

Imperium

(Version 4.22)

S 18, E 18, I 10, A 10, C 9, 200 lbs., level 1

Basic Hits 4, Carry Cap. 763, Basic HTH 1d8, Hit Modifier (1.8)(2.2)(1.0)(1.0) = 3.96, Hit Points 16, Power 56, Move 46" ground, Healing Rate 1.87, Damage Modifier +0, Accuracy +0¹



Body Power (Energy Expulsion): He can generate and expel energy in the form of light, heat, plasma or electricity. Thus, he can simulate the effects of Light Control (light, heat), Flame Power (plasma), or Lightning Control (electricity). Range is (S + E) inches, 2d8 + 2 damage, PR = 2, and attacks using the appropriate column on the attack table. He can create light as movement only. As a Special Attack, he can short electrical systems or set flammable objects on fire (optionally causing full normal damage also). He cannot control electrical devices. Can be used as a HTH carrier attack. By spending one action, he can set up Power Blast defense.

Body Power (Fast Recovery): Imperium is a living battery. His body naturally absorbs ambient solar and cosmic energy (but not enough to have any impact on play) but also generates energy at a fantastic rate. By spending one action per turn he can instantly recover 2 points of Power. He cannot recover more than once per turn. If unconscious or incapacitated, he automatically recovers on each between-turns phase.

Invulnerability: 15 points of resistance to all energy attacks. He has no special resistance to non-energy attacks.

Mutant Power (Power Reserve): Imperium is a living battery. He has an extra reserve of energy for use with his Energy Expulsion power. This reserve is equal to his normal Power score and his Energy Expulsion draws from this Power reserve before using his normal Power. When he recovers Power, his normal Power is recovered before the Power Reserve.

Equipment: His costume is armored to allow him to roll with an extra two points from all physical piercing attacks such as bullets or knives. His thick armored gloves give him +1 "to hit" and +1 damage in unarmed combat.

Real Name: Thorn, Vincent

Origin & Background: Ever since he was a kid, Vincent Thorn wanted to play pro basketball. He

¹ Four Winds New York City uses house rules relevant to Hit Point Modifiers and Healing Rate.

wasn't the brightest guy or the best ball handler, but he was strong and focused. He got his chance playing for [New York university] in the late 80s and it looked like he had a good shot. Unfortunately, the coach got nailed in the corruption scandals that plagued college sports in the late 80s and early 90s and Vincent got taken down with him. Apparently the coach had been exploiting Vincent's trust and had used Vincent to carry packages and deliver cars. While Vincent was eventually exonerated two years later, his name had been marred and no pro team would touch him. He dropped out of school and returned to NYC.

He drifted into construction, more bitter and wiser, and managed to keep his nose clean despite the graft between construction, organized crime and the city. In 1993 he married and his life seemed to be moving up. However, by 1997 he was divorced and out of work. Even more frustrated, he finally found work as a bartender / bouncer. Still ambitious and trying to improve himself, he now does the same work at NYC's best adult entertainment club and aspires to be trained as a cooler (the owner favors him, so he regularly circulates the owner's various clubs). Today he lives in a rent-controlled apartment and most of his money goes to his ex-wife because she had a better lawyer. Deep down, he still wishes to play pro basketball.

When the New Millennium rolled around, Vincent was working the biggest party of the decade. Months of planning helped to ensure that the crowd remained manageable. That is, until the guy with the gravity control powers started causing trouble. For the first few minutes, everyone thought it was part of the show. Vincent knew better though, and when he tried to bounce the guy, the guy bounced Vincent making him the first to smash in to the overhead lighting system. Thousands of volts of electricity shot through Vincent and he somehow channeled the energy into a beam from his hands and was able to stun the gravity-wielding trouble maker. Someone called 911 and the place was shut down for the night. In the commotion, the villain escaped. The paramedics checked Vincent and told him to go home and sleep, which he did and then called in sick the next night.

On January 3, 2000, Vincent Thorn discovered he could emit energy from his body in powerful, controlled ways. There was a loud, bitter voice in his mind that urged him to start robbing banks. Vincent might have, except that in his furious excitement he knocked a picture from the wall. When he bent to pick it up he recognized the starry-eyed college kid in the basketball uniform. In that moment, Vincent Thorn realized God had given him a second chance to be what he had really wanted: a hero.

Vincent has become a living energy battery. He can emit this energy in a number of ways, most frequently through his hands. His eyes may glow brightly when he is angry or highly charged. He requires only two hours of sleep per night. Although he does eat a lot, he does not have unusual dietary requirements because his metabolism converts food more efficiently than normal people.

Vincent has kept his job, but is now also shopping around for someone to sponsor him to be a full-time hero. Because of his line of work, he is attentive to keeping his activities legal.

[A 33-year old college dropout. His mother passed away when he was 5. His father passed away

when he was 26, leaving him a little money. His father remarried twice, having two kids with his second wife and leaving frozen embryos for the third wife (who is only 27). He gets along passably well with his step-siblings despite the 8 year age difference. He barely knows his latest step-mother and isn't sure he wants too. (It bothered him that his father would marry a woman barely old enough to date.) His step-siblings share the same last name, but his younger-step-mom kept her maiden name. Speaking of dating, he never lacks for physical companionship, but he has avoided a serious relationship since his divorce.]

Combat Tactics / M.O.: He wants a sponsor. Someone to take care of the legal and P.R. issues of being a hero. It is not that he doesn't care, but he knows he is not smart enough or educated enough to handle these things on his own. Unless redirected by other events, he would probably find the top agent in the city and wander in without an appointment expecting his natural good looks and powers to get him an interview on the spot.

His Energy Expulsion power lets him create light, focused lasers or waves of searing heat (Light Control), plasma (Flame Power) or electricity (Lightning Control). It has the damaging potential of a 45mm rocket. Imperium is like an artillery piece, a rocket launcher to be specific; he is big and slow, but when he gets a bead on his targets he can unleash a devastating volley capable of stopping most opponents dead in their tracks.

In combat against energy projectors he will stand and slug it out. His preferred attack is plasma blasts (Flame Power) as these have an intimidating look and feel. He knows he is slow, so he rarely evades although he will take cover against people with guns or ranged physical attacks. If engaged HTH, something snaps and he'll stay and duke it out. He'll use a carrier Lightning Control attack against tough opponents. (In HTH he feels he needs to prove his toughness). He always "rolls" with the maximum amount because he knows he recovers so quickly.

Personality / Character Traits: Vincent is attractive, but not quite handsome. He is a muscular 6'1" tall. He exercises daily, including a 20-minute yoga routine. He is polite, but his bitterness and frustration often lurk just beneath the surface. As a bouncer, this has sometimes worked to his advantage, but has also provoked a few tough guys into fighting. Vincent is Lutheran and occasionally makes it to church.

Training Plan: +1 "to hit" unarmed HTH, +1 damage with Energy Expulsion, Agility, repeat [maybe throw in a +3 Initiative, or +1 Power Stunt, or some other variation depending on how the campaign unfolds and affects what he needs to remain competitive]

Appendix A: Twenty Questions

What is the color of the character's hair, eyes, and skin?

Caucasian, blue eyes, blond hair.

What is the character's general appearance? Does the character stand erect or stooped? Dress anachronistically, stylishly, or inauspiciously? Look intimidating or casual? What might someone seeing the character for the first time think?

Vincent Thorn has an erect posture and muscular build. He carries himself with confidence and exudes strength. He usually dresses in black slacks, turtle-neck and running shoes. When working, it's black slacks, black shoes, white shirt, and stylish black clip-on tie. The clip-on is so that he won't be strangled in a fight. He has an air of confident menace about him, although he is also usually very polite.

Where was the character born?

[name of hospital], Long Island, New York, USA.

What is the character's age?

Age 33. DOB: November 14, 1966.

What was the character's family life like?

Father: Charles Thorn. Birth mother: Natalie Thorn. First step-mother (Vincent age 7): McKenzie Thorn. Step-sister (Vincent age 8): Adrienne Thorn. Step-brother (Vincent age 11): Charles Thorn, Jr. Second step-mother (Vincent age 26): Vanessa Taylor.

He hardly remembers his birth mother. His father remarried when Vincent was 7 and promptly had a baby girl the next year. He got along OK with his father and step-mother, although they didn't pay much attention to him through his high school years. His father was always proud that Vincent was good at athletics and studied hard.

Has the character begun his own family?

He was married from 1993 to 1997, but had no children. It was very much a physical relationship. Also, his wife, Marcia, was hoping Vincent would be able to get back into basketball and make a lot of money. When it became clear that Vincent would never become a pro basketball hero, his own bitterness and Marcia's fear of being less than wealthy lead her to have an affair. Vincent then had his own affair and the marriage collapsed in an ugly mess. Marcia's new boyfriend was wealthy resulting in Marcia having a better divorce lawyer than Vincent. Vincent now pays enormous

amounts in alimony which only serves to fuel his bitterness.

When or how was the character educated?

He's not the brightest guy in the world, but he has a good memory and values education. In his current line of work, he doesn't use his college education much, but applies his street smarts. He does not make a show of his education preferring the "quietly competent" type. He dropped out of college during his third year.

Has the character ever done anything else for a living?

Various odd jobs. Mostly fast food joints and house painting during the summer. He worked construction from 1993 to 1996. In 1997 he started bouncing for a wide variety of clubs around NYC. He's also worked security at a several rock concerts [and would be perfect next time RSD is in the area...].

What about the character's political and religious beliefs?

Vincent is Lutheran and occasionally makes it to church. God, if he ever existed, abandoned Vincent a long time ago. He went to see *Dogma* eight times while it was still in theaters.

As a general rule, he considers politicians to be liars owned by one or more special interest groups. However, he understands that a very rare few actually care about the people who elected them; but even those are owned by somebody so they are impotent anyway.

What is the character's moral code?

Do unto others before they do unto you. No, not really. That is just his current bitter philosophical outlook on life. Deep down he believes that with power comes responsibility and everyone who is willing to work for it should have the opportunity for a good life. He rarely gives his word because he will go to extreme lengths to keep it.

Does the character have any goals?

Until the new millennium, his big aspirations were to become a cooler, save lots of money, and get laid at least once a week. He's now reconsidering the first one.

What is the character's personality?

Basically a nice guy buried somewhere under a lot of bitterness. *Note:* His low Charisma results from bitter self-loathing resulting in low self-esteem and gruff disposition. Good PR, positive experiences, and getting his life back on track will help him tremendously.

What special qualities does the character possess? This doesn't necessarily refer to skills, but to what the character can do well. Does he get along well with other people? Is he skilled at taking care of business? Prioritizing tasks? Planning ahead?

Talented in seduction and intimidation (despite his comparatively low charisma, he knows how to make a lady feel good). He is good at prioritizing, but not much of a planner. He thinks quickly, is loyal to friends and is a great guy covering your back in a bad situation.

Are there certain things the character just cannot do? Get close to people? Perceive himself realistically?

At this time in his life, he has real trouble becoming close to people. A combination of bitterness and fear of getting hurt (again). Also, he isn't really happy with how his life has turned out, and by keeping people at arms length, he can avoid having to accept this about himself. He's currently floundering and just needs a good kick in the pants to re-prioritize his life.



What does the character hate?

Obnoxious drunks. Anyone not willing to accept some personal responsibility. Vincent may be bitter about his life, and while he tends to become belligerent when anyone blames him for his own plight, he doesn't indulge in self-pity about how fate has ruined his life, either. (There are exceptions like his old coach and ex-wife whom he feels *did* ruin his life.)

What does the character love?

Sex, basketball and music. Not necessarily in that order. He always knows the current Top 20 titles and artists on any music chart. He follows college basketball religiously, but refuses to adopt a favorite team (if pressed he favors the "Alaskan Koalas"). He is a closet Mozart fan.

What is the character's full name? Nicknames?

Vincent Thomas Thorn. He does not like to be called anything other than Vincent or Thorn. His college basketball buddies called him "rosebud" as a pun on his name, Thorn.

How does the character perceive government? Those who are opposed to the government?

Government is a bunch of self-serving idiots who represent a necessary evil making sure that certain

social services (like roads and prisons) are provided to the masses.

How does the character interact with other members of the group? Are they protective of some members? Has the character developed a rivalry with another character? Are there any romantic interests the character would like to pursue?

Can't answer this yet ;-)

How did the character gain his abilities? What was his first reaction? What motivates him to act as a hero now?

Deep down he always wanted to be a hero, with public adoration and the ability to influence people by making a good example of himself. Unfortunately, he got side-tracked and embittered by his experiences with the college sports corruption scandal that ruined his basketball career.



Appendix B: Proposed Power Stunts

Energy Expulsion

Unless otherwise noted, all Energy Expulsion Power Stunts draw from his Power Reserve.

- [*Light Control*] **Change Environment (Heat):** He can radiate intense heat from part or all of his body in a line, cone or sphere. The temperature is up to $(200^{\circ} \text{ Celsius}) \times (\text{Level})$ at the center of the sphere. The temperature drops rapidly: divide the temperature by the distance in game inches. For example, at 7th level, the center of the sphere can be 1400° C and 5" away it is 280° C . His Invulnerability renders him immune to the heat (even if all points are ablated away). It costs one action and PR = 2 to create the heat, but has no cost thereafter.
- [*Light Control*] **Color Filters:** He can emit light of specific wavelengths including IR and UV. Combined with optical devices he can see in the dark or utilize other light dependent effects. Cost is movement only, but cannot be used as an attack. Can be combined with normal Light Control attacks however to change their special effect.
- [*Light Control*] **Radio Broadcast:** By careful modulation of his electric field he can generate radio waves or microwaves. He can't receive without an appropriate device however. With practice he could hack garage door or car lock codes, or broadcast to cell phones or televisions. This power can be used to jam radio or microwave communications. He can also use radio or microwaves as a Light Control attack to exploit any weakness the target may have to these energy forms.
- [*Light Control*] **Continuous Laser:** A laser beam with a continuous duration greater than five seconds. The beam counts as one action, but generates four separate attack rolls against each target (q.v. Autofire). The damage from all "hits" is combined and treated as one powerful attack for penetrating Invulnerability, ADR or SR. PR = 8, no modifiers "to hit" or damage. Damage modifiers from training or high ability scores are applied only once.
- [*Light Control*] **Pulsed Laser:** Adds Autofire (q.v.) to his Light Control attacks. PR = 4.
- [*Light Control*] **Holograms:** As long as he has an unobstructed LOS, he can create realistic holograms. This is the same as Illusions A (Visual).
- [*Light Control*] **Hypnotic Strobe:** A special combination of flashing lights and changing colors puts viewers into a highly suggestible state. Range is $(A / 5)$ inches and costs one action. The target will continue to accept suggestions as long as the Hypnotic Strobe continues. The strength and duration of the suggestion(s) will be determined by the GM.
- [*Light Control*] **Hard Radiation:** X-rays and Gamma rays. Penetrates most materials, ignoring any Invulnerability the target may have and causing +6 points of damage to targets that don't have Invulnerability (ADR rolls against 1 / 2 normal value and also suffers the +6 damage modifier when it does protect). At these dosage levels, hard radiation can also cause radiation poisoning resulting in side effects such as sterility, genetic mutation, cancer or just plain slow painful death. Adaptation, Robotic Body, Android Body, Regeneration and Life Support all negate the danger of long term radiation poisoning. Range is $(S + E) / 4$ inches, attacks as Light Control + 2 "to hit", PR = 7. [Because of the possibility of radiation poisoning, he would be unlikely to use this except against heinously powerful or dangerous opponents. The number of rads is left deliberately vague as a story device rather than a hard

- science, but might be treated as 100 rads per point of damage.]
- [*Lightning Control/Magnetic Power*] **Magnetic Polarity:** By channeling electricity around his body in discrete ways he can give himself a strong magnetic charge. Among other things this disrupts radio signals and electronic devices. Also, ferrous objects can be drawn to him or repelled from him. For game purposes, treat the weight affected as $(50 \text{ lbs.}) \times (\text{Level}) \times \text{Strength}$. Reduce his effective Strength by 1 per game inch distance; his maximum “range” is S”. Objects gain an impulsive velocity equal to $(\text{Twice Strength} - (\text{distance from him in game inches}))$ inches per turn. This can be directed in a line, cone or radius. Requires one action and PR = 2 to activate, one action per turn to maintain.
 - [*Lightning Control*] **Power Generator:** By carefully regulating his output of electricity he can power AC/DC electrical devices. He can also perform like an arc welder or electric cutting torch at no range. Cost varies depending on how much energy is required; a flashlight is movement only, while an office building might cost one action per turn and PR = 8 per hour. [*Definitely* part of the initial character concept.]
 - [*Lightning Control*] **Electric Sheath:** (Requires Magnetic Polarity to be developed first). By spending one action he can surround his body in a powerful electric field. This gives him Lightning Control defense. Once activated, it requires only PR = 1 each between-turns phase. [I’m resistant to this kind of defense because it does not fit his initial character concept. I would only go with it if I felt like Imperium was taking too much abuse in combat and he needed some additional defense.]
 - [*Lightning Control*] **Taser Shock:** An electrical shock which can stun or knock out living targets. $(S + E) / 2$ inches range, attacks as Lightning Control, same effects as Paralysis Ray if “hits”, PR = 7.
 - [*Flame Power*] **Pulse Bursts:** A combination of enhanced magnetic control and his normal plasma blasts allows him to rapidly create a series of plasma “torpedoes” which carry even more power than his normal plasma blasts. Treat as an Autofire-3 attack at PR = 11. Each “torpedo” is “to hit” as Flame Power + 2, and damage is $2d8 + 2$ per shot that hits. Damage modifiers from training or characteristics apply only to the first “torpedo” in the burst. The burst is treated as one attack for purposes of penetrating SR and damaging structures, but as separate attacks for ADR and rolling with damage.
 - [*Flame Power*] **Plasma Sheath:** (Requires Magnetic Polarity to be developed first). By combining control over electric / magnetic fields with his natural plasma generation, he can surround himself in a sheath of superheated plasma. This provides him with Flame Power defense. It requires one action to activate, but only PR = 1 each between-turns phase after that. [I’m resistant to this kind of defense because it does not fit his initial character concept. I would only go with it if I felt like Imperium was taking too much abuse in combat and he needed some additional defense.]
 - [*Flame Power*] **Heat Shimmer:** By flooding his skin with heat energy, he can cause the air around him to shimmer. This shimmering causes opponents to suffer a -3 “to hit” penalty against him due to poor visibility and distortion. Unfortunately, Imperium has trouble seeing through the heat shimmer as well, resulting in a -1 “to hit” penalty with his ranged attacks. It requires one action to activate the heat shimmer, but has no cost thereafter.
 - **Strength Boost:** As a last-ditch effort, he can channel his energies into feats of raw strength.

This is dreadfully taxing, however, so he will rarely use this power. By spending one action (which can be combined with one HTH attack into a “power punch”), he can boost his Carrying Capacity for the current turn and all of the next turn. By spending PR = 2, his Carrying Capacity is doubled. PR = 4, CC \times 4; PR = 6, CC \times 8; PR = 8, CC \times 16. He also suffers an immediate attack of the same die type as the PR spent (i.e. 1d2, 1d4, 1d6 or 1d8), which can be rolled with normally.

- **Flight:** (Requires either Change Environment (Heat) or Magnetic Polarity to be developed first). By generating a superheated sheath of air around himself or by riding the Earth’s magnetic fields he can create lift and levitate. Plasma expelled from his hands and feet provides thrust. Speed is equal to ground movement of inches in mph (e.g. 46mph). Speed is doubled if he has both pre-requisites. PR = 3 per hour. [This is definitely *not* part of the initial character concept and is only included here for completeness.]
- **Overload:** He can overload his attack powers and expend enormous energy very quickly. His range is reduced by half, and his attacks suffer a -1 “to hit” per each additional die. +1d8 damage, PR = +2. +2d8 damage, PR = +5. +3d8 damage, PR = +8. [The primary reason for this power stunt is that I envision Imperium as the “team blaster” and in theory he should be able to cause the most damage of anyone in the group. Of course, with the various V&V mods, this may not be the case, so I offer this power stunt.]

Invulnerability

- **Absorption (Energy):** By spending one action per turn, he can set up an absorption defense that lasts until his first action on the next turn. He can absorb all energy attacks (up to the first 15 points per turn) and takes no damage from any attack he absorbs. Absorbed energy is converted on a point-for-point basis from damage to Power Reserve. His Power Reserve can exceed its normal maximum through this method. However, any points exceeding the Reserves normal maximum drain away at the rate of one point per turn.
- **Solid Energy Shell:** An odd combination of energy projection and absorption results in an angular solid energy shell forming around his body. The shell is red-gold in color and glows with as brightly as a light bulb. The shell is quite solid and the angles can deflect incoming attacks. Strong attacks will cause the shell to ablate and eventually dissipate. One action and PR = 8 to create an ADR 60 shell or to restore a damaged shell to ADR 60.
- **Protected Senses:** He cannot be blinded by light nor deafened by sound. Other attacks which rely on direct application of energy to deaden senses, such as electric shot to numb his sense of touch, may be ignored.
- **Costume Advantage:** This odd enhancement allows him to extend his naturally resistance to energy to include his clothing and any small non-living objects he may be holding or carrying. His basic Invulnerability does not include this advantage and his early costumes will need to be engineered to withstand his own energy releases.
- **Devitalization Defense:** As most Devitalization Ray attacks are energy based, this stunt combines Imperium’s Invulnerability and Fast Recovery to allow him to apply his Invulnerability against Devitalization Ray attacks as if they were just like other energy attack powers. Devitalization Ray and Paralyzation Ray attacks suffer a -3 “to hit” him.
- **Resistance:** Eventually, Imperium will discover that his Invulnerability to energy can be

overwhelmed by powerful attacks or rapid exposure to smaller attacks. Beyond Invulnerability is Resistance [a Superworld RPG power that absorbed a percentage of the attack rather than the whole attack]. This power stunt allows Vincent to add his Power Reserve to his normal Power score when rolling with damage from energy attacks. He can also subtract the damage from his Power Reserve first. While this means he does suffer damage from the attack, it is temporary damage at worst.

Body Power (Fast Recovery)

- **Reduced Sleep Requirement:** His enhanced metabolism includes changes to his brain and nervous system. His requires only two hours of sleep each night, and Power losses due to lack of sleep are measure weekly rather than daily.
- **Instant Recovery:** This is more of an upgrade than a power stunt and cannot be developed before 5th level. With this upgrade, Imperium automatically recovers Power each between-turns phase and is not required to spend an action to do so. At 9th level, this upgrade can be expanded again to allow him to both recover each between-turns phase and spend one action per turn.

Appendix C: Miscellaneous Material

Dan sez:

Josh played (and lived above) a club called the "living room" with his jazz-y band. He also played at CBGBs and Coney Island High frequently with 36-24-36 (his punk band) and a bar called 9C (oddly enough on 9th street and Avenue C -- you'll see there are plenty of bars that do that 7B's for example which is pretty famous -- almost any gangster/cop flick filmed here has a scene in it, and is also known as Varshack's Horseshoe Bar) with the Alphabet City Opry.

Most of that I've even used in turn.

...as far as adult clubs Vincent has been/is employed at I'll have to get you a list a bit later. ;-)

I'm figuring Thorn started bouncing for the 1997 fall holiday season and was good enough they kept him on. the club owner owned six or eight clubs in town, so when Vincent made a good impression, the owner moved him around and finally Vincent ended up at the "classiest" adult club in the city. (not really how he had planned to live his life, but the money is good, he gets laid often and every once in a rare while some drunk sod thinks he's tougher than "Mr. Thorn" and he can vent some of his bile *heh*).

He likes to brag about having met Amanda Halle a few times when she and her band were playing clubs around NYC. He claims she is "as nice and wholesome" in real life as she comes across on television.

Dan sez:

Stringfellows: High class strip club in posh Grammercy Park. Top of the line. You need a tux to get in deal. Right on the Park almost opposite of Cindy Crawford's residence actually.

Billy's Topless: Imagine yer worst nightmares and put it on the outskirts of Chelsea (neighboring Hell's Kitchen). I thought this place was closed down but it's just decrepit and semi boarded up to obscure view. There's a "mural" on one of the exterior walls.

Flashdancers: Middle ground between the two. Right across from Letterman. He sends the guy in a bear suit there all the time. (or at least he used to...). The place is drenched in neon IIRC and a long flight of stairs lead you down to the show.

It is an important aspect of Imperium's conception that he be the team "loaded gun" capable of causing as much or more damage than anyone else in the group. Or at least seeming to be the one who causes the most damage. If he is not, then it will affect the role I envision for him. Not to say that is a bad thing, but I'm just making a note of it to myself.

Originally he was a football player, but because of the comparative dearth of college football scandals, the GM and I changed him to a basketball player. Not quite the same level of Norman Rockwell as football, but still very American.

His personal journal (q.v. PBeM Diaries) will chronicle whatever he feels like. While he arranges a top-flight publicist for himself, one of his conditions is that Imperium get a therapist to help him with his anger management and repressed feelings. The therapist wants Vincent to keep a journal. Ergo, the *raison d'être* for the journal and a bias under which it is written.

take a peek at what's been dug up so far...maybe Vicent's scandal wasn't newsworthy but was still enough to quietly discredit him?...

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> any in NY/NJ that go back about 10 years?

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> There was one this past season involving St. Johns. Eric Barkley accepted a gift from someone he wasn't supposed to. He was suspended for a game. This was a big incident in late feb early march

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> any in NY or NJ?

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> Here are some that I found:

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> Arizona State, 1997: Two players plead guilty to point shaving; the inquiry, dating back to games in 1994, shows that 15 of 22 fraternities turned up in records of illegal gambling ring on campus.

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> Northwestern: 1995: 2 Players accused of point shaving

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> Bryant College, 1992: Five basketball players, who had built up \$54,000 in gambling debts, are suspended and a former player and student was arrested and charged with bookmaking.

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> 1984-85: Four Tulane starters, including John "Hot Rod" Williams, and one reserve are accused of shaving points in two games. Two of the five players, Clyde Eads and Jon Johnson, are granted immunity and testify that the others also shaved points in exchange for cash and cocaine. Williams was acquitted and none of the players did jail time but the university shut down the program until the 1989-90 season.

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> Michigan scandal widens

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> White reportedly received \$37,000 from banned booster

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> Posted: Friday September 03, 1999

> 10:21 PM

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> ANN ARBOR, Mich. (AP) -- Another former University of Michigan basketball player has been named as accepting money from banned booster Ed Martin, a newspaper reported.

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> Sources familiar with a federal investigation of Martin told The Ann Arbor News in a story
> Friday that Albert White and some of his family and friends accepted \$37,000 before and
> during White's one year at Michigan.

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> Last week the newspaper reported that Louis Bullock, now on the Orlando Magic roster,
> accepted more than \$50,000 from Martin during his four-year career, including this past
> season.

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> Martin was banned from the basketball program in March 1997 after he became the focal point of the university's investigation into the program.

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> If the NCAA can prove that players took money from Martin after he was banned, Michigan could face another inquiry or further sanctions.

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> FBI and Internal Revenue Service agents are investigating whether Martin and his son, Carlton, led an extensive gambling operation at Ford plants. They also are investigating whether Martin gave former Michigan players cash and gifts.

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> Sources said money was given to some of White's family and friends to influence his decision to attend Michigan when he came out of Inkster High School. They added that it was Martin who wanted White to stay close to home.

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> They said White, who played for Michigan in 1995-96, was one of several former players captured on federal wiretaps speaking with Martin.

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> Michigan Athletic Director Tom Goss, who took over in September 1997, said he was unfamiliar with White's situation.

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> "That's the first time I've heard his name associated with this [federal investigation]," said Goss, who would not comment further.

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> A former teammate of White's, Brandun Hughes, told the newspaper last week that he was in Fisher's office with White, Martin, Martin's son, Traylor and Fisher for an impromptu birthday party for White.

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> White could not be reached for comment. His agent, Sandy Sanders, said federal agents interviewed White in his home and he cooperated fully.

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> Asked why White does not have an attorney, Sanders said, "There's no need. He feels like he has nothing to hide."

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> White transferred to Missouri before his sophomore season after clashing with then-coach Steve Fisher. Fisher was fired in October 1997, after a university internal investigation of its basketball program.

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> White left Missouri after his junior season but was not taken in the NBA draft.

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> Goss was asked Thursday if one of the reasons for Fisher's dismissal was because the former coach should have known the extent of Martin's involvement with players.

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> "There's not a win in any response for him or me," Goss said. "That's a great question. That's all I'll say to that."

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> Fisher was not available for comment.

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> Goss also said it was not basketball coach Brian Ellerbe's fault if Bullock accepted money from Martin after Ellerbe became coach.

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> "[Ellerbe] has done more than the right thing. I'm comfortable he's done all the right things," he said.

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> In May, Goss asked school Provost Nancy Cantor to review changes in athletic policies to make sure they were working. Measures instituted include a revised complimentary ticket policy and tighter restrictions on access to the Crisler Arena tunnel, where players enter the arena.

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> Goss said a school committee will file its report on the university's revised policies after the FBI finish its own report.

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> "It didn't make sense for them to [finish] before the FBI does, and maybe interfere with the FBI,"
Goss said.

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> These were some of the ones I could come with, I also believe there was something involving
UNLV in the early 90s but I just don't remember. Hope this helps.
>

he's not sure where his life was supposed to go, but he sure didn't get there.