



Super Samurai FANZINE

超太 05
FANZINE
#2

Expansion of
Freedom City's

AEGIS

Diseases & Poisons

**UPON A
PALE
HORSE**



AN EPISODIC M&M GUIDE TO THE
THUNDERCATS

**M&M
SUPERLINK**

MASTERMINDS RESOURCES UPDATED!

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Volume One, Issue #2

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Editor's Note

"Sam...Sam...Sam...Samurai..HHOOO!"

Welcome back to our second issue. We are quite happy to receive such praise and thankfulness by the fans who have read our premiere issue. It is always nice to know that your efforts are appreciated. In response to the fans request, the Mutant Merchandise portion will be separated into a second publication to help reduce the number of pages. After all, this effort is only worth doing if it serves the fans needs and helps to make their Mutants and Masterminds game even more of a success.

That said, we hope to receive even more support in the future. Kind words are nice (and highly appreciated), but we hope you'll consider helping us by submitting articles to help keep this publication going. We'll probably always have some articles to share, but the more people who submit material; the wider the variety of topics will be served. OK, sales pitch over.

We're happy to have two of our authors from issue 1 return with more useful articles (Dr Archeville and Mark "Neo" Howe); and our layout guru Nuno has given us an interesting article on the Thundercats. If you watched cartoons in the late 1980's, early 1990's, then you know who these cats are (pardon the pun). The wealth of material all of these authors have provided will hopefully be of service to your game as it was a pleasure to put together on our end.

So, grab the Wiley Kittens and jump into the Thunder Tank and let's have some fun!

The Samurais.



Expansion of Freedom City's



AEGIS EXPANDED

by Mark "neo" Howe

Note: The following is fan-created material and not an official Green Ronin/Mutants and Masterminds production.

The government established the Advanced Elite Government Intervention Service (A.E.G.I.S) in 1962. The agency coordinates law enforcement efforts to deal with super powered criminals and threats to national security from organisations like SHADOW.

The agency has been active in Freedom City from its very beginning, since a great many super-powered threats show up there. Due to its government ties, the Moore Act restricting super humans from Freedom City did not apply to anyone working with or for AEGIS while that law was in effect.

In recent years AEGIS has begun taking a more frontline role in the fight against super powered threats, utilising its own teams of agents to track and apprehend super powered criminals, analyse potential threats in order to tie them to specific individuals allowing them to identify and meet a threat in full possession of what they may face and how best to handle it. AEGIS has even begun recruiting (albeit somewhat heavy handedly) their own teams of Parahumans, typically those with no ties or criminals they can redeem by offering one last chance. Of course the existence



of such AEGIS backed squads is kept very hush-hush. It is however viewed that the best policy of dealing with threats is internally and that to rely on external groups, especially parahuman groups like Freedom Force and the ATOM family is just encouraging them into more important roles within society. Humankind for its own good must learn to meet such threats on its own two feet. And because of this belief AEGIS keeps a staff of crack scientists continually trying to develop new means of meeting, controlling, and if necessary removing any super threats mankind may face.

ORGANIZATION

AEGIS has its main offices in Freedom City and is fast opening new offices around the world known as Cells. However it is the Freedom City office that is the central command for the entire organisation and it is this office that is known as Control.

From Control the Director of AEGIS operations and overall head of AEGIS coordinates missions and activities for the whole organisation. The current Director is C. Horatio "Harry" Powers and African American male. Director Powers spend the majority of his time in his office at Control.

Beneath the Director is an Assistant Director; currently an ambitious lady holds the post by the name of Melanie Prescott. The role of the Assistant Director post is largely to be stationed in capital where he or she advises government leaders on matters of concern, remaining in near-perpetual contact between there and Control.

Each AEGIS Cell (Office) is overseen by a senior agent, typically retired to an administrative role known as "Operations." Each Operations job is to handle the day-to-day decisions of each cell and oversee all there cells personnel, provide mission briefings, and make the necessary judgement calls that arise during the day-to-day running of such groups.

Directly under Operations each cell is assigned an agent from Department 13, this individual is known as "Personnel" and it is their job to keep a watch over AEGIS personnel using psychological profiling, as well as handling internal security and interrogations. With the exception of a direct order from the Director of AEGIS only "Personnel" has the necessary influence to remove an "Operations" from their role in instances when their activities become unpredictable or hazardous.

Beneath "personnel" are a whole host of analytical, scientific, tactical and technical operatives with varying security clearance, and it is an operatives security clearance that determines not only their pay and privileges but their influence, ability to head missions and priority given to their requests for additional resources. Security clearance goes from White (the lowest) through Green, Yellow, Blue, Red, and finally Black (the highest) and each colour having three levels with the exception of black that has only two. Director powers; for example, are Black level 02-security clearance, meaning he is aware of and has access to all goings on and resources of AEGIS. The Assistant director is Black level 01 clearance and all Operations and Personnel positions hold Blue 01 or higher.

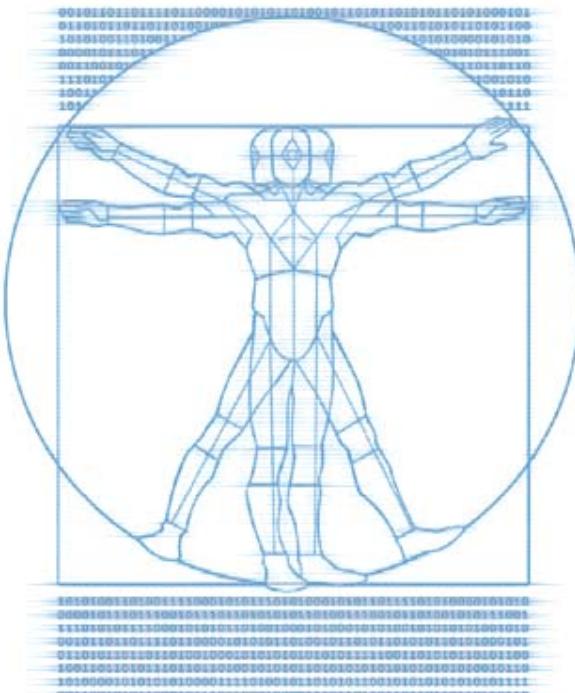


DIRECTIVES

AEGIS is built around five primary directives and it these directives that govern all facets of not only the day-to-day activities of AEGIS but its long-term goals too. The five directives are as follows:

- 1. Acquisition:** AEGIS is dedicated to the acquisition of resources, be it personnel, skills, technology or support necessary to facing, preventing and where necessary removing any parahuman or organisational threat to the city, nation or mundane human populace.
- 2. Extraction:** AEGIS is dedicated to the removal, apprehension and where necessary disposal of any and all parahuman or organisational threats to the nation and general populace.
- 3. Guidance:** AEGIS provides guidance to city leaders, law enforcement agencies, corporations and nations leaders, providing them with advice and alternatives to meet any parahuman or organisational threats they may be experiencing.
- 4. Investigation:** AEGIS considers it paramount to gather and collate all information relating to parahuman or organisational threats. Specifically information relating to individuals, structure, resources, activities, locations, and methods of confronting and opposing said parahumans.
- 5. Supervision:** Finally AEGIS does not just gather information and advise others on courses of action but they all maintain a constant vigil against known threats be they

parahuman or organisations. This is done through the use of undercover operatives, contacts, and high tech surveillance.



DEPARTMENTS

AEGIS as an organisation is made up of operatives from one of the five departments that make up the organisation. All operatives begin their careers in one department and will forever after be associated and answerable to them, even though they will on a day-to-day basis almost certainly be mixing with operatives of almost all departments constantly.

The five departments are as follows

Control: Control are the leaders and are taught leadership skills be it departmental or small squad. Control is the department that anyone from any department can be

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assigned too after displaying or being witnessed exhibiting leadership potential traits. These traits are then through training and development honed in order to allow the operative to take a command role within their final department to which they are assigned.

Analysis: Analysis is the department that is made up of strategists, psychologists, and computer technicians whose job it is to collate and analyse all information gather via operatives either in the field or through contacts. It is Analysis that develops the stratagems that will; ahead of time, and while in the field, provide Tactical the best chance of success. Recruits who display problem solving, improvisational and quick thinking traits inevitably end up assigned to Analysis.

Tactical: Tactical consist by far of the most numerous amount of operatives within AEGIS. Within tactical judgement, coordination and aggression are the traits of the days and those recruits exhibiting these qualities are inevitably assigned to tactical and end up as field agents of one sort or another.

Development: Development is just that, the department handles all medical, scientific, and technical research and development. Development is responsible for the production, development, and maintenance of all AEGIS equipment from weapons to vehicles. It also handles the research and developments of technologies and methodology for combating and countering parahuman abilities. Finally Development is also responsible for the caring of any casualties. Recruits who display a flair for research and science or who possess medical skills

beyond first aid are frequently assigned to Development.

Department 13: Department 13 is a special case department and is technically Aegis's special operations department. Within this department the Parahuman squads fall, as do the Psi-Op agents and other specialised project personnel like the MAX troopers. Obviously entry requirements for Department 13 vary with suitability for the projects available.

HOLDINGS

AEGIS has holdings throughout the western world with at least one Cell being situated within every civilised country in the west. Its main headquarters "Control" is of course situated in Freedom City and it is there that Director Powers holds office. Throughout the rest of the world AEGIS a number of smaller holdings, safe houses, business and interests but thus far no organised cells as they do here.

Mook Statistics: (* produced using 1:4 skill point ratio)

Tactical Field Agent (W-02 clearance):

These men and women represent the standard AEGIS field operatives commonly associated with the organisation. They are the typical AEGIS members who are sent on missions for the organisation.

PL 3; Init +0; Defence 13 (+3 base); Spd 30 ft.; Atk +3 ranged (+8 S/L, blaster); SV Dmg +2, Fort +0, Ref +0, Will +0; Str 12, Dex 11, Con 11, Int 10, Wis 11, Cha 10.



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Skills: Gather Information +2, Intimidate +2, Profession (Agent) +2, Search +2.

Feats: Toughness.

Equipment: SuperNova Blaster Rifle (+8 S/L, extras: Autofire; flaws: Uses), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear).

Tactical Control Mission Leader (B-02 clearance):

These men and women represent the typical AEGIS field commanders and mission leaders commonly associated with the organisations tactical squads. The Mission Leaders are trained in command and dealing with small unit tactics and coordination.

PL 8; Init +1; Defence 16 (+5 base); Spd 30 ft.; Atk +6 ranged (+5 S/L, blaster pistol); SV Dmg +2, Fort +0, Ref +1, Will +1; Str 14, Dex 13, Con 11, Int 14, Wis 13, Cha 15.

Skills: Diplomacy +4, Gather Information +4, Intimidate +4, Profession (Agent) +8, Search +3.

Feats: Assessment, Connected, Indomitable Will, Leadership, Toughness.

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear).

Analysis Computer Tech (G-03 clearance):

These men and women represent the stan-

dard AEGIS analysis department computer technicians commonly associated with the organisation whose job it is to analyse mission data and monitor operations, providing any remote technical assistance they can where needed from disabling security to opening electronic doors and so forth. Such Computer Techs do not however go in the field very often instead relying on tactical operatives to provide them remote access to systems allowing them to remotely work their magic from Cell headquarters.

PL 4; Init +0; Defence 13 (+3 base); Spd 30 ft.; Atk +2 ranged (+5 S/L, blaster pistol); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 13, Wis 11, Cha 10.

Skills: Computer +4, Demolitions +2, Disable Device +2, Drive OR Pilot (pick one) +2, Profession (Agent) +5, Repair +2.

Feats: Talented (pick two skills from those above).

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear), Dynamics-3000 Portable Computer (see new gear).

Analysis Psychologist (B-03 clearance):

These men and women represent the standard AEGIS Analysis departmental psychologists commonly associated with the organisation. Typically one of these will be assigned to a field team to monitor the team members, but also in order to interrogate any prisoners that may be taken.

PL 5; Init +0; Defence 13 (+3 base); Spd



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30 ft.; Atk +2 ranged (+5 S/L, blaster pistol); SV Dmg +0, Fort +0, Ref +0, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 15.

Skills: Bluff +4, Diplomacy +4, Intimidate +5, Profession (Agent) +3, Science (Psychology) +8, Sense Motive +8.

Feats: Evaluate, Iron Will.

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear). AEGIS Truth Detector (Super skill - Sense Motive +5).

Development Field Medic (W-03 clearance):

These men and women represent the standard AEGIS field medics commonly associated with the organisation and assigned to a tactical team to provide field care. Field Medics are trained in handling all battlefield triage being able to patch up any wounded be they agents or civilians in order to keep them alive until evacuated or more capable help arrives.

PL 3; Init +0; Defence 14(15) (+3 base, +1/2 Dodge); Spd 30 ft.; Atk +1 ranged (+5 S/L, blaster pistol); SV Dmg +0, Fort +0, Ref +0, Will +1; Str 10, Dex 11, Con 10, Int 11, Wis 13, Cha 10.

Skills: Diplomacy +2, Medical +4, Profession (Agent) +2, Science (Biology) +3.

Feats: Dodge, Skill Focus (Medical).

Equipment: Sunbeam Blaster Pistol (+5

S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear). Emergency Medical Kit (Healing +5, degrades with each use).

Development Research Specialist (Y-03 clearance):

These men and women represent the standard AEGIS Development departmental research specialists who have a specific field of scientific specialty in which they work. It is their job to analyse, design and develop technologies within their chosen field.

PL 5; Init +0; Defence 13 (+3 base); Spd 30 ft.; Atk +1 ranged (+5 S/L, blaster pistol); SV Dmg +0, Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 18, Wis 14, Cha 10.

Skills: Computers +4, Knowledge (Pick one) +5, Profession (Agent) +3, Science (Primary, *see below) +8, Science (Secondary, *see below) +5.

Feats: Skill Focus (In Primary science, see above), Talented (In knowledge and secondary science, see above).

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear), Dynamco-3000 Portable Computer (see new gear).

* Sciences must be chosen from this list: Biochemistry, Biology, Botany, Chemistry, Ecology, Exobiology, Genetics or Zoology.

Development Design Specialist (Y-03



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clearance):

These men and women represent the standard AEGIS Development departmental Design specialists who have a specific field of technical specialty that they work within. It is their job to analyse, repair, design and develop technologies within their chosen field.

PL 5; Init +0; Defence 13 (+3 base); Spd 30 ft.; Atk +1 ranged (+5 S/L, blaster pistol); SV Dmg +0, Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 18, Wis 12, Cha 10.

Skills: Craft (Primary, pick one) +5, Computers +4, Profession (Agent) +3, Repair +5, Science (Primary, *see below) +6, Science (Secondary, *see below) +4.

Feats: Skill Focus (In Primary science, see above), Skill focus (In Primary craft, see above).

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear), Dynamco-3000 Portable Computer (see new gear).

* Sciences must be chosen from this list: Mathematics, Metallurgy, Nuclear Physics, Physics, Quantum Physics, and Robotics.

Department 13 MAX Trooper (B-01 clearance):

These men and women represent the standard AEGIS MAX Troopers trained and assigned to Department 13. They are trained in utilising the AEGIS developed Max armour that boosts its wearer's natu-

ral strength and potential and is crucial in facing some of the more dangerous threats.

PL 5 (8 in armour); Init +1; Defence 15 (+4 base); Spd 30 ft.; Atk +5 ranged (+5 S/L, blaster pistol or by armour); SV Dmg +4, Fort +2, Ref +1, Will +1; Str 14, Dex 13, Con 14, Int 12, Wis 12, Cha 10.

Skills: Intimidate +3, Listen +3, Profession (Agent) +5, Repair +3, Search +3, Spot +3.

Feats: Point blank shot, precise shot, Toughness.

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear), MAX Armour (battle suit see Freedom City, p. 42).

Department 13 Psi Op Agent (R-01 clearance):

These men and women represent the standard AEGIS Department 13 Psi-Operatives who are taken and trained to develop their psychic potential and taught ways and means of utilising their psychic powers where necessary. Mankind may not have the genetic potential to face threats directly of a parahuman nature, or even the technological advancement to defeat them but the untapped powers of the human mind provide almost limitless potential to meet such threats on an even ground.

PL 8; Init +0; Defence 14 (+4 base); Spd 30 ft.; Atk +3 ranged (+5 S/L, blaster pistol); SV Dmg +0, Fort +0, Ref +0, Will +5; Str 10, Dex 11, Con 10, Int 14, Wis 16, Cha



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14.

Skills: Bluff +3, Diplomacy +4, Gather Information +3, Intimidate +3, Profession (Agent) +5, Sense Motive +4.

Feats: Assessment, Psychic Awareness, Iron Will, Indomitable Will, Trance.

Powers: All Psi-Ops are trained in up to 25 points worth of the following psychic powers:

Astral Projection, ESP, Illusion, Mental Protection, Mind Control, Postcognition, Precognition, Telekinesis, or Telepathy (Source: Psychic/Training).

Weakness: Implanted (All Psi-Ops are implanted with a neutralising implant at the base of their skull, which can via remote signal deactivate their powers)

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear), Neutralising Implant (see new gear).

Control "Operations" (R-03 clearance):

This represents a typical Control Department trained "Operations" character in command of an AEGIS Cell. The Operations of a Cell is responsible for all the day-to-day administrations, mission briefs, threat assessments and more and has the final say in all matters referring to Control for further orders or advice if matters that affect areas beyond their control or of greater threat arise. All Operations undergo intensive training to build up their mental defences to help

ensure the security of a cell cannot be compromised via the remote manipulation of its leader.

PL 10; Init +1; Defence 19 (+8 base); Spd 30 ft.; Atk +6 ranged (+5 S/L, blaster); SV Dmg +3, Fort +1, Ref +3, Will +3; Str 12, Dex 13, Con 13, Int 18, Wis 16, Cha 15.

Skills: Bluff +10, Computers +10, Diplomacy +10, Disable Device +10, Drive +10, Escape Artist +10, Gather Information +10, Innuendo +10, Intimidate +10, Knowledge - Culture +10, Knowledge - Geography +10, Knowledge -Strategy +10, Languages (choose 8), Profession (Agent) +10, Sense Motive +10.

Feats: Assessment, Connected, Headquarters (AEGIS Cell), Indomitable Will, Leadership, Photographic memory, Point blank shot, Talented (choose any 2 skills from above), Diplomatic Immunity (crooks), Coverup (power corrupted), Lightning Reflexes, Toughness.

Powers: Mental Protection +10 (Source: Training)

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear).

Department 13 "Personnel" (R-03 clearance):

This represents a typical Department 13 trained "Personnel" character in sub-command of an AEGIS Cell. Personnel are responsible for keeping a watch over AEGIS personnel using psychological profiling, as well as handling internal security and



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interrogations being masters of interrogation procedures both subtle and extreme. With the exception of a direct order from the Director of AEGIS only someone in the position of "Personnel" has the necessary influence to remove an "Operations" from their role in instances when their activities become unpredictable or hazardous, as a result of this the code to activate a personnel's neutralising implant is kept at control and not by the cell's operations to which they belong.

PL 10; Init +2; Defence 18 (+6 base); Spd 30 ft.; Atk +5 ranged (+5 S/L, blaster); SV Dmg +0, Fort +2, Ref +2, Will +5; Str 10, Dex 14, Con 11, Int 16, Wis 16, Cha 18.

Skills: Bluff +10, Computers +10, Concentration +10, Diplomacy +10, Drive +10, Gather Information +10, Innuendo +10, Intimidate +10, Knowledge - Torture Techniques +10, Language (choose 8), Medicine +10, Profession (Agent) +10, Read Lips +10, Science - Psychology +10, Sense Motive +10, Sleight of Hand +10, Taunt +10.

Feats: Assessment, connected, Great Fortitude, Iron Will, Leadership, Inspire, Photographic Memory, Talented (choose 2 skills from above), Body Language, Diplomatic Immunity, Evaluate, Stoic.

Powers: Illusion +3 (extras: Area, Selective; flaws: Creatures only; source: Psychic/Training), Mental Protection +4 (source: Psychic/Training), Telepathy +4 (extras: Group Link, Memory Alteration, Mind Control; source: Psychic/Training).

Weakness: Implanted (10pt, has a Neutralising implant).

Equipment: Sunbeam Blaster Pistol (+5 S/L), AEGIS uniform (Armour +3), Tac-Com Headset (radio hearing, radio broadcast), Tracer Implant (see new gear), Neutralising Implant (see new gear).

NEW AEGIS TECHNOLOGY:

AEGIS Sunbeam Mk1 Blaster Pistol

These privately manufactured blaster weapons fire a coherent charge of energy at their targets, which can be either lethal or non-lethal in nature as the wielder desires and at the throw of a switch.

[Source: Super Science; Power Stunt: Dual Damage; Effects: Energy blast (fire) +5; Flaws: Device; Cost: 6pp].

AEGIS Supernova Mk1 Blaster Rifle

These rifles are an extended version of the blaster pistol but with an enlarged power cell and capacity to make multiple rapid shots at foes. However it should be noted that the increased power of the shots from these rifles quickly drains the weapons power cell, which after being drained requires 24 hours to recharge it.

[Source: Super Science; Effects: Energy blast (fire) +8; Power Stunt: Dual Damage; Extras: Autofire; Flaws: Device, Uses; Cost: 9pp].

AEGIS C3-XT1 Sniper Rifle

The Colt 3 Extreme Trajectory Mk1 Sniper Rifle was designed and manufactured specifically for AEGIS's department 13. Its budget and design was all hush-hush

as the agency did not want it to be known that occasionally foes or even rogue agents must occasionally be removed permanently, either because their threat has become to much or because the information they know is potentially too damage. Whatever the reason however, the C3 is more than capable of taking down even the most capable mundane or parahuman from some distance away.

[Source: Super Science; Effects: Weapon (ranged) +10; Power Stunts: Far Shot, Precise Shot, Improved Critical; Flaws: Device, Full Effect; Cost: 13pp].

AEGIS Field Uniform

These durable, lightweight uniforms come in a variety of sizes but are all made of the same durable fibre with a light Kevlar weave over the wearers vital spots thereby providing the wearer effective if somewhat modest protection from harm.

[Source: Super Science; Effects: Armour +3; Flaws: Device; Cost: 3pp].

AEGIS Earpiece Tac-Com Headset

The Tac-Com Headset is made up of a small durable earpiece and swing down microphone that allows its wearer remote radio communication with Control.

[Source: Super Science; Power Stunts: Radio Hearing, Radio Broadcast; Flaws:



Device; Cost: 2pp].

AEGIS Sneak Suit

The AEGIS Sneak Suit is perhaps the most effective electronic sneak suit in existence to date. Capable of using a smart polymer fibre and supported by numerous sensors, and miniature computing devices. The suit allows its wearer to instantly match the colour and pattern of its sur-

roundings blending them perfectly like a chameleon. The suit includes a hood and hi tech visor that protects the wearers senses, provides radio communication, night vision capability and enhanced hearing also.

[Source: Super Science; Effects: Blending +10; Extras: Sensory Protection, Darkvision, Ultra Hearing, Radio Broadcast, Radio Hearing; Flaws: Device; Cost: 14pp].

Dynamco-3000 Portable Computer

The latest Dynamco produced portable computer within a small, self contained and durable flip down casing. The Dynamco 3000 provides excellent remote access computational capabilities supported by a variety of cutting edge programs to help the user in their tasks. AEGIS bought a mass quantity of these computers, as they are ideal for work in the field.

[Source: Super Science; Effects: Datalink +10; Power Stunt: Skill focus (represent

programs, additional programs can be taken at a cost of 1pp each) Flaws: Device; Cost: 11pp+].

AEGIS Neutralising Implant

This is an extremely small implant that holds a miniature gyro capable of producing an electric charge. The implant is implanted into a host at the base of their skull where it is attached to the spinal cord and brain stem. These implants are routinely implanted into all Psi-Op and AEGIS Parahuman personnel as a means to neutralise their powers in order to make them far easier to subdue. Should an implanted operative become a risk, control merely sends a signal on a specific frequency. The result of which is that the implant gives off a charge that shocks the implanted host's brain in such a way as to prevent them from sending the mental signals necessary to use their powers so long as the implant is active.

[Source: Super Science; Effects: Neutralise +10; Extras: Nullification (x2, sustained), Triggered (effect only activates by remote signal) Flaws: Device, Range (x2, Personal); Cost: 30pp].

AEGIS Tracer Implant

This miniature implant is a miniature-signalling device and is routinely given in secret to all AEGIS personnel during their initial medicals. The implant is frequently given in a drink and once ingested lodges itself onto the operative's major intestine and from there begins to broadcast a constant signal to control. The signal itself is subtle and very hard to detect as is the implant itself however once in the operative

AEGIS can find them anywhere and at any time they please.

[Source: Super Science; Effects: Radio Broadcast; Extras: Subtle; Flaws: Device, Uncontrolled (transmits constantly); Cost: 1pp].

Emergency Medical Kit

A typical emergency medical kit as commonly seen carried by paramedics and other medical professionals. It contains enough medical equipment to help deal with all but the most serious or surgical of problems. It should be noted however that a medical kit contains only finite resources and after each use it becomes less effective as its supplies are used up until after five uses the kit is used up and needs replacing.

[Source: Super Science; Effects: Healing +5; Flaws: Device, Degrades; Cost: 5pp].

AEGIS Handheld Truth Detector

This small handheld sensor device can pick up a target's vocal stress levels, perspiration rate and heart beat in order to determine whether or not those factors are abnormal enough to imply that what they state is true or untrue.

[Source: Super Science; Effects: Super Skill - Sense motive +5; Flaws: Device; Cost: 5pp].

MAX Armour Mk.2

Faced with the ever-increasing parahuman threats, AEGIS was forced to reassess its approach to the utilisation of power-

armoured troopers in the field. The Mark 1 armour based off earlier military designs worked well for a time but was fast becoming outdated as technologies and foes continued to advance with every passing month. Indeed in the last quarter alone Department 13 of AEGIS reported that seven suits of mark 1 were either destroyed completely or damaged to such an extent that repairs over complete replacement simply were not viable.

As a result of this growing concern the Design specialists of Department 13 were tasked with the job of designing new and improved MAX armour, which would utilise cutting edge technologies, including those taken and studied from apprehended parahuman threats.

Max 2 Power Armour was inspired by this image by Storn Cook:

<http://www.stornco.rpggallery.com/images/artfiles/AnvilLoRes.jpg>

[Source: Super Science; Effects: Armour +10; Extras: Energy Blast, Immunities, Super Strength, Force Field (w/ Deflection and Affect Others extras); Power Stunts: Radio Broadcast, Radio Hearing, Snare "Capture Web", Darkvision, and See Invisible; Cost: 96pp].

AEGIS AH-76 Damocles Attack Copter

These sleek helicopters are cutting edge technology at its best. Looking much like a streamlined Apache helicopter and being built for silent running in all environments including urban, this vehicle sports side mounted 50. Calibre machines guns and side mounted Hellfire missiles. The Damocles is

fast, silent and accurate, and more importantly fairly easy to make with its components being intentionally modular for easy repair.

[Type: Air; Size: Gargantuan; Movement: 8; Hardness: 10; Armour Bonus: 10; Features: 50 calibre Cannon +10 [Extra: Autofire], Hellfire Missiles +10 [Extras: Area], Obscure - Radar +5 [Extra: Extra sense hearing], Radio Broadcast, Radio Hearing, Darkvision; Cost: 73].

AEGIS Unmarked Armoured Luxury Sedan Car

These unmarked armoured luxury sedans appear as any other luxury sedan car of their type their armouring is not obvious and the windows are tinted. These cars however are able to stop most personal firearms even the average energy weapon from endangering their passengers. Each sedan comes with onboard cell phone and entertainment centre, central locking and computerised navigation. These cars have no logo or marking and come in neutral colours (black, grey, brown etc) so as not to stand out.

[Type: Land; Size: Huge; Movement: 7; Hardness: 8; Armour Bonus: 8; Features: Radio Broadcast, Radio Hearing, Skill Focus - Driving & Knowledge - Geography; Cost: 20].

AEGIS Orbital Spy Satellite

Appearing largely as a communications satellite the AEGIS orbital spy satellite is used to locate and track assets in the field and possible targets. The spy satellites are fitted with power detection, and communi-

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cation arrays as well as a high-powered orbital laser, which is powered by the onboard miniature nuclear reactor. This reactor is normally powered down and low emission with the satellite powered predominantly by its main battery powered from the solar panels. The satellites sensory capacity is enough to zoom in from a 500-mile high orbit to earth with perfect clarity.

[Type: Space; Size: Gargantuan;
Movement: 0 (station keeping only);
Hardness: 5; Armour Bonus: 5; Features:
Radio Broadcast, Radio Hearing, Detect -
Paranormals, Datalink +5, Nuclear Laser +10
[Extras: Area; Flaws: Limited - area shots
only, Full Effect], Telescopic Sense - Sight
+18 [Extras: Extra sense Detect
Paranormals]; Cost: 46].

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UPON A PALE HORSE

by Jon "Dr Archeville" Howell

"I looked, and there before me was a pale horse! Its rider was named Death, and Hades was following close behind him. They were given power over a fourth of the earth to kill by sword, famine and plague, and by the wild beasts of the earth." -- Revelations 6:8

Biological warfare -- using diseases and toxins as weapons of war -- is by no means a new phenomenon.

During the 6th Century B.C.E., the Assyrians poisoned enemy wells with a fungus that would make the enemy delusional. In 184 B.C.E., Carthaginian leader Hannibal had clay pots filled with poisonous snakes, and instructed his soldiers to throw the pots onto the decks of Peragamene ships.

Mongol armies were known for catapulting diseased corpses into besieged cities; during the Middle Ages, victims of the Black Death were used for biological attacks, often by

catapulting their corpses and excrement over castle walls. The last known incident of using plague corpses for biological warfare occurred in 1710, when Russian forces attacked the Swedes by flinging plague-infected corpses over the city walls of Reval. Several colonists settling in North and South America are now (in)famous for waging biological warfare by distributing items infected with smallpox to indigenous populations. Francisco Pizarro distributed clothing infected with smallpox to South American peoples in the 16th century, Hernán Cortés did similar acts to the Aztec population around the same time, and

Jeffrey Amherst distributed smallpox-infected blankets to Native Americans sympathetic to France during the French and Indian War



(1754-1763). During the Sino-Japanese War (1937-1945) and World War II, Unit 731 of the Imperial Japanese Army conducted human experimentation on thousands of people, mostly Chinese, in order to perfect various bioweapons. In military campaigns, the Japanese army used such weapons on Chinese soldiers and civilians, though this employment was largely viewed as ineffective due to inefficient delivery systems. In response to suspected biological weapons development in Germany and Japan, the United States, United Kingdom, and Canada initiated a bioweapon development program in 1941 that resulted in the weaponization of anthrax, brucellosis, and botulinum toxin. Research carried out in the United Kingdom during World War II left Gruinard Island (a small Scottish isle) contaminated with anthrax for 48 years (from 1942 to 1990).

Use of such weapons was banned in international law by the Geneva Protocol of 1925, since a successful attack could conceivably result in thousands, possibly even millions, of deaths and could cause severe disruptions to societies and economies. The creation and stockpiling of almost all biological weapons was outlawed by the 1972 Biological Weapons Convention ("except in amounts necessary for prophylactic, protective and peaceful research"), and has been signed by over 150 nations. Unlike most arms control agreements, the BWC also applies to private parties.

The consensus among military analysts is that, except in the context of bioterrorism, biological warfare is militarily of little use. A biological warfare attack would take days to implement and therefore could not immediately stop an advancing army.

Additionally, as a strategic weapon, biological warfare is militarily problematic because it is difficult to prevent the attack from spreading to either allies or back onto the attacker, unless it is used to poison entire enemy civilian towns.

Of course, military logic should rarely get in the way of a good dramatic story, especially one featuring superhuman characters who defy the laws of physics on an hourly basis. Additionally, large-scale military logistics often have little to no bearing on the solo or (comparatively) small team conflicts seen in most comics, and in most comic-themed roleplaying games. Comic books have featured plagues before, the most prominent one being the Legacy Virus that ran through various Marvel comics titles from 1993 to 2001, an airborne viroid that killed hundreds of mutants and later it mutated to affect baseline humans. Comics have also featured characters -- most always supervillains -- who use poisons as a "calling card" of sorts, such as the "Dust of Death" used by Marvel's Red Skull or the Joker Venom used by DC's Clown Prince of Crime. A notable exception to the "villains-only" rule is the Sandman (Wesley Dodds) of DC's Justice Society of America, who routinely used a tranquilizing gas gun to subdue assorted ne'er-do-wells. Biological and chemical weapons have also been used by terrorist organizations in comics, such as Marvel's HYDRA and DC's Kobra Cult.

Given the highly dangerous and unstable nature of biological and chemical weapons, a small group of people -- or even one lone individual -- can cause massive chaos in a densely populated areas (such as the March 20th, 1995 sarin gas attack on the Tokyo subway by the controversial AUM Shinriky?

religious cult, which killed twelve and injured six thousand more). For some villains, this may actually be preferable to simply killing large groups of people outright. Also, new diseases and poisons need not come from some sinister laboratory -- if scientists in the real world are discovering new bacteria and viruses even now, imagine what new plagues could filter down on some meteorite or clinging to an alien. An alien NPC (or, worse, one of the player's characters!) may unknowingly carry some microbe on them that is perfectly harmless to his people, but causes all manner of problems for Terran lifeforms.



A disease is any abnormal condition of the body or mind that causes discomfort, dysfunction, or distress to the person affected or those in contact with the person. Sometimes the term is used broadly to include injuries, disabilities, syndromes, symptoms, deviant behaviours, and atypical variations of structure and function, while in other contexts these may be considered distinguishable categories. Pathology is the study of diseases, the subject of systematic classification of diseases is referred to as *nosology*, and the broader body of knowledge about diseases and their treatments is medicine. Medical usage sometimes distinguishes a disease, which has a known specific cause or causes (its *etiology*), from a syndrome, which is a collection of signs or symptoms that occur together without an identifiable cause. However, many conditions have been identified, yet continue to be referred to as "syndromes" (ex.: Down's Syndrome), and numerous conditions of

unknown etiology are referred to as "diseases" in many contexts.

For the purposes of this article, a disease is any discomfort, dysfunction, or distress to a person caused by infection by a bacterial or viral agent. Bacteria are prokaryotic (nucleus-lacking) microscopic organisms, usually but not always unicellular, that are ubiquitous in soil, water, and as symbiotes of other organisms. The first bacteria were observed by Antony van Leeuwenhoek in 1683 using a single-lens microscope of his own design. The name bacterium was introduced much later, by German scientist Christian Gottfried Ehrenberg in 1828, derived from the Greek word for "small stick" (owing to the bacterium's vaguely stick-like structure). Louis Pasteur (1822-1895) and Robert Koch (1843-1910) described the role of bacteria as pathogens (conveyors and causes of disease). A virus is a small particle which can infect other biological organisms. Viruses are capable of reproduction only by invading and taking over other cells, as they lack the cellular machinery for self reproduction. The term virus usually refers specifically to those particles which infect eukaryotes (multi-celled organisms and many single-celled organisms), whereas the term bacteriophage (or phage) is used to describe those infecting prokaryotes (such as bacteria). The word comes from the Latin virus, referring to poison and other noxious things. Antibiotics are used to fight bacterial infections; the first effective antibiotic substance is penicillin, discovered by French physician Ernest Duchesne in 1896; Alexander Fleming later accidentally discovered penicillin's antibacterial properties in 1928. (In 1888, German scientist E. de

Freudenreich isolated pyocyanase, which retarded the growth or killed several types of bacteria, but was itself highly unstable and toxic to most all life and so was not an effective antibiotic.) The first viral vaccine was developed by Edward Jenner in 1796, by using cowpox fluid as an inoculation against smallpox -- the subject's own immune system was able to fight off the comparatively weaker cowpox, and the antibodies created in the host's body proved effective against smallpox, which is molecularly similar to cowpox. (The word *vaccination* comes from the Latin word for "cow," *vaca*.)

All of the Disease write-ups below are based on the Drain power, and all have the **Restricted - Disease** Flaw. The effects of a Power with this Flaw are actually from a form of disease the character spreads. Characters with Immunity (Disease) are completely unaffected by it, and characters with the Regenerate power add their rank to the Fortitude saving throw against the effect (the effects of a Power with this Flaw are always resisted by Fortitude). Characters who have the Healing power can add their power rank as a bonus to the victim's saving throw against the Power (both the initial save and latter saves against any Secondary effects), and the Medicine skill can substitute for a saving throw against the effect (initial or Secondary) if the skill check result is higher. The Healing and Regeneration powers can be used to more quickly restore ability score points lost to a disease/Drain. Make a power check against a DC equal to that of the disease. If the check is successful, a number of drained ability score points are restored equal to the rank of the Healing or Regeneration

power. Characters may attempt to restore drained ability score points in this fashion once per day per.

Example: Joe Mook has lost 8 points of Constitution after suffering for several days from Anthrax (a DC 16 disease). A kindly mutant with the power of Healing +5 offers to treat Joe. The healer makes a Healing Power check (1d20 +5) vs. a DC of 16. If the healer succeeds, Joe has 5 points of his lost Constitution restored.

All of the following Drains/diseases also have the **Delay** extra, reflecting the incubation period of the disease, and the **Secondary Effect** extra, though in this case the secondary effect occurs one day later, rather than 10 rounds/1 minute later. Since most diseases, and their deleterious effects on the human body, can last for days or even weeks on end, the **Duration x3 (Continuous)** extra has been added. This, combined with the Secondary Effect extra, means that for each day that passes, a character infected with a disease must make a Fortitude saving throw or continue suffering the effects of the disease (i.e. having more of their ability score drained). If a character makes two successful Fortitude saves in a row (on two consecutive days), their immune system has fought off the disease and they stop taking damage. Because of the **Slow Recovery** extra, lost ability score points are regained at the rate of one/day, though some of the nastier diseases take longer to fully recover from, represented by a longer recovery time.

Many also have the **Virulent** power stunt. This Power Stunt adds +2 to the save DC of the power, thus making it harder to resist,

though the effect remains the same. (This Power Stunt is based on the original version of the Penetrating Attack super-feat presented in the M&M core rulebook.)

Effect: Drain/Ability Score 2; Extras: Delay (1 to 2 [1d20/10] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x5 (1/month); Power Stunt: Virulent x2 (DC 16); Flaw: Limited- Constitution only, Restricted-Disease; Cost: 10pp; Total: 24pp.

Anthrax

Anthrax is a bacterial disease that most commonly occurs in wild and domestic herbivores, though it can also occur in humans when they are exposed to infected animals, tissue from infected animals, or high concentrations of anthrax spores. Anthrax means "coal" in Greek, used because victims develop black skin lesions where the spores contact their skin. Other symptoms include gastrointestinal difficulty, vomiting of blood, and severe diarrhea, coupled with cold or flu-like symptoms and severe respiratory problems. Anthrax is generally not contagious from person to person. It was the first bacterium ever to be shown to cause disease, by Robert Koch in 1877.

Bubonic Plague

Bubonic Plague is a terrible and nearly always fatal bacterial disease spread by fleas. The most prominent symptom is a swelling in the lymph nodes, especially around the groin and armpits, sometimes into the size of oranges. These rounded swellings -- buboes -- often oozed pus or blood. Bubonic plague can progress to **septicemic plague**, leading to additional bleeding of the organs and under the skin lead to dark blotches covering the victim. Victims also experience chills, delirium, fever, and headaches. Bubonic plague is believed to be the main culprit of the Black Death that

spread through Europe in the mid-14th century, a devastating epidemic that killed approximately one-third of the population of Europe. Plague is almost 100% fatal if left untreated, but fortunately modern antibiotics can reduce the mortality rate to around 15%.

Effect: Drain/Ability Score 6; Extras: All Mental Attributes (Wisdom), Contagious,



Delay (2-6 [2d20/6] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution Only, Restricted-Disease; Cost: 10pp; Total: 60pp.

Hantavirus

Hantavirus is a virus spread by rodents (carried in their saliva, urine and feces) that causes the disease known as **Korean hemorrhagic fever** or **hemorrhagic fever with renal syndrome** (HFRS). Hantavirus targets the kidneys, lungs, pulmonary system and heart; symptoms include hemorrhagic (bleeding) fever, renal failure, hypotension (abnormally low blood pressure), chills, and shock. The Hantavirus name is derived from the Hantan River of Korea, where the virus was first isolated. Hantaviruses are a relatively newly discovered class of virus, first recognized by Western medicine during the Korean War (1950-1953).

Effect: Drain/Ability Score 2; Extras: All Physical Attributes (Strength & Constitution), Contagious, Delay (1 day), Duration x3 (Continuous), Secondary Effect, Slow Recovery x5 (1/month); Power Stunt: Virulent (DC 14); Flaw: Restricted-Disease; Cost: 13pp; Total: 28pp.

Influenza

Influenza (or, more commonly, **the flu** or **the grippé**) is a highly contagious viral infection that attacks the upper respiratory system. It is primarily transmitted from

person to person via saliva droplets expelled while coughing. Symptoms include chills and fever, headache, muscular aches, weakness and confusion, dry or sore throat, cough, and runny nose. Major genetic changes in the virus have caused three influenza pandemics in the 20th century, killing many millions of people. Most people who get influenza will recover in one to two weeks, but others will develop life-threatening complications, such as pneumonia or bronchitis. An average of about 36,000 people per year in the United States die from influenza, and 114,000 per year are admitted to a hospital as a result of influenza. People age 65 years and older, people of any age with chronic medical conditions, and very young children are more likely to get complications from influenza. The flu can make chronic health problems worse. For example, people with asthma may experience asthma attacks while they have the flu, and people with chronic congestive heart failure may have worsening of this condition that is triggered by the flu. It is possible to get vaccinated against influenza, however, due to the high mutability of the virus a particular flu vaccine formulation usually only works for about a year. Studies have shown that Sambucol, a trademarked extract of elderberry, may aid in curing influenza once it has been contracted, though it has no notable preventative effect. The name comes from the old medical belief in unfavorable astrological influences as the cause of the disease.

Effect: Drain/Ability Score 1; Extras: All Physical Attributes (Strength & Constitution), Contagious, Delay (1-2 [1d20/10] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3

(1/day); Power Stunt: Virulent (DC 13); Flaw: Limited-Wisdom Only, Restricted-Disease; Cost: 10pp; Total: 12pp.

The Legacy Virus

The Legacy Virus (of Marvel comics) was actually a viroid, something even more primitive than a virus, and was released by Stryfe, a terrorist from approximately 2,000 years in the future. It originally existed in two forms, Legacy-1 and Legacy-2, but later mutated into a third form, Legacy-3; all were airborne agents. Legacy-1 and Legacy-2 searched for the "x-factor" -- the sequence of mutant genes that gave a Mutant their powers -- in a target. If it did not find an activated "x-factor" in the target, the viroid would die off, leaving the person completely unaffected. If, however, it did find the "x-factor," it would begin inserting introns (junk DNA sequences) into the transcription codings of the victim's mRNA. The purpose was to so thoroughly mess up replication and transcriptions that end result would be that the victim would die when their body could no longer create healthy cells. Legacy-1 attacked general transcription and replication of all cells, a messy and non-selective process that resulted in something akin to a fast-replicating cancer. This is the version that Illyana "Magik" Rasputin, sister of Piotr "Colossus" Rasputin, was infected with. Legacy-2, however, was much closer to Stryfe's original template and more in tune to his desire to stir a species war between humans and Mutants. Its attacks were selective, working only on the x-factor genes. The net result was that a victim would eventually lose control of their super-

human powers, in addition to developing (at a far slower rate) the skin lesions, fever, cough, and overall weakness characteristic of Legacy-1. This is why St. John "Pyro" Allerdyce lived for years after infection. Legacy-3 was a complete fluke, accidentally created in the body of the Mutant woman known as Infectia. Infectia's powers allowed her to scan and visualize the genetic structure of a living being, and then alter it according to her own whims; she was essentially a walking genetics laboratory. Infectia had herself been infected with the Legacy Virus, which her own powers tried to stave off. In doing so, they caused a replication error in the Legacy-2 viroid that was killing her. The pre-coded conditioning which Legacy-1 and -2 both had -- to search for an x-gene and, if none was found, not to infect -- was stripped from the viroid. When Henry "Beast" McCoy opened the containment chamber Infectia had been in (an act of compassion -- she had wanted one final look at the night sky), he inadvertently released this new "free agent"



strain, which was capable of infecting any living being that fit within the parameters of its general original template (i.e. hominids only, not canines or felines or etc.). Moira MacTaggert, long-time ally of the Mutant X-Men and one of Marvel Earth's top geneticists, seems to have been the first non-Mutant human to be infected with Legacy-3. She passed on the data she'd gathered to McCoy (before being killed by an explosion at her research station, caused by the shapeshifting terrorist Mystique), and McCoy was able to devise a cure, though one that had a price. In order for the cure to be activated, it had to be injected into a healthy Mutant, which would then cause their powers to overload and kill them, but in so doing release the "activated" cure into the atmosphere. Colossus, not wanting to see anyone else suffer as his sister had, sacrificed himself for the cure, and within 24 hours all victims of the Legacy Virus (all strains) were miraculously and fully cured.

Effect: Quasi-Plot Device. Characters with the Legacy Virus have the Uncontrolled Flaw on all their Powers and the Disabled/Frail Weakness, a 10-point Weakness that imposes a -5 penalty on checks for physical actions that require endurance over time (running, swimming, holding your breath, etc.), to avoid becoming fatigued, and to stave off disease (some GM's may interpret this to simply mean all Constitution checks and all Damage and Fortitude saves). [Note: Most of the above "flavor text" is taken from Quarantine: The Legacy Virus Page: <http://panther.bsc.edu/~bassaf/quarantine/>

The Disabled/Frail weakness first appeared in Green Ronin's Crooks!.]

Leprosy

Leprosy, now known as **Hansen's disease** (in honor of the discoverer of the bacillus that causes it), can take up to nearly two years to incubate. When it finally manifests, the victim's features coarsen, their voice becomes hoarse, and pale spots appear on the skin. These spots gradually turn into red raised nodules which are insensitive to cold, touch or pain. The victim eventually loses feeling in his extremities, and muscles weaken until total paralysis sets in. Blindness sometimes occurs. Contrary to popular belief, Hansen's disease does not cause rotting of the flesh; however, due to nerve damage, extremities may become numb which may lead to minor infected wounds being unnoticed until damage is permanent. It can take upwards of 20 years for a person to die from leprosy. It is caused by a bacillus which multiplies very slowly and mainly affects the skin, nerves, and mucous membranes. It is related to the bacillus that causes tuberculosis. The mode of transmission of Hansen's disease remains uncertain. Most investigators think it is usually spread from person to person in respiratory droplets. What is known is that the transmission rate is very low, and it appears that a majority of the population is naturally immune. Leprosy is curable with modern antibiotics. Only two creatures are known to be susceptible to leprosy: humans and armadillos.

Effect: Drain/Ability Score 5; **Extras:** All Physical Attributes (Strength, Dexterity and Constitution), Contagious, Delay (1-100 [5d20] weeks), Duration x3 (Continuous), Secondary Effect (1-100 weeks later, not 1 day later), Slow Recovery x7 (1/year); **Power Stunt:** Virulent (DC 17); **Flaw:**

Limited-Charisma Only, Restricted-Disease;
Cost: 15pp; Total: 77pp.

Malaria

Malaria (formerly called **ague** or **marsh fever**) is a disease spread by mosquitoes which causes around 2 million deaths annually. It manifests as arthralgia (joint pain), a high fever which comes in waves every three or four days, shivering, convulsions, severe headaches, and profuse perspiration; complications include coma and death.

Malaria is caused by the protozoan parasite Plasmodium. Infected female Anopheles mosquitoes carry Plasmodium sporozoites in their salivary glands. When they bite a person, the protozoa enter the person's body via the mosquito's saliva and migrate to the liver, where they multiply within hepatic liver cells. They then enter red blood cells, where they multiply further, periodically breaking out of the red blood cells. The classical description of waves of fever coming every three or four days arises from simultaneous waves of the protozoa breaking out of red blood cells during the same day. The parasite is relatively protected from attack by the body's immune system because it stays inside liver and blood cells, but circulating infected blood cells are killed in the spleen. To avoid this fate, the parasite produces certain surface proteins which infected blood cells express on their cell surface, causing the blood cells to stick to the walls of blood vessels.

These surface proteins are highly variable and cannot serve as a reliable target for the immune system. The stickiness of the red blood cells is the main factor giving rise to hemorrhagic complications of malaria.

Some of the protozoa turn into male and female gametocytes. If a mosquito bites the infected person and picks up gametocytes with the blood, fertilization occurs in the mosquito's gut, and new sporozoites develop and travel to the mosquito's salivary gland, completing the cycle. Pregnant women are especially attractive to the mosquitoes, and malaria in pregnant women is an important cause of still births and infant mortality. If diagnosed early, malaria can be treated, but prevention is always much better, and substances that inhibit the parasite are widely used by visitors to the tropics. Since the 17th century, quinine (an extract of the bark of the South American Cinchona tree, and a flavor component of tonic water) has been the prophylactic of choice for malaria, though the development of quinacrine, chloroquine, and primaquine in the 20th century has reduced the reliance on quinine. These anti-malarial medications can be taken preventively, which is recommended for travelers to affected regions. Carriers of the sickle cell anemia gene are protected against malaria because of their particular hemoglobin mutation. The protozoan cause of malaria was discovered by a French army doctor, Charles Louis Alphonse Laveran, for which he was awarded the Nobel Prize for Physiology/Medicine in 1907.

Effect: Drain/Ability Score 2; Extras: All Mental Attributes (Wisdom), Contagious, Delay (1-4 [1d20/5] day), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent (DC 14); Flaw: Limited-Strength Only, Restricted-Disease; Cost: 10pp; Total: 22pp.

Necrotizing fasciitis

Necrotizing fasciitis (neck-row-tize-ing fash-e-i-tis) is a serious but rare infection of the deeper layers of skin and subcutaneous tissues (fascia). While many types of bacteria can cause necrotizing fasciitis, most cases result from streptococcal gangrene. The infection occasionally starts with a sore throat, but more often begins locally, at a site of trauma. The affected skin is very painful, red, hot and swollen. Skin color may progress to a dark purple and bloody blisters may form with subsequent necrosis (death) of subcutaneous tissues; patients also typically have a fever and appear very ill. More severe cases progress within hours, and the death rate is high. Early medical treatment (often including intravenous antibiotics) is critical. If necrotizing fasciitis is suspected, surgical exploration is always necessary, often resulting in aggressive debridement (removal of infected tissue); limb amputation may be necessary. This disease is one of the fastest spreading infections known, and tissue may be consumed at a rate of three centimeters per hour. For this reason, it is popularly called "flesh-eating disease" and, although rare, became well-known to the public in the 1990s. Even under the best care available today, necrotizing fasciitis has a mortality rate of around 20%; mortality is nearly 100% if not properly treated, and so correct diagnosis and early treatment of this disease is of paramount importance.

Effect: Drain/Ability Score 2; Extras: Contagious, Delay (1 to 6 [1d20/3] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x5 (1/month); Power

Stunt: Virulent (DC 14); Flaw: Limited-Constitution only, Restricted-Disease; Cost: 11pp; Total: 24pp.

Pneumonia

Pneumonia is a term for most any infection involving the alveoli of the lungs; "pneumonia" is the Greek word for "lungs." It occurs in patients of all age groups, but young children and the elderly are especially at risk, as are people with compromised immune systems. Common symptoms include painful cough with green or yellow mucus, fever with shaking chills, sharp or stabbing chest pains which are worsened with deep breaths or coughs, rapid and shallow breathing, and fever of 103°F (39.5°C) and higher. Rarer symptoms include bloody mucus, migraine headache, excessive sweating and clammy skin, loss of appetite, excessive fatigue, and cyanosis (bluish coloration of the skin due to the presence of deoxygenated blood in vessels near the skin surface). Pneumonia can progress to sepsis ("blood poisoning" and deteriorated renal functioning) and acute respiratory distress syndrome if untreated; these are the main causes of death in patients with untreated pneumonia.

Effect: Drain/Ability Score 2; Extras: All Physical Attributes (Strength & Constitution), Contagious, Delay (1 to 4 [1d20/5] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3 (1/day); Flaw: Restricted-Disease; Cost: 11pp; Total: 22pp.

Salmonellosis

Salmonellosis is an infection with *Salmonella* bacteria, the most common contaminant of improperly prepared/stored poultry and eggs (though it can be found in any food contaminated with animal feces). Most persons infected with *Salmonella* develop diarrhea, fever, and abdominal cramps 12 to 72 hours after infection. The illness usually lasts 4 to 7 days, and most persons recover without treatment.

Effect: Drain/Ability Score 2; **Extras:** Delay (1 day), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3 (1/day); **Partial Extra:** Drain/Ability 1 (**Extras:** Triggered-on Drain/Dexterity; **Flaws:** Limited-Strength only, Restricted-Only When Triggered; **Cost:** 1pp); **Power Stunt:** Virulent (DC 14); **Flaw:** Limited-Dexterity only, Restricted-Disease; **Cost:** 8pp; **Total:** 19pp.

[Victims must make a DC 14 Fortitude save or be affected by a Drain/Dexterity 2, and a DC 13 Fortitude save or be affected by a Drain/Strength 1; the following day they must make similar saves against similar effects.]

Smallpox

Smallpox is a highly contagious viral disease unique to humans. Many survivors are left blind in one or both eyes from corneal ulceration, and persistent skin scarring (pockmarks) is nearly universal. Smallpox was responsible for an estimated 300-500 million deaths in the 20th century. After successful vaccination campaigns, the World

Health Organization declared the eradication of smallpox in 1979, though cultures of the virus are kept by the Centers for Disease Control and Prevention (CDC) in the United States and at the Institute of Virus Preparation in Siberia, Russia. Smallpox vaccination was discontinued in most countries in the 1970s, as the risks of vaccination include serious side effects, including death. Smallpox is one of the oldest-known diseases -- the first suspected smallpox epidemic was during the Peloponnesian War (431-404 B.C.E.) between Athens and Sparta, and it is described in the Ayurveda, a comprehensive system of medicine based on a holistic approach rooted in Vedic culture dating back 2,000 years. Initial symptoms are essentially similar to other viral diseases such as influenza and the common cold -- fever, muscle pain and stomach aches. The digestive tract is commonly involved, leading to vomiting. Smallpox virus preferentially attacks skin cells, causing the characteristic pus-filled "pimples" (pustules) associated with the disease, erupting first in the mouth, then the arms and the hands, and later the rest of the body. If the patient successfully fights off the infection, the pustules deflate and dry up, then flake off. If the patient cannot fight off the infection, bleeding will occur under the skin, making the skin look charred and black (this is known as black pox). Soon afterwards, bleeding begins in the organs, and death may occur from bleeding or from loss of fluid and entry of other infectious organisms, since the skin and intestine is no longer an effective barrier.

Effect: Drain/Ability Score 2; **Extras:** All Physical Attributes (Strength & Constitution), Contagious, Delay (2 to 8

[2d20/5] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent x2 (DC 16); Flaw: Restricted-Disease; Cost: 11pp; Total: 26pp.

Tetanus

Tetanus is a serious and often fatal disease caused by a toxin secreted by anaerobic bacteria. These bacteria can be found in soil and in the intestines and feces of numerous farm animals (horses, sheep, cattle, rats, dogs, cats, guinea pigs and chickens); spores of the bacterium have also been found in heroin. Tetanus was first documented by Hippocrates, and records dating back to the 5th century B.C.E. provide numerous clinical observations of the disease. However, the etiology (cause) of the disease was not discovered until 1884 by Carle and Rattone. Tetanus is contracted through open wounds, commonly caused by sharp objects in the ground such as rusty nails. However, it is not the rust that is the problem, but rather that the nail has been exposed to the environment for a long time (which caused the rust) and accumulating some of the tetanus bacteria from the soil. The first sign of tetanus is trismus ("lockjaw," a condition in which the mouth is locked shut by contractions of the jaw muscles), followed by stiffness of the neck and back, risus sardonicus (a painfully grinning face caused by facial muscle spasm), difficulty swallowing, and muscle rigidity in the abdomen. The stiffness and spasming of muscles eventually expands throughout the body. Typical signs of tetanus include an increase in body temperature by 3-7 F° (2-4 C°), diaphoresis

(excessive sweating), an elevated blood pressure, and an episodic rapid heart rate. Complications of the disease include spasms of the larynx (vocal cords), accessory muscles (chest muscles used to aid in breathing), and the diaphragm (the primary breathing muscle); fractures of long bones secondary to violent muscle spasms; and hyperactivity of the autonomic nervous system. Spasms and muscle contraction last for 3-4 weeks, and complete recovery may take months. There are on average 150 cases annually in the USA, and about 30% of tetanus victims (mostly elderly patients) die; in developing countries, the mortality rate may be as high as 60%.

Effect: Drain/Ability Score 2; Extras: Delay (3 to 8 [2d20/5] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x4 (1/week); Power Stunt: Virulent x2 (DC 16); Flaw: Limited-Dexterity only, Restricted-Disease; Cost: 9pp; Total: 22pp.

Typhoid Fever

Typhoid Fever is a bacterial disease spread through food or water contaminated with feces. It is marked by high fever, lack of appetite, diarrhea, stomach pains, headache, cough, exhaustion, delusion, confusion, and a rash of flat, rose-colored spots. Antibiotics are commonly used in treating Typhoid Fever. A person may become an asymptomatic carrier of typhoid fever, suffering no symptoms, but capable of infecting others. In 1907, Mary Mallon (who came to be known as "Typhoid Mary") became the first American carrier to be identified and traced. According to the

Centers for Disease Control approximately 5% of people who contract typhoid continue to carry the disease after they recover. When untreated, typhoid fever persists for three weeks to a month. Death occurs in between 10% and 30% of untreated cases. Vaccines for typhoid fever are available and are advised for persons traveling in regions where the disease is common.

Effect: Drain/Ability Score 6; Extras: Contagious, Delay (1-4 [1d20/5] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x3 (1/day); Partial Extra: Drain/Ability 4 (Extras: All Mental Attributes (Wisdom & Charisma), Triggered-on Drain/Constitution; Power Stunt: Virulent; Flaws: Restricted-Only When Triggered; Cost: 3pp); Flaw: Limited-Constitution Only, Restricted-Disease; Cost: 12/9pp; Total: 68pp.

[Victims must make a DC 16 Fortitude save or be affected by a Drain/Constitution 6, and a DC 16 Fortitude save or be affected by a Drain/Wisdom 4 and Drain/Charisma 4; the following day they must make similar saves against similar effects.

West Nile Virus

West Nile Virus is a newly emergent virus, found in both tropical and temperate regions. It mainly infects birds, but is also the cause of a number of conditions in humans, horses, and some other mammals. It is transmitted by bites of infected mosquitoes. In most people (80%), infection causes no symptoms. In others, the virus causes mild flu-like symptoms (fever, nau-

sea, muscle stiffness, etc.) known as West Nile Fever. The virus is able to pass the blood-brain barrier, and the most serious effects (in 0.7% of the infected) are encephalitis (inflammation of the brain) and meningitis (inflammation of the lining of the brain and spinal cord), both of which can be fatal. In rare cases (first reported October 2002), patients develop sudden-onset paralysis.

Effect: Drain/Ability Score 2; Extras: All Physical Attributes (Dexterity & Constitution), Delay (1 to 4 [1d20/5] days), Duration x3 (Continuous), Secondary Effect, Slow Recovery x5 (1/month); Flaw: Restricted-Disease; Cost: 12pp; Total: 24pp.



A *toxin* is a substance that causes injury to the health of a living thing on contact or absorption, typically by interacting with biological macromolecules such as enzymes and receptors. Ingestible toxins are referred to as *poisons*, especially when intentionally administered by a human, while animal toxins that are delivered subcutaneously (such as by sting or bite) are called *venom*. In normal usage, a poisonous organism is one that is harmful to consume, but a venomous organism uses poison to defend itself while still alive. A single organism can be both venomous and poisonous.

Toxins can have a variety of effects. *Hemotoxins* are toxins that destroy red



blood cells (hemolysis) and disrupt blood clotting, and cause organ degeneration and generalized tissue damage. An injury due to a hemotoxic agent is often very painful, and permanent damage, such as loss of an affected limb, is possible even with prompt treatment. Hemotoxins are frequently seen in venomous animals, such as pit vipers. In addition to killing the prey, part of the function of hemotoxic venom for some animals is to aid digestion -- the venom breaks down proteins in the region of the bite, making prey easier to digest. In M&M game terms, these are most always a Drain on Constitution, though in many cases the damage to muscle tissues can be considered a Drain on Strength. Neurotoxins acts specifically on nerve cells (neurons), usually by interacting with membrane proteins and ion channels. They cause loss of coordination and eventual paralysis; in M&M game terms these usually Drain on Dexterity, though by blocking neuromuscular transmissions can act as muscle relaxants and so Drain Strength as well. Some animal venoms contain enzymes and other proteins that are both hemotoxic and neurotoxic (such as the Mojave rattlesnake). Some substances -- most notably alcohol -- dull areas of the brain responsible for planning and motor learning, and an increased metabolism in areas of the brain associated with movement causes reward systems in the brain to become more active. In M&M game terms, this would be a Drain on Wisdom. Narcotics can cause a variety of effects, including drowsiness, inability to concentrate, apathy, lessened physical activity, respiratory depression, constriction of the pupils, dilation of the subcutaneous blood vessels causing flushing of the face and neck. In M&M game terms, these

would also be a Drain on Wisdom.

All the following toxins have the Restricted - Poison Flaw. The effects of a Power with this Flaw are actually from a toxic substance the character spreads. Characters with Immunity (Poison) are completely unaffected by it, and characters with the Regenerate power add their rank to the Fortitude saving throw against the effect (the effects of a Power with this Flaw are always resisted by Fortitude). Characters who have the Healing power can add their power rank as a bonus to the victims saving throw against the Power (both the initial save and the save against any Secondary effects), and the Medicine skill can substitute for a saving throw against the effect (initial or Secondary) if the skill check result is higher. The Healing and Regeneration powers can be used to more quickly restore ability score points lost to a poison/Drain. Make a power check against a DC equal to that of the poison. If the check is successful, a number of drained ability score points are restored equal to the rank of the Healing or Regeneration power. Characters may attempt to restore drained ability score points in this fashion once per day per.



Example: Joe Mook, while travelling in India after his bout with anthrax, is bitten by a cobra. The venom courses through his veins, and he loses 8 points of both Strength and Dexterity. By a strange coincidence, the same kindly mutant (with the power of Healing +5) happens by and offers to treat Joe. The healer makes a Healing Power check (1d20 +5) vs. a DC of 14 (the DC of the Cobra Venom). If the healer succeeds, Joe has 5 points of his lost ability scores restored (either 2 Strength and 3 Dexterity, or 3 Strength and 2 Dexterity).

Most of these poisons have the Secondary Effect extra, repeating the Drain effect 10 rounds/1 minute later, and the Slow Recovery x3 extra, causing lost ability points to return at the rate of 1/day. Many also have the Virulent power stunt. This Power Stunt adds +2 to the save DC of the power, thus making it harder to resist, though the effect remains the same. (This Power Stunt is based on the original version of the Penetrating Attack super-feat presented in the M&M core rulebook.) Conversely, a few of these toxins have the Dilute Flaw, which reduces the DC of the effect, thus making it easier to resist.

Alcohol

Alcohol -- or, more precisely, ethanol -- has been consumed by humans since prehistoric times, for a variety of hygienic, dietary, medicinal, religious, and recreational reasons. While infrequent consumption of ethanol in small quantities may be harmless or even beneficial, larger doses result in a

state known as drunkenness or intoxication. Depending on the dose and regularity of use, alcohol can cause acute respiratory failure or death and with chronic use can cause severe health problems, such as liver and brain damage.

Effect: Drain/Ability Score 1; Extras: All Attributes (Dexterity & Wisdom), Slow Recovery x2 (1/hour); Flaw: Restricted-Poison; Cost: 4pp; Total: 4pp.

[The effects of some alcoholic beverages may be harder to resist than others, though the effects themselves remain largely the same; this can be simulated by the Fortified/Strong power stunt, which functions the same as the Virulent power stunt. Beers generally have a DC of 10 to 13, wines a DC of 11 to 12, and spirits a DC of 11 to 15. Actual alcohol poisoning can come into effect if both the character's Dexterity and Wisdom are drained to 0; in this case the character begins losing one point of Constitution per 10 minutes until death occurs or their stomach is pumped.]

Arsenic

Arsenic is a poisonous metalloid used in pesticides, herbicides and insecticides. It comes in two forms, yellow and gray/metallic, and is so chemically similar to phosphorous that it will partly substitute for it in biochemical reactions. "Pressure treated wood" is often treated with chromated copper arsenate (CCA), and inhalation of the ash of burning CCA timber can lead to arsenic poisoning.

Effect: Drain/Ability Score 6; Extras:

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Secondary Effect, Slow Recovery x3 (1/day); Partial Extra: Drain/Ability 2 (Extras: Triggered-on Drain/Constitution; Power Stunt: Virulent; Flaws: Limited-Strength only, Restricted-Only When Triggered; Cost: 1pp); Flaw: Limited-Constitution only, Restricted-Poison; Partial Flaw: Dilute 2 (DC is 14); Cost: 4/3pp; Total: 24pp.

[Victims must make a DC 14 Fortitude save or be affected by a Drain/Constitution 6, and a DC 14 Fortitude save or be affected by a Drain/Strength 2; 10 rounds/1 minute later they must make similar saves against similar effects.]

Atropine

Atropine is an alkaloid extracted from the deadly nightshade, and was widely used by opticians to dilate eyes before performing an eye exam. Its use in this regard has lessened as faster-degrading compounds have been created. Injections of atropine are used in the treatment of bradycardia (an extremely low heart rate) and pulseless electrical activity (PEA) in cardiac arrest. Adverse reactions to atropine include ventricular fibrillation, supraventricular or ventricular tachycardia (abnormally rapid beating of the heart), giddiness, nausea, blurred vision, loss of balance, dilated pupils, photophobia, and occasionally confusion, hallucinations and excitation. These latter effects are due to the fact that atropine is able to cross the blood-brain barrier.

Effect: Drain/Ability Score 3; Extras: All Attributes (Strength & Dexterity), Secondary Effect, Slow Recovery x3

(1/day); Flaw: Restricted-Poison; Cost: 6pp; Total: 18pp.

Bee Venom

Bee Venom is acidic and designed to cause extreme pain to the target stung, because their sting's purpose is to defend their home and food stores. Though most bee stings do little lasting damage, some people are highly allergic to bee venom and go into anaphylaxis (a.k.a. anaphylactic shock) if stung. Symptoms of anaphylaxis can include respiratory distress, hypotension (low blood pressure), unconsciousness (either a sudden, short-term faint or a prolonged coma), urticaria (hives - raised red skin welts), angioedema (swelling of the face, neck and throat), severe itching, vasodilation (dilation/widening of blood vessels), and bronchospasm (constriction of the airways). Because a bee's stinger is barbed, a bee that successfully stings another creature must tear the stinger out of its own body, leaving both the stinger and a portion of its own abdomen inside the target; the bee soon dies afterwards.

Effect: Drain/Ability Score 4; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Dilute (DC is 10), Limited-Constitution only, Restricted-Poison; Cost: 3pp; Total: 12pp.

Belladonna

Belladonna, also known as deadly nightshade, is even more toxic than the atropine that is derived from it. Children have been

poisoned by as few as three of the berries, and a small leaf thoroughly chewed can be a fatal dose for an adult. Symptoms of belladonna poisoning are the same as those for atropine and include dilated pupils, tachycardia, hallucinations (indistinguishable from reality), blurred vision, loss of balance, a feeling of flight, staggering, a sense of suffocation, pallor followed by a red rash, flushing, husky voice, extremely dry throat, constipation, urinary retention, and confusion. In some cases, the skin can completely dry out and slough off. Fatal cases have a rapid pulse that turns feeble.

Effect: Drain/Ability Score 9; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Strength only, Restricted-Poison; Cost: 4pp; Total: 36pp.



Black Widow Spider Venom

Black Widow Spider Venom is a potent neurotoxin. Death is rare, as black widow venom acts by causing a localized release of neurotransmitters involved in muscular contraction. A bite results in a severe, uncontrollable, and prolonged muscle contraction in the area of the bite; since most bites occur on the foot or hand, far from the heart or other major organ, death rarely results. As with most cases of arthropod venom, however, some people may experience a severe allergic reaction to a black

widow bite and go into anaphylactic shock.

Effect: Drain/Ability Score 2; Extras: All Attributes (Strength & Dexterity), Secondary Effect, Slow Recovery x3 (1/day); Flaw: Dilute (DC is 10), Restricted-Poison; Cost: 5pp; Total: 10pp.

Blue-Ringed Octopus Venom

Blue-Ringed Octopus Venom is chemically similar to that of the pufferfish's poison, though the octopus can transmit the substance through a bite.

Effect: Drain/Ability Score 4; Extras: Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent (DC 16); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 18pp.

Blue Vitriol

Blue Vitriol is the pentahydrate of cupric sulfate, and occurs naturally in the mineral chalcanthite as a blue or blue-green triclinic crystal. Chalcanthite is water-soluble and commonly found in the late-stage oxidation zones of copper deposits. Due to its ready solubility, chalcanthite is more frequently found in greater abundance in arid regions.

Effect: Drain/Ability Score 2; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 8pp.

Botulin toxin

Botulin toxin (or *botox*) is the toxic compound produced by the bacterium *Clostridium botulinum*. It is an enzyme that breaks down one of the fusion proteins that allow neurons to release acetylcholine at a neuromuscular junction. By interfering with nerve impulses in this way, it causes paralysis of muscles seen in cases of botulism. It is possibly the most toxic substance known, with a lethal dose of about 300 pg/kg, meaning that somewhat over a hundred grams could kill every human living on the earth. Botulin toxin has always been considered an ideal agent for chemical warfare (though, given its origins, the distinction from biological warfare is a thin one), since it oxidizes rapidly on exposure to air, so an area attacked with a toxin aerosol would be safe to enter within a day or so. The CIA once prepared some cigars of Fidel Castro's favorite brand, saturating them with botulinum toxin, as a possible assassination ploy. The cigars were never used, but when tested years later were still found to be highly lethal. Botulin toxin is used (usually under a trademarked name such as "Botox") for producing long-term (months) paralysis of muscles. This was intended for the relief of uncontrollable muscle spasms, but is increasingly being used for cosmetic purposes, to paralyze facial muscles as a means of concealing wrinkles.

Effect: Drain/Ability Score 6; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 24pp.

Chloral Hydrate

Chloral Hydrate is a sedative and hypnotic drug, used for the short-term treatment of insomnia, as a sedative before minor medical or dental treatment, and as a general anesthetic in veterinary medicine. An overdose is marked by confusion, convulsions, nausea and vomiting, severe drowsiness, slow and irregular breathing, cardiac arrhythmia and weakness. It may also cause liver damage, and is moderately addictive. Mixed with alcohol, it was the first "Mickey Finn." It was discovered in 1832 by Justus von Liebig in Giessen, and was widely abused and misprescribed in the late 19th century.

Effect: Fatigue 8; Partial Extra: Drain/Ability 3 (Extras: Secondary Effect, Slow Recovery x3 [1/day], Triggered [on Fatigue]; Power Stunt: Virulent x2 [DC 17], Flaw: Limited-Dexterity only, Restricted [Drain only when Triggered]; Cost: 5); Flaw: Restricted-Poison; Cost: 1pp; Total: 27pp.

Chloroform

Chloroform a colorless liquid with a pleasant, non-irritating odor and a slightly sweet taste. It is a member of a subset of environmental pollutants known as trihalomethanes, a by-product of chlorination of drinking water and a long-standing health concern. Chloroform was first produced independently and simultaneously in 1831 by Justus von Liebig and the French chemist Eugene Soubeiran. It was used widely as a general anesthetic throughout the late 19th and early 20th centuries, but abandoned in favor of ether upon discovery of its undesirable toxicological properties and its

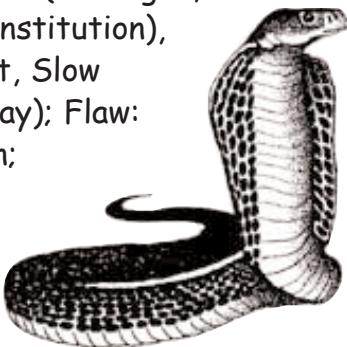
propensity to cause sudden, fatal cardiac arrhythmia.

Effect: Fatigue 7; Flaw: Restricted-Poison;
Cost: 1pp; Total: 7pp.

Cobra Venom

Cobra Venom contains a powerful neurotoxin, which can be fatal within minutes of the initial bite. Most people who have been killed by cobra bites, however, were either very young, very old, or subject to multiple envenomations.

Effect: Drain/Ability Score 4; Extras: All Physical Attributes (Strength, Dexterity and Constitution), Secondary Effect, Slow Recovery x3 (1/day); Flaw: Restricted-Poison;
Cost: 6pp; Total: 24pp.



Curare

Curare is an extremely potent neurotoxin. Used as an arrow poison by some Indian peoples of South America, it is a natural resinous extract obtained from several tropical American woody plants. The active ingredients of curare are alkaloids that affect neuromuscular transmission, thereby acting as muscle relaxants. Death from curare is caused by asphyxia resulting from paralysis of the respiratory muscles. The toxin kills only if it enters the blood stream. The amounts used to hunt animal are easily broken down in the gut, making

the downed game safe for hunters and others to eat. As curare acts only at muscular synapses and does not cross the blood-brain barrier, a victim of curare poisoning may be aware of what is happening until the very end. Consequently, the victim can feel the paralysis progressing but is quickly unable to move, call out or gesture. Curare has also been used for treating the paralysis caused by tetanus ("lockjaw"), because the muscle relaxant counters the contractions caused by the tetanus toxin.

Effect: Drain/Ability Score 12; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaws: Limited-Dexterity Only, Restricted-Poison; Partial Flaw: Dilute 5 (DC 17); Cost: 4/3pp; Total: 43pp.

Cyanide

Cyanide is a cyanogen salt that bonds with an enzyme involved in ATP production. Victims of cyanide poisoning exhibit vomiting, convulsions, deep breathing, shortness of breath and anxiety; more serious cases result in convulsions, loss of consciousness, and death after apnea (absence of external breathing) and heart arrest; victims also often exhibit a breath odor of bitter almonds and a bluish coloration of the skin due to the presence of deoxygenated blood in vessels near the skin surface. Cyanide is generally delivered in the form of gaseous hydrogen cyanide (HCN) or in the form of potassium cyanide (KCN) or sodium cyanide (NaCN), white solids or powder with a bitter, almond-like odor in damp air. Zyklon B, the poison gas used in Nazi gas chambers during the Holocaust, works by delivering hydrogen cyanide gas; cyanide is also the

compound used in US execution chambers. Poisoning by cyanide also figures prominently in crime fiction, particularly the works of Agatha Christie, and cyanide salts are used in fast-acting "suicide pills."

Effect: Drain/Ability Score 9; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 36pp.

DDT

Dichloro-diphenyl-dichloromethane, is a colorless crystalline substance which is practically insoluble in water but highly soluble in fats and most organic solvents. DDT was developed as the first of the modern insecticides early in World War II, initially used with great effect to combat mosquitoes spreading malaria, typhus, and other insect-borne human diseases among both military and civilian populations. In the early 1960s, Rachel Carson, through publication of the book *Silent Spring*, aroused public opinion against DDT with her claim that DDT caused cancer and harmed bird reproduction by thinning egg shells.

Neither claim has been substantiated in scientific studies: no link between DDT and human cancer has been found, and thinned eggshells have been produced only in studies using thousands of times more DDT than would be found in the wild.

Nevertheless, Carson's book caused an outcry that eventually led to the pesticide being banned for agricultural use in most developed nations, and was one of the signature events in the birth of the environmental movement. The resulting ban is widely regarded as a major factor in the

recovery of bald eagle populations in the United States. DDT is not particularly toxic to humans, compared to other widely used pesticides. In particular, no link to cancer has yet been established. Numerous studies have been conducted, including one in which humans voluntarily ingested 35 mg of DDT daily for almost two years. However, fertility studies in Scandinavia, where DDT was widely used to control pests, have found that the average male sperm count has dropped by almost 50% since DDT started to be used, while there is an increased rate of certain cancers of the reproductive organs compared to former years. These studies have not yet demonstrated a causative link between DDT and other effects, however. DDT was first synthesized in 1873, and its insecticidal properties were discovered by the Swiss scientist Paul Hermann Müller in 1939, who was awarded the 1948 Nobel Prize in Physiology and Medicine for his efforts.

Effect: Drain/Ability Score 3; Extras: Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent x2 (DC 17); Flaw: Limited-Strength only, Restricted-Poison; Cost: 4pp; Total: 14pp.

Digitalis

Digitalis is a genus of about 20 species of herbaceous biennials, perennials and shrubs in the foxglove family Scrophulariaceae. The members of this genus are known in English as *foxgloves*. They are native in Europe, northwest Africa and west and central Asia. The scientific name means "finger," and refers to the ease which a flower of *Digitalis purpurea* can be fitted over a

human fingertip. "Foxglove" has a similar origin, seen as a suitable glove for a fox paw. The flowers are produced on a tall spike, are tubular, and vary in color with species, from purple to pink, white and yellow. The best-known species is the Common foxglove, *Digitalis purpurea*, and is often grown as an ornamental plant due to its violet flowers. The first year of growth produces only the long, basal leaves, while in the second year the erect leafy stem 0.5-2.5 m tall develops. In contemporary medicine, digitalis extract is often prescribed for patients in heart failure. A group of pharmacologically active compounds are extracted mostly from the leaves of the second year's growth, and in pure form are referred to by common chemical names such as *digitoxin* or *digoxin*, or by brand names such as *Lanoxin*, or *Purgoxin*.

Digitalis works by inhibiting sodium-potassium ATPase, which increases intracellular calcium. This inhibition increases the amount of Ca^{++} ions available for contraction, improving cardiac output and reducing distention of the heart. It has an anti-arrhythmic effect by prolonging the refractory period of the AV node (Atrio-ventricular), reducing the number of impulses reaching the ventricles. Digitalis toxicity (*Digitalis intoxication*) results from an overdose of digitalis and can result in jaundiced (yellow) vision and the appearance of blurred outlines (halos), as well as bradycardia (an extremely low heart rate) in extreme cases. Because a frequent side effect of digitalis is reduction of appetite, some individuals have abused the drug as a weight loss aid. Digitalis is a classic example of a drug derived from a plant formerly used by folklorists and herbalists: herbalists have largely abandoned its use because

of its narrow therapeutic index and the difficulty of determining the amount of active drug in herbal preparations. Once the usefulness of digitalis in regulating pulse was understood, it was employed for a variety of purposes, including the treatment of epilepsy and other seizure disorders, a treatment now considered inappropriate. The use of *Digitalis purpurea* extract containing cardiac glycosides for the treatment of heart conditions was first described by William Withering.

Effect: Drain/Ability Score 8; **Extras:** Secondary Effect, Slow Recovery x3 (1/day); **Flaw:** Limited-Constitution only, Restricted-Poison; **Cost:** 4pp; **Total:** 32pp.

"Dust of Death"

"Dust of Death" was a poison used by the Red Skull of Marvel comics. The chemical composition of this powder is unknown, but it kills a victim within seconds of making contact with his or her skin, causing the skin on the victim's head to tighten, shrivel, and take on a red discoloration, while causing all the hair on the victim's head to fall out. As a result, the victim's corpse appears to have a red skull for a head. The Skull could fire his "dust of death" in pellet form from a special handgun, and had special cigarette holders that held a dose which could be blown onto someone nearby.

Effect: Drain/Ability 10; **Extra:** Secondary Effect, Slow Recovery x3 (1/day); **Flaws:** Limited-Constitution only, Obvious, Restricted-Poison; **Cost:** 3pp; **Total:** 30pp.

Hemlock

Hemlock is a name shared by many related species of toxic plants, including the Poison Hemlock (*Conium maculatum*) and the Water Hemlock (*Cicuta virosa*). All are members of the family Apiaceae. Many types of hemlock are identical to fennel or parsley, and the root can be mistaken for parsnip. Unlike fennel, which has the odor of anise or licorice, most hemlocks have a mouse-like or musty smell. Hemlock sap is a potent neurotoxin, disrupting the entire central nervous system and causing nausea, vomiting, abdominal pain, tremors and seizures. Most species of hemlock are native to Europe and Asia, but have been introduced and naturalized in many other areas, including North America and Australia. The most famous victim of Hemlock poisoning was Socrates, who was given a solution of hemlock in 399 B.C.E. after being condemned to death for impiety.

Effect: Drain/Ability Score 8; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 32pp.

Joker Venom

Joker Venom is the calling card of the Joker, DC's Clown Prince of Crime. A hellish mixture of hydrogen-cyanide and Strychnide (a strychnine derivative), the toxin causes immediate cessation of heart and brain functions. As a cruel side effect, the victim is further humiliated by having his/her muscles contract in such a way as to severely tighten and discolor the victim's skin, especially in the facial area.



This leaves the victim's corpse permanently scarred with a clown-like grin in tribute to his killer.

Since the Joker Venom is just as deadly if absorbed through the pores as it is if inhaled, the Joker occasionally releases it in gas form throughout the central heating/cooling vents of a building (adding the Area and Obscure extras to the effect).

Effect: Drain/Ability 8; Extra: Secondary Effect, Slow Recovery x3 (1/day); Flaws: Limited-Constitution only, Obvious, Restricted-Poison; Cost: 3pp; Total: 24pp.

[Note: the above flavor text was taken from the DC Technical Manual: S.T.A.R. Labs 1993 Annual Report, written by Jerry A. Novick, for the DC Heroes Role-Playing Game published by Mayfair Games, Inc.]

Knockout Gas

Knockout Gas is a fictional substance used in certain types of stories. It is presented in various forms, but generally provides a harmless way of rendering characters unconscious. Knockout gas is usually found in science fiction stories and is also a staple of pulp fiction.

Effect: Fatigue 8; Partial Extra: Drain/Ability 1 (Extras: Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent x3 (DC 17); Flaws: Limited-

Dexterity only; Cost: 5); Flaw: Restricted-Poison; Cost: 1pp; Total: 19pp.

Lead Arsenate (Gas)

Lead Arsenate (Gas) is created when solid lead arsenate is heated -- the substance sublimes, transitioning from a solid state directly to a gaseous one.

Effect: Drain/Ability Score 2; Extras: Secondary Effect, Slow Recovery x3 (1/day); Partial Extra: Drain/Ability 1 (Extras: Triggered-on Drain/Constitution; Flaws: Limited-Strength only, Restricted-Only When Triggered; Cost: 1pp); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 9pp.

[Victims must make a DC 12 Fortitude save or be affected by a Drain/Constitution 2, and a DC 11 Fortitude save or be affected by a Drain/Strength 1; 10 rounds/1 minute later they must make similar saves against similar effects.]

Lead Arsenate (Solid)

Lead Arsenate (Solid) has been used, well into the 20th century, as a pesticide on fruit trees, resulting in neurological damage to those working the sprayers. Symptoms of lead poisoning include reduced IQ, irritability, insomnia, excess lethargy or hyperactivity, poor appetite, headache and in extreme cases seizure and coma. Once in the body, lead is biologically inactive -- its

toxic properties come from lead's ability to mimic other biologically important metals, most notably iron and zinc. Lead is able to bind to and interact with the same proteins and molecules as iron, but after replacing iron, those molecules function differently and fail to carry out the same reactions. Worse, the arsenic in lead arsenate will partly substitute for phosphorous in biochemical reactions, making this compound doubly dangerous.

Effect: Drain/Ability Score 3; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Partial Flaw: Dilute 1 (DC is 12); Cost: 4pp; Total: 11pp.

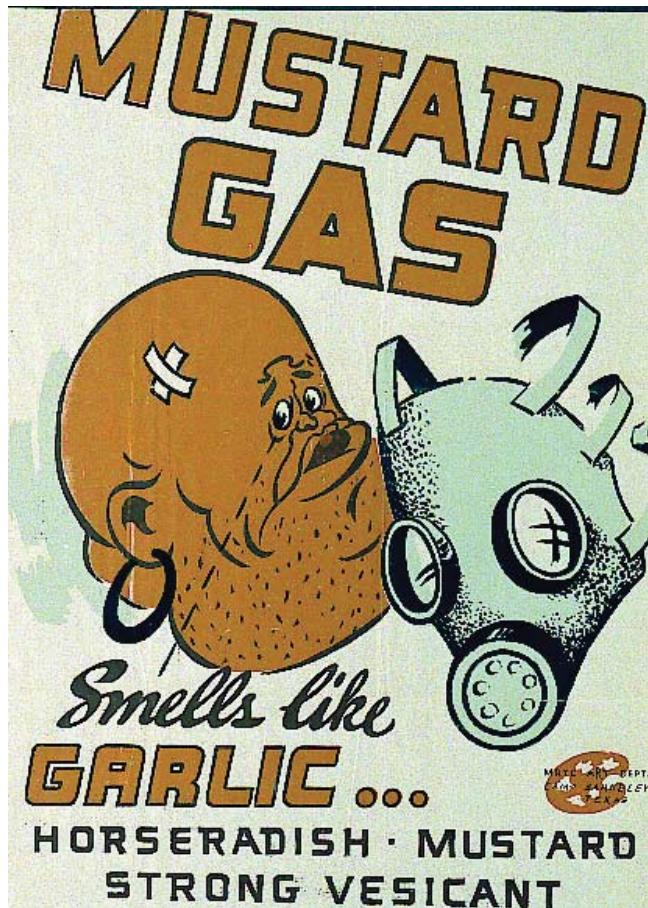
Mustard Gas

Mustard Gas is a compound that was first used as a chemical weapon in World War I. In pure form, it is a colorless, odorless, viscous liquid at room temperature. The name comes from impure mustard gas, which is usually yellow-brown in color and has an odor resembling mustard, garlic or horseradish. Mustard gas has a strong tendency to bond to the guanine nitrogen in DNA strands, leading either to immediate cellular death or cancer. Mustard gas is not very soluble in water, but is very soluble in fat, contributing to its rapid absorption into the skin. Those exposed usually suffer no immediate symptoms, but the exposure develops (in 4 to 24 hours) into deep, itching or burning blisters wherever the mustard contacted the skin; the eyes (if exposed) become sore and the eyelids swollen, possibly leading to conjunctivitis and blindness. At very high concentrations,

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if inhaled, it causes bleeding and blistering within the respiratory system, damaging the mucous membrane and leading to pulmonary edema. Blister agent exposure over more than 50% body surface area is usually fatal. Most of the mustard gas found in Germany after World War II was dumped into the Baltic Sea, though shells containing mustard gas and other toxic ammunition from World War I (as well as conventional explosives) can still occasionally be found in France. It was first synthesized in 1860 by Frederick Guthrie, though it is possible it was developed as early as 1822 by M. Depretz.

Effect: Drain/Ability Score 6; Extras: Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent (DC 18); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 26pp.



Paris Green (Gas)

Paris Green (Gas) is the sublimated form of solid Paris Green. When heated, solid Paris Green transitions directly into a gaseous form, with no intermediary liquid state.

Effect: Drain/Ability Score 3; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 12pp.

Paris Green (Solid)

Paris Green (Solid) is a sulfide of arsenic. It is an extremely poisonous, bright green powder that was formerly used extensively as a pigment in wallpaper. It was also used as an insecticide or fungicide.

Effect: Drain/Ability Score 4; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 16pp.

Phosgene

Phosgene was one of many chemical weapons used in World War I. Phosgene comes as either a colorless gas or a refrigerated liquid; it has an odor reminiscent of moldy hay. It is a particularly insidious poison, as phosgene exposure often has no initial symptoms. Symptoms usually appear within 24 hours, but can take up to 72 hours to manifest. The gas combines with water in the tissues of the respiratory tract to form carbon dioxide and

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hydrochloric acid, which then dissolves the membranes in the lungs. Fluid fills the lungs, and death results from a combination of blood loss, shock, and respiratory failure. Unlike nerve agents, phosgene must be inhaled to cause harm and cannot be absorbed through the skin. Phosgene was responsible for most of the about 100,000 gas-caused deaths during World War I.

Effect: Suffocate 9; Extras: Delay (22-72 hours); Flaw: Restricted (see below); Cost: 3pp; Total: 27pp.

[Note: Phosgene was not given the Restricted-Poison flaw, because the substance does not act on any traditional toxic mechanisms - it simply transmutes into acid in the victim's lungs. However, characters who have the Immunity/Suffocation or Immunity/Chemical super-feat are immune to the effects of Phosgene. "Chemical" is an "energy type" first presented in Green Ronin's Crooks!.]

Puffer fish Poison

Pufferfish Poison, or tetrodotoxin, is generated not by the fish itself but rather by various bacteria living within the fish. A single pufferfish contains enough tetrodotoxin to kill approximately thirty adult humans. Pufferfish poison is a potent neurotoxin, shutting down electrical signaling in nerves and paralyzing the victim, though since it does not cross the blood-brain barrier the poison itself does not render the victim unconscious.

Effect: Drain/Ability Score 3; Extras: Paralysis (Extra: Triggered on Drain; Flaw:

Only when Triggered), Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Strength only, Restricted-Poison; Cost: 5pp; Total: 15pp.

Rattlesnake Venom



Rattlesnake Venom is in most cases hemotoxic, destroying/pre-digesting the tissues at the site of the bite. Some tropical species of rattlesnake, however, have a neurotoxic venom which can interfere with the function of the heart and paralyze the lungs.

Effect: Drain/Ability Score 6; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Constitution only, Restricted-Poison; Partial Flaw: Dilute 4 (DC is 12); Cost: 4pp; Total: 20pp.

Ricin

Ricin (pronounced *rye-sin*) is extracted from castor beans. Ricin is poisonous if inhaled, injected, or ingested, interfering with RNA function and thus inhibiting of protein synthesis. There is no known antidote to ricin poisoning, and long-term organ damage is likely in survivors. In small doses, such as the typical dose contained in a measure of castor oil, ricin causes digestive tract cramps. Ingested in larger doses, ricin causes severe diarrhea and victims can die of shock. The best-known doc-



umented use of ricin as an agent of biological warfare was by the Soviet Union's KGB during the Cold War. In 1978, the Bulgarian dissident Georgi Markov was assassinated by Bulgarian secret police who surreptitiously shot him on a London street with a modified umbrella using compressed gas to fire a tiny pellet contaminated with ricin into his leg. He died in hospital a few days later; the pellet was discovered entirely by happenstance. Despite ricin's extreme toxicity and utility as an agent of chemical/biological warfare, it is extremely difficult to limit the production of the toxin. Under both the 1972 Biological Weapons Convention and the 1997 Chemical Weapons Convention, ricin is defined as a "schedule one" controlled substance.

Despite this, more than 1 million metric tons of castor beans are processed each year, and approximately 5% of the total is rendered into a waste containing high concentrations of ricin toxin. Though ricin is quite lethal and easy to obtain, its main drawback as a weapon is that it readily degrades into harmless compounds upon exposure to ozone, nitrogen oxides, and other oxidizing pollutants in the air.

Although the castor bean plant has long been noted for its toxicity, ricin was first isolated and named in 1888 by Herman Stillmark.

Effect: Drain/Ability Score 9; **Extras:** Secondary Effect, Slow Recovery x3 (1/day); **Partial Extra:** Drain/Ability 6 (Extras: Triggered-on Drain/Constitution; **Power Stunt:** Virulent x3; **Flaws:** Limited-Strength only, Restricted-Only When Triggered; **Cost:** 1pp); **Power Stunt:** Virulent; **Flaw:** Limited-Constitution only, Restricted-Poison; **Cost:** 4pp; **Total:** 50pp.

[Victims must make a DC 21 Fortitude save or be affected by a Drain/Constitution 9, and a DC 22 Fortitude save or be affected by a Drain/Strength 6; 10 rounds/1 minute later they must make similar saves against similar effects.]

Sarin

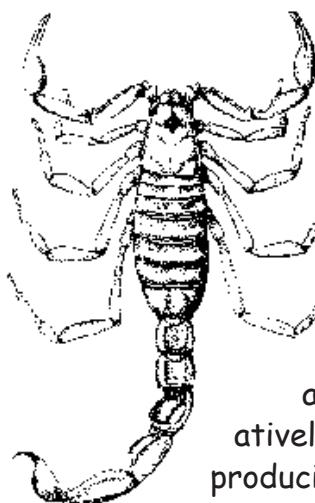
Sarin, a G-series nerve agent, is one of the world's most dangerous chemical weapons. At room temperature, sarin is a colorless, odorless liquid. Its relatively high vapor pressure means that it evaporates quickly, and its vapor is also colorless and odorless; it can be made more persistent through the addition of certain oils or petroleum products. Sarin attacks the nervous system of the body, forming bonds at certain sites that cause neurotransmitters to build up, effectively causing a continual transmission of nerve impulses.

Initial symptoms following exposure to sarin are a runny nose, tightness in the chest and dilation of the pupils. Soon after, the victim has difficulty breathing and experiences nausea and drooling. As the victim continues to lose control of bodily functions, he vomits, defecates and urinates. This phase is followed by twitching and jerking, and ultimately the victim becomes comatose and suffocates as a consequence of convulsive spasms. Atropine, which inhibits neurotransmitters, is an antidote to sarin poisoning. Sarin was discovered in 1928 in Germany.

Effect: Drain/Ability Score 6; **Extras:** Secondary Effect, Slow Recovery x3 (1/day); **Power Stunt:** Virulent (DC 18); **Flaw:** Limited-Constitution only, Restricted-

Poison; Cost: 4pp; Total: 26pp.

Scorpion Venom



Scorpion Venom is a fast-acting neurotoxin in that they use to kill or paralyze their prey. The venom of most scorpions is geared towards activity in other arthropods (insects and arachnids), and so is relatively harmless to humans, producing only local pain, numbness and swelling. Some scorpions, however, do possess venom potent enough to do serious harm to humans.

Effect: Drain/Ability Score 2; Extras: All Attributes (Strength & Constitution), Secondary Effect, Slow Recovery x3 (1/day); Flaw: Restricted-Poison; Cost: 6pp; Total: 12pp.

-- are unable to penetrate even a thin layer of nylon, so swimmers can protect themselves by wearing pantyhose on their legs and arms (a not uncommon site among Australian lifeguards).

Effect: Drain/Ability Score 8; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Dexterity only, Restricted-Poison; Cost: 4pp; Total: 32pp.

Spitting Cobra Venom

Spitting Cobra Venom is intended to be sprayed into the eyes of their victims, causing severe irritation, necrosis of the cornea and in some cases permanent blindness. The snakes spit this venom with near-perfect aim at targets up to ten feet/three meters away. This potent cocktail of hemotoxins and neurotoxins takes some time to break down -- if it gets on an item a character has, and they then touch the item and later touch their eyes without thoroughly washing their hands first, they can fall victim to the same effects.

Effect: Dazzle 4; Cost: 2pp; Total: 8pp.

Sea Wasp Jellyfish Venom

Sea Wasp Jellyfish Venom is one of the most potent naturally-occurring venoms known, if not *the* most potent. It is a powerful neurotoxin, causing paralysis and extreme pain. The pain has been described as so great that some people have gone into shock and drowned before succumbing to the full effects of the venom. Fortunately, the nematocysts -- the stinging cells in a jellyfish's tentacles which deliver the toxin

Strychnine

Strychnine is a highly toxic colorless crystalline alkaloid used as a pesticide, most commonly in rat poison. Strychnine poisoning can occur via inhalation, swallowing or skin contact, and produces some of the most dramatic, terrifying, best known, and painful symptoms imaginable. 10 to 20 min-

utes after exposure, every muscle in the body will start to simultaneously contract, starting with the head and neck. The spasms then spread to every muscle in the body, with nearly continuous convulsions, getting worse at the slightest stimulus. They progress, increasing in intensity and frequency until the backbone arches continually. Death comes from asphyxiation caused by paralysis of the brain's breathing apparatus, or by exhaustion from the convulsions. At that time, the body "freezes," even in the middle of a convulsion. Rigor mortis sets in immediately, with the eyes left wide open.

Effect: Drain/Ability Score 4; Extras: Secondary Effect, Slow Recovery x3 (1/day); Partial Extra: Drain/Ability 1 (Extras: Triggered-on Drain/Constitution; Power Stunt: Virulent; Flaws: Limited-Dexterity only, Restricted-Only When Triggered; Cost: 1pp); Power Stunt: Virulent x3 (DC 20); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 25pp.

[Victims must make a DC 20 Fortitude save or be affected by a Drain/Constitution 4, and a DC 19 Fortitude save or be affected by a Drain/Dexterity 1; 10 rounds/1 minute later they must make similar saves against similar effects.]

Tarantula Venom

Tarantula Venom has well-known neurotoxic effects, though there are no substantiated reports of tarantula bites proving fatal to a human due both to the small amounts injected in a bite and the fairly docile nature of tarantulas. It was once

thought that a cure for tarantula venom would be to dance around in a wild fashion; this dance came to be known as the Tarantella. Research done into the venom of certain species of tarantulas shows that the proteins in it has the potential to slow heart attacks and retard the growth of brain tumors.

Effect: Drain/Ability Score 2; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Limited-Strength only, Restricted-Poison; Cost: 4pp; Total: 8pp.

Tear Gas

Tear Gas is a non-specific term for any chemical that is used to cause temporary incapacitation through irritation of eyes and/or respiratory system. Tear gas is used as a hand-held spray or in grenades, and is widely used by police forces to subdue people in arrest or riot situations.

Effect: Dazzle 5; Cost: 2pp; Total: 10pp.

[A Tear Gas Grenade would have the Area extra and the Device and Uses x4 flaws.]

VX Nerve Gas

VX Nerve Gas is the most well-known of the V-series of nerve agents, due in part to being featured in the 1996 action movie *The Rock*. VX has the texture and feel of high-grade motor oil, with low viscosity and low volatility. This makes it especially dangerous, as it has a high persistence in the environment. VX works as a nerve agent by

blocking the function of neurotransmitter-hydrolyzing enzymes, causing neurotransmitters to build up and thus causing nerves to fire continuously, resulting in contractions of all the involuntary muscles in the body. VX is often regarded as the deadliest nerve agent created to date, since as little as 10 mg is enough to kill an average person. Atropine is the most commonly used antidote, though it must be administered within seconds of exposure for it to be effective. VX was developed in 1952 in England.

Effect: Drain/Ability Score 9; Extras: Secondary Effect, Slow Recovery x3 (1/day); Power Stunt: Virulent x2 (DC 23); Flaw: Limited-Constitution only, Restricted-Poison; Cost: 4pp; Total: 40pp.

Viper Venom

Viper Venom can cause bleeding of internal organs, particularly the brain or bowels. Additionally, the victim may bleed from the bite site, or spontaneously from the mouth or old wounds. Unchecked bleeding can cause shock and lead to death.

Effect: Drain/Ability Score 6; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Dilute (DC is 10), Limited-Constitution only, Restricted-Poison; Cost: 3pp; Total: 18pp.

Wasp Venom

Wasp Venom is designed to paralyze the prey, so it can be stored alive in the food

chambers of their young. As with bee stings, most wasp stings have no major effect on humans, but some people are extremely allergic and go into anaphylactic shock if stung.

Effect: Drain/Ability Score 6; Extras: Secondary Effect, Slow Recovery x3 (1/day); Flaw: Dilute (DC is 10), Limited-Dexterity only, Restricted-Poison; Cost: 3pp; Total: 18pp.

Wolfsbane

Wolfsbane is one of 100 species of plants in the genus *Aconitum*, in the family *Ranunculaceae*. Related species include **aconite** and **monkshood**. Many species are cultivated in gardens due to their eye-catching blue or yellow flowers, which resemble cylindrical helmets. Aconitine, the active principle alkaloid derived from *Aconitum* plants, is a crystalline base that is soluble in alcohol but not water. Aconitine first stimulates and then paralyzes the nervous system, especially the nerves associated with pain, touch, and temperature. It also stimulates the cardio-inhibitory center in the medulla oblongata (at the root of the vagus nerve) and the nerve ganglia of the heart itself. Circulation and pulse are slowed, often down to 40 or 30 beats/minute, blood pressure falls, and the heart is arrested in diastole (the "dub" in the "lub-dub" of a heartbeat); respiration also slows. Additional symptoms include a sensation of burning, tingling and numbness in the mouth, and of burning in the abdomen. As in strychnine poisoning, the patient is conscious and clear-minded to the last. Treatment is to empty the stom-



ach (usually employing a tube or an emetic, or nausea-inducing compound), and treatment with atropine (which speed up nervous reactions) and alcohol (which breaks down the aconitine in the system). The plants need not be eaten to produce a toxic effect -- aconitine can be easily absorbed through the skin simply by picking the plant's leaves and absorbing the sap through the skin. In this case, a tingling sensation will be experienced at the point of absorption, extending up the arm and shoulder. Soon after, the heart will be affected, and an unpleasant numbness will replace the tingling sensation. The root of the Common Monkshood (*Aconitum napellus*, the most common plant in this genus) has often been mistaken for horseradish; amateur home gardeners have killed themselves by ingesting what they thought was horseradish, but was really monkshood or wolfsbane.

Effect: Drain/Ability Score 9; **Extras:** All Physical Attributes (Strength & Constitution), Secondary Effect, Slow Recovery x3 (1/day); **Flaw:** Restricted-Poison; **Partial Flaw:** Dilute 6 (DC is 13); **Cost:** 6/5pp; **Total:** 49pp.



Design Note

For poisons with the Fatigue power, I prefer using the following alternate rule, first presented in *The Algernon Files* (by Blackwyrm Games). Rather than the Fatigue power taking three failed Fortitude saves to put a target to sleep, the effect varies based on the level of failure, similar

to how a Damage save works. If the target fails the save by 1 to 4, they take 1 Stun hit. If the target fails the save by 5 to 9, they become Fatigued (cannot run or charge, -2 penalty to Strength and Dexterity). If the target fails the save by 10 to 14, they become Exhausted (move at half normal speed, -6 penalty to Strength and Dexterity). If the target fails the save by 15 or more, they fall asleep (knocked out and helpless).

Further Development

To increase the lethality of a Poison, the GM could declare that if any ability score -- not just Constitution -- is drained to 0, death results. In the cases of Strength drain, death comes from the inability of the heart and diaphragm (both muscles) to function properly. In the cases of Dexterity drain, death is caused either by a creping paralysis that reaches the lungs and heart, or a complete shutdown of the central nervous system. Alternatively, a GM could rule that once any ability score is drained to 0, any further drains to that same attribute instead drain Constitution.

Any of these could have the Device flaw added on, to represent a discrete packet of a bacterial, viral or toxic agent, as a suspension in a syringe, in the form of an aerosol spray, tainted fruit or meat, or a poison-coated blade.

A superhuman character who can generate a disease-causing or toxic agent and then fling them at victims, or who could transmogrify some of a person's own healthy cells into diseased ones or their

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bodily fluids into some toxic substance, could have one of the above powers with the *Ranged* extra.

Nanites -- mechanical or electro-mechanical devices whose dimensions are measured in millionths of a millimeter -- could be programmed to mimic the effects of one of the above diseases or toxins. In this case, the *Restricted-Disease* or *Restricted-Poison* flaw would *not* apply, as it is not truly a chemical compound/reaction that is causing the effects.

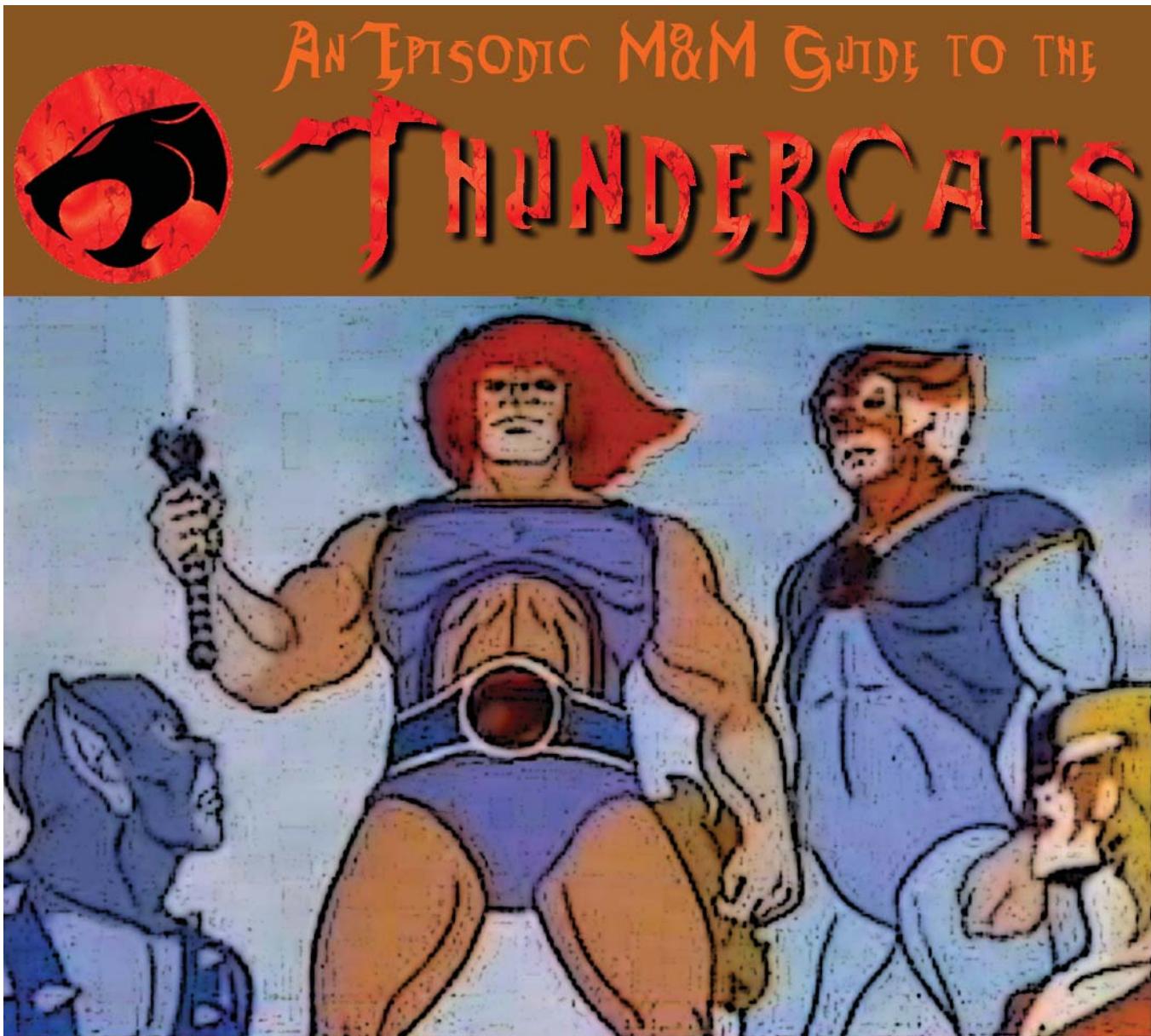


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Dr Archeville

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From beyond any known galaxy, bringing with them the laws and ideals of their doomed planet of Thundara, come the Thundercats!

Jaga, the Wise; Tygra, the Invisible; Cheetara, the Quick; Willy Kat and Willy Kit, the Cunning Junior Duo; Panthro, the Deadly; and the Snarf; The Thundercats, all sworn to serve their young lord, Lion-O, and to instruct him in the secrets of the Eye of Thundara. The Eye embedded in the hilt of the mystic Sword of Omens, and the source

of the Thundercats' power.

Thunder, Thunder, Thundercats, HOOOO!

Perusing the Thundercats to Third Earth, and determined to possess the Eye of Thundara for their own evil purposes are the hideous mutants of the planet, Plundarr. Lead by the reptilian Sly, they form an unholy alliance with the ancient devil-priest of Third Earth, Mumm-Ra.

- Intro to The Thundercats premiere

This article is in part an **episode guide**, by it's very nature, it contains spoilers.

Exodus



The Thundercats flee Thundara on a leading Royal Flagship surrounded by transport ships carrying what's assumed to be thousands, if not millions of other Thundercats also fleeing the doomed planet. Jaga pulls Lion-O aside and explains to him that he is the Lord of the Thundercats and he takes in his heart the courage, honor and righteousness of the Code of Thundara to their next home. He proceeds to show Lion-O the Sword of Thundara, which is too heavy for Lion-O to even wield and explains to him the Eye of Thundara and that it holds within it the power of the Thundercats. During this pseudo-ceremony the ship gets attacked by the Mutants of the planet Plundarr and all Thundercats scatter to their stations.



It is interesting to note that almost all of the Thundercats man some sort of station in the command room, even the kittens. Lion-O and Snarf seem to be the only ones with no training. Snarf because he's a sort of "nursemaid" and Lion-O, presumably because he's still young, which doesn't exactly explain why Willy Kit and Kat are "older" but in some odd way, they talk and act as if they are. They watch as the surrounding transport ships

get destroyed one by one, killing all other Thundarians. Their ship gets grappled with a form on energy grappling ray and their hull gets breached with a hand held weapon, and the action begins.

During the attack we get to see Panthro shatter a spiked mace with his right hand while smiling, which is even more intimidating, giving the confident remark,

"If you guys were as mean as you are ugly-then maybe you'd be trouble." We get the first sense of Cheetara's speed, which is clearly above average normal running speeds as she passes Tygra with a, "Right ahead of you" comment as she zips by opposed to "Right behind you," that is usually expected. Tygra also demonstrates a special ability to disappear into thin air with a phrase that still stands out in my mind, "Now you don't see me... now you do," appearing all of a sudden and grounding the pair of Jackelmen. Finally, Willy Kit and Willy Kat best a group of Mutants with their assortment of pellets.



Back in the room holding the Sword of Omens, Lion-O and Snarf are confronted by Slythe and Jackelman. Snarf acts brave and gets himself tangled after a shot out of Jackelman's net-gun and Lion-O is left to defend himself. When confronted with danger the Sword of Omens comes to life in the little cub's hands and basically scares the two Mutants so senseless that they call a retreat to ship

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that causes all Mutants to clear the flagship.



The damages to the hull of the Royal Flagship get repaired but damages are major and all Thundercats need to make the rest of the voyage in Time Suspension Capsules that slow the aging process down to almost nothing. The course is set for a planet called Third Earth and Jaga must stay behind to pilot the ship as long as possible before switching to Robot Pilot.



Jaga dies during the journey and the ship makes it to the planet but suffers a crash landing scattering the Time Suspension

Capsules and destroying the flag ship. Snarf's Capsule opens first and he quickly rushes over to Lion-O's Time Suspension Capsule and releases him first. Lion-O steps out as a full grown man, possibly due to a flawed Capsule (let's all just assume that's why Willy Kit and Kat are still small).



The Mutants followed the Royal Flagship to the planet and get teleported to the surface to search for the Sword of Omens. A skirmish

begins and eventually Lion-O uses the Sword of Omens to awaken the other Thundercats who quickly join the fray. In no time at all they send the Mutants retreating back to their ship. With that, the Thundercats are left on a strange planet, starting with nothing, and this is when

their adventures begin.

CAT'S EYE VIEW OF THE EPISODE

Heroes:

Jaga, The Wise - The oldest of the Thundercats and the wisest of them.

Lion-O, Lord of the Thundercats - As a cub, then as a full grown man.

Panthro, the Deadly - The main pilot of the ship and a fierce hand to hand combatant.

Tygra, the Invisible - Makes use of his invisibility tactics and bola whip.

Cheetara, the Quick - Super fast and expert with the bow staff.

Willy Kit and Willy Kat, the Cunning

Junior Duo - They seem to be inseparable and fight as one in combat.

Snarf - Lion-O's caretaker and protector, grumbles a lot, but means well.

Jaga is given no stats in this first guide. He appears when needed and should be used as a game mechanic to move the story along. Later on he will take a more prominent place in the appendix most likely. You can find all the Thundercat's statistics at the end of this article.



Villains:

Slythe - A Reptilian that seems to take the leadership role in the Mutant group.

Monkian - A Monkian that doesn't really stand out as much so far.

Jackalman - A Jackalman that, like

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Monkian, can't think of a better name for himself.

You can find the statistics for The Mutants at the end of this article.

Mooks:



Reptilians -
Humanoids that have reptilian qualities. Being reptiles, it is assumed they are all amphibious although there hasn't been an indication of such qualities thus far. They wear ragged breech cloths, and toga-like

clothing. They wield an assortment of melee weapons in battle, many preferring the pike or spear though.

Reptilians: PL2; Init +1 (Dex); Defense 12 (11 flat-footed); Spd. 30ft; Atk +4 Melee (+4S or L, Weapon; +4S, Tail); SV Dmg +2 (Protection +2), Fort +2, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 8

Skills: Bluff +3, Listen +2, Sense Motive +2, Spot +2

Feats: Amphibious

Powers:

Protection +2 [Source: Alien; Cost: 2pp; Total: 2 pp]

Natural Weapon (Tail) +2 [Source: Alien; Cost: 2pp; Total: 4 pp]

Equipment:

Weapon (Axe) +2: Effect: Strike; Cost: 1pp; Total: 2 pp

Totals: BAB 3 + BDB 2 + Abilities 6 + Skills 9 + Feats 2 + Powers 6 + Equipment 2 =

Total 30 pp.

Monkians -

Humanoids that have apish qualities. They are usually found wearing no more than fur breeches to allow freedom of movement through trees. They fight with an assortment of weapons but usually prefer axes.



Monkians: PL2; Init +3 (Dex); Defense 14 (11 flat-footed); Spd. 30ft; Atk +5 Melee (+5S or L, Weapon); SV Dmg +2, Fort +2, Ref +3, Will -1; Str 16, Dex 16, Con 14, Int 8, Wis 8, Cha 8

Skills: Balance +3, Climb +3, Jumping +3

Feats: Talented (Climb and Balance)

Powers:

Swinging +2 [Source: Alien; Cost: 1 pp; Total: 2 pp]

Equipment:

Weapon (Club) +2: Effect: Strike; Cost: 1 pp; Total: 2 pp

Totals: BAB 3 + BDB 2 + Abilities 10 + Skills 9 + Feats 2 + Powers 2 + Equipment 2 = Total 30 pp.

Jackalmen -

Humanoids that have jackal qualities. Mildly cowardly but usually determined beyond safe reasoning, jackalmen usually wear very little protective clothing, preferring breech cloth rags. Many fight



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with clubs and spears, but are known to wield any type of melee weapon.

Jacklemen: PL2; Init +2 (Dex); Defense 12 (11 flat-footed); Spd. 30ft; Atk +3 Melee (+4S or L, Weapon); SV Dmg +2, Fort +2, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 8, Wis 10, Cha 10

Skills: Listen +2, Move Silently +1, Spot +2
Feats: Scent

Powers:

Super-Sense (Smell) +2 [Source: Alien;
 Cost: 1 pp; Total: 2 pp]

Equipment:

Weapon (Melee) +2: Effect: Strike; Cost: 1pp; Total: 2 pp

Totals: BAB 3 + BDB 2 + Abilities 14 + Skills 5 + Feats 2 + Powers 2 + Equipment 2 = Total 30 pp.

Technology and Weapons:

Hull Breacher

Rifle - This weapon was used to break through the Royal Flag Ship's hull. For lack of a better name, we'll go with a blunt obvious one.

[Effects: Disintegration +13; Flaws: Device; Cost: 1 pp; Total: 13 pp]



Net-Rifle - This is the weapon Jackelman uses to snare Snarf.

[Effects: Snare +5; Flaws: Device; Cost: 1 pp; Total: 5 pp]



Vehicles:

Royal Flagship

Colossal

Movement:	12	
Hardness:	20	
Armor Bonus:	20	
Cost:	50	
Features:		Gun +16, Space Flight, Robopilot

Transport Ships

Gargantuan

Movement:	10	
Hardness:	15	
Armor Bonus:	15	
Cost:	40	
Features:		Gun +14, Space Flight

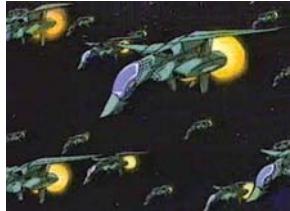
Transport Ships - During Evacuation

Gargantuan

Movement:	10	
Hardness:	10	
Armor Bonus:	10	
Cost:	21	
Features:		Space Flight

Mutant Destroyers

Medium

Movement:	15	
Hardness:	12	
Armor Bonus:	10	
Cost:	41	
Features:		Gun +15, Space Flight

Mutant War Ship

Colossal

Movement:	12	
Hardness:	20	
Armor Bonus:	20	
Cost:	59	
Features:		Gun +16, Teleportation +10 (passengers on and

off ship only), Space Flight



Sword of Omens Effects:

Variable Effects Examples

Fear - Sends the Mutants fleeing and calling a retreat



Thundercats

Main Power's First Appearance

Thundercat Call - Sends a signal that can be sensed by the other

of an ancient civilization in the desert. Off in the distance is another structure, a pyramid that seems active and deeply uninviting. Of course the Mutants decide to get a better look.



The Pyramid effectively cripples their ship's technology and forces it to crash. Coming out of the mangled ship the Mutants begin to approach the Pyramid to show their anger to whoever had the nerve to bring them down. Mumm-Ra creates a portal in the Pyramid walls and invites them in as "guests". The Mutants follow a Ball of Light which guides them into a deeper Inner Chamber. Stopping in front of a large cauldron of bubbling liquid, the sarcophagus of Mumm-Ra opens and the trio are introduced to Mumm-Ra, the decayed form.

The Unholy Alliance



The Thundercats begin to unload the Royal Flag ship of whatever surviving food and supplies they can gather. Lion-O goes off to patrol the land to make sure it's safe, possibly avoiding the hard labor of unloading the ship.



The Mutants also explore Third Earth in search of any civilization and find none (so far). It seems as if all they can spot are ruins



Mumm-Ra explains that he has known of the Eye of Thundara for one thousand years when the Third Earth was still First Earth, and knows of its power. An alliance is formed after Mumm-Ra sinks the Mutants' ship, also stranding them on Third Earth. All want the power of the Eye of Thundara, and all regrettably need to work together to seize it.



While Lion-O is off wandering he sees a group of deer and eagerly rushes in to do some hunting. The Sword of Omens flies

out of his hands and digs deep into the earth. No effort will release it and Jaga appears before Lion-O telling him that the Sword of Omens can never be used for evil purposes or to end the life force of another needlessly. The sword detects danger and Lion-O sees the Mutants standing right in front of him and the Mutants get their chance to make a grab for the Sword. Lion-O holds them off for a while and eventually uses the sword to call the Thundercats who come to quickly wrap up the fight.



Observing their failure, Mumm-Ra is urged by the mutants to try and get the sword himself if he's so powerful. At this point he calls on the Ancient Forces of Evil and transforms himself into Mumm-Ra, the Ever-Living and flies out of his Pyramid after the Sword of Omens.



Lion-O, alone again, faces Mumm-Ra. It is his first major fight and it doesn't go very well for him. The Sword's Eye gets covered by ooze and can't function properly. Lion-O manages to get himself out of a really bad predicament by shielding his face while Mumm-Ra is above him ready to finish him off. Lion-O's Claw Gauntlet reflects Mumm-Ra's image and effectively brings the fight to a screeching halt, sending Mumm-Ra back to his Pyramid to regenerate his lost strength.

CAT'S EYE VIEW OF THE EPISODE

Villains:

Mumm-Ra, the Ever-Living - His main form is a decayed form, more magical than physical, upon transforming into The Ever-Living, he still maintains some magic but seems to take on a more physical demeanor. His stats can be found at the end of this article.

Technology and Weapons:

The Cauldron - This device acts as a form of "crystal ball" at Mumm-Ra's command as is included in his headquarters, The Pyramid.



Headquarters:

The Pyramid - This building seems to be filled with an unending mystical energy source capable of defending itself and possibly even augmenting Mumm-Ra's magical arsenal as well. Major rule: Don't fight Mumm-Ra in his Pyramid! Actually, that's a rule in general. Never fight a villain in their own Headquarters; it's the act of an unstoppable courageous hero, or a very naïve one demanding to die quickly. Some examples of the Pyramid's features so far are:

Neutralize (Technology)

Defense System
Isolated Location
Reinforced Structure
Security Systems



Sarcophagus +10 [Effect: Regeneration; Extras: Reincarnate (Extras: Never Say Die); Flaws: Device; Cost: 5 pp; Total: 100 pp]

Cauldron +10 [Effect: ESP; Flaws: Sight Only, Device; Cost: 1 pp; Total: 10 pp]

Sword of Omens Effects:

Weaknesses

Can't be used when Eye of Omens is covered

Can't be used for evil or to destroy life forces wantonly



Main Power's First Appearance

Sense Danger -
The Eye of Omens
fares when it
detects danger
Sight Beyond Sight

- Allows the wielder to view the source of the danger

The Berbils



While wandering about, taking in their new world and home, Lion-O and Snarf end up getting captured by a race of robot bears. At first, assumed to be hostile, the robot bears take their prisoners back to their village and actually turn out to be very friendly and docile. Once released the robot bear leader introduces himself as Ro-Bear Berbil, and describes their race as Ro-Bear Berbils. A "female" Ro-Bear Berbil comes out of a hut and offers them Berbil Fruit which is quite

delightful and they all start to become chums.



Mumm-Ra, unhappy about this new alliance puts into action a plan to destroy the Berbil village. A giant swarm approaches the village and transforms into a giant flying grasshopper type insect. Lion-O leaps onto it and tries to steer it away from the village. To his misfortune the giant bug took him for a ride over a volcano and dispersed into a swarm again right over it.



Now falling to a death by molten lava scenario, Jaga appears to him again and reminds him that he commands the Sword of Omens. Lion-O narrowly escapes as the Sword flies into his hands and flies him out of his deathly predicament.



During this time Panthro finishes putting together the Thunder Tank from salvaged parts from the crashed Royal Flagship. A strange rock storm starts raining on the Thundercats and they all take cover. Panthro jumps in the Thunder Tank and a wave of dirt buries the Thunder Tank and the Flagship. The Thunder Tank unburies itself and they manage to lift the Flagship enough for the other Thundercats to get back out. This storm was brought down on them by Mumm-Ra.

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By the end of the episode Lion-O brings back the Ro-Bear Berbils to the spot where the other Thundercats are talking

about their plans for the Cat's Lair. The Berbils offer to help as a show of gratitude for defending their village, and an alliance for good is forged.

CAT'S EYE VIEW OF THE EPISODE

Heroes:



Ro-Bear Bill - The chief of the Ro-Bear Berbils, distinguished by his different color fur patches which is a darker brown than the rest of the Berbils. Good natured and

humorous, he offers a diplomatic relationship with the Thundercats and agrees to offer the Berbil population as a resource for building the Cat's Lair.

Ro-Bear Bill: PL3; Init +1 (Dex, size); Defense 11 (11 flat-footed); Spd. 30ft; Atk +2 Melee (+1S, Unarmed); SV Dmg +0 (Protection +2), Fort +0, Ref +0, Will +4; Str 12, Dex 10, Con 10, Int 14, Wis 16, Cha 16

Skills: Craft (Building) +4, Diplomacy +5

Feats: Immunities (Aging, Disease, Exhaustion, Poison, Suffocation), Leadership

Powers:

Shrinking +3 [Extras: Continuous, Innate; Flaws: Permanent; Cost: 4 pp; Total: 12 pp]

Protection +2 [Source: Alien; Cost: 2 pp; Total: 4 pp]
Weaknesses:
Naïve

Totals: BAB 0 + BDB 0 + Abilities 20 + Skills 9 + Feats 10 + Powers 16 - Weaknesses 10 = Total 45 pp.

Ro-Bear Belle -

The "Smurfette" of the bunch, distinguished by her pink fur patches. In one scene there seem to actually be a bunch of them as well... all with dishes of Berbil-fruit. A liberty has been taken to suggest the Berbil Fruit can be treated to provide Healing properties (for interest sake).



Ro-Bear Belle: PL2; Init +1 (Dex, size); Defense 11 (11 flat-footed); Spd. 30ft; Atk +2 Melee (+1S, Unarmed); SV Dmg +0 (Protection +2), Fort +0, Ref +0, Will +2; Str 12, Dex 10, Con 10, Int 14, Wis 14, Cha 16

Skills: Cooking +5, Diplomacy +4

Feats: Immunities (Aging, Disease, Exhaustion, Poison, Suffocation)

Powers:

Healing +2 [Flaws: Berbil Fruit; Cost: 2 pp; Total: 4 pp]

Shrinking +3 [Extras: Continuous, Innate; Flaws: Permanent; Cost: 4 pp; Total: 12 pp]

Protection +2 [Source: Alien; Cost: 2 pp; Total: 4 pp]

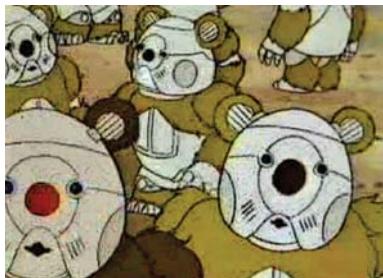
Weaknesses:

Naïve

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Totals: BAB 0 + BDB 0 + Abilities 16 + Skills 8 + Feats 10 + Powers 20 - Weaknesses 10 = Total 45 pp.

Mooks:



Ro-Bear Berbils
- A race of robot bears, good natured and tech-no-savvy enough to speed up the construction of

the Cat's Lair. The males seem to have a natural knack for building while the females seem quite proficient in the delicacies of Berbil Fruit, Candy Fruit and other exotic dishes. While they are robots, they are sentient enough and seem to require food so are treated like normal characters opposed to constructs.

Ro-Bear Berbils: PL2; Init +1 (Dex, size); Defense 11 (11 flat-footed); Spd. 30ft; Atk +2 Melee (+1S, Unarmed); SV Dmg +0 (Protection +2), Fort +0, Ref +0, Will +2; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 12

Skills: Craft (Building) +4 or Cooking +4

Feats: Immunities (Aging, Disease, Exhaustion, Poison, Suffocation)

Powers:

Shrinking +3 [Extras: Continuous, Innate; Flaws: Permanent; Cost: 4 pp; Total: 12 pp]
Protection +2 [Source: Alien; Cost: 2 pp; Total: 4 pp]

Weaknesses:

Naïve

Totals: BAB 0 + BDB 0 + Abilities 10 + Skills 4 + Feats 10 + Powers 16 - Weaknesses 10 = Total 30 pp.

Vehicles:

The Thunder Tank

Huge

Movement:	6
Hardness:	15
Armor Bonus:	15
Cost:	50
Features:	Burrow +9, Gun +10, Lifting +10 (Telekinesis)



The Thunder Tank demonstrated new abilities later on. The Tank statistics with develop and evolve based on the new powers that begin to get used more often. The assumption is that these new features are being added to the Thunder Tank as time goes. The Telekinesis powers is used as a game mechanic to represent the lifting potential of the Tank's arms.



Sword of Omens Effects:

Veritable Effects Examples
Flight - Allows the wielder to fly

Slaves of Castle Plundarr



This Thunderkittens are off in the woods chasing each other through the tree tops when they over here the Mutants passing by. They aren't alone; they are commanding a race of humanoids called Brute Man to carry supplies for a future fortress of their own. In an attempt to sneak away quietly they blunder and alert Monkian. What follows is a chase scene through the trees against a villain that moves just as easily through them, if not better, then the

Thunderkittens. Eventually Willy Kit and Willy Kat used some cunning and manage to put their varied capsules to use.



They make it back to the Cat's Lair and alert the rest of the Thundercats. They buckle up in the new Thunder Tank and take it for a trial run. On the other side of the fence, Slythe hears of Monkians encounter and quickly plans for the Brute Men to be put into use in constructing a barricade. When the Thunder Tank arrives it easily breaks down the outer perimeter with its claws, and chomps through the debris. The mounted canon takes care of the thick stone wall and soon enough the Thundercats are in.



Lion-O splits off, sneaking his way through the front entrance of Castle Plundarr and finds the dungeon area holding the Brute Men. He breaks through the lock and frees the prisoners. In the meanwhile a fight commences outside with the rest of the Thundercats and the three Mutants. Cheetara takes on Jackelman and we get to see that her bow staff actually increases in length allowing her to leap greater distance. Tygra outsmarts Monkian in a field of waist high grass, hard to spot, and hard to hit. This is the first appearance of Monkian's special shield that shoots projectiles out of its face. Finally Panthro takes on Slythe, first defeating him with nun-chaku versus pole arm ax, then making him retreat after a quick hand to hand demonstration of superiority.



Slythe makes it back to Castle Plundarr in time to notice Lion-O has freed the Brute Men. Taking advantage of the situation

Slythe uses a grenade like device that released a substance called Warp Gas which alters a being's innate emotions by making them feel the opposite way. Throwing one of these devices into the dungeon area with Lion-O and the Brute Men cause the Brute Men to take Lion-O down rapidly en masse.



Panthro comes in looking for Slythe and he is confronted by the forcible Brute Men. Not wanting to attack

forces him to get pummeled and eventually retreat out of the Castle. Lion-O comes to and, being clear of the Warp Gas effects, rushes to Panthro's aid. The first dose of Warp Gas wears off and Slythe launches another one. Tygra at this point points out that Warp Gas was banned by the Interstellar Council. Lion-O uses the Sword of Omens to create a force field to prevent the toxins from coming near him, and then the force field actually reverses the direction of the fumes, sending them back towards the Mutants.



Getting backed up into a wall by approaching Brute Men, the cloud of Warp Gas gets into their system and forces them to retreat into Castle Plundarr, blocking the entrance from fur-

ther chase. The Brute Men turn their attention back to Lion-O and he stands firm, refusing to run, standing courageously and valiantly against the mass of brutes. The Warp Gas wears off and they go gentle again. Lion-O tells them they are free and they wander off happy with mumblings of joy.

CAT'S EYE VIEW OF THE EPISODE

Mooks:

Brute Men - a normally slow willed humanoid with brute strength and capable of intensive labor



Brute Men: PL2; Init +1 (Dex); Defense 13 (12 flat-footed); Spd. 30ft; Atk +5 Melee (+6S, Club); SV Dmg +7 (Protection +2), Fort +8, Ref +1, Will -1; Str 20, Dex 12, Con 20, Int 8, Wis 8, Cha 8

Feats: Endurance, Great Fortitude, Toughness, Immunities (Exhaustion)

Powers:

Amazing Save (Fortitude) +1 [Source: Alien; Cost: 1 pp; Total: 1 pp]

Protection +2 [Source: Alien; Cost: 2 pp; Total: 4 pp]

Swinging +2 [Source: Alien; Cost: 1 pp; Total: 2 pp]

Equipment:

Weapon (Club) +2: Effect: Strike; Cost: 1 pp; Total: 2 pp

Weaknesses:

Dim Witted

Totals: BAB 3 + BDB 4 + Abilities 16 + Skills 0 + Feats 8 + Powers 7 + Equipment 2 - Weaknesses 10 = Total 30 pp.

Technology and Weapons:

Warp Gas Grenades - Banned by the Interstellar Council, this gas reverses the innate nature of a being who inhales the fumes.



[Effect: Mind Control; Extras: Area; Flaws: Duration (Continuous); Flaws: Range (Normal), Obvious (cloud of smoke), Limited - Emotion Control (opposite strong emotion); Source: Super-Science; Cost: 1 pp]

Headquarters:

Cat's Lair - The lair of the Thundercats. Below is a PL10 example of the features assumed present at this point:

Communication

Computer

Defense System

Garage

Gym

Infirmary

Laboratory

Living Space

Power System

Workshop



Castle Plundarr - The lair of the Mutants of Plundarr. Below is a PL6 example of the features assumed present at this point:

Communication

Computer

Hanger

Holding Cells

Living Space

Power System



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New Thunder Tank Abilities:

Mounted Cannon - Strong enough to blast through a ten foot stone wall
 Jaws - Break through debris effectively clearing the path
 Claws - extend out about 10 to 15 extra feet and apply enough pressure to break 5 foot thick reinforced log barricade

New Statistics:

Huge		
Movement:	6	
Hardness:	15	
Armor Bonus:	15	
Cost:	60	
Features:	Burrow +9, Gun +10, Lifting +10 (Telekinesis), Strike +10	

The Strike power is meant to represent both the attacks possible with the claw arms, or attacks from the bite.

Sword of Omens Abilities:

Veritable Power Example

Force Field - Causes vapors to stop approaching, and then blows them in the opposite direction.



ROLL CALL - THE THUNDERCATS



Quote: *I am Lord of the Thunercats, I will not run!*

Lion-O: PL10; Init +3 (Dex); Defense 18 (14 flat-footed); Spd. 30ft; Atk +7 Melee (+9L/S, Sword of Thundara); SV Dmg +3, Fort +8, Ref +3, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 20.

Skills: Acrobatics +6, Listen +4, Climb +4, Diplomacy +8, Gather Information +5, Hide +2, Jump +3, Survival +3

Feats: Attractive, Dodge, Fame, Heroic Surge, Leadership

Powers:

Amazing Save (Fortitude) +5 [Source: Alien; Cost: 1pp; Total: 5pp]

Leaping +2 [Source: Alien; Cost: 1 pp; Total: 2 pp]

Sword of Omens +6 [Effect: Weapon;

Power Stunts: Dual Damage; Source: Mystical; Cost: 1pp; Total: 8 pp]

- Sight Beyond Sight [Effect: ESP; Flaw: Limited (Sight); Power Stunt: Detect (Danger); Total: 8 pp]

- Thundercat Call [Effect: Mind Control (Flaws: Limited - Only used to call Thundercats, Limited - Thundercat signal must be seen for Thundercats to be called); Extras: Boost (Extras: Area, Affect Others, All Attributes; Flaws: Limited: Only works on Thundercats), Limited: Will not work if Eye of Thundara is covered; Cost: 2 pp; Total: 12 pp]

- Veritable Effects (Gadgets) [Cost: 1 pp; Total: 6 pp]

The Claw Gauntlet +6 [Effects: Deflection (Extra: Reflection), Strike (Claws); Source: Technology; Cost: 3 pp; Total: 18 pp]

Weaknesses: Naïve; Lion-O is a grown man but has missed the important lessons of life's experiences growing up due to his rapid growth within the Time Capsule.

Sword of Omens Notes of Use:

- Can't be used to destroy life wantonly. This is not taken into consideration into the cost as any hero should be using their powers for good anyways... well, in most cases. In this case in particular, I did not feel it constituted an extra Flaw.

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- Veritable Power Used: Flight, Fear, Force Field

Totals: BAB 12 + BDB 8 + Abilities 30 + Skills 35 + Feats 8 + Powers 59 + Weaknesses 10 = Total 150 pp.



Quote: *If you guys were as mean as you are ugly- then maybe you'd be trouble.*

Panthro: PL12; Init +1 (Dex); Defense 13 (12 flat-footed); Spd. 30ft; Atk +10 Melee (+10S, Nun-Chaku), +11 Unarmed (+10S/L, Strike); SV Dmg +10, Fort +5, Ref +1, Will +2; Str 20, Dex 12, Con 20, Int 14, Wis 14, Cha 12.

Skills: Acrobatics +6, Computers +4, Craft (Mechanical) +10, Craft (Electronics) +10, Drive +10, Intimidate +5, Jumping +5, Pilot +5, Repair +10

Feats: Power Attack, Talented (Craft Mechanical and Electronic), Attack Focus (unarmed)

Powers:

Strike +5 [Extras: Deflection; Power Stunts: Dual Damage; Source: Training; Cost: 3 pp; Total: 17 pp]

Amazing Save (Damage) +5 [Source: Alien; Cost: 1 pp; Total: 5 pp]

Super-Strength +3 [Source: Alien; Cost: 4 pp; Total: 12 pp]

Equipment:

Nun-Chaku +6: Effects: Strike; Power Stunt: Rapid Strike; Cost: 1 pp; Total: 7 pp.

Notes: Panthro normally drives the Thunder Tank, but the vehicle cost has not been included into his write up as it is considered a team vehicle.

Totals: BAB 15 + BDB 4 + Abilities 32 + Skills 65 + Feats 6 + Powers 61 + Equipment 7 = Total 190 pp.



Quote: *Right ahead of you*

Cheetara: PL7; Init +15 (Dex, Improved Initiative, Super-Speed); Defense 27 (19 flat-footed); Spd. 60ft; Atk +6 Melee (+4S, Staff); SV Dmg +0, Fort +0, Ref +11, Will +2; Str 12, Dex 20, Con 10, Int 14, Wis 14, Cha 16

Skills: Acrobatics +5, Jumping +5

Feats: Attack Focus (armed), Dodge, Evasion, Improved Initiative, Move-By Attack

Powers:

Super-Speed +6 [Flaws: No Routine Tasks Benefits; Source: Alien; Cost: 5pp; Total: 30 pp]

Combat Sense +4 [Source: Training; Cost: 1 pp; Total: 4 pp]

Equipment:

Bo-Staff +4: Effects: Strike (Extras: Area [Flaws: Limited: When Super-Running]);

Power Stunt: Leaping: One Passenger, Improved Disarm; Source: Mystical; Cost: 1 pp; Total: 8 pp.

Notes: Although at this power Cheetara seems under powered she does gain new powers later on which boost her PL at par with the rest.

Totals: BAB 9 + BDB 8 + Abilities 26 + Skills 10 + Feats 10 + Powers 34 + Equipment 8 = Total 105 pp.



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Quote: Now you don't see me... now you do!

Tigra: PL9; Init +5 (Dex); Defense 18 (14 flat-footed); Spd. 30ft; Atk +7 Melee (+5S, Bola-Whip); SV Dmg +2, Fort +2, Ref +4, Will +8; Str 14, Dex 18, Con 14, Int 18, Wis 16, Cha 16

Skills: Acrobatics +8, Diplomacy +4, Hide +6, Jumping +5, Move Silently +6, Profession (Architect) +10, Taunt +4

Feats: Evasion, Surprise Strike, Talented (Hide and Move Silently), Attack Finesse, Attack Focus (armed)

Powers:

Super-Skill (Hide) +5 [Source: Alien; Cost: 1pp; Total: 5pp]

Amazing Save (Will) +5 [Source: Alien; Cost: 1pp; Total: 5pp]

Equipment:

Bolo-Whip +4: Effects: Strike (Power Stunt: Extra Reach (x3)); Extras: Invisibility, Deflection, Snare; Power Stunt: Improved Disarm; Source: Mystical; Cost: 3pp; Total: 19pp.

Totals: BAB 9 + BDB 8 + Abilities 36 + Skills 43 + Feats 10 + Powers 10 + Equipment 19 = Total 135 pp.



Quote: Wily Kat: What's the big deal being big anyways? Wily Kit: If you're wily enough, being big just gets in the way.

Willy Kit and Kat:

PL8; Init +10 (Dex, Improved Initiative, size); Defense 21 (15 flat-footed); Spd.

30ft; Atk +7 Ranged (+5S, but also varied effects, see below); SV Dmg +0, Fort +0, Ref +10, Will +0; Str 8, Dex 20, Con 10, Int 12, Wis 10, Cha 12

Skills: Acrobatics +6, Balance +3, Bluff +5, Climb +5, Craft (Pellets) +5, Gather Information +2, Hide +5, Jump +4, Listen +5, Move Silently +5, Taunt +2

Feats: Dodge, Point Blank Shot, Evasion, Improved Initiative

Powers:

Amazing Save (Reflex) +5 [Source: Alien; Cost: 1pp; Total: 5pp]

Shrinking +3 [Extras: Continuous, Innate; Flaws: Permanent; Cost: 4 pp; Total: 12 pp]

Swinging +3 [Source: Alien; Cost: 1pp; Total: 3pp]

Equipment:

Flash Pellets +2: Effect: Dazzle (Sight); Extra: Dazzle Burst; Source: Super-Science; Cost: 2 pp; Total: 4 pp

Smoke Pellets +3: Effect: Obscure (Sight); Extras: Duration (Continuous); Source: Super-Science; Cost: 2 pp; Total: 6 pp

Oil Pellets +2: Effects: Slick; Duration (Continuous); Source: Super-Science; Cost: 2 pp; Total: 4 pp

Shocking Pellets +4: Effect: Energy Blast (Electricity); Extras: Area; Cost: 2pp; Total: 8 pp

Notes: This early on, both the twins seem to be capable of roughly the same thing; later on Kit picks up a Spinning power that Stuns enemies. Also, they later on begin using hover boards quite often. Kit and Kat have used other types of Pellets, so feel free to swap some of the examples for other powers such as Stun, Suffocate or Slow.

Totals: BAB 4 + BDB 8 + Abilities 12 +

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Skills 50 + Feats 8 + Powers 20 + Equipment 18 = Total 120 pp.



Quote: *I knew I wasn't going to like this, snarf snarf!*

Snarf: PL4; Init +4 (Dex, size); Defense 17 (13 flat-footed); Spd. 20ft; Atk -1 Melee (-1S, Claws/Teeth); SV Dmg -1, Fort -1, Ref +3, Will +2; Str 6, Dex 16, Con 8, Int 10, Wis 14, Cha 12

Skills: Balance +5, Climb +6, Knowledge (Culture) +5, Listen +6, Move Silently +6, Sense Motives +6, Spot +5

Feats: Dodge, Evasion, Extra Limb (Tail)

Powers:

Natural Weapon (Claws/Teeth) +1 [Source: Alien; Cost: 2 pp; Total: 2 pp]

Shrinking +3 [Flaw: Permanent; Source: Alien; Cost: 1 pp; Total: 3 pp]

Totals: BAB 0 + BDB 4 + Abilities 6 + Skills 39 + Feats 6 + Powers 5 = Total 60 pp.

ROLL CALL - MUMM-RA AND THE MUTANTS



Quote: *Ancient Spirits of Evil, transform the decayed form to Mumm-Ra the Ever-Living*
Mumm-Ra, the Ever-Living:

PL19; Init +2 (Dex); Defense 16 (14 flat-footed); Spd. 30ft; Atk +11 Melee (+8S, Claws), +8 Ranged (+10L, Energy Blast); SV Dmg +15, Fort +15, Ref +4, Will +17; Str 20, Dex 14, Con 20, Int 20, Wis 20, Cha 20

Skills: Bluff +4, Concentration +8, Diplomacy +6, Intimidate +9

Feats: Move-By Attack, Infamy, Startle, Takedown Attack, Toughness, Lightning Reflexes, Iron Will, Great Fortitude, Durability, Identity Change (Weaker Version), Headquarters, Rapid Shot

Powers: Amazing Save (Damage) +8 [Extras: Fortitude, Immunities (aging, critical hits, disease, exhaustion, poison, starvation, suffocation, cold); Source: Alien; Cost: 3 pp; Total: 24 pp]

Amazing Save (Will) +10 [Source: Alien; Cost: 1 pp; Total: 10 pp]

Sorcery +10 [Flaws: Excluded Group (Defensive, Divination); Source: Mystical; Cost: 10 pp; Total: 102 pp]

Mind Control

Energy Blast (Fire) [Power Stunt: Electricity Blast; Cost: +2 pp]

Illusion [Extras: Area, Selective; Cost: +2 pp/level]

Shapeshift [Extras: Shrinking; Cost: +1 pp/level]

Teleportation [Extras: Range (Normal) (+2); Cost: +2 pp/level]

Flight +6 [Source: Mystical; Cost: 2pp; Total: 12 pp]

Natural Weapon (Claws) +3 [Source: Alien; Cost: 2pp; Total: 6 pp]

Super-Intelligence +8 [Source: Alien; Cost: 2 pp; Total: 16 pp]

Weaknesses:

Disturbing

Vulnerable (Reflection) - Must return to tomb if he sees his reflection

Mumm-Ra, the Decayed Form: Init -1 (Dex); Defense 11 (12 flat-footed); Spd. 30ft; Atk +3 Melee (+2S, Claws), +3 Ranged (+10L, Energy Blast); SV Dmg +7, Fort +7, Ref -1, Will +17; Str 8, Dex 8, Con 12, Int

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20, Wis 20, Cha 20
Skills: Same as the Ever-Living form
Feats: Infamy, Startle, Iron Will, Durability, Identity Change (Tougher Version), Headquarters
Powers: Same as the Ever-Living form

Note: I'll admit, I've gone ahead and created stats for some powers displayed in later episodes. In the Berbils episode Mumm-Ra turns into a giant insect composed of other smaller insects; this was done as an extra effort in my eyes with the power boost from the Pyramid and has not been counted in his Sorcery power displayed above.

Totals: BAB 24 + BDB 8 + Abilities 54 + Skills 25 + Feats 24 + Powers 170 + Weaknesses 20 = Total 285 pp.

Protection +3 [Source: Alien; Cost: 2pp; Total: 6 pp]
Natural Weapon (Tail) +2 [Source: Alien; Cost: 2pp; Total: 4 pp]
Equipment:
Teleportation Device +5: Effect: Teleportation; Source: Super-Science; Cost: 1 pp; Total: 5 pp
Weapon (Axe) +6: Effect: Strike; Cost: 1pp; Total: 6 pp
Warp Gas Grenade +4: Effect: Mind Control; Extras: Area; Flaws: Duration (Continuous); Flaws: Range (Normal), Obvious (cloud of smoke), Limited - Emotion Control (opposite strong emotion); Source: Super-Science; Cost: 1 pp; Total: 4 pp

Totals: BAB 9 + BDB 4 + Abilities 26 + Skills 20 + Feats 6 + Powers 10 + Equipment 15 = Total 90 pp.

Monkian: PL6; Init +4 (Dex); Defense 15 (11 flat-footed); Spd. 30ft; Atk +6 Melee (+6L, Axe), +6 Ranged (+4S, Shield); SV Dmg +4, Fort +4, Ref +4, Will +0; Str 18, Dex 18, Con 18, Int 8, Wis 10, Cha 10

Skills: Balance +6, Climb +8, Jumping +6, Listen +2, Spot +2

Feats: Talented (Climb and Balance)

Powers:

Swinging +4 [Source: Alien; Cost: 1 pp; Total: 4 pp]

Equipment:

Weapon (Club) +2: Effect: Strike; Cost: 1 pp; Total: 2 pp

Shield +3: Effect: Deflection; Extras: Ranged Attack; Power Stunts: Rapid Fire, Multishot; Source: Super-Science; Cost: 2 pp; Total 8 pp

Teleportation Device +5: Effect: Teleportation; Source: Super-Science; Cost: 1 pp; Total: 5 pp



Slythe: PL6; Init +1 (Dex); Defense 13 (12 flat-footed); Spd. 30ft; Atk +6 Melee (+9L, Axe; +5S, Tail); SV Dmg +5 (Protection +3), Fort +3, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 14, Wis 12, Cha 16

Skills: Bluff +6, Listen +4, Sense Motive +5, Spot +5

Feats: Amphibious, Leadership, Toughness

Powers:

Totals: BAB 6 + BDB 2 + Abilities 22 + Skills 24 + Feats 2 + Powers 4 + Equipment 15 = Total 75 pp.



Jackalman: PL4; Init +2 (Dex); Defense 13 (11 flat-footed); Spd. 30ft; Atk +4 Melee (+4S, Club); SV Dmg +4, Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 18, Int 8, Wis 14, Cha 10

Skills: Listen +5, Move Silently +4, Sense Motive +2, Spot +5

Feats: Scent

Powers:

Super-Sense (Smell) +4 [Source: Alien; Cost: 1 pp; Total: 4 pp]

Equipment:

Teleportation Device +5: Effect:

Teleportation; Source: Super-Science; Cost: 1 pp; Total: 5 pp

Weapon (Club) +3: Effect: Strike; Cost: 1pp; Total: 3 pp

Totals: BAB 6 + BDB 2 + Abilities 22 + Skills 16 + Feats 2 + Powers 4 + Equipment 8 = Total 60 pp.

Future articles will be released based on fan demand. There are 130 episodes in the series, this is only the beginning!



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This article is written and compiled by a fan of the Thundercats and the M&M game system. No challenge is made to either property and no profit is being made by this article or the fanzine it is a part of, or the site that it is being hosted on.

MASTERMIND RESOURCES

Need some ideas for your next Mutants and Masterminds Game? Looking for some NPC's or Mooks to confound your players? Then we have some Website links for you. There are quite a number of people who have created websites to support Mutants and Masterminds. There is a vast wealth of information available for your use and, best of all, its' free!

In addition, we collected links to all the Superlink Publisher's company websites. If you need more detail information about their products, then these are the links for you. Be sure to stop by and support the folks who are helping to support our favorite superhero game.

Disclaimer time: we don't guarantee that the links are still active. We hope, of course, that they are. Please use the information they provide with respect; as they have no doubt spent a great deal of time creating and/or accumulating the wealth of information that will only make your game a better one.

FAN SITES

Defenders-5: <http://mecha.com/~conkle/mm/>
Evilschemer's Fan Site.

E-CORE: <http://www.e-core-news.org/>
XEI's Superlink News Site.

Freedom City Play By Post Gaming: <http://www.menefees.net/freedomcity/>
Yes, there are others, but this is one of the best!

M&M HeroHQ v1: <http://www.mutantsandmasterminds.com/phpBB2/viewtopic.php?t=6141>
A character generator. NOTE: check system requirements before downloading.

M&M RPG Resource Site: <http://www.aloothosting.com/dcurpg/mnmindex.html>
Pampero's Fan Site

M&M Webring: <http://l.webring.com/hub?ring=mutantsandmaster>
Contains links to seven sites dedicated to M&M Goodness!

Arcady's M&M Site: <http://home.pacbell.net/arcady0/MnM/>

Central Nexus: <http://www.thecentralnexus.com/>

Hall of Justice: http://mywebpages.comcast.net/kperrine/inside/Fun_Games.html

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Heroes and Henchmen: <http://www.heroesandhenchmen.com/>

Neo's Datalinks: <http://www.neo73.plus.com>

Quantum Heroes: http://home.comcast.net/~leaderdesslok/quantum_heroes/quantum_main.html

Valdier.com: <http://www.valdier.com/>

Project Genesis: <http://members.lycos.co.uk/genesisproject/>
Silverback's fan site full of superhero goodness!

Simpson's Excel Character Sheet: http://games.groups.yahoo.com/group/mnm_hall_of_heroes/
A Yahoo Group for the famous (and good!) Simpson's Character Sheet.

SUPERLINK PUBLISHER'S SITES

Superlink Society: <http://games.groups.yahoo.com/group/SuperlinkSociety/>
A Yahoo Group for Superlink Publishers to share info and get advice.

1001 Designs: <http://1001.indie-rpgs.com/>
Publisher of the upcoming Argonauts.

Action Studios: <http://www.actionstudios.com/metaverse/>
Publisher of the upcoming Albert Deschesne's Metaverse.

Blackwyrm Games: <http://www.blackwyrm.com/>
Publisher of The Algernon Files.

Blue Devil Games: <http://www.bluedevilgames.com/>
Publisher of the 1st Appearance line.

Body Count Entertainment: <http://www.lukedesade.com/>
Publisher of Metahumans.

Brainstorm:
http://mywebpages.comcast.net/kperrine/HeroHooks/HERO_HOOKS_Submissions.htm
Publisher of the upcoming Hero Hooks and 7 Guys of Justice.

Brand's Brand Publications: <http://www.brand-publications.spaceanddeath.com/>
Publisher of Church and State.

Cracked Mirror Publishing: <http://www.cracked-mirror.com/>
Publisher of Monsters and Mayhem.

Devil's Worship: <http://www.lpjdesign.com/DevilsWorkshop/DevilWorkshop.html>



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Publisher of the Power Corrupts, Archetypes and Templates lines.

Gold Rush Games: <http://www.goldrushgames.com/>

Publisher of San Angelo: City of Heroes

Michael Hopcroft Press: <http://www.mphpress.com/>

Publisher of the upcoming Cute Fighters and Grand Defiance.

Misfit Studios: <http://www.misfit-studios.com/>

Publisher of the upcoming The World Not Known.

RavenTower Games: <http://www.raventower.com/>

Publisher of the upcoming Bad-Guys and Bastards (formerly known as: Miscreants & Mischief-Makers).

Reality Blurs: <http://realityblurs.com/>

Publisher of the upcoming RunePunk: Steam and Shadow.

Ronin Arts: <http://www.philipjreed.com/roninarts/>

Publisher of A Matter of Family.

Spectrum Games: <http://www.spectrum-games.com/>

Publisher of Omlevex.

Valent Games: <http://www.valentgames.com/>

Publisher of Above and Beyond.