

MIGHTY MACE, JEFF SMITH

Core Abilities Thank you Jeff

CMT	7	TGH	10(+7)	WIL	10(+7)	HIT	34
AGL	4	INT	7	XFC	8	IM	21
MGT	10(+7)	PER	6	MAG	10(+7)	DSV	10(+7)

Conditions:

Dreamer 5; Headstrong 5; Imposing 5; Physically Scarred 4; Spoiling For A Fight 5; Working Class Values 4; Wrong Side of the Tracks 5

Abilities:

- Construction 8
- Drive: Motorcycle 5
- Intimidation 7
- Mace Mastery 7
- Martial Arts: Sweet Science (boxing) 7
- Metal Working 9
- Soldier: Army 8
- Steadfast 7
- Stealth 5
- Street Smart 6

Equipment

The Icosahedron- Mighty Mace's polyhedral mace: The mace has two unique properties:

- The mace is as light as a feather
- The mace is incapable of killing an organic target, ; the most it will do is render them unconscious

Damage 7(+4) cat 3

Background:

Transcribed from the audio files of Dr. Solomon Stone, various excerpts

We all have special skills and abilities at our disposal—Mister Adventure is an incredible acrobat, Shadow Smasher knows how to defend himself, and I have a knack for discovering the unknown. Then there is Jeff Smith, who became known as the Mighty Mace.

With a name like Mighty Mace, one would correctly assume his talent lay with an ability to wield a mace, but that isn't his only talent—Jeff is an expert metalsmith. I have said in the past not all heroes start off on the righteous path but travel there over time. What can make an individual who has it all—wife, children, a career—one day turn into the next Dr. Zhou?

Jeff Smith was from the wrong side of the tracks, growing up in the more poor section of Washington, D.C. He was no Artful Dodger from the pages of Charles Dickens's "Oliver Twist," but his family was among the working-class poor. Somehow,

they managed to keep a roof over their heads and food on the table.

Jeff wanted more out of life; even at a young age he knew he had to be willing to do whatever it took to get somewhere in life. This attitude led him to have many run-ins with the law. One day his actions caught up with him. However, it was through the unexpected intervention and assistance of Captain Anthony Ruggs that rather than go to jail, Jeff was offered the opportunity to join the military instead.

Like many youths who were given this option and were smart enough to take it, Jeff thrived in the military, finally receiving the structure he so desperately needed.

The army put his construction skills to good use. Once his service was over, Jeff returned to Washington, D.C., and was quickly invited to help build Sapphire City. He took advantage of the opportunity.



Alter Ego: Jeff Smith

Metal Worker

Marital Status: Married

Known Relatives: Karen Smith (wife)

Group Affiliation: League of Adventurous Heroes

Base of Operations: Sapphire City

Height: 6' 3"

Signature Move

Around-the-World Mace Strike:

He spins the mace in a wide arc causing everyone within ten feet to defend.

Jeff decided to remain in Sapphire City after construction was complete. His original intent was to use his military background to become a police officer but with all the destruction caused by the masked villains, his construction job provided him with a steady paycheck and a solid living.

Very few people know the truth of what happened on that fateful night. The media reported the explosion as an attack by Dr. Zhou but it was in fact a meteorite that struck the D. W. Seven Building near the Sapphire City Central Bank.

Jeff was removing debris from the scene when a robbery occurred at Sapphire City Central Bank. He had no justification for what moved him to action, but using a bandana, he made a mask for himself. He grabbed the first thing he could reach and use as a weapon—it happened to be the meteorite. He didn't realize it then, but the rock-infused metal was extremely lightweight.

It was in all the papers how this new hero made short work of the criminals, but what they

did not report (and what Jeff later told me) was he recognized one of the men. The face was changed, the eyes seemed dead, but he recognized his old friend Captain Ruggs. It was in that moment, Jeff decided to become a masked hero; it wasn't for fame or glory, but to save a man who once saved him. Sadly, Jeff didn't know Captain Ruggs had been murdered and was the unwilling slave to the Master of Zombies and the White Hogan.

After the police left the scene, Jeff collected all the bits of meteorite he could find and went to work, smelting them down and creating a mace. Why a mace? He had no idea, the idea just came to him. Thus, Mighty Mace was born.

Mighty Mace was a Tuckerism that was won by Jeff Smith at a MACE convention auction.

The character was designed by Jeff Smith and written by Davey Beauchamp for Davey Beauchamp's Amazing Pulp Fiction; published by Scaldcrow Games.

We are proud that Jeff decided to become part of this world, and since Jeff did everything he could in the interest of gaming, we are proud to release this updated version of his character as a free download, in his honor.

—T. Glenn Bane, Scaldcrow Games

