

Badge of Honor

Gifted with a magical shield by the Greek goddess Dike, The Badge has served as a symbol of Justice for 72 years now, and shows no signs of slowing down. The city has decided to honor him for his long career. The Triad have plans to disrupt the ceremony, and steal his magical shield!

Tribute to the Badge

The city is planning to have a short parade, followed by a ceremony where the mayor will declare "Badge Day" before presenting the hero with a key to the city. The Triad plan on striking while Badge is getting the key, so as to catch him off guard. While Hoarfrost and Moonstone deal with the police guarding the ceremony, Hypersonic will run towards the ceremony platform, and stun everyone with a sonic attack. He will then remove the shield from Badge, and run off at full speed, while Hoarfrost and Moonstone cover his retreat.

The heroes might be at the ceremony to see a legendary hero being honored, or could be flying by as the Triad make their assault. Either way, The Badge is going to need assistance. For all his experience, he can't handle all three villains by himself.

With the help of the heroes, The Badge should be able to defeat/fend off The Triad. This earns the heroes the gratitude and friendship of a world renowned hero, and could lead to the heroes being one day invited to join the Guardians of Liberty.

If The Triad (or at the very least Hypersonic) should get away with stealing the shield, the heroes can aid Badge in recovering it. Who stole it can be left up to the GM. While The Badge has numerous enemies to choose from, it could be someone unknown to him. It's even possible that the cult of Mabreheon stole it, hoping to siphon off it's vast magical power to fuel another device in an attempt to free their master.



THE BADGE

Rumble: 40
Agility: 30
Might: 30
Moxie: 40
Smarts: 20
Perception: 30
Spirit: 40
Health: 140
Wild: 90

Popularity: 50
Special Focus: Athletics +20,
Law Enforcement +20

Powers:

Shield of Justice – Provides
the following powers

Armor 40

Shield Strike (adds +20 to
Might when using in Hand to
Hand combat)

Light of Justice (treat as a
blinding Light Generation at
rank 50)

Deflection (On a successful Agility check, can deflect ranged attacks
up to rank 40)

