

# “The Fife”

An Adventure for Heroes Unlimited

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## What is the “Fife?”

A fife is a small, high-pitched, transverse aerophone like a piccolo. It is a flute commonly used in fife and drum corps and folk music. Reference:

[https://en.wikipedia.org/wiki/Fife\\_\(instrument\)](https://en.wikipedia.org/wiki/Fife_(instrument)). The fife of which this adventure revolves is made from walnut wood, a North American dark wood known for its deep chocolate color. It is finely crafted and polished, producing a glossy finish to the instrument. No one knows the identity of the crafter. Whoever it was must have been crazy for the fife possessed seemingly random powers with questionable intentions.

In the spring of 1710, Sandra Marshall was on her daily walk through an apple orchard that ran along a small stream. Sandra heard a musical tune and observed an object floating in the water, shimmering unnaturally in the sunlight. Upon further inspection, she noticed that it was a finely crafted flute-like instrument - a fife. “Beautiful,” she thought and was compelled, almost unnaturally, to pick it up and brought it home with her. Sandra set the fife on a mantle above the fireplace where it sat for years, serving as a decorative object. She thought, incorrectly, that it would bring her safety and good luck.

Years later, in 1738, Sandra married John Cook, and they lived in Sandra’s childhood home in Haverhill, Massachusetts. The house burned down in 1740 under mysterious circumstances. Searching the rubble for any belongings that might have survived the blaze, the Cooks found a single item intact: the fife, somehow unscathed. Sandra believed this to be a miracle and saved the fife.

Shortly after the house burned down, John received an unexpected inheritance from a distant family member. The estate paid for the construction of a new home and an opportunity to start fresh. Over the next ten years, Sandra and John gave birth to six offspring, the oldest of whom was William, born in 1742. John Cook died in a tragic accident when William was only eight years old. It is William on which this adventure will focus.

When William was old enough to enlist in the Colonial Army drum corps, his mother gifted him the fife. “It will bring you safety and good fortune.” William felt honored to have received such an elegant and sentimental gift. When he played it, it was at a skill level well beyond what he had learned. William would cherish this exceptional instrument and maybe, just maybe, pass it down to his children someday.

William had his first opportunity to play in the Drum Corps during the battle of Bunker

Hill in June 1775. Though the Colonials lost the battle, it was an unexpectedly narrow victory for the British. More importantly, it demonstrated that the Colonials could stand up to one of the world's most significant military forces. Though most would consider that notion ridiculous, William believes it was his fife playing in the background that gave the Colonial Army incredible momentum in the battle. Whether or not this is accurate is unknown.

William grew arrogant with his uncanny ability to play his fife, and his arrogance went to his head. He believed he had magical powers to bring good luck to those he played. Eventually, he would charge outrageous amounts of money to play for folks down on their luck. William became greedy. Ultimately, he AWOL'd from the Drum Corps and headed back home to Haverhill, about 30 miles north of his barracks in Boston.

Riding horseback, William headed northwards but was followed by around a half dozen soldiers who did not appreciate William's attitude and deserting the corp. They followed him into the woods near present-day Andover, MA, and confronted him by surprise. Alarmed, William reached for his pistol, but he was too late. The ambush worked: they knocked William off his horse, and the fife slipped out of his pouch. When William attempted to flee, he tried to collect the dropped fife, but tripped on a tree root and fell, breaking his ankle.

When the soldiers caught up, they spat on him. They called him out for the deserter he was. Protocol dictated that William be brought back for a court-martial and possible execution, but these soldiers had a better idea in mind. They carried William to an abandoned home in the woods, which had a dried-out well in the yard behind it. They lowered William into the well. With his ankle broken, there was no way William could climb out. "Let's see how lucky you are now, deserter! Here, you forgot this!" One soldier tossed the fife into the well, and they left.

For a couple of days, William yelled for help but got no response. He would play the fife, hoping to bring attention to his whereabouts, but no one came. William continued to play his fife until he died of dehydration and hunger several days later, his hands clasping the fife close to his chest. His spirit has haunted the well ever since.

Over 250 years have passed, and the fife is still intact, in its pristine condition. However, after two and a half centuries, the fife has grown bored and craved some mischief. Having the ability to influence fate, the fife would create some excitement and confusion. It began to play a tune just loud enough for a passerby to hear it...

## **Beginning of the Adventure**

*You are a team of first responders working for a suburb north of Boston, Massachusetts. It is a hot, muggy, afternoon in late July. A call comes in from a couple of geocaching hikers with reports of a person trapped in a well deep in the Andover Forest Preserve, a local camping ground. You are dispatched to go to the location and rescue the person from the well.*

*Upon arrival at the park, the hikers explain what they found. While taking a detour off the beaten path, they came across an old, long abandoned house in the forest. In front of the house is an old, dried-out well. From the well, they could hear eerie music playing, which sounded like a flute. They called down into the well, but the music abruptly stopped. The hikers assumed a person is trapped down there, so they called 911 for assistance. They have provided you with the GPS coordinates of the well, which is way off the beaten path.*

*There are no roads to the well, so you will have travel on foot from the preserve's parking lot. You take your rescue gear, including hiking equipment, stretcher, and climbing gear, and head into the forest at a rapid pace. As you approach the coordinates, you notice a stone wall about four feet high surrounding an old property with an old, long-forgotten house. In front of the house is the well, from which you can hear faint music.*

## **Approaching the Well**

*As you approach the well, the music continues to play its flute-like tune. When you arrive at the edge of the well, the tone of the music changes abruptly. What was once a simple melody becoming more dramatic, almost like battle music.*

It is impossible to see the bottom of the well from the surface as it is simply too dark. Players will need to use flashlights or some other source of light to see what's in the well, However, the well is 4 feet (1.2 m) wide and 20 feet (6 m) deep, making it simple to descend with rescue equipment. The bottom opens to a circular, manmade chamber about 6 feet (1.8 m) in diameter. On the ground rests the remains of a long-dead body on the ground, its back resting against the wall. Its tattered clothing is still intact; it is a colonial soldier's uniform from the Revolutionary War era. A fife rests on the soldier's lap, the body's skeletal hands clutching it. A slight glimmer or blue spark from the fife might be observed in the corner of one's eye, but maybe that is just their imagination.

If the players search the body, they will find a small book inside his uniform's pocket - the soldier's diary. Its moldy cover reveals the owner's name and a year: "William Cook, Haverhill, MA. 1775." Towards the end of the diary, Williams references the soldiers who dropped him into the well by name: Daniel Collins, Isaac Thomas, Salmon Higgins, Cyrus Adams, Josiah Gallant, Jethro Cunningham. One readable entry towards the end of the diary has the word "revenge" scribbled several times. Observant players may notice that the soldiers have the same last names as the players. In other words, the players are direct descendants of the soldiers that left William to die.

Any player who touches the fife will feel compelled to play it if they fail a saving throw vs. possession (DC 18). If/when one of the players plays the fife, incredible things happen. See more details in the section "Playing the Fife."

From here, there are three likely scenarios:

1. The players leave the well with the fife but leave William's body. Perhaps they contact a local historical society and arrange to have the body removed from the well and provided a proper burial.
2. The players leave the well, taking William's body and the fife with them.
3. The players leave both the well and the fife behind.

If the players opt to leave the fife behind, the players will again need to succeed in another saving throw vs. possession. A failure by any player means that he or she is compelled to take the fife with them. If the fife is left behind, one of the players will find it among their gear after they leave the well.

## **Leaving the Well**

Approximately 4D6 hours after the players leave the well, William Cook will rise as a zombie ("Zombie William".) If he has the fife, he will seek out revenge on the heirs of those who tossed him into the well, while heading back to his home in Haverhill. If he does not have the fife, finding it will be his priority, repeatedly uttering phrases such as "want flute" or "where is flute?" Since he can detect the fife's location within 1/4 mile (402 m), he will most likely head towards the area of the fife, probably in the party's possession. That location could be a suburb of a big city or the big city itself. It is up to you. Once Zombie William is within 1/4 mile (402 m) of the fife, he can track it to within 500 feet (52 m). If/when Zombie William gets the flute, he

will head towards Haverhill, Massachusetts, to complete his trip home. Haverhill can be as close or as far away as the GM feels appropriate. Zombie William will kill anyone in his path.

Given that he's a powerful undead Zombie wearing a tattered, Revolutionary War-era outfit, Zombie William will stand out like a sore thumb on the suburban streets. As people stare, and law enforcement tries to question or stop him, Cook will use his super strength and prowess to smash through whoever is in his way. Those who die by his hand immediately rise as nimble zombies, following Cook wherever he goes. By the time the players find him, he will have created 1D12 zombies. If he has the fife, he can lead his minions like the Pied Piper to specific locations or targets.

Other than brute force, there is another way to stop Cook from actively seeking the fife and not kill anyone in his path. If the players can stop Zombie William and give him a proper burial with the fife, he will not disturb the living again. Alternatively, and less gracefully, the players can destroy his head, per the rules on page 37 of the *Dead Reign* core book. (Note Zombie Williams' increased stats towards the end of this article.)

## Playing the Fife

The pre-generated characters in this module provide superpowers for each character, or the GM can select them. Consider the character to be an Enchanted Object O.C.C. However, unlike the typical Enchanted Object character, each player need not possess the object (the fife) while using their new superpowers. The end of this article includes six superpower options, each player receiving one of them. Feel free to swap the supplied superpowers with your own.

Use the following rules regarding the fife:

- The fife's ability only works on the players - and William! This is because they are the direct blood descendants of the soldiers that abandoned William. It's part of the fife's mischief.
- If any member of the emergency response team - the players - plays the flute, all the players are granted superpowers, even if they did not touch or play the fife. No one other than the players are affected by the fife.
- Only the player possessing the fife can activate/de-activate the superpowers for everyone. If that player loses possession of the fife against their will, the players lose their powers until the fife is retrieved by one of them. The new holder of the fife may then play it to

reactivate everyone's superpowers.

- If Zombie William gets the fife, the players automatically transform into their superhero forms.

## **William Cook, Zombie**

I could not find the stats of an undead creature with capabilities like that of the undead Zombie William for this module. So, I opened the *Dead Reign* core book, found the stats and abilities of a zombie, and made some major stat changes. Think of Zombie William as a combination of a revenant and a zombie. Tweak his stats as desired.

Zombie William has three objectives: retrieve the fife, seek revenge on those who left him in the well (or their heirs), and journey home to Haverhill, Massachusetts. Zombie William can sense the location of the fife to within 1/4 mile (402 m). Any human Zombie William happens to kill along the way rises as a minion zombie. These zombies will swarm around Zombie William and follow him wherever he goes, killing anyone who tries to stop them and creating more zombies. Stats for minion zombies are provided, but feel free to refer to the *Dead Reign* sourcebook for additional zombie types and rules. (Compatibility is one of the strengths of the Palladium Megaverse, right?)

If Zombie William knows the location of the players, he will immediately engage them. He will first send his zombie minions to swarm the players, then use his superpower for a ranged attack.

Zombies are dumb, but Zombie William is more intelligent than other zombies, though not super bright by any means. He is self-aware and can speak and understand short, simple English sentences, usually limited to just two or three words. Zombie William is literate, barely. He does not understand time, so the time of day and date is irrelevant. Zombie William cannot operate modern technology but can still ride a horse well.

Like other zombies, Zombie William fears fire. Exposure to fire will cause him to back away 1D4+4 feet. Also, like most zombies, reducing S.D.C. and Hit Points to zero will temporarily "kill" him, but he will heal 1D6+6 S.D.C. and 2 Hit Points per hour. Feeding on P.P.E. will restore 1D6+6 S.D.C. and 1 Hit Point per P.P.E. eaten. If needed, refer to page 23 of the *Dead Reign* core book for information on Zombies and P.P.E. feeding.

Bullets, blades, and punches do not damage Zombie William unless they penetrate his



A.R. of 14. He's also impervious to heat and cold. He does not breathe, so toxic gases do not affect him. Because killing Zombie William requires decapitation, shots to the head must be "called shots." Otherwise, the damage is only inflicted to the main body.

## **Zombie William**

**Horror Factor:** 16

**Attributes:** I.Q. 4, M.E. 3, M.A. 0, P.S. 25, P.P. 16, P.E. 20, P.B. 1, Spd. 20

### **S.D.C. by Location**

Hands (2): 10 each

Arms (2): 15 each

Feet (2): 10 each

Legs (2): 20 each

Head: 100

Main Body: 150

### **Combat**

# of Attacks: 5; Strike: +1; Dodge: +3; Parry: +3

Bite: 1D4+10

Punch/Kick: 2D4+10

### **Superpower**

Mental Stun (non-psionic): Attack the balance and motor mechanism of the brain. Victims feel light-headed and dizzy.

Range: 60 feet (18.3 m) or by touch

Damage: Victims lose one attack per melee, have no initiative and are -3 to strike, parry, and dodge, -6 to roll with punch, fall or impact, and skill performance and Spd reduced by 40%.

Attacks per melee: Counts as three hand-to-hand attacks. Each attack can only be directed at one person at a time

Saving Throw: 15+ is needed to save. M.E. bonuses vs. psionics can be applied.

## **Zombie Minion**

**Horror Factor:** 12

**Attributes:** I.Q. 1, M.E. 3, M.A. 0, P.S. 21, P.P. 10, P.E. 20, P.B. 1, Spd. 9

### **S.D.C. by Location**

Hands (2): 10 each

Arms (2): 15 each

Feet (2): 10 each

Legs (2): 20 each

Head: 50

Main Body: 150

## **Combat**

# of Attacks: 5

Bite: 1D4+6

Punch/Kick: 2D4+6

## **Conclusion**

The players by now should know that the fife is trouble. After Zombie William is defeated, the players will lose their superpowers. The players may try to destroy it or store it in a secure, hidden location. Even if they succeed in either, one of the players will find the fife in their possession at the very end of the game. Perhaps it's in the glove compartment of their car or it's sitting on their desk at home. Either way, the fife reappears somewhere at the very end of the game. That "lucky" player with the fife retains the ability to use their superpower when it is played, but not the other players. After all, the fife wants a new owner to taunt.

If the players haven't figured it out yet, the GM can reveal that they were the direct descendants of the soldiers that abandoned. Zombie Williams. Interesting coincidence....

### **Sgt. Ted Cunningham, Police Officer (Enchanted Object O.C.C.)**

**Level:** 3 **Education:** Military

**Alignment:** Scrupulous

**Attributes:** I.Q. 10, M.E. 15, M.A. 8, P.S. 14, P.P. 22, P.E. 13, P.B. 16, Spd. 28

**Hit Points:** 26, **S.D.C.:** 76

**Number of Attacks:** 4

**Bonuses:** Strike: 4, Parry: 4, Strike: 4, Roll: 3, Pull Punch: 2

**Karate Kick:** 2D4 S.D.C., **Snap Kick:** 1D6 S.D.C.

**Skills of Note:** Climbing: 60%, Radio: Basic: 65%, Criminal Science: 50%, Law (General): 45%, Detect Ambush: 45%, Intelligence: 45%, First Aid: 55%, Pilot: Automobile: 64%, Prowl: 35%

**Weapon Proficiencies:** W.P. Rifle, W.P. Pistol, W.P. Blunt

**Armor:** Fragmentation Vest, A.R. 13, S.D.C.: 50

**Weapons:**

Glock 17 9mm Service Pistol

Damage: 3D6 S.D.C.

Range: 1000 ft. (305m)

Black Jack (Baton)

Damage: 1D6 S.D.C.

Range: Melee

### **Sgt. Ralph Thomas, Police Officer (Enchanted Object O.C.C.)**

**Level:** 3 **Education:** Trade School

**Alignment:** Scrupulous

**Attributes:** I.Q. 12, M.E. 10, M.A. 13, P.S. 18, P.P. 14, P.E. 23, P.B. 11, Spd. 78

**Hit Points:** 37, **S.D.C.:** 67

**Number of Attacks:** 4

**Bonuses:** Initiative: 6, Strike: 2, Damage: 3, Parry: 6, Dodge: 6, Roll: 5, Pull Punch: 4, Save vs. Magic: 6, Save vs. Poison: +4, Save vs. Coma/Death: +16%

**Skills of Note:** Basic Electronics 60%, Computer Operations: 70%, Computer Programming: 60%, Radio: Basic: 75%, Radio: Scrambler: 65%, T.V./Video: 52%, Computer Repair: 55%, Read Sensory Equipment: 55%, Recognize Weapon Quality: 50%, Pilot: Automobile: 66%

**Weapon Proficiencies:** W.P. Pistol, W.P. Rifle, W.P. Blunt

**Armor:** Fragmentation Vest, A.R. 13, S.D.C.: 50

**Weapons:**

Glock 17 9mm Service Pistol

Damage: 3D6 S.D.C.

Range: 1000 ft. (305m)

Black Jack (Baton)

Damage: 1D6 S.D.C.

Range: Melee

### **Ted Gallant, Paramedic (Enchanted Object O.C.C.)**

**Level:** 3 **Education:** 4 years of college

**Alignment:** Principled

**Attributes:** I.Q. 15, M.E. 19, M.A. 10, P.S. 19, P.P. 8, P.E. 11, P.B. 21, Spd. 27

**Hit Points:** 25, **S.D.C.:** 108, **P.P.E.:** 160

**Charm/Impress:** 55%

**Number of Attacks:** 4

**Bonuses:** Initiative: 2, Strike: 2, Damage: 4, Parry: 4, Dodge: 4, Pull Punch: 2, Roll: 4, Save vs. Magic: 2, Save vs. Poison: Impervious, Save vs. Psionics: 2, Save vs. Insanity: 2

**Snap Kick:** 1D6+4 S.D.C.

**Karate Kick:** 2D4+4 S.D.C.

**Crush/Squeeze:** 18+

**Skills of Note:** Computer Operation: 80%, Biology: 60%, Paramedic: 70%, Prowl: 55%, Swimming: 60%, Climbing: 54%, First Aid: 65%, Pilot: Automobile: 64%, Pilot: Truck: 48%, Radio: Basic: 55%

**Weapon Proficiencies:** None

**Armor:** None

**Weapons:** None

### **Haley Adams, Paramedic (Enchanted Object O.C.C.)**

**Level:** 3 **Education:** 3 years of college

**Alignment:** Principled

**Attributes:** I.Q. 10, M.E. 11, M.A. 14, P.S. 20, P.P. 11, P.E. 15, P.B. 13, Spd. 30

**Hit Points:** 31, **S.D.C.:** 104

**Number of Attacks:** 4

**Bonuses:** Damage: 5, Parry: 2, Dodge: 2, Roll: 2, Pull Punch: 3, Save vs. Magic: 2, Save vs. Poison: Impervious

**Snap Kick:** 2D6+5 S.D.C.

**Karate Kick:** 3D4+5 S.D.C.

**Skills of Note:** Computer Operation: 60%, Biology: 55%, Paramedic: 65%, Research: 75%, Swimming: 60%, Navigation: 75%, First Aid: 55%, Pilot: Automobile: 79%, Pilot: Truck: 63%, Pilot: Helicopter: 60%, Pilot: Hovercraft: 75%

**Weapon Proficiencies:** W.P. Pistol, W.P. Blunt

**Armor:** None

**Weapons:** None

### **Fred Higgins, Firefighter (Enchanted Object O.C.C.)**

**Level:** 3 **Education:** 2 years of college

**Alignment:** Scrupulous

**Attributes:** I.Q. 12, M.E. 11, M.A. 10, P.S. 13, P.P. 11, P.E. 10, P.B. 11, Spd. 29

**Hit Points:** 28, **S.D.C.:** 56 (146 w/Rocket Charge)

**Number of Attacks:** 4

**Bonuses:** Damage: (2, while flying), Parry: 3 (4 while flying), Dodge: 3 (4 while flying), Roll: 3, Pull Punch: 2, Save vs. Magic: 2

**Karate Kick:** 2D4 S.D.C.

**Skills of Note:** Computer Operation: 50%, Radio: Basic: 70%, Surveillance Systems: 55%, T.V./Video: 48%, Swimming: 60%, Paramedic: 50%, First Aid: 55%, Pilot: Automobile: 64%, Pilot: Truck: 48%

**Weapon Proficiencies:** W.P. Pistol, W.P. Rifle

**Armor:** None

**Weapons:** None

### **Elizabeth Collins, Firefighter (Enchanted Object O.C.C.)**

**Level:** 3 **Education:** 1 year of college

**Alignment:** Scrupulous

**Attributes:** I.Q. 9, M.E. 11, M.A. 10, P.S. 16, P.P. 13, P.E. 11, P.B. 12, Spd. 25

**Hit Points:** 22, **S.D.C.:** 61

**Number of Attacks:** 4

**Bonuses:** Damage: 1, Parry: 3 Dodge: 3, Roll: 3, Pull Punch: 2, Save vs. Magic: 2

**Karate Kick:** 2D4+1 S.D.C.

**Skills of Note:** Computer Operation: 50%, Radio: Basic: 65%, Surveillance Systems: 55%, Locksmith: 45%, Climbing: 60%, Basic Electronics: 50%, First Aid: 55%, Photography: 45%, Pilot: Automobile: 64%, Pilot: Truck: 48%

**Weapon Proficiencies:** W.P. Pistol, W.P. Rifle, W.P. Knife

**Armor:** None

**Weapons:** None

Distribute superpowers randomly to each player after the fife has been played:

**Super Ability: Matter Expulsion: Crystal (Power Unlimited 3, page 77)**

Generate a solid material/substance to various and diverse effects.

Crystal Armor: Cover oneself with a flexible, transparent crystal coating that functions like a suit of armor. A.R.: 15. Below 15 does no damage.

Attributes and Combat Bonuses: +10 to P.S., P.P., and P.E. +40 to Spd. +10 H.P., +120 S.D.C., +3 strike/parry/dodge, +4 damage

Crystal Blast: Fire a hard-hitting bolt of crystals that appear out of thin air.  
Range: 35 ft (11 m) Damage: 3D6; Duration: Instant. Fades after 30 minutes.

Encase in Crystal: Encase objects and people in crystal.  
Encasement has an A.R. of 12 and 50 S.D.C., takes three attacks to cast. Range: Touch or 18 ft (5.5 m). Damage: None unless airtight. Duration: Up to 90 minutes.

**Super Ability: Vibration (HU2, page 295)**

Shock Waves: Create shock waves that ripple through the earth to crack sidewalks, walls, buildings, etc. Damage is inflicted to everything within the path of the shock wave.  
Range: 140 feet (42.6 m), Duration: Instant, Damage: 6D6 S.D.C., Bonus: +2 strike

Shock Blast: An amplified bolt of force that can be fired like an invisible concussion blast.  
Range: 220 feet (67 m), Duration: Instant, Damage: 4D6 (6D6 underwater) S.D.C.

Vibrate Through Substances: Make your body vibrate so quickly that you can pass through solid matter. Can only pass-through inorganic (non-living) material. Range: Self, Duration: As long as necessary

Vibrate to Become Intangible: Can vibrate so fast that any physical attacks, such as. bullets, knives, punches, etc. pass through you harmlessly. Energy attacks to 1/3 normal damage.  
Range: Self, Duration: 23 mins, Attacks per Melee: Takes place of all attacks and actions

Feel Vibrations: Feel changes in air currents caused by the movements of others. You cannot be snuck upon or caught by surprise from a nearby opponent. You are like a living motion detector; able to sense the presence of nearby movement and estimate their numbers and speech of approach. Skill chance: 70%, Range: 40 feet (12.1 m)

Vibrating Punch: Inflict 1D6+3 S.D.C.

**Super Ability: Magic**

Spells (See HU2, page 320 for spell descriptions): *Blinding Flash, See the Invisible, Sense Evil, Cloud of Smoke, Extinguish Fire, Levitation, Befuddle, Armor of Ithan, Energy Field, Fire Bolt, Fly, Fire Ball, Locate, Globe of Silence, Life Drain*

**Super Ability: Alter Physical Structure: Liquid (HU2, page 246)**

The power to transform into being of living water or water-like liquid.

Water Bolt: Instantly draw on moisture in the air or another source of water and fire a jet/stream of water at an opponent. The impact is twice as hard as a human punch. Range: 50 feet (15 m). Damage: 2D4+2 S.D.C. Duration: Instant. Bonus: +2 strike

Water Behemoth: Draw on an existing body of water (not just air moisture unless it's raining) to increase your size and mass 2, 3, 4 or 5 times your normal size when in water form. Range: Self. Duration: 24 melees. Attacks per Melee: Increase your size one size level per round, which burns up to two melee actions. Bonus: +1 strike. Penalties: -1 to dodge, Spd is reduced by 30%.

1. 2 times your normal size: 12 feet (3.6 m), 5,600 lbs (2,545 kg), Punch/Kick: +2D6 damage.

Power punch does double damage, +70 S.D.C.

2. 3 times your normal size: 18 feet (5.5 m), 12,600 lbs (5,727 kg), Punch/Kick: +3D6 damage.

Power punch does double damage, P.S. is Superhuman, +100 S.D.C.

3. 4 times your normal size: 24 feet (6.8 m), 22,400 lbs (10,182 kg), Punch: +4D6+6 damage.

Kick: +5D6+10, P.S. is Superhuman, +300 S.D.C.

4. 5 times your normal size: 30 feet (9.1 m), 35,000 lbs (15,750 kg), roughly 3,535 gallons (13,433 liters) of water. Punch: +5D6+12 damage. Kick: 6D6+20. P.S. is Superhuman, +500 S.D.C.

Water Merge: Complete merge into water and cannot be seen. Can stay in or under water indefinitely.

Manipulate Shape: As a water being, you can squish, mold, and puddle your physical form. You can pour yourself through the crack under door, through a keyhole, etc.

Limited Invulnerability: Project weapons (bullets, arrow, thrown objects) do no damage to the water being. Physical blows do no damage. Gases do no damage. Laser/light does half damage. Explosions will blow you apart, but no damage is suffered, and you can reform within 2D6 minutes.

Other Abilities and Bonuses: +30 S.D.C. at normal size. P.S. Human weight increased 7x. You radiate no heat while in water form. You have a Horror Factor of 12 while in water form.

**Super Ability: Stretch Time (Powers Unlimited 3, page 96)**

You can modify time for short periods within a limited range. Time itself will be affected within the area under your influence. The time distortion is not permanent and time "snaps back" to normal within a few seconds after you have stopped using your super ability.

Speed up Individuals and/or Vehicles: Increase your speed and the speed of up to two other individuals or one vehicle for a brief period of time. Spd increased by 50%, +1 Attacks of Melee, +2 initiative, +2 strike/parry/dodge. Can dodge a bullet, energy beam or thrown object without penalty. Range: Self and as many as two others by touch. Attacks per Melee: Using the power on yourself is 1 melee attack, and each additional person (up to two) counts as one melee attack. Saving Throw: None

Split-Second Acceleration: Increase time and speed on yourself for a split-second to allow you to throw high speed punches and kicks. Range: Self. Duration: split-second. Attacks per Melee: varies

1. Damage: Fast Punch: 2D6 damage, one melee attack
2. Fast Kick: 3D6 damage, one melee attack
3. Super Fast Kick: 6D6 damage, two melee attacks

Accelerate Thrown Weapons: Accelerate any thrown weapons to increase their range. Increase range by 50% and add an extra die of damage. Item must be thrown and does not work on arrows, energy blasts or modern weapons.

Uncanny sense of Time and Bonuses: Know the day and time within 1D4 minutes without having to refer to a watch or timepiece. +3 save vs. time altering powers and magic, +1 initiative.

**Super Ability: Mega-Tail (PU3, page 77)**

You possess a large, powerful tail with Supernatural strength. Tail is 18 feet (5.5 m) long.

S.D.C. and A.R.: Mega-Tail has 380 S.D.C. and an A.R. of 15. Tail regenerates 1D4x10 S.D.C. per hour.

Tail Strike Damage: Use the character's P.S. attribute to determine the striking power of the Mega-Tail:

1. P.S. of 15 or less: 2D6
2. P.S. of 16-20: 3D6 + P.S. bonus
3. P.S. of 21 to 25: 4D6 + P.S. bonus

Tail Blaster: The tip of this semi-prehensile tail has a natural energy blaster that fires one of the following: electricity, energy, fire, or laser beams. Range: 360 feet (109.8 m). Duration: Instant. Damage: 2D6. Attacks per Melee: Each blast counts as one melee attack. Bonuses: +2 to strike with energy blasts. +1 to strike as a clubbing or slashing tail.