

STIRLING CITY Stories

Campaign Premise

It has been THE news throughout Stirling City. The **Stirling City Irregulars** have vanished while in battle against **The Chrononaut** outside the Meta-Human Research Institute in Riverside. (The Chrononaut and his allies also vanished, but this isn't as widely reported.)

This campaign takes place in the "hero vacuum" that suddenly exists following this event.

Character Creation Notes

While some of you may want to re-use an old character, I think it would be better for everyone to make a new character. In case you're wondering about what has happened to all of the previous characters, I've included a brief summary of their current fates below (under [Heroes of Stirling City, Past and Present](#)).

These fates may, or may not, make sense to you for the given characters. Mostly I've just come up with a reason for the character to not be "in the way" for the current campaign.

So... who are you?

Your characters all belong to a minor superhero group (which may be comprised solely of your characters) that has been operating somewhere in Stirling City (they have probably been restricted to operating in only one or two of the city's districts up until now). When the city's main superhero team disappears, you all decide that you need to step up.

Starting PL & Power Point Budget

The characters will be either PL 6 or PL 7 (I'm still deciding).

- At PL 6, they will have 90 power points for their character. They will need to have at least 30 of these points spent on non-powers (skills, feats, ability scores, saves, attack bonuses, etc.). These points are to represent the character before they became a superhero.
- At PL 7, they will have 105 power points for their character. They will need to have at least 35 of these points spent on non-powers (skills, feats, ability scores, saves, attack bonuses, etc.). These points are to represent the character before they became a superhero.

In our last campaign I suspect that HuBot was the only character who could drive (or who had ranks in the Drive skill at any rate). In our modern world, this doesn't make sense. Shadow Stalker might not have to drive, but what if his powers didn't develop until his mid-20s? How did Alec Tron get around town when he wasn't flying as The Arc-Angel? I might be misremembering (Thorn may have had Drive as well... maybe) but it still stands to reason that your characters should have skills, feats and traits that are appropriate to their non-superhero lives.

New Feats

There are several new feats that are available and that should be seriously considered (depending upon the type of character you are making). Mostly, these new feats are concerned with proficiencies (for weapons and armour) and familiarities (for types of non-standard vehicles). These types of feats were deliberately not included in *Mutants & Masterminds*, however I have included them this time around for those characters who choose to specialise in weaponry, or vehicles.

My reasoning is as follows: *What is the use of being a kick arse great sword wielding superhero if just anyone can pick up your sword and be just as good as you? If wielding swords (or axes, guns, whatever) is your thing, then you should be better at it than someone who hasn't had the training. Also, feats only cost 1 power point.*

In our last campaign HuBot had a really cool gun that was very complex (at least compared to a "normal" gun). Of course, anyone could just pick it up and be just as good at using it as HuBot was. With proficiency feats, this would not have been the case (I'm sure the multi-gun should have been covered by a specific exotic weapon proficiency... which no-one else was likely to have).

Skills to think of taking

When creating your characters, try to make sure you cover a few of the basic skills that a super group should have. Can you interrogate a suspect? Use computers? Fly your super plane? Sneak around? Spot other people sneaking around? Drive a car? Analyse a crime scene?

Not everyone needs to do all of these (and shouldn't; sharing these sort of things out gives everyone room to shine), but there are many skills that *someone* should be good at.

Feats to think of taking

In regards to feats, you should seriously consider having at least one of the three following feats: Artificer, Inventor and Ritualist. These three feats all allow for characters to gain short lived abilities that they don't normally have, which is great for those times when a villain seems to be otherwise untraceable/unbeatable/uncatchable/etc. Two are magic themed and one is science themed. You certainly don't need to have all three, but having at least one (in the group) is a good idea.

Feats such as Benefit, Connected, Contacts, Master Plan, Set-Up, Teamwork and Well-Informed are also really good choices, as they generally benefit the team as a whole.

Shared Resources

It is recommended that the players pool at least some points to create a shared headquarters and possibly transportation (car, van, helicopter, spaceship, etc.). The point of doing this is that then the whole group owns these resources, so they can be accessed even when one character isn't present. On the whole, bases and vehicles aren't very expensive (points-wise), so this shouldn't be too onerous.

I probably don't need to mention that everyone should contribute the same number of points to shared resources.

In our last campaign, The Arc-Angel's base was the group's headquarters. If I had adhered more closely to the rules (in this regard) then the group wouldn't have been able to access the base when Tristan was absent. I largely ignored this for the needs of the game... however it basically meant that Tristan was short changed with The Arc-Angel. After all, everyone else got to have a cool base without having to pay any points for it.

Powers

Descriptors and Sources

When you start choosing powers, you should have a source and/or descriptor in mind for them.

A source is to explain where your powers come from and helps define what can affect them. Sources could include: divine heritage, psychic/psionics, robotics, mutation, cosmic energy, alien biology, technology, magic, elite training, or many others.

The above sources all apply to your previous characters. I think I covered most of them.

There is nothing wrong with a character having multiple sources (a magic wielding mutant with a cybernetic arm... for instance), just make sure you have thought about it.

Having your powers' sources being defined also makes life easier for me as it makes it easier for me to design adversaries and adventures.

Descriptors are necessary to let everyone know what your power is. A Blast power could be anything, while a Fire Bolt power is clearly fire based. In game terms they would have exactly the same effects (damage equal to level), unless one also had Extras or Power Feats, but the second ability could also be used to start fires for instance.

Powers to be avoided

I haven't mentioned it yet, but I would like everyone to avoid boring. Boring isn't any particular power, but is more the avoidance of doing interesting things. I think your characters should be doing things, exciting things as well as procedural things. Having powers to bypass these things makes for boring.

Can you make a character with precognition, postcognition, clairvoyance and teleportation? Why would you want to? They would preempt most of the things that happen in every mission.

It should be noted, that having an ability that allows you to take down bad guys without having to wear down their Toughness IS NOT BORING, it's smart. Sleep darts, stun guns, mind blasts, etc. are all great ideas which could lead to us not getting bogged down in lengthy combat scenes.

Roles

You should all have a think about the type of role your character is filling in the group. Everyone being an impervious flying melee character is as bad as everyone being a sneaky ninja character. If you're all the one type you will be limited in what you can accomplish (and I may be able to neutralise everyone with the one tactic).

Roles for characters could include (but are not limited to): melee combatant; ranged combatant; detective; healer; gadget guy; vehicle operator; damage soak; infiltrator; etc.

Of course, you don't have to sit down and choose something from that list... and you don't have to limit yourself to one thing. You could be an infiltrating ranged combatant (a sniper?) for example. Ultimately, the labels I've listed above aren't important... but the thinking about what role your character fills IS important.

The last reason to make sure you all discuss this (between you) is that I'm sure it's no fun to find out someone else's character kind of does what you do. Having a niche is great and it means that you get more chance to shine.

Background

Players should have some idea of *why* their characters have become superheroes. This is a dangerous activity that could result in their death, so they should have given things some thought.

The group will have formed some time prior to the beginning of the campaign, with the characters all being a little experienced. Some thought should be given as to why or how the group formed (this could be as simple as "we all went to school together").

Some other questions to consider...

Where (in Stirling City) are you from?

What is your team name?

Who is your leader?

What do you do when you aren't "fighting crime"?

What is your civilian identity (if you have one)?

Heroes of Stirling City, Past and Present

Stirling City Irregulars

All of the current members, see list below, were engaged in trying to capture The Chrononaut in their final mission.

Current Roster

The Black Ghost: Former member of The Other Guys. Stealthy street fighter who is bound to the city.

Lightning Hachi: Former member of The Other Guys. Multi-armed, super speed martial artist.

Njordos: Ice giant.

Professor Atom: Semi-retired veteran superhero. Science and advanced technology based hero.

Silver Streak (II): Super speed leader of the team. Is covered in a silvery "skin" that protects him and grants him his powers (similar to the first hero who bore the name).

Solrac the Summoner: Mirror formed "good twin" of the villain known as Carlos the Conjuror. Uses magic.

Sveln: Ice giant.

Past Members

The Colt: Has moved to Boston with Tomorrow Girl. They got married in early 2015.

Francis Fabien: Seems to have quit the team in the recent past.

Is not actually a past member, as he has become the new Silver Streak (II), which is not public knowledge. He remains leader of the Stirling City Irregulars.

Tomorrow Girl: Moved to Boston to study and work at MIT. Got married to The Colt in early 2015.

Water Sprite: Quit the team in late 2015. She felt that her mentoring role was no longer as necessary as it had once been and her magic knowledge was more than covered by the recent inclusion of Solrac the Summoner.

Other Heroes in Stirling City

Active

The Archer: Keeps fighting the gangs in her part of the city.

Blur: Only a part-time hero while he finishes his education (at his parents' insistence).

Night-Ward (II): Has been focusing on Heroes' League business, but is now investigating the fate of the Irregulars.

Scarlet Streak: Has been focusing on Heroes' League business. When possible he has been aiding Night-Ward II.

Shadow Fox: Still inexperienced as a hero and has been less active recently.

She is currently looking after her new baby girl, which is also not common knowledge.

Water Sprite: Has joined the Mystic Council in a leadership capacity. This takes a lot of her spare time. Despite this, she desperately wants to know the fate of her former team mates.

Inactive

Agent Gibbs: A surgically engineered and enhanced gibbon, Agent Gibbs now serves as private body guard to Alec Tron, an eccentric researcher and owner of Tron Labs.

The Arc-Angel: Ceased operating as a hero in late 2013. Disbanded the Stirling Heroes when he closed up his base.

HuBot: Disappeared while on a routine patrol. Despite several searches he has never been found.

Other Player Characters: Where are they Now?

Blue Steel: Moved out to Hollywood. Is still a mostly full-time hero, but is kept busy working on set a lot of the time.

Burnished Dawn: Moved to the UK and joined The Guardians of Justice. Is being instructed in the mysteries of Light Magic.

Captain Awesome: Is touring the world. Again. Possibly fighting Elder Gods from time to time.

Frostbite: Returned to his old group.

The Linebacker: Left Stirling City to go find himself near the end of 2013. Hasn't been seen since.

Obfuscate: Moved to Las Vegas, where he now holds down a regular job (as a stage magician). Is now only a part-time hero. Occasionally works alongside The House.

Shadow Stalker: Hasn't been seen since shortly after the Stirling Heroes were disbanded. With his teleporting abilities, however, he could be anywhere.

Despite how this sounds, he is very much unavailable.

The Rose (Thorn): Has been working as a super-spy all over the world.

Campaign Timeline Catch-Up!

The following entries have been colour coded! Yay!

Anything in **GREEN** details events that happened in our previous campaign. Anything in **BLACK** is relatively common knowledge (at least in the superhero community). Anything in **YELLOW** is hero related, but isn't common knowledge.

2013

January: **Francis Fabien** officially forms the **Stirling City Irregulars**¹.

May: (i) The **Stirling City Irregulars** go missing while investigating a homicide. The **Stirling Heroes** begin tracking them down, but have to go through the **C-Dogs** to do it. Eventually they find a link between the homicide, the disappearance of the Stirling City Irregulars and Dynamic Solutions, just in time for an...

(ii) *Invasion from Earth-Shadow*: Inter-dimensional portals open in Berlin and then Stirling City, allowing armies of Shadow Humans and Shadow Monsters to invade from their alternate earth. The **MRC** and **The Heroes League** (with **Professor Atom** in tow) are quick to respond to Berlin. They are soon joined by **Earth Front** and **The Guardians of Justice**. When the portals then also open in Stirling City, all seems doomed! Until the **Stirling Heroes**, **The Other Guys**, **The Stirling City Irregulars**, **Bob Nostradamus**, **Blur**, **The Truth**, **The Archer**, **Super Security**, **Captain Awesome**, **The Panther**, **Nova**, **Omega Unit** and **Executive Solutions** manage to turn the tide and push the invaders back, defeating **The Shadow Mage** in the process.

(iii) **Salamander I** is reminded (by seeing **The Panther** in action) of why she became a hero, before so many bad decisions led her astray. She quits **Inferno** and hands herself in to the Stirling City Police. After **Inferno** tries to have her killed she is transported out of the city and given a false identity. (She has decided to retire from the costumed life and to try and make amends for her many misdeeds.)

(iv) **Burnished Dawn** is inducted into **The Secret Order of Druids**.

June: The members of **Executive Solutions**, the **Stirling Heroes** and **The Other Guys** are named "Heroes of Stirling City" and are given the keys to the city. **Frostbite**, his task (monitoring **HuBot**) done, is able to return to **Earth Front** full time.

July: (i) The **MRC**, who is still reeling from the heavy losses they incurred in the defence of Berlin, receive a severe cut to their funding.

(ii) **The Eagle** forms **The Mystic Council**² to try and confront mystical threats in future.

August: (i) **Blue Steel** leaves Stirling City (and **The Other Guys**) to relocate to Los Angeles. She also discovers that the backers for her "film" were just a front for the US military who have now made off with plans and prototypes for her suits. She begins legal proceedings against them.

(ii) **White Lady** and **Burnished Dawn** prevent members of **The Cult of the Raven** (led by **The Darkened Man**) from stealing the *dawn shard* that was used to defeat the **The Shadow Mage**.

(iii) **Obfuscate** relocates to Las Vegas, where he has just gotten a steady show off the strip. He leaves **The Other Guys**.

(iv) **The Linebacker**, feeling very out of place and time, heads off into the world to find himself.

September: **Excalibur I** and **Pteradon** are transferred from federal custody to the **Omega Unit** to serve out the remainder of their sentences.

October: **Thorn** is required to fully give up her well-known code name. She is given a new code name by **The X-Organisation (The Rose)**. At this point she also severs all ties with the **Stirling Heroes**.

November: (i) **The Arc-Angel** becomes more absorbed in his research and gives up on being a superhero. He disbands the **Stirling Heroes** as a result.

(ii) **HuBot** goes missing while on patrol in Stirling City.

2014

January: (i) Tenna Enterprises and **Super Security** begin to work on *The Guardian Program*. They plan to develop lightweight, high tech combat suits to be used by trained professional semi-superheroes. They are using the template of the armour used by the private security of Dynamic Solutions as a starting point.

February: (i) **Tomorrow Girl** leaves **The Stirling City Irregulars** (and Stirling City) and moves to Boston to study (and work) at MIT. **The Colt** follows suit (to be with Tomorrow Girl).

¹ Founding Members: **The Colt**, Francis Fabien, **Njordos**, **Sveln**, **Tomorrow Girl**, **Water Sprite**.

² Founding Members: **Apprentice II**, **Darkblade**, **The Eagle**, **Shaman**, **Water Sprite**.

(ii) **The Other Guys** disband, with **The Black Ghost** and **Lightning Hachi** joining **The Stirling City Irregulars** (after being approached by **Francis Fabien**). **Burnished Dawn** relocates to Edinburgh to join **The Guardians of Justice**.

March: (i) **The Circus Freaks**, led by the **Ringmaster**, unleash a clown themed apocalypse upon Stirling City (Ringmaster then starts calling the city Clown City). Just about every single person in the city is transformed into a psychopathic clown. **The Rose** and the **Stirling City Irregulars** are able to restore order after almost a week of total chaos. During the clean up most of The Circus Freaks escape, but Ringmaster remains in custody.

April: **The Archer** resumes her work in Stirling City, but she is no longer killing people (just maiming them).

June: **Obfuscate** teams up with **The House** to take down **Mister Mirror** and **The Spades**.

August: **The Chrononaut** pulls his first caper. The **Stirling City Irregulars** try to thwart him, but his abilities give him an unexpected edge.

September: **The Panther** joins **The Mystic Council** as they step up their activities against **The Snake Cult**.

December: **The Mystic Council** disrupts the global operations of **The Snake Cult**, destroying their mystic energy batteries in the process.

2015

January: (i) **The Eagle** passes leadership of **The Mystic Council** to **Water Sprite**.

(ii) **Night-Ward II** and **Shadow Fox** are able to (barely) trap and capture **Stretch II** when she conducts her business in Stirling City. Unfortunately the skilled thief managed to escape from custody before her powers can be thoroughly countered.

March: **Tomorrow Girl** and **The Colt** get married (in Stirling City). **Skyman** and his Skyraiders try to bust up the wedding, but the large number of heroes present easily stops them.

April: The first 'guardian' graduates into **Super Security**. **The Detroit Guardian** is soon seen on the streets of his new home town.

May: The **Stirling City Irregulars** thwart a plan by **The Acolyte** (and the **Night Circle**), which was to bring back **The Shadow Mage**. During the course of the mission, **Francis Fabien** was plunged into well of silvery light; when he returned he was the new **Silver Streak II**.

June: **Scarlet Streak** attacks **Silver Streak II** for attempting to usurp his mentor's legacy. Chaos ensues, until Silver Streak II deduces that Scarlet Streak is being influenced by an outside influence. Once Scarlet Streak can think straight again, they join forces and quickly deal with the real villain: **Mind Master**.

August: The **Stirling City Irregulars** stop **Carlos the Conjuror** from destroying his "good duplicate" **Solrac the Summoner** and absorbing his powers. Solrac the Summoner accepts an offer to join the team.

September: (i) Feeling that the group had somewhat outgrown their need for her, **Water Sprite** leaves the **Stirling City Irregulars**.

(ii) **Professor Atom** is invited to join the **Stirling City Irregulars** as their science specialist. He agrees to join on a case-by-case basis.

2016

February: Experiencing some difficulty getting a job in Boston (due to his criminal background) **The Colt** joins *The Guardian Program* (and **Super Security**) and begins officially operating in Boston.

March: **Bean sídhe** terrorises a small community until her sonic scream (or her claims of being a fairy spirit) helped create **Wild Rose**. The new hero was luckily able to drive off the villain and save the community.

June: **Shadow Fox** and **Night-Ward II** have a daughter, Elaine Tennel. **Night-Ward II** begins to think about his legacy and whether or not he should continue fighting crime now that he has a family. **Shadow Fox** convinces him that he should continue, as his sense of responsibility to the people of Stirling City (and the entire world) is something that defines who he is.

September: After suffering a broken arm at the hands of the inexperienced **Python II** (who was also then able to escape), **The Torch** decides that his body isn't up to the rigours of being a superhero any longer. He announces his retirement a few days later.

(ii) **Strong-Girl** is confronted by the white supremacist **Superior**, who wishes to prove he is the better meta-human by defeating her. Though they are evenly matched in power, **Strong-Girl's** experience allows her to win the day, forcing **Superior** to retreat in humiliation. (He vows to make her pay for this.)

October: *Killer Clown Nation*. After months of planning and preparation, **The Circus Freaks** let loose their army of killer clowns, many of whom had been being spotted in remote locations throughout the US. Thousands of homicidal clowns began campaigns of mass vandalism, assault and theft. Unknown to many, select clowns were also kidnapping certain victims at **Ringmaster's** bidding. **Earth Front**, **The Heroes' League** and even the **Omega Unit** were spread thin attempting to contain the killer clowns, but eventually the **Stirling City Irregulars** (along with **Sidewinder**, **Tomorrow Girl** and **The Colt**) were able to locate and assault **The Circus Freaks** in their hidden base (*The Big Tent*). In the explosive confrontation that followed **The Muscled Man** was killed by **Sidewinder**, though the rest of **The Circus Freaks** were defeated and captured. **Professor Atom** was able to help the federal authorities to begin turning the killer clowns back into normal civilians.