



**SCOFFLAWS**

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**SCOUNDRELS**



# **A CRIME FIGHTER RPG SOURCEBOOK**



Scofflaws & Scoundrels is a supplemental sourcebook for the game Crime Fighter RPG. It contains four Non-Player Crime Fighters (NPCFs) and twelve Non-Player Criminals (NPCs) from the world of Crime Fighter RPG. The NPCFs (the scofflaws) and NPCs (the scoundrels) are provided as ready made characters for Crime Fighter RPG adventures. Though a Crime Master (CM) may use the characters in this sourcebook whichever way he or she so deems, some scenarios involving each NPCF and NPC are suggested at the end of this sourcebook. All NPCFs and NPCs were created at the same level as beginning PCFs, and have not been given any Experience Rewards yet. It is recommended that the NPCFs in this sourcebook be allies or mistaken foes of Player Crime Fighters (PCFs) originally created for Crime Fighter RPG. However, the NPCFS can also be pre-made PCFs for players that don't want to create original PCFs. Alternatively, the NPCFs can be ran as NPCs. Likewise, it is recommended that the NPCs in this sourcebook be foes of original PCFs, but they can also be ran as NPCFs by the CM or pre-made PCFs by the other players. The rest of this sourcebook includes profiles for each character included, followed by the suggested scenarios section. The profiles of the NPCFs proceed the profiles of the NPCs. Each character's profile contains their artwork, name, motifs, Combat Skills, Detective Skills, Gadgetry, and a brief background describing the character's origin and abilities.



Crime Fighter Name- The Midnighter

Motifs- Midnight Avenger, Dark Detective, Nocturnal Vigilante

Combat Skills- Attack Melee +1 (Melee Expert), Attack Range +1 (Ranged Expert), Evade Melee +1 (Expert Block), Evade Range +1 (Expert Dodge)

Detective Skills- Detection +1 (Night Vision), Deduction +1 (Dark Detective), Intimidation +1 (Masked Man Of Mystery), Stealth +1 (Night Stalker)

Gadgetry- Augment: Attack Melee +1 (Weighted Gloves), Augment: Attack Range +1 (Midnight Gun), Augment: Stealth +1 (Midnight Cloak), Oppose: Detection -1 (Midnight Cloak)

Background- Nobody knows the origin of The Midnighter. He mysteriously appears during the midnight hour to bring evildoers to justice in the twilight hours of the night.



Crime Fighter Name- Mr. 420

Motifs- 420, Holistic Herbalist, Medical Grower, Pacifist

Combat Skills- Initiative +1 (Swift Roll), Evade Melee +1 (Pacifism), Evade Range +1 (Peaceful Resistance), Resilience +1 (Holistic Health)

Detective Skills- Detection +1 (Heightened Perception), Deduction +1 (Heightened Awareness), Education +1 (Holistic Herbalist), Persuasion +1 (Toke Down)

Gadgetry- Augment: Persuasion +1 (Blunt Smoke), Oppose: Persuasion -1 (Blunt Smoke), Heal Wound (Medicinal Herb), Heal Wound (Herbal Medicine)

Background- A proponent of the recreational use of medicinal herbs, Mr. 420 seeks to promote his agenda by pacifying criminals using his special blend of blunt-wrapped medicine.



Crime Fighter Name- Square Peg

Motifs- Squares, Rectangles, Geometry

Combat Skills- Initiative +1 (Acrobatic Tumbling), Attack Range +1 (Throwing Skill), Evade Melee +1 (Acrobatic Tumbling), Evade Range +1 (Acrobatic Tumbling)

Detective Skills- Detection +1 (Notices Shapes & Patterns), Deduction +1 (Mathematical Mind), Education +1 (Geometry Major), Persuasion +1 (Cute & Friendly)

Gadgetry- Augment: Attack Range +1 (Chuckling Rectangle), Augment: Resistance +1 (Checkered Suit), Oppose: Evade Range -1 (Chuckling Rectangle), Heal Wound (Square Meal)

Background- A friendly college student by day and a fierce crime fighter by night, Square Peg is obsessed with studying parallelograms and chucking her steel rectangles at villains.



Crime Fighter Name- Talon

Motifs- Flying Detective, Avian Ally, Birdman Bounty Hunter

Combat Skills- Initiative +1 (Aerodynamic), Attack Melee +1 (Talon Expertise), Evade Melee +1 (Wing Block), Evade Range +1 (Aerobatics)

Detective Skills- Detection +2 (Eagle Eyed), Deduction +2 (Flying Detective)

Gadgetry- Oppose: Resistance -1 (Talon Claws), Extra Wound Melee (Talon Claws), Flight (Wings), Minor Cohort: +1 Evade Range, +1 Detection, Flight gadget (Pet Hawk)

Background- Talon is known as 'The Flying Detective', a private eye for hire who makes his living by solving crimes and turning in criminals for their bounty money.



Criminal Name- Bad Cop

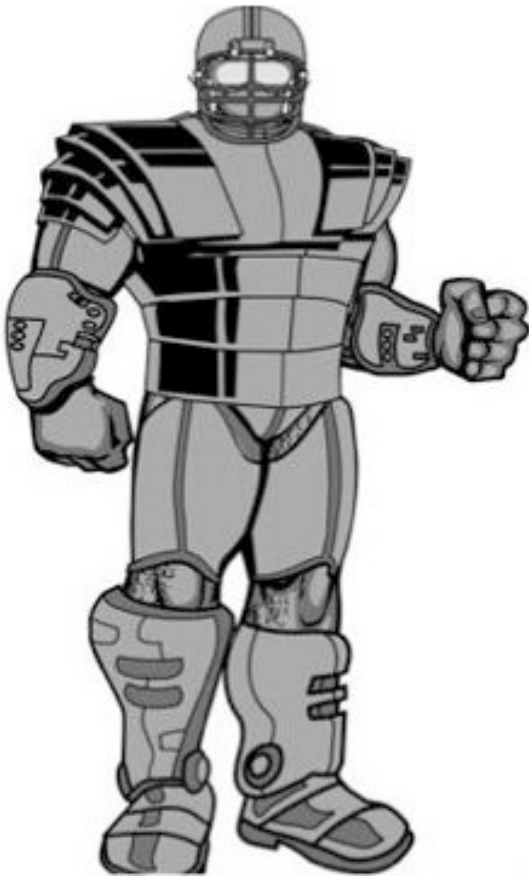
Motifs- Corrupt Police Officer, Sadistic Law Enforcer

Combat Skills- Attack Melee +1 (Riot Training), Attack Range +1 (Sharpshooter Training), Resistance +1 (Tough Cop), Resilience +1 (Strong Will)

Detective Skills- Detection +1 (Police Training), Deduction +1 (Police Training), Intimidation +1 (Mean Spirited), Streetsmart +1 (Dirty Cop)

Gadgetry- Augment: Attack Melee +1 (Truncheon), Augment: Attack Range +1 (Police Gun), Augment: Resistance +1 (Riot Gear), Prevent Wound (Riot Gear)

Background- Bad Cop was a police officer who was thrown off the police force for corruption. In response, he stole some advanced police weaponry and became a super criminal.



Criminal Name- Blitzzer

Motifs- Football, Blitzing, Armored Juggernaut

Combat Skills- Initiative +1 (Forward Charge), Resistance +1 (Muscle Mass), Resilience +2 (Physical Conditioning)

Detective Skills- Detection +1 (Survey Field), Intimidation +2 (Near Invincible), Streetsmart +1 (Ex-Con Football Player)

Gadgetry- Augment: Resistance +2 (Blitzer Battlesuit),  
Augment: Resilience +1 (Blitzer Battlesuit), Prevent Wound (Blitzer Battlesuit)

Background- An ex-convict that was hired to test out a special battlesuit, Blitzzer instead charged off with the battlesuit and began a life of crime as a smash & grab, hit & go criminal.





Criminal Name- The Cockatrice

Motifs- Petrification, Poison, Mythological Creatures

Combat Skills- Attack Melee +1 (Cockatrice Claws), Attack Range +1 (Cockatrice Quills), Resistance +1 (Cockatrice Costume), Resilience +1 (Cockatrice Costume)

Detective Skills- Deduction +1 (Cunning & Intelligent), Education +1 (Brilliant Chemist), Intimidation +1 (Mythical Appearance), Stealth +1 (Sneaky & Underhanded)

Gadgetry- Oppose: Initiative -2 (Petrifying Poison), Oppose: Evade Melee -1 (Petrifying Poison), Oppose: Evade Range -1 (Petrifying Poison)

Background- A scientist obsessed with mythic creatures that could change people into stone, The Cockatrice went insane after he invented a special poison that petrifies it's victims.



Criminal Name- Deathbow

Motifs- Archery, Death, Sniper, Skulls, Assassination

Combat Skills- Initiative +2 (Agile Archer), Attack Range +2 (Expert Marksman)

Detective Skills- Detection +2 (Precision Focus), Intimidation +1 (Deadly Reputation), Stealth +1 (Assassin Stealth)

Gadgetry- Oppose: Evade Range -1 (Death Bow), Oppose: Resistance -1 (Piercing Arrowhead), Oppose: Resilience -1 (Poisoned Arrow Tip), Extra Wound Range (Arrows Of Death)

Background- Deathbow is a deadly extortionist and murderer who uses his sharpshooting skills and advanced archery to threaten various victims into paying him or being killed by him.



Criminal Name- illuminati

Motifs- Illumination, Hypnotic Light, Glowing Bulbs,

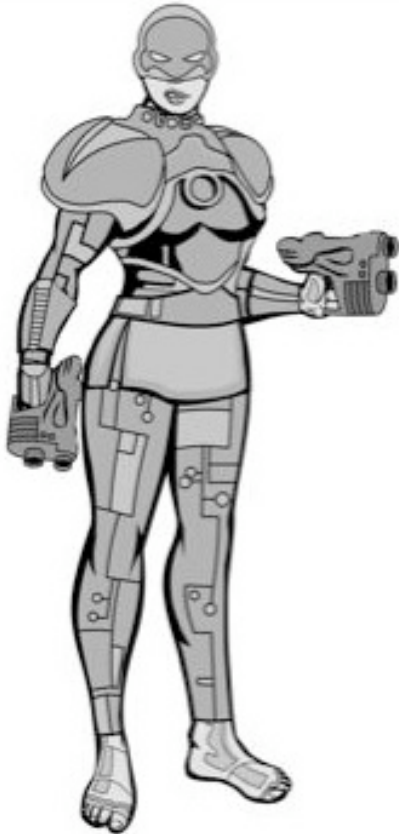
Combat Skills- Initiative +2 (Dazzling Illumination), Resistance +1 (Shimmer Suit), Resilience +1 (Shimmer Suit)

Detective Skills- Persuasion +2 (Mesmerizing Light), Stealth +2 (Blinding Glare)

Gadgetry- Oppose: Initiative -2 (Dazzling Illumination),

Oppose: Persuasion -2 (Mesmerizing Light)

Background- Very little is known about the mysterious villain called illuminati. He appears out of nowhere in a flash of light, mesmerizing all those around with his hypnotic light pulses.



Criminal Name- Lucretia Borg

Motifs- Cybernetics, Bionics, Billionaire Industrialite

Combat Skills- Initiative +2 (Cybernetic Speed), Attack Range +2 (Internal Targeting System)

Detective Skills- Deduction +2 (Brilliant Mind), Education +2 (Technological Genius)

Gadgetry- Augment: +1 Resistance (Exo Skeleton), Prevent Wound (Exo Skeleton), Multi Attack Range (Borg Blasters), Flight (Bionic Boost)

Background- Secretly the CEO of a large corporation specializing in robotics, Lucretia Borg commits crimes to afford the expensive alteration of her body with futuristic cybernetics.



Criminal Name- Merry Maker

Motifs- Jolly Jester, Criminal Pranks, Forced Laughter

Combat Skills- Initiative +1 (Tumbling Trickster), Evade Melee +1 (Pratfall), Evade Range (Jester Jig), Resilience +1 (Swift & Hardy)

Detective Skills- Deduction +1 (Extremely Clever), Education +1 (Wacky Inventor), Persuasion +1 (Merry Prankster), Stealth +1 (Show Stopper)

Gadgetry- Augment: Attack Melee +1 (Merry Mace), Augment: Persuasion +1 (Laughing Gas), Oppose: Persuasion -2 (Laughing Gas)

Background- Merry Maker was once a successful comedian who snapped when his career took a dive. Since then, he has began a life of crime forcing people to laugh and make merry.



Criminal Name- Ms. Firecracker

Motifs- Firecrackers, Explosives, Demolitions, Arson

Combat Skills- Initiative +2 (Petite Spitfire), Attack Melee +1 (Demolitions Expert), Attack Range +1 (Expert Toss)

Detective Skills- Persuasion +1 (Innocent Act), Streetsmart +1 (Juvenile Delinquent), Stealth +2 (Small Sneak)

Gadgetry- Extra Wound Melee (Big Firecracker), Extra Wound Range (Big Firecracker), Multi Attack Melee (Firecrackers), Multi Attack Range (Firecrackers)

Background- Ms. Firecracker may look adorable and act innocent, but she is in fact a very lethal and dangerous young arson who has no remorse for any of the damage she causes.



Criminal Name- Politico

Motifs- Politics, Deception, Disguise, Dirty Tactics

Combat Skills- Attack Melee +1 (Knife Expert), Attack Range +1 (Firearms Expert), Evade Melee +1 (Defensive Fighting), Evade Range +1 (Evasive Action)

Detective Skills- Deduction +1 (Political Mastermind), Education +1 (Political Science), Persuasion +1 (Silver Tongue), Stealth +1 (Master Of Disguise)

Gadgetry- Augment: Persuasion +1 (Sharp Dressed Man), Augment: Stealth +1 (Disguise Kit), Extra Wound Melee (Various Knives), Extra Wound Range (Various Guns)

Background- The political mastermind Politico constantly meddles in politics and elections, using his lethal skills and Machiavellian planning to manipulate the political process.



Criminal Name- Rabid

Motifs- Rat Man, Rodent Army, Rabies, Pestilence, Sewers

Combat Skills- Initiative +1 (Ratlike Reflexes), Evade Melee +1 (Ratlike Reflexes), Evade Range +1 (Ratlike Reflexes), Resilience +1 (Virus Resistant)

Detective Skills- Detection +1 (Keen Senses), Intimidation +1 (Fearsome Aspect), Streetsmart +1 (Sewer Knowledge), Stealth +1 (Expert Skulker)

Gadgetry- Oppose: Resilience -2 (Virulent Vial), Oppose: Intimidation -1 (Giant Rat Mask), Minor Cohort: +1 Initiative, +1 Stealth, Oppose: Resilience -1 gadget (Rabid Rat)

Background- The vile Rabid was a research scientist who went mad after a beloved lab rat died of rabies. He has since weaponized the disease and trained an army of sewer rats.





Criminal Name- Starla

Motifs- Stars, Celestial Bodies, Astronomy, Astrology

Combat Skills- Attack Range +2 (Star Wand), Evade Range +2 (Star Suit)

Detective Skills- Detection +1 (Starry Eyed), Deduction +1 (Starry Wisdom), Education +1 (Astronomy & Astrophysics), Persuasion +1 (Stellar Looks)

Gadgetry- Augment: Attack Range +1 (Star Wand), Augment: Evade Range +1 (Star Suit), Oppose: Initiative -1 (Shining Star Medallion), Flight (Star Cloak)

Background- The astrophysicist turned criminal Starla invented a special wand and suit that redirects stellar radiation into star blasts, a spinning field of energy stars, and anti-gravity flight.



Criminal Name- Vectra

Motifs- Lines, Parallels, Angles, Vectors, Graphs

Combat Skills- Attack Melee +2 (Battle Staff Expert), Evade Melee +1 (Blocking), Evade Range +1 (Acrobatic Flips)

Detective Skills- Detection +1 (Analytical Mind), Deduction +1 (Linear Thinking), Education +1 (Highly Conceptual), Stealth +1 (Escape Artist)

Gadgetry- Augment: Attack Melee +1 (Battle Staves), Augment: Evade Melee +1 (Battle Staves), Augment: Evade Range +1 (Battle Staves), Multi Attack Melee (Battle Staves)

Background- The acrobatic criminal Vectra is obsessed with lines and parallels. She is also a formidable hand-to-hand combatant, deftly wielding a pair of steel staves while in battle.

## **Suggested Scenarios for Scofflaws & Scoundrels**

Scenario for The Midnighter The Midnighter has been stalking the Player Crime Fighters from afar, trying to gauge if they are worthy allies or possible enemies. He offers no explanation as to why he is tailing the PCFs, and it is up to them to figure out what he is up to and why he is following them. During all this, one or more of The Midnighter's foes will begin a crime spree.

Scenario for Mr. 420 A push for local medical legislation brings the activist Mr. 420 into town to help support a legalization proposition. The proposition is actually a front for an anti-legalization organization which has hired a Non-Player Criminal to enact their plan. The Player Crime Fighters must expose the NPC and show Mr 420 the truth behind the false proposition.

Scenario for Square Peg Square Peg has learned that two Non-Player Criminals are plotting an elaborate crime together. She now seeks to enlist the aid of one Player Crime Fighter so that it may be two heroes versus two villains, which she envisions to be symbolic of a square. Square Peg will use her charms and try to prove her worth to the PCF she has chosen.

Scenario for Talon A clever Non-Player Criminal has left Talon a deliberate series of clues that lead to the Player Crime Fighters. Talon mistakenly falls for the ploy and tries to bring the PCFs to justice. If the PCFs can subdue Talon and prove their innocence to him, they can all begin the hunt for the NPC who caused the whole mess in the first place.

Scenario for Bad Cop Bad Cop has taken over the city's police academy and is holding a group of cadets as hostage. His plan is to trade the cadets for the chief of police, who he will then ransom off to the city as well as other criminals to see who bids the highest. It is up to the Player Crime Fighters to enter the highly booby-trapped academy and save the cadets.

Scenario for Blitzzer Blitzzer has began a smash & grab crime spree of jewelry stores, leaving a wide wake of destruction in his path. It is up to the Player Crime Fighters to catch Blitzzer in the act and stop him. Failing that, they must track him down to wherever his current hideout is in order to bring him to justice and return the stolen jewels to their rightful owners.

Scenario for The Cockatrice The Cockatrice has recently acquired a penthouse with a roof garden. After turning the penthouse owner to stone and putting the 'statue' of him in the garden, the villain decided he needed more statues to fill the garden with. Having assembled a list of social elites to turn to statues, only the Player Crime Fighters stand in his way.

Scenario for Deathbow The Player Crime Fighters are contacted by a rich family who claims that they need help after being extorted by the criminal Deathbow. The evil archer threatened to murder the entire family one by one unless they paid him a lot of money. They paid the ransom, but Deathbow has nonetheless begun to slowly killing them off one at a time.

Scenario for illuminati illuminati begins a mysterious crime wave wherein different technology is stolen from various places in order to secretly design some sort of powerful light device. It is up to the Player Crime Fighters to piece together what illuminati is up to, and to destroy the secret device when illuminati finally steals enough parts to create it.

Scenario for Lucretia Borg A rival corporation has reportedly invented a new cybernetic innovation that threatens to cut into the profits of Lucretia Borg's company. The Player Crime Fighters must thwart her devious plan to acquire the new cybernetic device for her own use, thereby empowering her and robbing her competition of a profitable invention.

Scenario for Merry Maker The annual comedy film festival is occurring, and the wicked Merry Maker has decided he wants to crash the party. Throughout the week-long festival, the Player Crime Fighters must hamper Merry Maker's numerous attempts to create havoc and mayhem by using the film festival's crowd as a captive audience for his fiendish pranks.

Scenario for Ms. Firecracker A recent rash of arsons throughout the city can only be the work of the criminal Ms. Firecracker. But when the Player Crime Fighters hunt down the juvenile villainess, she claims that she has no involvement whatsoever in the fires. Is Ms. Firecracker playing innocent as usual, or is there a different villain behind the arson?

Scenario for Politico It is time for citywide elections, and Politico has stacked the electoral slate with numerous puppet politicians that will, if elected, secretly work for him to pass local legislation to ban crime fighting vigilantes. It is up to the Player Crime Fighters to uncover the deceptive plot and expose the corrupt political candidates as pawns of Politico.

Scenario for Rabid The time has come for Rabid to unleash plague and pestilence upon the city. Appearing from out of the sewers, the insane ratman is determined to cause a rabies epidemic by infesting the city's water supply with the disease and letting loose his vicious army of rabid rats. Amidst a city in panic, the Player Crime Fighters must stop Rabid's evil plan.

Scenario for Starla A meteor that recently crashed on Earth is on display at the city's metropolitan museum. The display has attracted the attention of Starla, who has decided to give the museum fair warning that she will be coming in to take the meteor for her own. The museum's curator implores the Player Crime Fighters to help guard the meteor from being stolen.

Scenario for Vectra The V Line subway system has just been introduced to the metropolitan area as an improvement over the old subway system. The villainous Vectra has decided to invade the grand opening of the V Line and kidnap the mayor during the maiden voyage of the new train. It is up to the Player Crime Fighters to board the V Line and save the mayor.

Scofflaws & Scoundrels was written by Errin Famiglia as a supplement for the game Crime Fighter RPG.

All artwork in Scofflaws & Scoundrels was made by me using the excellent program known as the Hero Machine. You can learn more about the Hero Machine at [www.heromachine.com](http://www.heromachine.com) , or can use the online Hero Machine at [www.ugo.com/channels/comics/heroMachine2](http://www.ugo.com/channels/comics/heroMachine2) to visually re-create your own Crime Fighters and Criminals for Crime Fighter RPG.