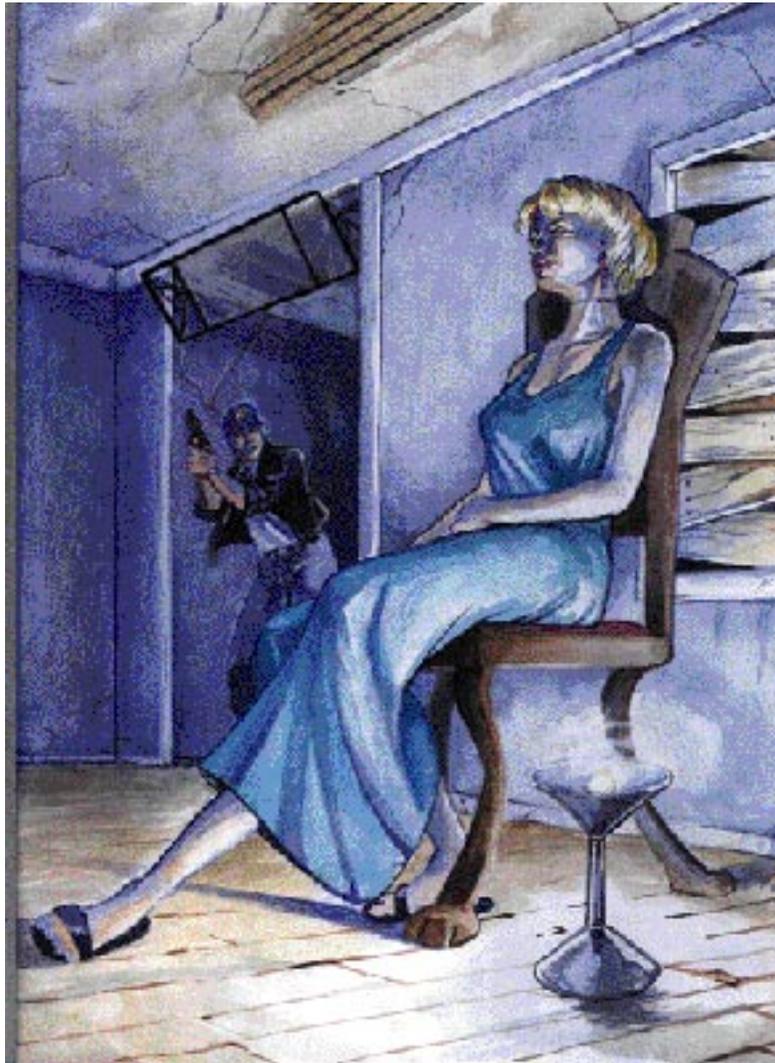


# Widows & Orphans

by Chris Avellone



**HERO**  **PLUS**™

# Orphans & Widows™

Version 1.0

by Chris Avellone

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# Introduction

It is said that Fell's Point is a city of widows and orphans.

One night of chaos changed them from statistics to forces to be reckoned with. When night fell in 1990, the Fell's Point lost and dispossessed brutally carved out their territory in the city streets.

Years later, their stories are finally being told. They have opened their gates to allow you passage.

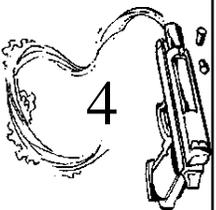
If loneliness is your soul companion, come to Widow's Peak, where the women of Fell's Point have established their kingdom and guard it against all

who would try and deprive them of their livelihood. In the shadows of the widows' influence, attempt to solve a bizarre murder that even the authorities fear to investigate.

Or if it is a fight you desire, seek out the orphans of Fell's Point, Clown Alley, who have lost their families, their mad king, and their way.

Both groups have their tales to tell.

And they want you to be a part of them.



# Forward: Where This Thing Came From And What To Do With It

Prostitutes and clowns may not be something you expect to see in one book. That's okay. They were never intended to be complimentary in the first place.

The Widows and Clown Alley were originally scripted for a *Dark Champions* organization book known as *Shadow Syndicates* two years ago. As seems to happen, however, I got Steve Long-itis, and the manuscripts promptly swelled beyond the bounds of reason. They sat, distended pustules of kilobytes on my computer, too obese for a published book. *There goes more work that will never see the light of day, I thought.*

Then Hero Plus came along, and viola...here they are on diskette.

So now you have these two organization books in your hands: one book with a vice district filled with hookers, and the other book describing a bunch of clown crooks. What do you do with them?

Whatever you want, I guess, is the best answer. It's more in line with the grand Hero tradition of customizing your own world rather than having it dictated to you.

Take what you like from *Widows and Orphans*, tailor it to your campaign, and disregard the rest. Hopefully there's something you can use in these manuscripts.

Enjoy.

## A Word Of Warning

*Widow's Peak* deals with mature themes, and GMs should be aware that using such subject matter in role-playing games requires a certain level of maturity and caution. Some players may find the subjects contained herein uncomfortable, and GMs should take this into consideration.

Sensitive readers, however, should also keep in mind that *Widow's Peak* is a work of fiction. Neither the author nor HERO Games condones any of the activities (well, except for police work and arresting criminals) mentioned in this book.

## Dedication

To Andy "Buddha of Love" Mathews for the invitation to join the EROICA APA, and his subsequent invitation to become one of the contributors for *Shadow Syndicates* (you asked for it, Andy). Special thanks also goes to the following two people: Steve "Hero Golden Boy" Long for his extensive knowledge of prostitution (hmmm), for pointing my research in the right direction, editing suggestions, and for the Kalaripayit Martial Arts style, and to Mark "Meat" Arsenault, who took time out of his busy schedule to reality-check *Widow's Peak* and add his special "cop" insights, including formatting crime reports, some slang ("meat," "trick"), specific police investigation methods, and general criticism. Thuy Dang, Brad Reed, George Sedgwick, Tim Winkle and Chris Wright really had nothing to do with this book, but I like them, so I thought I'd mention them here. Take care, guys.

## Abbreviations

Throughout the book, some supplements and campaign books are referred to extensively. For the sake of convenience, and to allow more new material to be presented, the title of the books have been reduced to the following abbreviations:

A	=	<i>Asylum</i>
DC	=	<i>Dark Champions</i>
I4I	=	<i>An Eye for an Eye</i>
JNL	=	<i>Justice, Not Law</i>
MR	=	<i>Murderer's Row</i>
UE	=	<i>Underworld Enemies</i>
UMA	=	<i>The Ultimate Martial Artist</i>

These references, whenever possible, include a page number for convenience.

Note: All references to the "Champions Rulebook" in the text refer to the *Champions Fourth Edition Rulebook*.

## Afterthoughts

There's two more things I better say, which may help you sort out some confusing stuff in the text:

1. As scripted, these two books are set in the fictional city of Fell's Point, a *Dark Champions* city south of Hudson City. Do not be alarmed. "Fell's Point" could just as well read Hudson City, New York, San Francisco, or the GM's own campaign city. For the sake of story (and to try and appeal to as many genres as possible), "Fell's Point" is assumed to exist simultaneously in *Dark Champions*, *Champions*, and *Horror Hero*.

In addition, while Fell's Point has a few paranormals running around in it, these paranormals (and their powers) play little or no role in the two books that follow. No great changes need to be made if you're running a Heroic level *Dark Champions* campaign.

2. My fellow EROICA APA member and pal, Tim Binford, designed the National Investigation and Law Enforcement Organization (NILE) that Agent Andersen is a member of in the *Widow's Peak* adventure. Tim is in no way responsible for the unorthodox procedures that Andersen engages in the adventure.

Though a summary won't do NILE justice (so to speak), it may clear up a few questions you have while reading *Widow's Peak*. Essentially, NILE is a federal bureau under the Department of Justice. It deals with crimes committed by organizations which are beyond the capabilities of conventional law enforcement agencies (i.e., Card Shark, the Master of Crime's Midnight Syndicate, Arsenal, and so on). NILE conducts regular surveillance of all known vigilante crime fighters and their opponents; in the past, this surveillance included inserting NILE agents (disguised as vigilantes) into the underworld where they could keep close tabs on costumed crime fighters.

