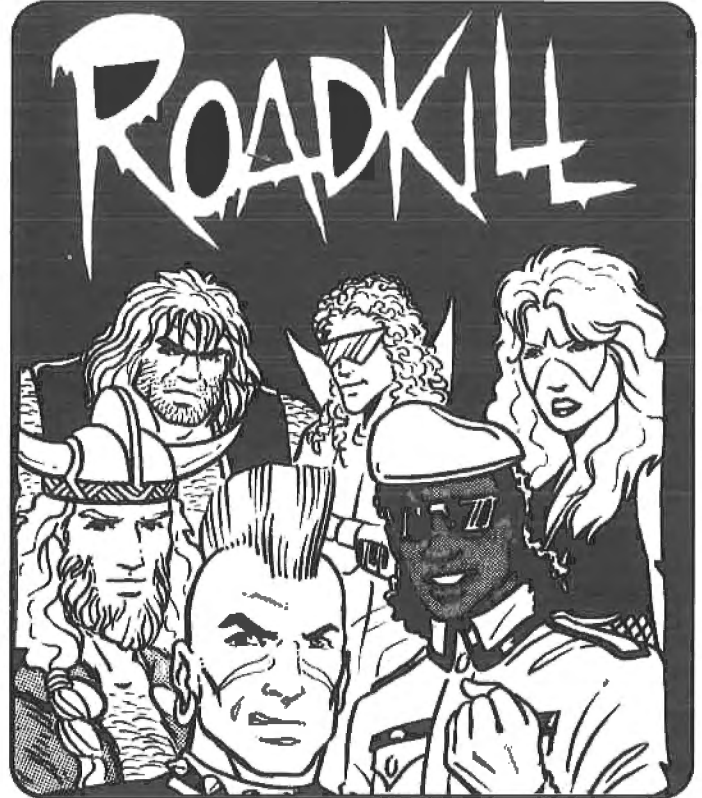
FOR THE GM

This supplement describes several confrontations with Road Kill for superhero characters of 225-325 Character Points. If the heroes are weaker than this, reduce Road Kill's Powers and Characteristics to a level nearer the heroes or reduce the number of Road Kill members by 1 or 2 per encounter. The number of Road Kill's underlings, the Roadies, can also be reduced or eliminated altogether. If the heroes are more powerful than the members of Road Kill as presented, increase Road Kill's abilities proportionally.

The first adventure, *Rock & Revenge*, is for 1-3 heroes. It introduces the heroes to a few of Road Kill's members and allows the heroes to see them in action. The next adventure, *Crimes Against Music*, is for 2-8 heroes. It presents more of the Road Kill team in their first large-scale criminal action, the dramatic execution of a popular music group. The next two-part adventure, *The Awesome Amp* and *the Ballad of Control* deal with Road Kill's plans to control the minds of their listeners.

Gamemasters wishing to run one or more of these adventures should first read this supplement all the way through, particularly the origins of Road Kill and each member's background to better understand the motivations that inspire them to do the things they do. Then read through each adventure before running it. Think about how the heroes might affect the adventure as presented here and make any necessary changes needed to balance the adventure.

In each encounter, the GM will be able to present the members of Road Kill in any of a variety of tones. They could be arrogant, spoiled musicians whining about society's unfairness and determined to do whatever they want. Or they could be portrayed as truly evil, maniacal, self-appointed messengers of their own "word" — a word they will stop at nothing to enforce on every living being on earth. The characters, as presented here, represent a more middle-of-the-road Road Kill, selfish but committed to working together to remake the world as they want it.



USING ROAD KILL IN OTHER GENRES

Though designed originally with the super-heroics in mind, the characters and plots in *Road Kill* are just as usable in other heroic settings.

MODERN HEROIC ADVENTURES

Road Kill will easily fit into a modern world. Gadgetry and weapons which produce similar effects can be substituted for Road Kill's powers. For example, Heavy Metal's super voice could be the result of electronically enhanced vocal chords or be produced by a gadget such as a powerful sound generating microphone. Similarly Ted's incredible strength could be reduced to being just over normal characteristic maxima, making it still powerful and drug induced, but believable in a modern world.

FUTURISTIC OR SCI-FI ADVENTURES

Road Kill and their activities can also be used in a futuristic world or science fiction setting. In a futuristic world, only the settings need change. If the equipment and weaponry of the era is more powerful, increase Road Kill's powers proportionally. In a science fiction campaign, the setting could be anywhere from earth to another planet to a ship in deep space. Some of Road Kill's members could be aliens, which would explain their unusual abilities, and their hovervan could be made into a personal spacecraft.

WHEELS YO UNCLE

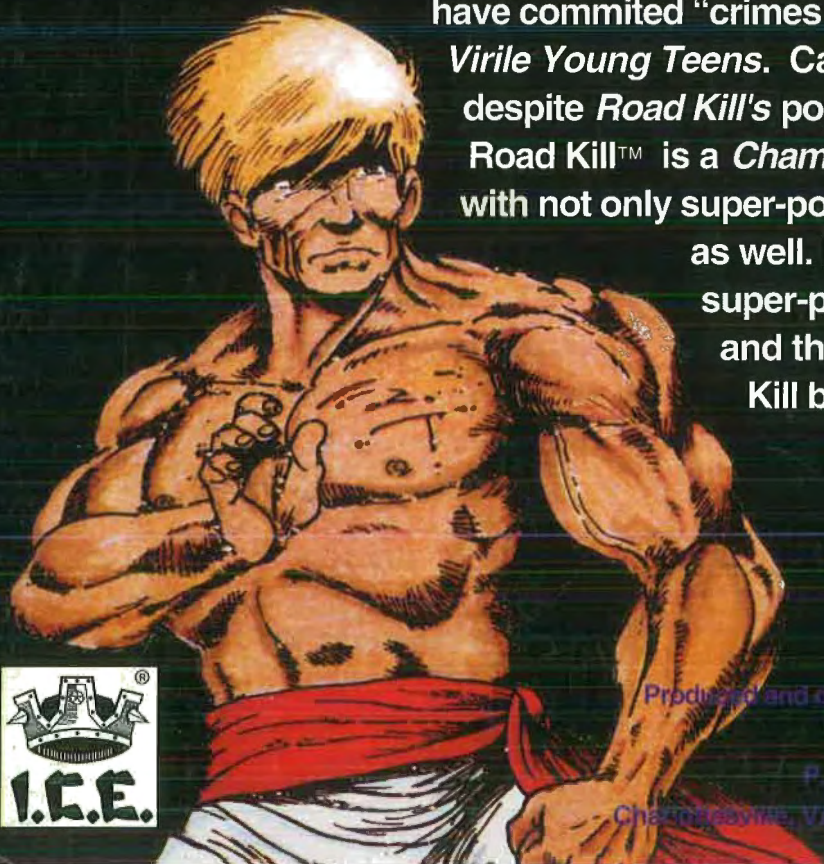
ROAD KILL RESPONSIBLE!

Heavy Metal Supervillains **ROAD KILL** Responsible!

Playable with
CHAMPIONS
and all other
HERO SYSTEM™ GAMES

The most popular heavy metal band today is also the most wanted. They are *Road Kill*, a super-powered rock group with a message to spread and the power to back it up. Road Kill plans to establish a new order by stealing a top secret government device. With it they can control the public and punish those who have committed "crimes against music" — such as the pop group *Virile Young Teens*. Can the heroes stop their evil plans, despite *Road Kill's* popularity?

Road Kill™ is a *Champions*® adventure featuring a struggle with not only super-powered rock stars, but their adoring public as well. It includes complete write-ups for six new super-powered villains, the group's manager, and their Roadie Robot followers. Stop Road Kill before their music controls the world!



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