



An ORGANIZATION BOOK for

CHAMPIONS[®]
THE SUPER-HERO ROLE-PLAYING GAME

#416

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CLASSIC ORGANIZATIONS™



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CLASSIC ORGANIZATIONS

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Special Thanks to: Rod Smith, Andy Robinson, David Rogers, and Stan West — for allowing us to update their works. Thanks guys. The editors also appreciate the fact that all of the authors names are at the end of the alphabet, which enabled "Rob Bell" and "Chad Brinkley" to appear at the beginning of the author list. Special thanks, too, to Scott Bennie (for leading the way with *Classic Enemies*) and Aaron Allston (for coming up with the idea for the original Organizations book). Without your books' high quality (and great sales), this book would never have been possible. Just think: someday someone may have to do a *Classic Classics* book.

Chad Dedicates This book to: Dave "I hate you Chad, I wanted to rewrite PRIMUS and DEMON" Hoover, Dan "Now I have a job and a life" Silver, David "Can't there be a Soviet super without some kind of patriotic reference in his name" Simpkins, Tom "you want the maps by *when?*" Reed, Jim "My life does not revolve around roleplaying games" Coursy, Bob "I didn't want you to feel left out" Lunt, Kevin "I would never deem myself low enough to read trash like this" Maxon, Aaron "When will our book ever get published" Loeb, Rick "I don't oppose roleplaying on principle, just practice"

Burkhardt, Rob "I have a real job now — the rest is up to you" Bell, Monte "I want this book in three weeks" Cook, Doctor "My favorite villain of all time" Destroyer, Keith "The man who defined Doctor Destroyer" Hannigan, Marc "Don't you think we could do something funny this year" Blumberg, Mike "I couldn't think of anything to go in the quotes" Maloney, Sue "But you're wrong Keith" Grau, Claudia "You know I really like this JI stuff" Vanderborght, Don "I'll stick to the old stuff" Prust, J "I didn't mean for you to go away angry" J, the Alliance (Blaique, Gwen, Chunk, Steve, Augie, Rebbie, Randy, and Josh), the Rangers (may they rest in peace), and the cast of Miss Lonely Hearts (though they will probably never read this work). Finally, I would like to thank Stephanie Kovaks for reasons I couldn't expect anyone to understand.

Rob does not.

Finally: Both editors would like to take this opportunity to thank their parents. (HI MOM!)

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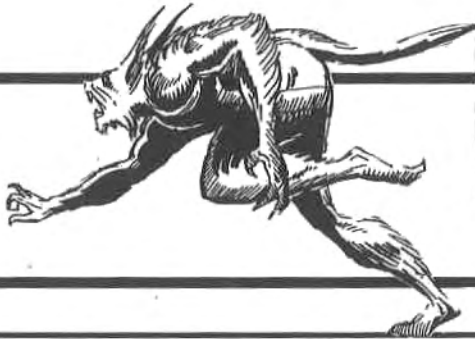
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INTRODUCTION

The superhero talent contest was only three hours away, but Seeker refused to worry about it. The Champions had spent the last three weeks fighting against a DEMON nest, and Seeker figured the team deserved some R&R. And no place was better for that than the new Sanctuary — with its sun, white beaches, and perfect Margaritas. Seeker was just about to order himself another when Solitaire ran up, breathless.

"SEEKER! I've been looking all over for you!"

She sounded annoyed, but Seeker wasn't worried. So long as Quantum wasn't around, he figured he could handle Solitaire.

"Oy Soli, what's this?"

"Seeker..." Solitaire was tapping her foot. "The contest is almost about to begin. We heard the New Guard practicing — they're going to do some Russian folk tale. Nobody has seen the CLOWNs, but you can be sure they're getting something ready. But you..." Solitaire used her telekinesis to knock Seeker from his beach chair. "You're sitting out here like a lump."

"Too right! I thought Jag said 'e'd be thinkin' up our sketch."

Solitaire's face broke into a mischievous smile, and she held up a short, hot pink mini-skirt. "Oh, don't worry, the skit is all ready. But this time, we voted that you get to wear the dress..."

There is much more to the Champions Universe than just the supervillains and their various superteams. Besides them, there are *organizations*. Organizations are usually larger than superteams; they might have dozens of paranormals and thousands of agents.

Organizations play a different role in the campaign as well. With a supervillain, or even a supervillain team, the basic scenario is relatively simple: The villains come up with a plot, the heroes foil it, and the villains are thrown in jail. But with an organization, the situation is a little more complicated. While the heroes might arrest six supervillains, it's a different matter to incarcerate 1,000 agents. Moreover, the plot that the heroes stopped might have only been a small part in a larger, master plan. In general, organizations are the focus of longer and more involved adventures. Played properly, organizations are long-term, recurrent features in the campaign world.

Classic Organizations includes some of the best organizations from HERO Games' hoary past. These organizations, along with those published since the *Champions* hardcover came out, form the basis and bedrock for the Champions Universe. Along with *Classic Enemies*, this book should provide enough background for almost any *Champions* campaign.

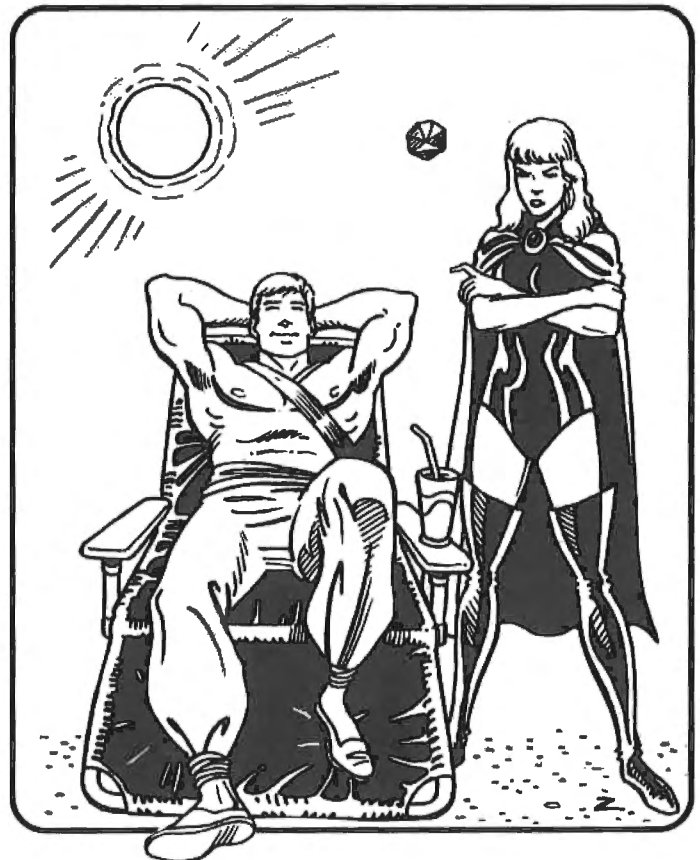
WHAT'S INSIDE

This book contains 5 full-blown organizations, along with other background information. There are more than sixty-five characters and forty scenarios. *Classic Organizations* is divided up as follows.

Introduction: This section explains the various sections of the book, and also includes the *Assault on Sanctuary*, a huge superpowered brawl involving 80 paranormals.

Neutral Ground: (Originally presented in *Neutral Ground*) — This chapter describes the Sanctuary, a social club exclusively for paranormals. Sanctuary has been moved from its urban location, and is now located on a dreamy resort island in the South Pacific. Because Sanctuary is a club where supervillains and superheroes can interact, it allows the GM to run a variety of noncombat scenarios.

Red Doom: (Originally presented in *Red Doom*) — This chapter deals with two Soviet superteams: Red Doom and the New Guard. New Guard is the official team of the USSR, and a loyal guardian of the *Rodina*. Red Doom, in contrast, is a villain team led by a rogue KGB colonel.



PRIMUS: (Originally presented in *PRIMUS and DEMON*) — PRIMUS is America's foremost super agency. They are one of the best equipped and trained agencies in the world and their duty is to keep an eye on paranormals and make sure they don't get out of line. PRIMUS can provide a GM with either a shady government organization, or a powerful ally for the PCs.

DEMON: (Originally presented in *PRIMUS and DEMON*) — This chapter deals with DEMON, an organization dedicated to the black arts. They represent a powerful cult with a purely evil intent — the domination, or destruction, of the world.

CLOWN: (Originally presented in *C.L.O.W.N.*) — CLOWN is a group of zany supervillains who engage in "crimes" for the fun of it all. CLOWN can provide a welcome break from "the psychopath of the week", and allows the GM to run lighter-hearted scenarios.

HOW TO USE THIS BOOK

Classic Organizations is intended to be a "core" book for the Champions Universe. The organizations and characters in this book are fully integrated with the characters in the *Champions* hardcover and *Classic Enemies*.

But this is not the only way that GMs can use this book. Each of the organizations in this book can stand independent of the rest. The GM can easily drop them into his campaign. In the same vein, *Classic Organizations* contains over sixty fully detailed characters. GMs who don't want to bother with the rest of an organization's framework can use these characters as independent superteams. Finally, there are about 3 dozen scenarios. These scenarios can be run directly, using the characters provided, or they can be modified for the GM's own NPC villains. All in all, there should be something for everyone.

WHAT ABOUT THE OLD ORGANIZATION BOOKS?

Classic Organizations should be especially useful to GMs who own the original organization books, and who have already integrated some of the organizations into a campaign. To be sure, *Classic Organizations* presents these organizations again, and some of the text is the same. However, all the characters have been rewritten for the new *Champions* rules. In addition, there are dozens of new scenarios, and extensive notes on what the organization has been up to since the organization book was first published. Using these notes, the GM should be able to update the organization, and have new adventures with some old standbys.

It is important to note that nothing in *Classic Organizations* invalidates what was published in the previous books. Instead, *Classic Organizations* takes that information and expands and updates it. For example, if you have been using Comintern and the Supreme Soviets (from the original *Red Doom*), then the *Red Doom* chapter in this book will show you how the teams have changed in the past three years. As with everything else, take what you like, and throw out the rest.

AUTHOR'S NOTES

This book, obviously, follows in the footsteps of Scott Bennie's *Classic Enemies*. Like *Classic Enemies*, *Classic Organizations* re-issues some older *Champions* products, but completely redone for the new system. Also like *Classic Enemies*, this book forms an important part of the emerging Champions Universe.

But the similarities don't end there. Much as Scott did, we really enjoyed working on our book. The organizations presented here represent some of the best organizations ever published by HERO Games. It was nice to make them available to the many gamers who have never seen them before.

Even those who have seen these organizations previously have only seen them in them in the old HERO system. A lot of the rules have changed since the characters were originally published, and they all needed to be updated. We had to go through and decide which martial art a character would have learned and which skills would be appropriate for the character since many of them didn't exist in the previous edition of the rules. It was a lot of work.

Honestly, though, it was really special to update these organizations for the HERO fans who already use them. Although the organization books were state-of-the-art when they were published, time had passed, and they needed some updating. Doing this book enabled us to clear out some chaff and add in some new characters. If a good campaign features change, then the Champions Universe should as well.

Finally, doing *Classic Organizations* allowed us to improve on some already fine products. Couldn't CLOWN be even funnier? Wouldn't Sanctuary really need a strong-arm enforcer to keep the peace? Wouldn't it be more interesting if DEMON focused on magic? In *Classic Organizations*, we were able to deal with all of these issues, and in ways that we think enhances the entire product. We hope you like them.

Rob Bell
Chad Brinkley

PRIMUS NEW YORK HEADQUARTERS:

"Listen Silver Avenger, we have a riot down here — there must be at least 40 or 50 to a side."

"Stay calm, son. Have you notified the local superheroes?"

"Sir, these ARE the superheroes."

On April 5, more than 30 paranormals, led by the Supreme Soviets, attacked the Sanctuary, which was defended by more than 4 dozen paranormals. When the dust cleared, the building was destroyed and all these organizations had been changed forever.

CLASSIC ORGANIZATIONS™

A supplement for *Champions*® which updates four *Champions* organization books, *Neutral Ground*™, *Red Doom*™, *PRIMUS and DEMON*™, and *CLOWN*™. *Classic Organizations*™ is a must for anyone running a superhero campaign set in the *Champions Universe*™ or anywhere else. New *Champions* players can now use these often hard to find organizations to add to their campaign. Owners of the original products will want to see the updated characters and the changes as well as find out how Glasnost affected Red Doom, where the new Sanctuary has been located, the *true* nature of DEMON, and much, MUCH more!

Classic Organizations includes:

- Over sixty characters, many of them never seen before, and all converted to 4th Edition *Champions* rules for the first time.
- Over thirty-five new scenarios involving the organizations. Enough scenarios to keep the average gaming group playing for well over a year!
- New group write-ups reorganizing the organizations, giving more detail of their pasts and what has transpired since their original publication.
- New bases with full layouts and complete descriptions.
- The largest paranormal battle in the history of the *Champions Universe* — and guidelines on how to involve the player characters.

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