



ARES™

# Zero Point Players

Heroes and Villains of the STAR\*DRIVE® Setting

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**Z**ero Point is the story of two characters—Pete Sokolov and Geille Monashi. He's a ruthless bounty hunter outfitted with military-grade cyberware. She's a top-flight computer engineer who scratched and clawed her way out of the dismal poverty and desperation of Penates' feudal gang kingdoms. Their paths cross when Monashi sabotages her own work at HelixTech, a sinister hi-tech corporation, and then flees Penates. Karcen Borun, a high-ranking HelixTech exec, hires Sokolov to bring her back.

Sokolov doesn't believe everything Borun has to say, but the money's right. He trails Monashi to the outlaw station Icewalk and abducts her from the hidden base. When Icewalk's overlord, a fraal pirate named Devrielle Shanassin, pursues Sokolov, the bounty hunter punches a random starfall into his ship's nav computer to escape. Sokolov refuses to believe Geille's assertion that Borun might be lying to him about the whole scenario, and Geille is desperate enough to try anything to escape.

After five days of drivespace travel, the *Peregrine* returns to normal space thousands of light-hours from the nearest star. Here, Sokolov and Monashi stumble across an incredible discovery—a titanic alien derelict. They set aside their personal animosity to investigate the find; an intact ship from an unknown culture is a discovery of astonishing proportions, potentially worth millions to the right buyer.

When Sokolov returns Geille to HelixTech, he discovers that Karcen Borun is more interested in the story of their encounter than

Monashi's return. Sokolov finds himself an unwilling guide in a HelixTech expedition to the derelict. Geille is pressed into service, too; they're now caught in the same trap. They must set aside their differences to keep one step ahead of Karcen Borun.

A bad situation becomes worse when Devrielle Shanassin appears on the scene, still on the trail of the bounty hunter. Shanassin sees an opportunity to seize a serious prize and wreak vengeance on Sokolov in the process, and he attacks at once. Then a Jamaican Syndicate warship shows up, summoned by a covert message Geille sent when Sokolov took her into HelixTech. Finally, all hell breaks loose when the Solar drivescout *Sirocco* tracks Shanassin to the derelict, too. Alliances of convenience form and fall apart as the four powers maneuver for the upper hand.

Meanwhile, Sokolov and Monashi must find a way to trust each other to escape with their lives. While the Solars, the Syndicate, HelixTech, and Shanassin battle for possession of the derelict, Sokolov and Monashi discover the ultimate secret of the derelict, a secret that harbors dire consequences for the humans battling over it.

The derelict isn't quite as dead as it looks.

And the owners aren't friendly.



*Rich has been working as a game designer since 1991; he's still trying to figure out what he wants to do when he grows up.*

## Character-Building Tip

If you do the math on the following characters, you'll notice that their skill-point expenditures just don't add up. But they're really perfectly legal ALTERNITY® game characters. How can this be? Simple: the Teach skill.

Characters who learn some of their skills through any kind of education or training program (and that would be most of us!) receive the benefit of some supporting cast member using the Teach skill to make it easier for them to buy the skills they're learning. In general, a reasonably competent teacher in a good learning environment can, on average, reduce any skill purchase by 1 point, averaging out Good and Amazing success against Failures. It gets trickier for high skill ranks (rank 4 or better) since it's harder to

find teachers who know the subject material better than the hero at that point. I've applied this shortcut for the four characters in this article by assuming that some of their skills were purchased with the assistance of a mentor, drill sergeant, attentive professor, etc.

Next time you want to create a competent supporting cast character, ask yourself what broad and specialty skills the character learned in college, boot camp, or from a mentor. Figure that each one is 1 point cheaper than it should be due to the mentoring of the character's teachers. You'll be surprised at how the numbers add up.

Don't forget achievement benefits! They can greatly increase an experienced character's action check score and actions per round for a pretty minimal cost in skill points.

## Pete Sokolov

### Level 15 human Tech Op

STR 11 (12*)	(+1)	INT 11	(+1)
DEX 12	(+1)	WIL 11	(+1)
CON 11	—	PER 9	—
Durability: 11/11/6		Action Check: 16+/15/7/3**	
Movement: Sprint 22, run 14, walk 4		# Actions: 3	
Reaction Score: Good/3		Last Resorts: 1	

\* +1 Strength with cybernetic arm.

\*\* -3 step bonus with fast chip activated

### Attacks\*\*\*

Unarmed-martial	16/8/4	d6+1s/d6+3s/d4+1w	LI/O
Cyber-blade	15/7/3	d4+3w/d6+3w/d4+1m	LI/O
Sabot pistol	16/8/4	2d4w/2d4+1w/d4+3m	HI/O

\*\*\* Enhance programs add -2 step bonus when active.

### Defenses

CF Softsuit: d6 (LI), d6 (HI), d6-1 (En)

### Skills

Athletics [12]-climb 2 [14], throw 2 [14]; Unarmed Attack [12]-power martial arts 4 [16]; Acrobatics [12]-daredevil [13], zero-G training [13]; Modern Ranged Weapon [12]-pistol 4 [16], rifle 2 [14]; Vehicle Operation [12]-land [13], spacecraft 2 [14]; Stamina [11]-endurance [12]; Computer Science [11]-hacking 4 [15], hardware 2 [13], programming [12]; Knowledge [11]-computer operation 4 [15], first aid [12], area: Nariac Domain 3 [14], language: Narislavic 3 [14], language: Standard 3 [14]; Navigation [11]-drivespace astrogation 2 [13], system astrogation 2 [13]; Security [11]-security devices 2 [13], protection protocols [13]; System Operation [11]-sensors 2 [13], weapons 2 [13], engineering [12]; Awareness [11]-perception [12]; Investigate [11]-interrogate [12], track [12]; Street Smarts [11]-criminal elements 2 [13]; Deception [9]-bluff [10]; Interaction [9]-bargain [10], intimidate [10].

### Rank Benefits

Martial arts: +1 step resistance modifier in hand-to-hand combat; Pistol: Quick-draw; Hacking: -1 step bonus to hacking skill checks.

### Perks and Flaws

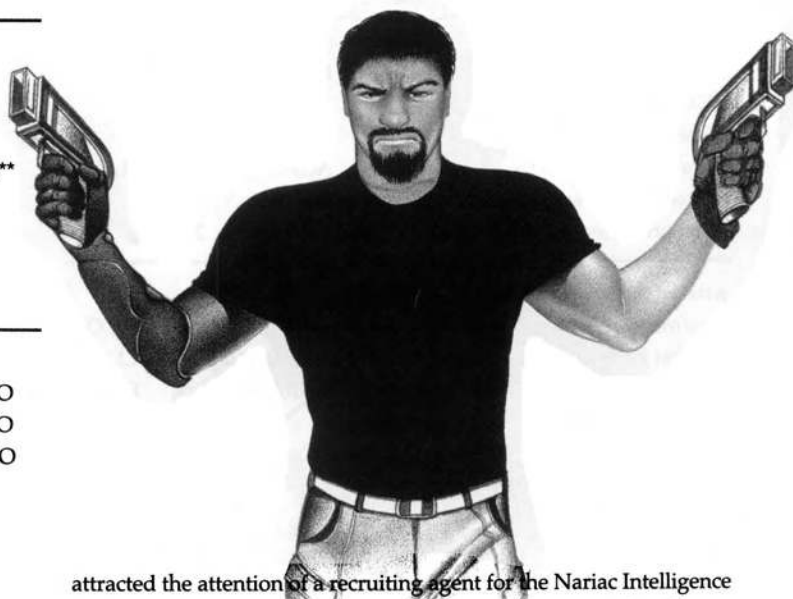
Powerful Enemy (the Nariac Intelligence Directorate, Good); Bad Temper (Good).

### Cyber Gear

Cyber limb-right arm (Ordinary); battleclaw (Good); nanocomputer (Amazing); reflex wiring (Good), fast chip (Amazing), subdermal NI jack, subdermal communicator. Enhance programs: hacking (Good), pistol (Good), martial arts (Good). Other programs: datadoc (Good), datascan (Good), decode (Good), break-in (Good).

An expatriate from the Nariac Domain, Pete Sokolov is a professional bounty hunter who has wandered through the Verge since a few months after the Return. He is a tall, rangy man with short-cropped dark hair, a neatly trimmed goatee, and fierce blue eyes. He typically dresses in black fatigue trousers, combat boots, a black sleeveless t-shirt, and a bulky flight jacket. When working, he usually wears a long bulletproof duster and at least two guns. Sokolov smokes frequently when he's tense or angry.

**Back Story:** Born in 2469, Sokolov grew up on the war-ravaged world of Novo Tver. He was orphaned at an early age and interned in refugee camps for most of his lonely childhood. Without friends or family, he turned to theft and petty crime to survive. At sixteen he



attracted the attention of a recruiting agent for the Nariac Intelligence Directorate. He was trained in covert operations, equipped with top-notch cyberware, and eventually assigned to a black ops commando team at the age of twenty-two.

Sokolov served as a soldier for the Domain for three years, but then his team was involved in an operation that went terribly wrong. With all of his teammates dead, Sokolov had to use a fusion device to sterilize the mission. Realizing that he could easily be considered dead by any investigation of the failed mission, Sokolov struck out for the Verge. As far as he was concerned, he owed the Domain nothing.

**Psych Profile:** A brooding misanthropist, Sokolov has no real friends and very few professional associates; in his view, nine out of ten people are looking out for number one, and the other one just isn't paying attention. Despite this cynical attitude, Sokolov takes his work and his word very seriously. Once he's said he's going to do something, he doesn't rest until it gets done, and he never goes back on a promise.

**Tactics:** Most people are surprised to learn that Sokolov is basically a cautious man—he'll do anything in his power to stack the odds in his favor. He possesses serious cybernetic augmentation, including a fast chip that adds a -3 step bonus to his action checks when activated, plus a number of enhance programs for physical combat and combat piloting that provide him with a -2 step bonus to the appropriate skill while active. Sokolov saves these cyber-burns for when he really needs them, since he'll suffer stun and fatigue damage by using them recklessly. His preferred weapon is a Wesshaur 390 sabot pistol, but his cybernetic arm includes a 25-cm retractable blade that he can employ with his martial arts skill.

While Sokolov can be a deadly foe in physical combat, he works hard to avoid fights through the use of his computer skills. Given a chance, Sokolov will research a target or facility and build a database of maps, blueprints, traffic patterns, etc., to maximize his effectiveness in any kind of confrontation. His NID nanocomputer is a device of Amazing quality, providing a -2 step bonus to action checks while engaged in computer activities. He possesses a large library of programs of Good quality, providing a -2 step bonus to skill checks against most computer skills.

**In Your Campaign:** Pete Sokolov might take a job to track down the heroes if they've managed to anger some powerful personage. He's smart, patient, and ruthless—if the heroes are too tough to take down directly, Sokolov uses diversions to split up the group and goes after weaker heroes on their own. As an ally, Sokolov is abrasive, arrogant, and strongly inclined to work on his own, but he's also willing to use any means necessary to do the job right.



## Geille Monashi

### Level 12 human Tech Op

STR 9	—	INT 13	(+2)
DEX 12	(+1)	WIL 10	—
CON 10	—	PER 12	—
Durability: 10/10/5		Action Check: 15+/14/7/3	
Movement: Sprint 20, run 12, walk 4		# Actions: 3	
Reaction Score: Good/3		Last Resorts: 2	

### Attacks

Unarmed—martial	11/5/2	d6s/d6+2s/d4w	LI/O
Combat knife	10/5/2	d4+1w/d4+2w/d4+3w	LI/O
Laser pistol (untrained)	6/3/1	d4+1w/d6+1w/d4m	En/O

### Defenses

CF short coat: d4-1 (LI), d4-1 (HI), d6-3 (En)

### Skills

Athletics [9]; Melee Attack [9]—*blade* [10], *bludgeon* [10]; Unarmed Attack [9]—*power martial arts* 2 [11]; Manipulation [12]—*lockpick* 2 [14], *pickpocket* [13]; Vehicle Operation [12]; Stamina [10]; Computer Science [13]—*hacking* 5 [18], *hardware* 4 [17], *programming* 6 [19]; Knowledge [13]—*computer operation* 5 [18], *area: Penates* 3 [16], *language: Standard* 3 [16]; System Operation [13]—*comms* [14]; Technical Science [13]—*invention* [14], *repair* [14], *technical knowledge (OS design)* 2 [15]; Awareness [10]—*intuition* [11]; Resolve [10]; Interaction [12]—*bargain* 2 [14], *charm* 2 [14], *seduce* 2 [14]; Telepathy [12]—*datalink* 2 [14].

### Rank Benefits

Hacking: -1 step bonus to *hacking* skill checks; Hardware: -1 step bonus to *hardware* skill checks; Programming: modify any program; Programming: create new programs of Marginal or Ordinary quality.

### Perks and Flaws

Great Looks: -1 step bonus to Personality-based skill checks.

### Other

Geille normally carries a computer gauntlet of Good quality with the following programs: *datadoc* (Good), *datascan* (Good), *decode* (Good), *encode* (Good), *surge* (Ordinary), *break-in* (Ordinary), *crash* (Good), *alarm* (Good), *fortress* (Good), *control* (Ordinary).

Brilliant and sharp as a blade, Geille Monashi fought her way out of the gang-ruled tenements of Penates. She is a computer engineer of surpassing skill, a programmer and hardware developer who can work miracles with machinery. Like those of many former Solar colonists of Penates, Geille's features show a hint of Old Earth's ethnic traits—in her case, Asian. She usually wears her hair in a long, dark ponytail, and she prefers to dress casually in tailored jumpsuits or excursion gear. She has a strong temper and settles into a silent, stone-faced glower when she's not happy with the way things are going.

**Back Story:** Twenty-eight years of age, Geille spent the first sixteen years of her life surviving the Pict-dominated ghettos of Santiago on Penates. By the time she reached adolescence, Geille had decided that she wanted out. She found her way into HelixTech, the largest and most powerful corporation based in Pict territory. Geille worked hard to master the skills she'd need to climb from the ranks of hopeless laborers to the corporate towers. She chose computers.

At the age of eighteen, Geille escaped from the labor pool, gaining entrance into an intense education and training program. She discovered that she possessed a latent psionic talent for interfacing with computers and proved to be uncannily good at working with them.



After five years of harsh schooling, she was assigned to HelixTech's Research and Development Division. Driven by her work, she had no friends, no romantic interests, and no life outside the lab.

Geille's employment with HelixTech came to an end when she allowed herself to become involved with Karcen Borun. The exec used her to steal and then sabotage company research, intending to profit from the stolen materiel. When Geille doublecrossed Borun, he sent Pete Sokolov after her.

**Psych Profile:** Like Sokolov, Geille is a loner. She is strongly self-reliant and suspicious of anyone in a position of power or authority. She is relentless and determined when faced by a challenge, working tirelessly to overcome any obstacle. Wealth is very important to her, since she believes that she'll fall back into the misery of her childhood if she isn't good enough and ruthless enough to succeed.

**Tactics:** Computers are Geille Monashi's weapons. She's not a hot-shot grid pilot fighting for abstract values of information freedom and nihilism; she's a businesslike professional with a rare gift for creative genius. Given half a chance, she'll use her computer skills to study her enemies, lay traps and alarms to hinder their actions, and finally launch preemptive attacks that make it impossible for them to strike back. She's not afraid of physical confrontation and even commands modest hand-to-hand fighting skills—the legacy of her youth on the streets of Santiago. However, she knows that she has better ways to hit her enemies than with her fists.

**In Your Campaign:** Geille spent years working on secret HelixTech projects that relied heavily on her own inventions and processes. Some of these became major commercial releases for the company, but others were very specialized jobs such as espionage systems, defense projects, and strategic intelligence hardware. She wants to recover the work she did as HelixTech's resident genius and make it her own again. Geille may help heroes taking on a corrupt corporation or government to recover her work, or she might target a company the heroes are supposed to defend.

Sokolov and Monashi make an exceptionally formidable team. It's a contentious relationship, but they have a great deal of respect for each other's abilities, and they've learned to trust one another implicitly.

## Karcen Borun

### Level 14 human Diplomat (Free Agent)

STR 10	—	INT 12	(+1)
DEX 9	—	WIL 12	(+1)
CON 10	—	PER 13	—
Durability: 10/10/5		Action Check: 13+/12/6/3	
Movement: Sprint 20, run 12, walk 4		# Actions: 2	
Reaction Score: Ordinary/2		Last Resorts: 3	

#### Attacks

Unarmed (untrained)	5/2/1	d4s/d4+1s/d4+2s	LI/O
Laser pistol	11/5/2	d4+1w/d6+1w/d4m	En/O

#### Defenses

CF softsuit: d6 (LI), d6 (HI), d6-1 (En)

Deflection inducer: +3 step bonus to Borun's Strength and Dexterity  
Resistance Modifiers when activated (+2 step penalty to Borun's attacks)

#### Skills

Athletics [10]; Modern Ranged Weapon [9]—pistol 2 [11]; Vehicle Operation [9]; Stamina [10]—endurance [11]; Business [12]—corporate 5 [17], illicit 4 [16]; Knowledge [12]—computer operation 3 [15], deduce 2 [14], area: Penates 3 [15], language: Standard 3 [15]; Law [12]—enforcement [13], specific (corporate) 2 [14]; System Operation [12]—comms [13], sensors [13]; Administration [12]—bureaucracy 3 [15], management 3 [15]; Awareness [12]—intuition [13]; Culture [13]—diplomacy 3 [16], etiquette (Penates) 3 [16], first encounter [14]; Deception [13]—bluff 4 [17], bribe 3 [16], gamble [14]; Interaction [13]—bargain 3 [16], charm 4 [17], interview 3 [16], seduce 3 [16]; Leadership [13].

#### Rank Benefits

Illicit business: Ignore 2 steps of penalties associated with illegal transactions; Etiquette: -1 step bonus to *diplomacy* skill checks on Penates.

#### Perks and Flaws

Filthy Rich; Great Looks: -1 step bonus to Personality-based skill checks; Obsession (winning), Amazing.

#### Other

Karcen Borun is almost always accompanied by a security detail of several top-notch agents. Refer to the Supporting Character template for "law enforcer" on page 98 of the *Gamemaster Guide*.

Executive vice president of HelixTech's Security Division, Karcen Borun is a player. He radiates confidence, power, and self-assurance, easily assuming control of any situation. Every word he speaks, every gesture he makes, every action he chooses is part of a seamless performance designed to get people to do what he wants. On the surface, Karcen Borun presents a front of familiar affability, with the rugged good looks of an outdoorsman and an easy-going manner.

While he looks like a hale outdoorsman in his mid-thirties, Borun is actually seventy-eight years old. His glow of health comes from the most expensive rejuvenation treatments he can find; his ruddy tan and bleached-blond hair are just as artificial. His face and physique have been surgically altered to perfection.

**Back Story:** Karcen Borun is a native of Santiago on the planet Penates, the child of high-ranking HelixTech officers. He never set foot outside HelixTech's fortified compound, growing up inside the executive towers of the megacorp. Even as a young man, Karcen began to lay his path to power. He made the right friendships, cultivated the right habits, and he sought the most powerful patrons.



For almost twenty years, Karcen built a ladder leading to the top. When HelixTech's Board of Directors decided to replace an aging Vice President of Research and Development, Borun quietly arranged for the board members to split between two more qualified contenders for the position, then slipped into the boardroom as a "young and easily controlled" candidate tolerable to both sides. Playing off all factions, Karcen Borun built an internal empire within the halls of HelixTech. With clients, allies, and sympathetic supporters throughout the organization, his power reached far beyond the Security Division. HelixTech, a corporation worth trillions of credits and employing more than one hundred thousand people, struck Borun as too small to suit the scope of his ambitions. He wanted to be king.

**Psych Profile:** Karcen Borun is a predator. He views everyone around him as cattle or competition. Carefully concealing his ambition and contempt beneath a facade of humor and congeniality, he is a master of misdirection. Fair play is a concept he uses only to his advantage.

As he has grown older, Karcen's ambition has grown into a desperate hunger. He senses that his reach will never equal his ambition, so he is willing to hazard high risks for big gains. Increasingly contemptuous of the people around him, Borun occasionally lets the facade fall as he strives for bolder and more decisive action in the pursuit of his goals.

**Tactics:** While Borun doesn't lack courage, he avoids situations in which risks outweigh potential gains. He believes in using the appropriate assets to accomplish his goals. If a group of heroes are giving him trouble, he'll assign corporate security teams and write checks to run them to ground. As head of the corporation's Security Division, Borun commands a private army with intelligence assets, billions of credits of top-notch equipment, and thousands of personnel. Tactical command isn't what interests Borun; he has generals to handle simple exercises such as military operations and covert actions.

**In Your Campaign:** Before the events described in *Zero Point*, Karcen Borun is one of the four or five most powerful men in the Lucullus system. He plans to carve HelixTech into pieces, wrenching entire divisions away from the conglomerate to form a new company of his own. To do this, he must suborn dozens of key people throughout the organization, hide or misallocate staggering amounts of personnel and equipment, and cut below-the-table deals with the other powers of Lucullus to help him forge his private kingdom. He might use freelance adventurers as agents in his plan, frame some likely dupes to damage a corporate rival, or even take some action that the heroes begin to investigate independently. Karcen Borun is a mover and shaker; all kinds of plots and scams surround his actions.

## Marius Grayes

### Level 10 mutant Diplomat (Combat spec)

STR 15*	(+3)	INT 10	—
DEX 7*	—	WIL 12	(+1)
CON 13	—	PER 11	—
Durability: 13/13/7		Action Check: 12+/11/5/2	
Movement: Sprint 22, run 14, walk 4		#Actions: 3	
Reaction Score: Ordinary/3		Last Resorts: 2	

\* Includes +1 Strength, -1 Dexterity for effects of High-G adaptation in Earth-normal gravity. In a high-G environment, these scores are STR 14, DEX 8.

### Attacks

Unarmed—brawl	19/9/4	d4+4s/d4+5s/d4+6s	LI/O
Pulse baton	18/9/4	d8+3s/d4+5w/d6+5w	En/O
Mass pistol	8/4/2	d6w/d6+2w/d6m	En/G

### Defenses

CF short coat: d4-1 (LI), d4-1 (HI), d6-3 (En)

### Skills

Athletics [15]; Melee Attack [15]—*bludgeon* 2 [17], *powered* 3 [18]; Unarmed Attack [15]—*brawl* 4 [19]; Modern Ranged Weapons [7]—*pistol* [7]; Vehicle Operation [7]; Stamina [13]—*endurance* [14]; Business [10]—*corporate* [11], *illicit* [11]; Knowledge [10]—*area: Penates* 3 [13], *language: Standard* 3 [13]; Security [10]—*protection protocols* [11]; Administration [12]—*management* 2 [14]; Awareness [12]—*intuition* [13]; Investigate [12]—*interrogate* 2 [14], *track* [13]; Resolve [12]; Deception [11]—*bluff* 4 [15], *bribe* 2 [13], *gamble* 4 [15]; Interaction [11]—*bargain* 3 [14], *intimidate* 5 [16], *taunt* 2 [13]; Leadership [11]—*command* [12], *inspire* [12].

### Rank Benefits

Brawl: +1 step penalty to opponent's Stamina checks to avoid knockout.

### Perks and Flaws

Fists of Iron: +1 damage in unarmed combat; Fortitude: -1 step bonus to Stamina checks; Filthy Rich; Clumsy: +1 step penalty to Dexterity-based skill checks; Slow: +1 step penalty to action checks.

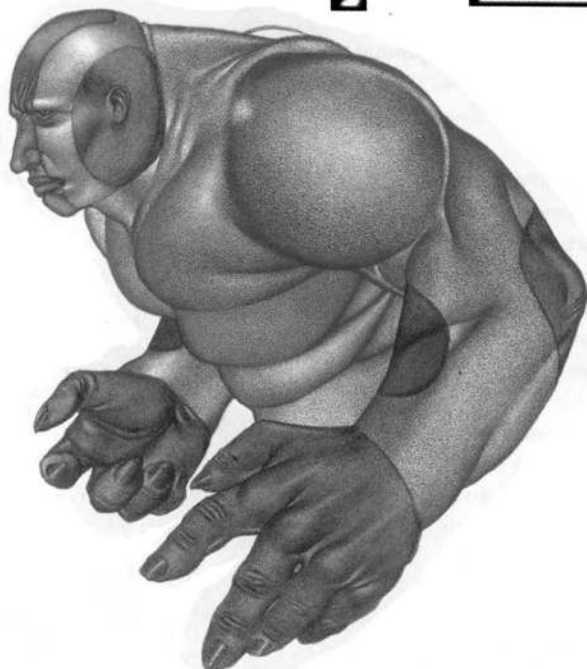
### Mutations

Adaptation, Gravity (Ordinary); Enhanced Strength (Good); Toxin Tolerance (Ordinary); Minor Physical Change (Good).

Once a mob soldier and enforcer for the Jamaican Syndicate, the criminal organization that rules almost one-fifth of Penates, Marius Grayes has climbed the ranks within the shadowy organization. He is a thug masquerading as a businessman, watching over his domain of "revenue sources" with unwavering vigilance. Marius is a descendent of a group of Taurean colonists genetically engineered to conquer a hot, arid, high-G planet; he is extraordinarily short and stocky, with a powerful musculature and hairless black skin. His hands are large enough to palm a bowling ball and strong enough to crack it.

**Back Story:** Marius Grayes' great-grandparents were members of a group of colonists who settled the hothouse world of Antigua. Dissatisfied with prospects there, his father—an independent trader with a beat-up systemship—decided to relocate to Lucullus in 2476. He sold the ship and used the proceeds to open a sleazy bar in the city of Port Royal. Marius was fifteen at the time; he never attended another day of school, working in his dad's business from that point forward.

Unable to see any good long-term prospects in legitimate business and feuding constantly with his father, Marius left two years later and started working as a barkeep and bouncer. His natural strength and



hardiness were perfect for such work, and soon he was making more money as a part-time thug than he was keeping bar. His break came in 2483, when he started working full-time for Syndicate enforcer Kit Masen. Masen was a low-level boss on the way up; instead of running numbers rackets and protection shakedowns, Marius was now working in corporate security. His natural drive, intuition, and blunt diplomacy soon made him Masen's trusted lieutenant.

Kit Masen's growing influence and ambition brought him into conflict with a number of other Syndicate bosses. He died in an unexplained aircar accident in 2490. Marius Grayes narrowly avoided a similar fate, then led Masen's organization in a successful counter-attack against Masen's enemy. On the day Grayes killed the rival boss with his bare hands, he was approached by agents of Masen's mysterious employer, the next boss in the Syndicate leadership circles. He'd earned his place in the secret ranks of power.

**Psych Profile:** Marius Grayes is suspicious, distrustful, paranoid, and disconcertingly direct and honest about it. He speaks plainly and does what he says he's going to do. He recognizes that he's not the brightest man in the world, but he places great faith in his own willpower, intuition, and experience. As far as Grayes is concerned, any given day might be the day that one of his rivals decides to move in on his organization, so he spends most of his time and attention watching his peers for signs of hostility and weakness.

**Tactics:** Like Karcen Borun, Grayes commands a formidable organization of talented and generally loyal people. He's perfectly willing to use Syndicate resources to handle routine problems. If he has a weakness, it might be over-reliance on his own leadership and intuition; when his subordinates have difficulty with a situation, he's likely to move in and take over personally. Grayes figures that there are few problems he can't solve by beating the living daylights out of them.

In a physical confrontation, Grayes is likely to wade in headfirst. He often uses a pulse baton as his weapon of choice, but he is also exceptionally dangerous in a bare-knuckle brawl.

**In Your Campaign:** Marius Grayes makes a great mob boss villain for the heroes to tackle. While he is not particularly malevolent in his administration of the properties and businesses the Syndicate has placed in his care, he brooks no rivals and no dissent. The Syndicate's strength rests on unquestioned dominance of as much of Penates as they can hold, so crusading heroes trying to "clean up" the town—or mercenary heroes looking to make a buck at the Jamaican Syndicate's expense—could easily run afoul of Marius Grayes.