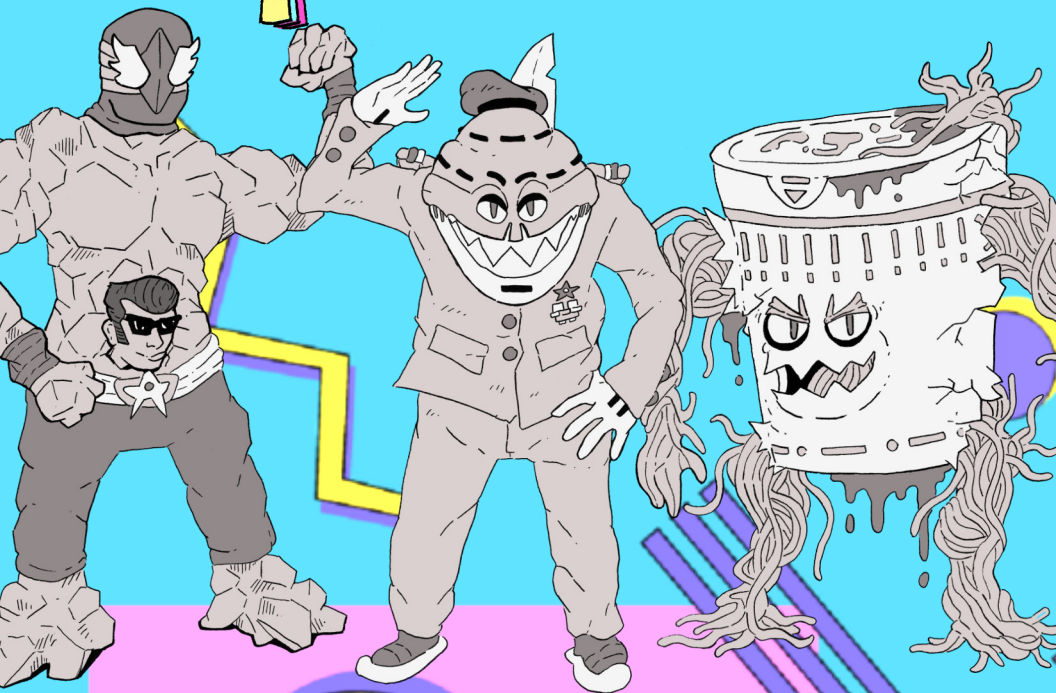


Saved By The MORPH



THE ALARM GIVES OUT A WARNING!

A HIGHLY UNOFFICIAL ESSENCE 20 MONSTER MANUAL
INSPIRED BY SAVED BY THE BELL

WRITTEN BY ERIC GARNEAU
MONSTER ART BY BRANDON KIRKMAN

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All original material herein is property of Eric Garneau. However, it should be obvious how much of what you're about to read is not original, and nothing about its presentation should be construed as being a commercial, for-sale product. Things I lay absolutely zero claim to include: *Saved by the Bell*, *Mighty Morphin Power Rangers*, or the *Essence20* tabletop RPG system. This was just fun for me to make, and it's good practice for the stuff I do sell! I hope you enjoy it. If you *really* dig it, it would be cool if you wanted to subscribe to my Substack (ericcgarneau.substack.com) or look at what I do have for sale at critlitpub.com.

Special thanks to my original *Saved by the Morph* stream crew: Madison Boan, Lucas Cosens-Hall, Tom Dyke, Joe Gennaro, Mike Jando, and Ned Parker, plus pals Craig Colbrook, Jeremy Kanne, Jonathan Lester, and Ben Rathert, who came up with some of the delicious puns inside.

BACKGROUND

I've wanted to see a crossover between *Power Rangers* and *Saved by the Bell* ever since I was a child with attitude, and when Renegade Game Studios released their *Power Rangers* RPG last year, I knew I had the perfect opportunity.

In the spring of 2022 I ran a five-week *Power Rangers* RPG Twitch stream with some of my favorite improviser friends called *Saved by the Zord* that used *SbtB* plots as a springboard for super sentai-style action. It was an absolute blast, and I knew I wanted to do more with the concept.

So, for this year's ZineQuest on Kickstarter, I published a (generic, more copyright-safe) book with my artist friend Brandon called *Saved by the Morph*, a system-agnostic tabletop handbook for turning teenage sitcom into sentai.



Saved by the Morph was designed to work in any tabletop setting that starred teenagers with attitude. However, the roots of the project were always in the *Essence20* system, so I figured it would be fun to share the *Essence20* stats I came up with for all the wild *SbtM* creatures Brandon drew.

The following pages, then, are stat blocks for the 13 monsters that make up my imaginary *Saved by the Morph* season, ready for your *Essence20* game of choice (I mean, probably *Power Rangers* but you could toss 'em into *GI Joe* or *My Little Pony* if you want. I'm not sure they'd play with *Transformers* but I'm not the boss of you!). These stats were generated using the rules in *Renegade's Field Guide to Action & Adventure*, which is honestly an awesome book.

If you like these monsters and want to know more about the world they come from or how you can come up with concepts for your own, you can get a digital copy of *Saved by the Morph* for \$8 at critlitpub.com.

BEHAVE-YOURSELF BONSAI

Inspired by "Day of Detention"

A suitcoat-wearing tree monster that uses its well-manicured tendrils to capture any heroes that dare try to enact their wacky plots, Behave-Yourself Bonsai is equipped with the latest in anti-scheming technology. He'll root you in detention and suck every last bit of life out of you.

Threat Level: 10

Size: Large **Health:** 10
Movement: 40ft Ground

Strength: 6 **Speed:** 7
Smarts: 7 **Social:** 6

Toughness: 18 **Evasion:** 17
Willpower: 17 **Cleverness:** 16

Skills

- Athletics +d4
- Intimidation +d2
- Might +d6
- Finesse +d8
- Initiative +d6
- Alertness +d10
- Science +d4
- Persuasion +d12

Perks

- **Anti-Scheming Field:** Schemes and tricks make Behave-Yourself Bonsai feel ill-at-ease. Any PC attempting to use a Social skill to trick Behave-Yourself Bonsai or otherwise manipulate the situation to their advantage provokes an immediate attack from him (up to twice per round).
- **Barking Up the Wrong Tree:** Behave-Yourself Bonsai's wooden exterior gives him +2 to Toughness.
- **One With Nature:** Behave-Yourself Bonsai gains Edge when rolling an Alertness skill test as well as Initiative.
- **Root Yourself:** Once Behave-Yourself Bonsai has a PC grappled, their health begins to drain away at a rate of 1 point per round (beginning the round after the grapple initiates). Before a PC may attempt to break this grapple, Behave-Yourself Bonsai makes a Persuasion test against their Willpower with Edge. On a success, the PC may not contest the grapple.

Attacks

- **Branching Out (Finesse):** +d8, 15ft, multiple targets (2), grapple
- **Chlorophorm (Finesse):** +d8, 30ft, multiple targets (2), 1 stun damage
- **Stick Jab (Might):** +d6, 15ft, multiple targets (2), 1 sharp damage

Hang-Up

- **I Am But One Plant:** Despite being hyper-alert for any trickery, Behave-Yourself Bonsai can only do so much. At a limit of two attacks and two reactions per round, this harried plant can become overwhelmed by unruly students working together. Coordinated attacks against him gain upshift equal to the number of team members working together.



"Your attitudes need some pruning. Let's just take a little off your life!"

CRACKED POLYSTYRENE MAN

Inspired by "Cut Day"

Born out of a discarded Cup Noodles; a pool of toxic bile undulates around Cracked Polystyrene Man's innards, slowly leaking out of the crack in his body and easily spilling over the top when he's disturbed. He talks like an angry Brit.

Threat Level: 8

Size: Large **Health:** 12
Movement: 30ft Ground

Strength: 9 **Speed:** 4
Smarts: 4 **Social:** 5

Toughness: 19 **Evasion:** 14
Willpower: 14 **Cleverness:** 15

Skills

- Brawn +d4
- Intimidation +d4
- Might (Sharp Protrusions) +d8*
- Initiative +d2
- Targeting +d6
- Survival +d8
- Deception +d4
- Streetwise +d4

Perks

- **Cup Runneth Over:** Any time Cracked Polystyrene Man is hit by most damage types (Acid, Ballistic, Blunt, Electric, Energy, Fire, Sonic, Sharp), his insides jostle about, and some toxic goo from within pours out through his crack, dealing 1 acid damage to any creature adjacent to him as well as wrecking the environment beneath him. If he's destroyed, this goo will spray out in an area 100x his size, obliterating the environment.

Attacks

- **Noodicles (Brawn):** +d4, 15 ft, multiple targets (2), 1 acid damage and grapple
- **Red Solo Cut (Might):** +d8*, reach, 2 sharp damage
- **Two Hurls One Cup (Targeting):** +d6, 45ft, multiple targets (2), 1 sharp damage

Powers

- **The Spice Must Flow:** As a standard action, Cracked Polystyrene Man may remove a spice packet from inside himself and toss it like a bomb over the battlefield, providing d6 rounds of Cover for the creature.

Hang-Up

- **Gaspacho:** Cracked Polystyrene Man doesn't like Cold damage – in addition to not triggering his Cup Runneth Over power, its effects are doubled against him. If the PCs are struggling against him, they can identify this with a successful Science test.



"Oi! Your defeat at my hands will be very biodegrading!"

EMO SPLIT

Inspired by "Rockumentary"

A dorky-looking vinyl freak whose grooves make our heroes see and feel things that aren't there, channeling the angst of being the one left behind.

Threat Level: 8

Size: Large **Health:** 8
Movement: 40ft Ground

Strength: 2 **Speed:** 5
Smarts: 4 **Social:** 11

Toughness: 14 **Evasion:** 15
Willpower: 14 **Cleverness:** 21

Skills

- Might +d4
- Finesse +d4
- Infiltration +d2
- Initiative +d4
- Culture (Rock Music) +d6*
- Deception +d10
- Performance (Siren's Song) +d12*

Perks

- **Feel the Groove:** Instead of engaging in personal combat, Emo lets the dark, twisted fantasy his miserable song creates do all the work for him. At the beginning of every round, Emo makes a Performance (Siren's Song) test against the Willpower of every hero. On a success, they suspect nothing of the fantasy they're living in. If Emo fails his check against any heroes, bits of reality may start to seep in to the fantasy, giving them a clue that all is not what it seems. While in Emo's fantasy, each round of combat feels like 10 days.
- **Friends ForNEVER:** Emo produces sad music that makes people feel bad, and he wants to share his sadness with everyone. Whether the PCs are trapped in Emo's fantasy or are engaging him on the battlefield, Emo will do his best to convince them that they're not really friends by lacing messages into his sound. As a free action, Emo makes a Deception roll against a target PC's Willpower. On a success, Emo plants a thought in their mind that their friends don't really care about them, causing all team-based activities involving them to suffer a Snag.
- **Solid Pressing:** Emo's vinyl exterior gives him a +2 bonus to Toughness.

Attacks

- **Needle in the Groove (Finesse):** +d4, reach, 2 sharp damage
- **Vinyl Coating (Might):** +d4, reach, multiple targets (any), 1 stun damage

Hang-Up

- **Poptimism:** The most effective way to defeat Emo is to beat him at his own game. If, within his fantasy world, the PCs can come up with a killer pop song about friendship – and perform it like they really mean it! – Emo's Feel the Groove perk will have no effect on the PCs and they'll shake loose from his dream, being able to engage him in the real world.



"The reviews are in... you'll never escape my dreamworld."

EQUUSFAX, THE LIVING CREDIT REPORT

Inspired by "The Lisa Card"

Experiencing financial anxiety? Trying to keep it to yourself? That won't be possible when Equusfax rides through town. Part horse, part banker, all terrible, Equusfax has come to make you pay for your reckless purchases with the power of shame – and maybe YOUR LIFE.

Threat Level: 5

Size: Large **Health:** 5
Movement: 40ft Ground

Strength: 5 **Speed:** 4
Smarts: 3 **Social:** 4

Toughness: 15 **Evasion:** 14
Willpower: 13 **Cleverness:** 14

Skills

- Intimidation (Financial Shame) +d6*
- Might +d6
- Finesse +d2
- Initiative +d6
- Alertness +d4
- Survival +d2
- Persuasion +d4

Perks

- **A Numbers Game:** Intimidation is both a Strength and Social skill for Stretch Neckstrong.
- **Application Denied:** Any time the Rangers try to escalate a battle with new equipment (for instance, by summoning power weapons or Zords), they must make an opposed wealth test against Equusfax's Intimidation (Financial Shame) skill. On a failure, their application to escalate the battle is denied. They lose access to whatever they were trying to summon for that turn, and whatever action was used to summon that equipment is wasted.

Attacks

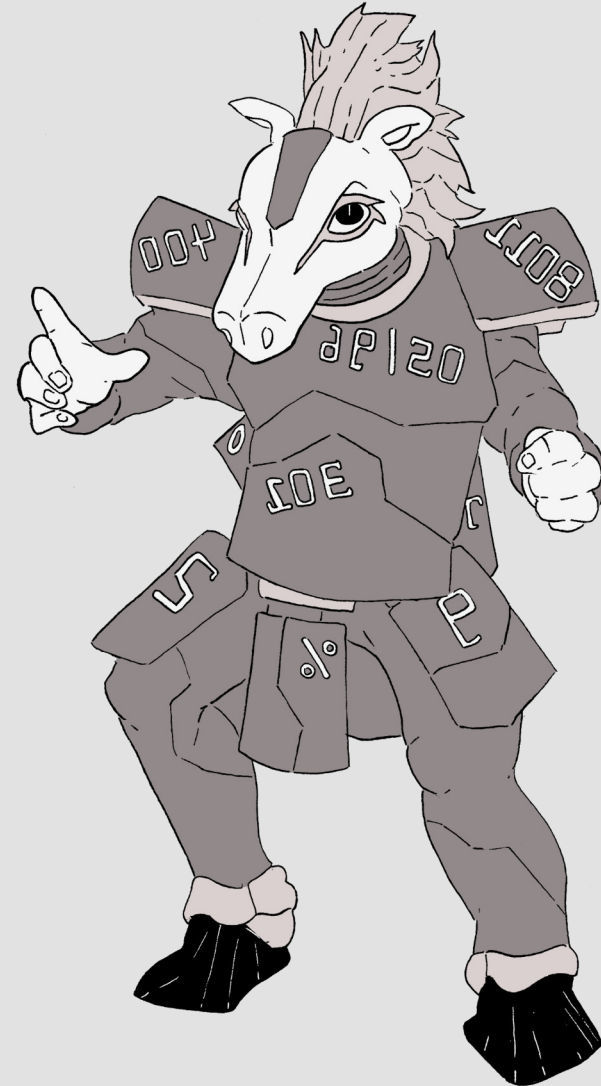
- **Charge It (Finesse):** +d2, one target that must be approached in a 10-foot straight line, 2 blunt damage
- **Kickback (Might):** +d6, reach (behind Equusfax only), 1 blunt damage

Powers

- **Time for Your Report Card:** As a standard action, Equusfax psychically transmits everyone's credit report to any targets who can hear him, shaming those who are unprepared. He makes an Intimidation (Financial Shame) skill test against each PC's Willpower, doing 1 stun damage on a success.

Hang-Up

- **Owning Up:** Equusfax is not prepared to battle those who openly acknowledge their own financial shortcomings. If a Ranger reveals a blemish on their credit history aloud, as a free action they may make an Intimidation/Survival/Performance/Persuasion check (their choice) against Equusfax's Cleverness. On a success, Equusfax receives 1 stun damage.



"I'll help you Discover a whole new world of hurt!"

GENERAL CORRESPONDENCE

Inspired by "Close Encounters of the Nerd Kind"

A horrifying, amorphous blend of the military, the press, and also a shark.

Threat Level: 7

Size: Large **Health:** 5
Movement: 30ft Ground/ 60ft Swim

Strength: 8 **Speed:** 4
Smarts: 5 **Social:** 3

Toughness: 18 **Evasion:** 14
Willpower: 15 **Cleverness:** 13

Skills

- Brawn +d2
- Intimidation (Toothy Grin) +d4*
- Might +d8
- Targeting (Fin) +d6*
- Alertness +d4
- Survival +d6
- Persuasion (Battlefield Command) +d4*

Perks

- **Battlefield Commander:** General Correspondence's presence bestows ↑3 on all combat actions for any of his minions who can hear him.
- **Get the Scoop on You/Gotcha Journalism:** General Correspondence always acts first in initiative order.
- **If It Leads, It Bleeds:** General Correspondence has Edge on all attacks against the opposing team's leader.

Attacks

- **Findly Fire (Targeting):** +d6*, 20ft/40ft, seeking, 1 sharp damage
- **Freedom of the Press (Might):** +d8, reach, 1 blunt damage and trip
- **Shark Bites Man (Might):** +d8, reach, 2 sharp damage

Powers

- **Grin and Bear It:** As a free action, General Correspondence can flash his toothy grin at any opponents who can see him, making an Intimidation skill test against each opponent's Willpower. Any PCs this check succeeds against are Frightened.

Hang-Up

- **A Regimented Life:** General Correspondence is especially susceptible to the Pcs' wacky schemes. Any Social test used against him to manipulate the flow of battle gains Edge.



"You know about Sharks versus Jets, but how about sharks with jets?! ... I'm going to summon a bunch of jets when I grow."

THE GENTRIFRIGHTER

Inspired by "Screech's Spaghetti Sauce"

A snazzily dressed ghoul who likes to take things that don't belong to him... all in the name of progress, of course.

Threat Level: 10

Size: Large **Health:** 8
Movement: 40ft Aerial

Strength: 3 **Speed:** 12
Smarts: 6 **Social:** 5

Toughness: 13 **Evasion:** 22
Willpower: 16 **Cleverness:** 15

Skills

- Intimidation +d6
- Finesse +d6
- Targeting +d4
- Infiltration (Technology) +d12*
- Alertness +d4
- Survival +d6
- Technology +d2
- Deception +d6
- Performance +d2

Perks

- **Ghastly Evasion:** Unless somehow bound, the Gentrifrighter may use his Evasion defense to avoid any attacks.
- **Gh-gh-gh-ghost!!:** The Gentrifrighter is resistant to Blunt damage and immune to maneuvering.
- **Nine Tenths of the Law:** Any technology (including weapons and zords) used against the Gentrifrighter is subject to an opposed test of the PC's Technology skill vs the Gentrifrighter's Infiltration (Technology) skill. If the Gentrifrighter succeeds on that test, he gains control of that technology before the PC may use it.

Attacks

- **Redline (Finesse):** +d6, reach, 2 sharp damage

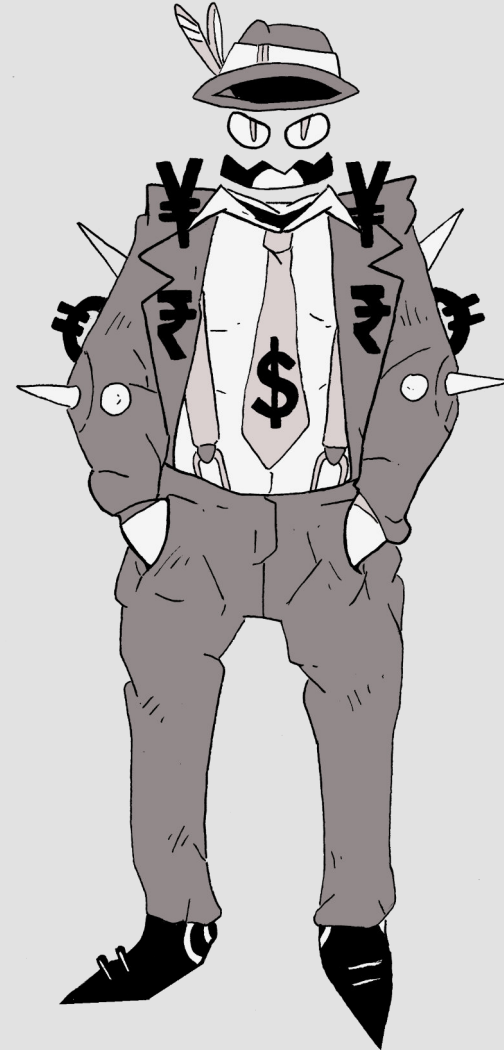
Powers

- **The Power Broker:** As a free action, the Gentrifrighter may create a ghostly barrier (that seems to look like new housing developments) in between himself and the heroes that causes $\downarrow 2$ on all attacks targeting him (not cumulative).

- **The Zoning Board:** As a standard action, ghostly energy expels out from the Gentrifrighter, maneuvering all targets within 5 feet to a 30-foot distance unless they pass a wealth check of difficulty 31.

Hang-Up

- **Over It:** A PC may break the Gentrifrighter's control over their technology by announcing that they don't even care about the thing the Gentrifrighter's taken anymore.



"I'll get you undesirables right out of this neighborhood – but not before I take everything you value!"

IVAN DRAGON

Inspired by "Check Your Mate"

A burly Red dragon from the East, Ivan is a tactical genius when it comes to the field of battle, and he can throw a mean punch to boot. The only thing he doesn't quite understand is your freewheeling southern California ways.

Threat Level: 8

Size: Large **Health:** 12
Movement: 30ft Ground

Strength: 9 **Speed:** 4
Smarts: 6 **Social:** 3

Toughness: 21 **Evasion:** 14
Willpower: 16 **Cleverness:** 13

Skills

- Athletics (Boxing) +d8*
- Brawn +d2
- Intimidation +d6
- Initiative +d8
- Culture (Chess Tactics) +d10*
- Animal Handling +d4
- Persuasion +d2

Perks

- **Hardened Scales:** Ivan Dragon's thick hide grants him +2 Toughness.

Attacks

- **Left Claw (Athletics):** +d8*, reach, 1 sharp damage
- **Right Claw (Athletics):** +d8*, reach, 2 blunt damage

Powers

- **Tactical Master:** Not only is Ivan Dragon super tough to beat in a chess match, but he applies the lessons of the chess board to the battlefield. As a free action, Ivan Dragon may test his Culture (Chess) skill against the Willpower defense of an enemy character within 30 ft. On a success, Ivan Dragon immediately understands that character's tactical position and weaknesses and gains Edge on any attacks against them made this round.
- **The One-Two Punch:** Ivan Dragon makes two attacks on his turn, one with his Right Claw and one with his Left Claw.

Hang-Up

- **Freewheeling American Ways:** Ivan Dragon is a tough nut to crack or do any damage to. However, he doesn't really understand the youth of Southern California at all. Each Social skill successfully used against him causes him to suffer 1 stun damage; as long as Ivan Dragon is Stunned, all attacks against him target his Evasion.



"If he dies (in the chess match), he dies (in real life)."

THE KING PIN

Inspired by "Teacher's Strike"

An erudite, Ivy League-educated bowling pin. Don't be fooled by his tweed jacket and corduroy pants – the King Pin will bowl you over with his big brain and his explosive resin balls. And watch out, for when the teachers of Angel Bay High are in his sights, he's going to cause a *strike*.

Threat Level: 10

Size: Large **Health:** 10
Movement: 40ft Ground

Strength: 7 **Speed:** 5
Smarts: 9 **Social:** 5

Toughness: 17 **Evasion:** 15
Willpower: 19 **Cleverness:** 15

Skills

- Intimidation +d6
- Might +d8
- Initiative +d4
- Targeting +d6
- Alertness +d4
- Science (Academic Knowledge) +d12*
- Persuasion (Logical Argumentation) +d8*

Perks

- **Know-It-All:** The King Pin has been a bookworm his whole life; there's almost no topic on which he isn't a repository of knowledge. At the beginning of each of his turns, the King Pin may make a Science (Academic Knowledge) test against the Cleverness defense of one target he can see. On a success, the King Pin may either: 1) gain Edge on an attack against them this round; 2) disable one piece of equipment they're currently wielding; or 3) make them feel intellectually inferior, causing them 1 stun damage.
- **Strike!:** At the beginning of combat, before the first round begins, the King Pin may make a Science (Academic Knowledge) test against the Willpower of any opposing characters in the scene. Any characters the King Pin succeeds against are considered on strike and are Stunned until either an allied character shakes them out of it with a Persuasion check tested against their Willpower as an action, or the Stunned character takes damage from the King Pin.

Attacks

- **Bowl You Over (Targeting):** +d6, 60/120ft, multiple targets (any, ↓2), 1 fire damage
- **Split-ting Headache (Might):** +d8, reach, 2 blunt damage

Powers

- **Spare:** As a standard action, the King Pin may repeat his Strike! power one more time during combat if no PCs are currently stunned. However, this time he makes his Science (Academic Knowledge) test with a Snag.

Hang-Up

- **Nerd Alert:** While the King Pin is very well-studied, he doesn't know much at all about things cool people like, like pop culture or team sports. If PCs can steer a scene involving the King Pin into revolving around topics like these, the King Pin will find that his advantage of academic knowledge has been neutered, negating his Know-It-All perk, and will himself suffer 1 stun damage.



"It looks like it's the tenth frame for you, Rangers!"

LIEUTENANT LARK

Inspired by "Save That Tiger"

"War is hell but comedy's worse." This jester-turned-commissioned officer knows how to work both sides of the battlefield into a fevered pitch of pranks from which none will recover.

Threat Level: 5

Size: Large **Health:** 5
Movement: 40ft Ground

Strength: 2 **Speed:** 5
Smarts: 3 **Social:** 6

Toughness: 13 **Evasion:** 15
Willpower: 13 **Cleverness:** 16

Skills

- Might +d4
- Finesse +d4
- Initiative +d4
- Targeting +d2
- Alertness +d2
- Culture +d4
- Deception (Humor) +d8*
- Persuasion +d2

Perks

- **Shake On It:** Whenever a non-Mesmerized character accosts Lieutenant Lark from the front, when that creature moves within reach, Lieutenant Lark extends her hand in a gesture of peace, making a Finesse test against that creature's Evasion. On a success, Lieutenant Lark shakes their hand, and the joy buzzer in her palm shocks them for 1 electric and 1 stun damage.
- **Officer's Dress:** Lieutenant Lark gains a +1 benefit to Toughness.

Attacks

- **Bang! Gun (Targeting):** +d2, 30ft/60ft, 1 sharp damage
- **Clown Shoe Kick (Might):** +d4, reach, 1 blunt damage
- **Standard-Issue Officer's Knife, Non-Wacky (Finesse):** +d4, reach, 1 sharp damage

Powers

- **Laughing Gas of War:** As a standard action, Lieutenant Lark makes a Deception (Humor) skill test against the Willpower score of all other characters within 60 ft. Any characters against whom this roll is successful are Mesmerized, and they must spend their next turn thinking up a prank to play on their school rivals instead of doing anything related to the battle at hand.

Hang-Up

- **Away from the Front:** Lieutenant Lark does not do well with face-to-face confrontation. Any non-Mesmerized characters who attack her head-on within reach have Edge on melee attacks (however, see "Shake On It" under Perks).



"Say goodbye to your school spirit... and everything else!"

PELVIS WRESTLEY

Inspired by "House Party"

A stone creation powered at the center by a bust of Elvis. Unfortunately, damaging Pelvis will destroy the statue, which will spell doom for your social life. Pelvis's mantra: DO be cruel!

Threat Level: 6

Size: Large **Health:** 10
Movement: 30ft Ground

Strength: 7 **Speed:** 3
Smarts: 3 **Social:** 5

Toughness: 17 **Evasion:** 13
Willpower: 13 **Cleverness:** 15

Skills

- Brawn +d4
- Intimidation +d4
- Might +d6
- Targeting +d4
- Initiative +d2
- Culture +d2
- Survival +d4
- Performance (Rocks & Roll) +d8*

Attacks

- **All Shook Up/Can't Help Falling (Might):** +d6, 30ft, multiple targets (any), trip
- **Heartbreak Holdtell (Brawn):** +d4, reach, grapple
- **Pound You Tender (Might):** +d6, reach, 2 blunt damage

Powers

- **Jailhouse Rock** As a standard action, Pelvis breaks off a small piece of himself and throws it at a target within 30 feet, making a Targeting skill test. On successful impact, it grows into a small stone prison that grapples its target until it is broken (1 health).
- **Unchained Melody:** As a standar action, Pelvis sings a warbling melody, making a Performance (Rocks & Roll) test against the Willpower defense of any Rangers who've been freed from his Jailhouse Rock. Any successes inflict those Rangers with Stun 2.

Hang-Up

- **"I'd Just Die":** Pelvis is powered by your friend's mom's Elvis bust, and any physical damage aimed at the general body will crack and eventually break the bust. The Rangers need to try to remove it with a relevant skill test (Brawn 17 or Finesse 13) to depower the creature. If the Rangers figure this out while Pelvis is Largel, Rita will immediately make him grow. Removing the bust will be a good deal harder once the monster is grown, as the Rangers will have to first pass an Athletics or Acrobatics test to even get close to Pelvis's body, which will take a turn during which Pelvis will be attacking them.



"How about a little less conversation and a little more pulverization?!"

STRETCH NECKSTRONG

Inspired by "Dancing to the Max"

A bodybuilding giraffe who can manipulate the size of their body parts (but mostly their neck). Light on their feet and quick with their collar, Stretch Neckstrong towers over the competition – literally.

Threat Level: 5

Size: Large **Health:** 5
Movement: 40ft Ground

Strength: 5 **Speed:** 3
Smarts: 4 **Social:** 4

Toughness: 15 **Evasion:** 13
Willpower: 14 **Cleverness:** 14

Skills

- Intimidation (Towering Height) +d8*
- Might +d4
- Finesse +d4
- Initiative +d2
- Alertness +d4
- Survival +d4
- Persuasion +d4

Perks

- **Looking Down on You:** Intimidation is both a Strength and Social skill for Stretch Neckstrong.

Attacks

- **Quick Collar (Finesse):** +d4, 10ft, grapple
- **High Hooves (Might):** +d4, reach, multiple targets (2, ↓2), 2 blunt damage

Powers

- **Diss From Above:** At the beginning of each of their turns, Stretch Neckstrong may, as a free action, crane their neck down on any PC they are taller than and make an Intimidation (Towering Height) skill test against that PC's Willpower. They make this check with Edge if that PC already feels anxious about their height. On a success, the target of Stretch Neckstrong's intimidation suffers a Snag on all skill checks until another PC snaps them out of it by using a standard action to make a successful Persuasion check against the affected PC's Willpower.
- **Height Advantage:** Stretch Neckstrong has Edge on attacks against any target they are taller than.

Hang-Up

- **Standing UP to Bullies:** A PC who learns to feel secure in the proportions of their body can make a Performance or Persuasion skill test with Edge against Stretch Neckstrong's Willpower to ignore their Diss from Above and Height Advantage powers. That PC also gains Edge on attacks against Stretch Neckstrong.



"You've heard of Sarah, Plain and Tall? Well, you'll Feel my Pain and Fall!"

THE TAIL

Inspired by "All in the Mall"

Created when Rita saw a male long-tailed widowbird, which has a tail four times the length of the rest of its body. The Tail can enclose himself in a biological cloak, making him super stealthy and perfect for trailing some unsuspecting teens.

Threat Level: 8

Size: Common **Health:** 6
Movement: 30ft Ground/20ft Aerial

Strength: 3 **Speed:** 10
Smarts: 4 **Social:** 5

Toughness: 13 **Evasion:** 20
Willpower: 14 **Cleverness:** 15

Skills

- Might +d6
- Infiltration +d12
- Initiative +d4
- Targeting +d4
- Alertness +d8
- Deception +d2
- Streetwise (Crowded Spaces) +d6*

Perks

- **Obscured Body:** The Tail's tail wraps itself around the creature, making it difficult to target with physical attacks. It can use its Evasion defense on all attacks unless bound.

Attacks

- **Feathered Arrows (Targeting):** +d4, 50ft, multiple targets (2, ↓2), 1 sharp damage
- **I'm Working on My Pecks (Might):** +d6, reach, 2 sharp damage
- **Winging It (Might):** +d6, reach, mutiple targets (any adjacent, ↓1), 1 blunt damage + maneuver

Powers

- **Pecking Order:** As a free action, the Tail can use his wings to brush against any adjacent creatures, halving their Initiative rolls and adding the difference to his own.
- **Unflappable:** As a standard action, the Tail flaps his wings furiously, making a contested Might test against all targets within a 30 feet cone. Any who fail the check are maneuvered 50 feet away.

Hang-Up

- **Wrapped Up:** The Tail loves to hang out in the shadows like a creep. If he's forced into a brightly lit environment where his options for movement and hiding are limited, attacks against him enjoy Edge.



"Beak-a-boo... I see you!"

THE TOPLINER

Inspired by "No Hope with Dope"

A literal fame monster.

Threat Level: 8

Size: Large **Health:** 8
Movement: 40ft Ground

Strength: 4 **Speed:** 6
Smarts: 4 **Social:** 8

Toughness: 14 **Evasion:** 16
Willpower: 14 **Cleverness:** 18

Skills

- Athletics +d6
- Finesse +d4
- Targeting +d8
- Alertness +d2
- Culture +d6
- Performance +d6
- Persuasion (The Lure of Fame) +d8*

Perks

- **Always in the Spotlight:** The Topliner may make two attacks as part of her attack action.
- **Casting Call:** At the beginning of each round of combat, all enemies that can see or hear the Topliner must make an opposed Culture test against her Performance skill. Any who fail suffer 1 stun damage as they're wowed by her presence.
- **Number One on the Call Sheet:** The Topliner always acts as though she has the highest initiative in a round.

Attacks

- **Boffo Battling (Athletics):** +d6, reach, 1 blunt damage
- **Some Real Star Power (Targeting):** +d8, 30ft/60ft, multiple targets (4, ↓3), 1 energy damage

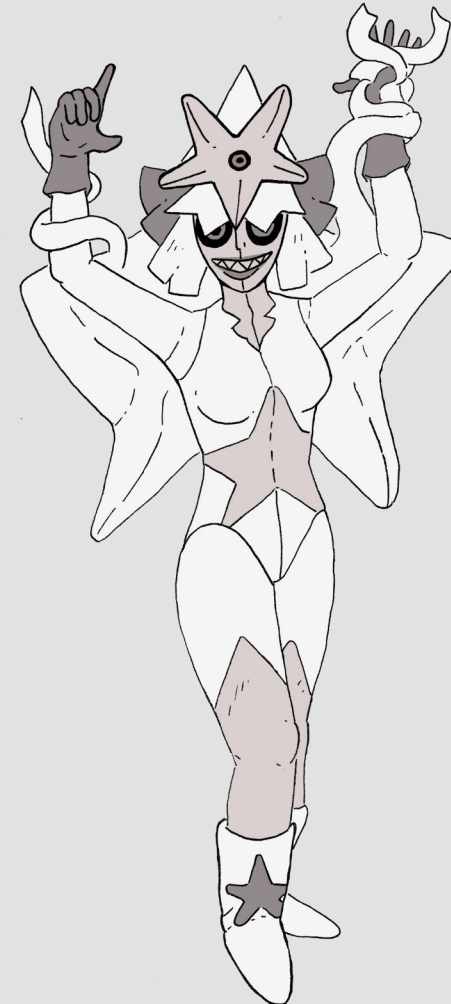
Powers

- **Time To Up Your Q Rating/You've Been Greenlit/Don't Flop:** Once per scene, as a standard action, the Topliner can infuse a Ranger with incredible power, but at a great cost to them. The Topliner makes a Persuasion (The Lure of Fame) roll against her target's Willpower. This roll gets Edge if the target is stunned by her Casting Call power. On a success, that Ranger will

enjoy Edge on all skill checks plus an upshift on all rolls equal to their current personal power. However, they will also take damage equal to their personal power capacity at the end of each of their turns. This can only be negated by unmorphing, but they're so flush with power they won't want to. If they attempt to unmorph, the Topliner makes another Persuasion (Lure of Fame) roll against their Willpower; on a success, they cannot.

Hang-Up

- **Fame Is Fickle:** As a standard action, any PC may make a Culture, Deception, Performance, or Persuasion roll to convince the Topliner (or themselves) they're not impressed by her fame. On a success, the Topliner suffers Stun 1,



"You'll all be little monsters when I'm done with you."

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