

Nightshift

A Champions Campaign

Regular heroes have it easy. The tights-n-capes types spend their days punching terrorist thugs, blasting robots, matching wits with cackling megalomaniacal egg-heads and staving off doomsday. Okay, maybe *easy* isn't the right word. But they don't have to wrestle the Othoko Slime-beast or track the Fungal Lord by scent. Horrifying!

Part of the reason for this is that certain crimes just fall between the cracks. They're ill prepared to deal with magic because of *The Veil*, the unexplained force that prevents them from seeing magic for what it is. Threats are made against the Sultan of Qal-Adim? It must be terrorists, or Viper. Not the Shadow Alliance. They don't even know what that is.

Nightshift is a campaign for low-powered heroes of supernatural origin. Fledgling werewolf? Disembodied spirit? Psychic Medium? Sorcerer's Apprentice? All are welcome.

The group is the brainchild of hero and teenage girl zombie, **Sleepwalker**, who noticed a lack of teamwork among the protectors of the night while the forces of darkness seemed to be growing in strength.



At the same time, many potentially powerful heroes were not being 'tapped' for assistance because of their demeanor, appearance, background, or some other reason to mistrust them.

At the start of the campaign, each of you will have had a recent run-in with something that was too powerful to handle. (I will supply details once I know your background.)

What Books Do I Need?

On the campaign website you will find a PDF copy of **Champions Complete** [on the front page \(click on the picture of it\)](#). You don't "need" to buy anything. This game will be based in 6th Edition Champions. Also, **you can use your 5th edition books for most things**, keeping in mind that measurements now are in Meters (not Inches). 1"=2m. The stats have changed in 6th. If you want to build the character as 5th edition I will help you update it to 6th. In most cases it won't take long. [If you want me to make your character just tell me what you want.](#)

Sewer Serpent Slays Six

Midtown—The Department of Water and Power (DWP) has asked the police to warn the public following the discovery of six bodies which were each reported missing. A member of the DWP team that discovered them while doing routine maintenance described an anaconda or similar snake worthy of any Hollywood film.

"I never saw a head, but it's reptilian tail reached out of the darkness and nearly scooped up Raleigh [Harper]," said DWP employee Jake Newberg. "We only got away because I broke open a flair and it ran!"

So What Do I Need?

The character must have a willingness to work with other like-minded freaks to do good, and they must have a supernatural origin story and general focus for the character. Examples:

- Some kind of were-rat bit me
- Taught real magic by an old man in a nursing home.
- Victim of magical experiments
- An elemental summoned from a dimension of water
 - The third born child of Zeonus the Devourer, a minor prince of the fourth hell
 - I have a forked tongue and can breathe fire. I have no idea why.
 - Found a magical conch shell that blows down walls and hurts ear drums.

A descendant of demons, a possibly infectious were-creature, Merlin's pet quasit, guy with unknown ancestry and a barbed tail: all fine. The nature of your powers could be innate natural abilities (Fire Breathing), learned abilities (Spell Casting), or magical items (Conch Shell).

How Much Background Do I Need?

Not much. Honestly, you don't even have to know exactly what you are! Just come up with what you look like and do. Anything you leave out is something the GM can play with during play to anchor the character to the setting. Things like "Hunted" or who the alchemist was in your backstory that gave you a giant mosquito head making you the Marvelous Mansquito!

The fewer new things I have to make to fit my setting the better. So "I'm hunted by a cult of religious zealots" let's me use an existing group, but "I'm hunted by the cult, *The Right Hand of God*", forces me to manufacture something new.

Here are the major cities of this campaign:

- All current major Earth Cities, except Detroit.
- Lazarus, our campaign city.
- Millennium City, built on the remains of old Detroit following a horrific battle. It's the most modern city in the world.
- Vibora Bay, Located on the Gulf Coast of Louisiana, this is a well known (among magic types) magical nexus.
- Hudson City, on the Southern coast of New Jersey, this is a street crime-riddled environment. (The Dark Champions Setting)

There are a few international areas too. Qal-Adim is a middle-eastern Sultanate. Monster Island is an actual place where the Japanese study Kaiju (Godzilla-type monsters). And the Hinhan Nation is a surprisingly savvy native American sovereign nation inside South Dakota.

City Hall Haunted?

Justice Circle—While working late at city hall, one might want to consider not working alone. A number of recent incidents have occurred, each having a similar resonance.

"It looked like some kind of Ghoul! It poked it's face through the wall as I was waxing the floor of the city council room," claims late shift janitor Hector Abrasio.

"It spoke and then left."

What did it say?

"It said, 'Sorry'."

Alderman Larissa Jones has a similar tale, falling asleep in her

Character freebies

You can have a small lair. It could be an apartment. It could be the 2nd floor of a small abandoned building. It could be an extra-dimensional pocket only accessible by climbing down a specific chimney. In any event, it won't be big and it won't be riddled with goodies. If you want to decide later in play, that's fine. You don't have any free transportation. Well, you can have a skateboard, bicycle, or bus pass.

Assume you can make enough money doing something in order to keep your lifestyle afloat, unless you want to have exceptional spending money (in which case you'll need to buy wealth with points). BUT: Throwing money at a problem will never be a way of resolving it in this game. I will purposely make it so that this doesn't work. Things made with points can fix scenario problems. Things bought with money will not. Cell phones unexpectedly fail, standard cars break down, cheap nightvision goggles from the army surplus store short out whenever something important is happening.

There are *Everyman Skills* as well. Please see the Character Creation document.

So... 6th Edition...

Here are some of the basic changes:

- There are no "figured" stats. In other words, when you buy DEX it doesn't determine your SPD (and thus how often you attack). You buy SPD and DEX separately. Same with the CVs (Combat Values) which are how well you attack and defend.
- The Champions measurement used to be "Hexes" or "Inches". 1 Hex = 2M. In this version, Hexes and Inches are done away with. All measurements are in Meters. For scale purposes, 1" of map scale is going to equal 1 Meter. Simplicity is best!
- Killing Attacks calculate BODY the same but STUN differently. You count the total on the dice to get the number of BODY done, but for STUN:
 - Old Method: Roll 1D6-1 (minimum 1) and multiply this by the BODY to get total STUN.
 - New Method: Roll ½D6 and multiply this by the BODY to get the total STUN.
- Disadvantages are now called Complications, so as not to appear to be the opposite of "advantages" (which are still called advantages).
- Some advantages and limitations have been removed, changed, or nested under another limitation or advantage as a sort of sub-category.
- You can opt to use EGO instead of DEX to determine how fast you attack, assuming you are going to take mental actions, not physical ones.
- COM (Comeliness) is dead. Use Distinctive Features (Complication), Striking Appearance (Talent), a power, or high Presence to simulate such things and beauty and ugliness.

Anything Off-Limits (Characterwise)?

When in doubt, check with your GM. But here are some things off the top of my head, most of which have to do with circumventing the campaign by making it too easy, or being able to do anything any time. Say to yourself "Is this going to break the game?" If it can, it probably will.

- I'm not going to let anyone see the future unless it's just fuzzy glimpses. First off, it's hard to roleplay an event unless you just assume that by knowing about the event you've changed it.
- Don't buy Faster Than Light Travel. You'll never use it.
- As a matter of course, Extra-dimensional travel should only be to specific dimensions. No PC is going to have carte blanche to any dimension they want any time they want. Want a link back to your home dimension? Okay. I might impose some restrictions, but we'll see.

Adhere to Character Concept

Lots of things are useful, they just don't make sense to the character. Why did you spend your XP to buy your Samurai a laser pistol? I'm okay with it if there's a real Roleplaying explanation. Cuz, Face it: It's not all that hard to come up with a way to get something into the character. "Jack Frost, Winter Guardian" would not wear a Kevlar vest (Resistant Protection), however, if he formed ice shell on himself or the frigid air around him deadened energy blasts that's another way to get some resistant defense. It might not be appropriate for Lord Igneous, an earth elemental, to teleport, but if the power was "Teleport, only when in contact with earth or stone floor" then he might for the sake of special effects be melding into the ground and popping up behind our bad guy.



XP

For simplicity, you'll all get the same XP award. If there's reason in game for something additional to be awarded, I'll do that free of XP cost. So I might hand out Contacts, a minor ability, or any number of things because it made story sense, AND you earned it somehow, and it won't cost you anything. You can spend XP between scenarios with the GMs permission.

Rerolls

Criticals (Successfully rolling under half the chance of succeeding) can get you a reroll. This is discussed in the campaign specific rules document.

Death

Since this is a comic-book style campaign, defeated people are left behind or captured (not executed). Expect a deathtrap or dungeon, not a funeral. If Master Ping defeats you in a mystical battle of martial

artists, he's happy to gloat and leave you in a heap on the floor. It's worth noting that if you're bleeding to death, it's no concern of his. But it takes a long time to bleed to death; long enough for most heroes to show up and intervene.

All of this aside, Death is rarely the end in a comic book campaign, and even less so in a *mystical* comic-book campaign.